

# Final Fantasy VIII Guide

by Split Infinity

Updated on Feb 28, 2011

**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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SPLIT INFINITY PRESENTS  
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Name of game: Final Fantasy VIII / [PAL]  
Type of guide: Complete Walkthrough / FAQ  
Platform: Playstation  
Version: Hawt Edea, released on 27th February 2011  
Author: Damir Kolar (Split Infinity) <lifearmor(at)gmail(dot)com>  
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Made in: MS Word, Courier New, Font Size 10, Chrs/Line 79  
Best viewed: MS Word, Courier New, Font Size 10, Chrs/Line 79  
Triple Triad: [db.gamefaqs.com/console/psx/file/final\\_fantasy\\_viii\\_cards\\_d.txt](http://db.gamefaqs.com/console/psx/file/final_fantasy_viii_cards_d.txt)  
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If you like this guide, be sure to drop me an e-mail and tell me about it.  
The only thing this guide cannot do is play the game for you.

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01.) LATEST UPDATES - G0100  
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- Version Hawt Edea (27th February 2011)  
# Polishing the guide.

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02.) LEGAL INFORMATION - G0200  
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Seed Mission #19 | SM#19A | Find Ellone  
 Seed Mission #20 | SM#20 | Board Loony Panda  
 Seed Mission #19 | SM#19B | Find Ellone, continued  
 Seed Mission #21 | SM#21 | Help for Rinoa  
 Seed Mission #22 | SM#22 | Rescue Rinoa  
 Seed Mission #23 | SM#23 | "Defeat" Loony Panda  
 Seed Mission #24 | SM#24 | Defeat the "Mastermind"

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09.) Bestiary | G0900 | Meet the bunch known as monsters.  
 10.) Junction Effects | G1000 | Effects of junctioning magic.  
 11.) Cards Information | G1100 | Info on cards values, items gained, etc.  
 12.) Character Analysis | G1200 | Evaluation of playable characters.  
 13.) Limit Breaks | G1300 | Details on limit breaks.  
 14.) Guardian Forces | G1400 | Stuff about GFs, and more.  
 15.) Abilities | G1500 | Details on GF, menu, etc. abilities.  
 16.) Magic | G1600 | Information on magic spells.  
 17.) Refinement Charts | G1700 | What refines into what? Wonder no more.  
 18.) Items | G1800 | Crapload of items, handful of Edea.  
 19.) SeeD Test Answers | G1900 | Get the next rank fast and painless.  
 20.) Shops | G2000 | Items and their prices.  
 21.) Weapon Remodeling | G2100 | How and what is needed to upgrade weapons.  
 22.) Stat Maxing | G2200 | Beef up Str, HP, Spr... to maximum values.  
 23.) Information | G2300 | Brief contents of Information submenus.  
 24.) Past Revisions | G2400 | History of this guide resides here...  
 25.) Credits | G2500 | All who contributed... Thank you.  
 26.) Contact Info | G2600 | Find out how to reach me.

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 04.) INTRODUCTION - G0400  
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Hello! I am Damir Kolar and I welcome you to my new project. Final Fantasy VIII was one of my favorite games back in the ye-olde-PSX time, and I've played it a lot, probably even more than FFX. Anyway, after some pondering I decided to finally give in and make a guide for this game.

Are you ready? Power up your PSX, open the disc tray, pop in FFVIII CD, close the disc tray, wait for some logos to appear, hit Start or Action button, and then select New Game.

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If you found the guide useful and would like to support me in future endeavours of covering the titles you enjoy playing, then perhaps you would like to consider making a donation.

You can do so through Paypal, the account is: [lifearmor@gmail.com](mailto:lifearmor@gmail.com)

Thank you for reading this guide. I hope it meets your expectations in completing the game fully in order to provide maximum enjoyment.

I will be using some abbreviations.

-----

AC ----- attack class (magic)  
AP ----- Ability Points  
AUR ----- Aura  
BER ----- Berserk  
cca ----- in rough estimates  
chr ----- single character  
chrs ----- multiple characters  
CON ----- Confuse  
cross ----- crossroads  
DAR ----- Darkness  
DGN ----- Degenerator  
DOO ----- Doom  
DOU ----- Double  
DRA ----- Drain  
E ----- east  
esp ----- especially  
EVA ----- Evasion stat  
EXP ----- Experience points  
FLO ----- Float  
GF ----- Guardian Force  
HAS ----- Haste  
HIT ----- hit (accuracy) statistic  
HP ----- Hit Points  
INV ----- Invincible  
KO ----- Death  
LB ----- Limit Break  
LUCK ----- luck statistic  
MAG ----- magic statistic  
N ----- north  
na ----- not applicable  
NE ----- northeast  
NS ----- nothing special  
NW ----- northwest  
PET ----- Petrifying  
POI ----- Poison  
PRO ----- Protect  
PTR ----- Petrify  
REF ----- Reflect  
REG ----- Regen  
rephy ----- regular physical attack  
S ----- south  
SE ----- southeast  
SHE ----- Shell  
SIL ----- Silence  
SLE ----- Sleep  
SLO ----- Slow  
SPD ----- speed statistic  
SPN ----- Save Point

SPR ----- spirit statistic  
STO ----- Stop  
STR ----- strength stat  
SW ----- southwest  
TRI ----- Triple  
VIO ----- itality 0  
VIT ----- vitality statistic  
VS ----- versus  
W ----- west  
ZOM ----- Zombie

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06.) CHART EXPLANATION - G0600  
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Here's an explanation of various parts of foe's entry.

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#01 First it's the name of the foe.

-----  
#02 "LV RANGE" - Tells you at which possible levels can this foe be  
encountered. Lowest level is 1, and highest is 100.

-----  
#03 "HP RANGE" - Tells you about lowest and highest amount of HP enemy can have  
at lv1 (or its lowest level) and lv100 (or its highest level). Exceptions  
apply - for example Ifrit, who will always be lv6 with 1068 HP.

-----  
#04 "AP" - Tells you amount of AP you gain when foe is defeated.

-----  
#05 "Common card:" tells you about a card for which you have 15/16 chance to  
obtain, if a foe can be carded. Generally, boss foes cannot  
be carded.

"Rare card:" tells you about a card for which you have 1/16 chance to  
obtain, if a foe can be carded. Generally, boss foes cannot  
be carded.

-----  
#06 "LV-UD" stands for "Level Up/Down" (Tonberry's ability command).

"yes" means that the foe can be leveled up/down\*1

"no" means that the foe cannot be leveled up or leveled down\*1

-----  
#07 "ELEMENTAL AFFINITIES" deals with foe's vulnerabilities to 9 elements.

Those are: fire, ice, thunder, earth, poison, wind,  
water, holy, and gravity.

"immune" means that foe is immune to damage from this element

"mag-miss" means that attacks with earth element will miss

"yes" means that foe is susceptible to gravity damage

"no" means that foe is immune to gravity damage

"x 0,1"~"x 0,9" means that foe takes reduced damage from this element

"x 1" means that foe takes normal damage from this element

"x 1,1"~"x 7" means that foe takes increased damage from this element

"x(-0,1)"~"x(-1)" means that foe takes absorbs damage from this element as  
HP recovery

-----  
#08 "BASIC STATISTICS" eals with info on foe's primary stats (HP, STR, etc.)

"EXP" - stands for "Experience Points"  
 "HP" - stands for "Hit Points"  
 "Strength" - self-explanatory  
 "Vitality" - self-explanatory  
 "Magic" - self-explanatory  
 "Spirit" - self-explanatory  
 "Speed" - self-explanatory  
 "Evasion" - self-explanatory  
 "----" - no value for statistic is provided

#09 "STATUS AFFINITIES" deal with foe's vulnerabilities to status changes.

"KO" - Death	"POI" - Poison	"PTR" - Petrify
"DAR" - Darkness	"SIL" - Silence	"BER" - Berserk
"ZOM" - Zombie	"SLE" - Sleep	"HAS" - Haste
"SLO" - Slow	"STO" - Stop	"REG" - Regen
"REF" - Reflect	"DOO" - Doom	"PET" - Petrifying
"FLO" - Float	"CON" - Confuse	"DRA" - Drain
"DGN" - Degenerator	"PRO" - Protect	"SHE" - Shell
"AUR" - Aura	"INV" - Invincible	"DOU" - Double
"TRI" - Triple	"VI0" - Vitality 0	"The End" - The End*2

"-" means that foe is immune and cannot be affected  
 "0" ~ "90" means that foe is susceptible, but it has some resistance (the lower the number is, the higher foe's resistance is)  
 "100" means that foe is always susceptible  
 "yes" means that foe is susceptible to "The End"  
 "no" means that foe is immune to "The End"

#10 "DRAWABLE MAGIC" tells you info on which magics can be drawn from a foe at any of its levels.

#11 "DEVOUR TASTE" tells you info about effects of successful "Devour" performed on the enemy at any of its levels. Generally, boss foes and human/humanoid foes cannot be devoured.\*3

#12 "MUGGED ITEMS" tells you info about items you can obtain from a foe at any of its levels using "Mug" command.

At any foe's given level, you can steal one of four available items from the foe. Your base chance for successfully mugging a foe can be as low as [0/256] (nothing to steal) or as high as [255/256].

This is also very important to know: you must add [Spd/2] to the difficulty number for the mug column (Spd = the mugger's Spd, not the target's!).

Let's divide these four available items into four slots: A, B, C, D. Upon considering base chance for successfully mugging a foe, you have...

- [178/256] chance to mug an item from slot A
- [51/256] chance to mug an item from slot B
- [15/256] chance to mug an item from slot C
- [12/256] chance to mug an item from slot D

The order of items listed in foe's "Mugged Items" section reflects the order of the slots, that is first item listed is from slot A, and so on.

Remember, you can only steal once from the foe! And if you successfully mug a foe, then the foe will not drop any items post-battle.

If you're using Rare Item ability, it changes the chances of successfully mugging an item into the following...

- [128/256] chance to mug an item from slot A
- [114/256] chance to mug an item from slot B
- [14/256] chance to mug an item from slot C
- [0/256] chance to mug an item from slot D

-----

#13 "DROPPED ITEMS" tells you info about items you can obtain from a foe at any of its levels after the battle is finished.

"Card drop:" tells you about possible card you can receive after defeating a foe. Foe's levels don't matter in this case.

At any foe's given level, you have a chance to obtain one of four available items from the foe. Your base chance to successfully get an item from a foe can be as low as [0/256] (nothing to drop) or as high as [255/256].

Let's divide these four available items into four slots: A, B, C, D. Upon considering base chance for an item to be dropped, you have...

- [178/256] chance to obtain an item from slot A
- [51/256] chance to obtain an item from slot B
- [15/256] chance to obtain an item from slot C
- [12/256] chance to obtain an item from slot D

The order of items listed in foe's "Dropped Items" section reflects the order of the slots, that is first item listed is from slot A, and so on.

Remember, you can only get one item from one foe! And if you successfully mugged a foe, then the foe will not drop any items post-battle.

Regarding card drops, unless the drop is 100% fixed, you have [1/16] chance of obtaining the card as post-battle spoils.

If you're using Rare Item ability, it changes the chances of successfully obtaining an item into the following...

- [128/256] chance to obtain an item from slot A
- [114/256] chance to obtain an item from slot B
- [14/256] chance to obtain an item from slot C
- [0/256] chance to obtain an item from slot D

-----

#14 "SCAN" tells you about info on the foe which appears when foe is scanned with "Scan" magic.

"[Fly Monster]" denotes a flying foe; as such it is immune to attacks aligned with earth element.

"[Undead Monster]" denotes an undead foe; as such it is vulnerable to healing items and spells, and can be insta-defeated with Life magics or Phoenix Downs.

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#15 "ATTACK LIST" tells you about all the skills the foe can use in some way.

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#16 "NOTES" tells you about interesting info, which doesn't fit anywhere else.

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#17 \*1 Generally, boss foes cannot be leveled up/down in such manner.

\*2 "The End" is a special status, available only thru Selphie's Slots. When cast, The End instantly defeats any and all foes, except those classified as undead. In case foe has multiple forms, "The End" reduces the HP of current form to 0 (zero), taking you straight to the next form.

\*3 When you perform "Devour" command, several things can happen:

- "Couldn't Devour!"

- > foe cannot be devoured
- "Delicious!"
  - > restores MAX HP
- "Refreshing!"
  - > restores MAX HP, heals status abnormalities
- "Tastes awful!!!"
  - > 12,5% of MAX HP lost, inflicts Poison
- "Shouldn't have...eaten...it"
  - > 75% of MAX HP lost, inflicts Poison, Darkness, Silence, Sleep, Slow and Curse
- "Can't see anything"
  - > 6,25% of MAX HP lost, inflicts Darkness
- "Tastes okay..."
  - > restores 50% MAX HP
- "No good!"
  - > nothing is changed
- "It's rotten..."
  - > 6,25% of MAX HP lost, inflicts Zombie
- "Tastes funny..."
  - > inflicts Stone
- "Barf...bwahhh!!!"
  - > 50% of MAX HP lost, inflicts Poison
- "Increased morale"
  - > restores MAX HP, heals status abnormalities, raises Spr by 1
- "Light on my feet!"
  - > restores MAX HP, heals status abnormalities, raises Spd by 1
- "All systems go!"
  - > restores MAX HP, heals status abnormalities, raises MAX HP by 10
- "Gained strength"
  - > restores MAX HP, heals status abnormalities, raises Str by 1
- "Feel healthier"
  - > restores MAX HP, heals status abnormalities, raises Vit by 1
- "Clear head!"
  - > restores MAX HP, heals status abnormalities, raises Mag by 1

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07.) STATUS EFFECTS - G0700

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The game is full of fun status effects you can play around with.

Harmful status effects: KO, Death, Poison, Petrify, Darkness, Silence, Zombie, Sleep, Berserk, Slow, Stop, Curse, Doom, Petrifying, Confuse, Vit 0, Drain, Zantetsuken, Rapture, The End, Degenerator

Good status effects: Haste, Regen, Protect, Shell, Reflect, Aura, Invincible, Float, Double, Triple, Defend, Angel Wing

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MEANINGS OF ABBREVIATIONS IN STATUS CHARTS

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- STATUS - name of status
- EFF - effects of status
- DUR - duration of status



CUR - how can the status be cured/removed  
LOS - is status gone if target gets KOed or turned to Stone  
PRE - how to prevent the status  
INF - magic and equipment that inflicts the status  
VIS - visual notification of the status

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HARMFUL STATUS EFFECTS  
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Poison

EFF | 5%~9% of target's MAX HP is lost for each action target makes.  
DUR | Permanent. It also persists after battle.  
CUR | Antidote, Elixir, Megalixir, Remedy, Remedy+, Tent, Cottage,  
| Esuna, Treatment, certain Devour effects.  
LOS | KO, Petrify.  
PRE | [Holy, Esuna, Reflect, Bio, or Pain] on SDJ, Ribbon, Invincible.  
INF | Bio, Pain, Runaway Train, Acid, Bad Breath, Dark Shot, certain  
| Devour effects.  
VIS | Green bubbles appear above target's head.

-----  
Petrifying

EFF | If target's counter gets all the way down to zero (0), target  
| becomes Petrified.  
| If every party member is Petrified, you will get Game Over.  
DUR | Time lapse, battle end.  
CUR | Soft, Elixir, Megalixir, Remedy, Remedy+, Esuna, Treatment,  
| certain Devour effects.  
LOS | KO, Petrify.  
PRE | [Esuna, Reflect, or Break] on SDJ, Ribbon, Invincible.  
INF | Runaway Train, Bad Breath.  
VIS | White counter appears above target's head.

-----  
Petrify (Stone)

EFF | After Petrifying counter gets all the way down to zero (0), target  
| becomes petrified.  
| Control of target is lost.  
| Magic attacks miss, and physical attacks cause zero (0) damage.  
| If every party member is Petrified, you will get Game Over.  
| Petrified chrs don't gain EXP.  
DUR | Permanent. It also persists after battle.  
CUR | Soft, Elixir, Megalixir, Remedy, Remedy+, Tent, Cottage, Esuna,  
| Treatment.  
LOS | -  
PRE | [Esuna, Reflect, or Break] on SDJ, Ribbon, Invincible.  
INF | Break, Acid, Bad Breath, certain Devour effects.  
VIS | Target's body turns white, ATB bar becomes whitish, target's  
| movement stops.

-----  
Darkness

EFF | Target becomes blind, and tends to miss with physical attacks more  
| often.  
DUR | Permanent. It also persists after battle.  
CUR | Esuna, Eye Drops, Elixir, Megalixir, Remedy, Remedy+, Tent,  
| Cottage, Esuna, Treatment, certain Devour effects.  
LOS | KO, Petrify.  
PRE | [Esuna, Reflect, Blind, or Pain] on SDJ, Ribbon, Invincible.  
INF | Blind, Pain, Runaway Train, Acid, Bad Breath, Dark Shot, certain  
| Devour effects.  
VIS | Dark cloud appears above target's head.

-----  
Silence

EFF | Target cannot execute Magic, GF and Draw commands.  
DUR | Permanent. It also persists after battle.  
CUR | Echo Screen, Elixir, Megalixir, Remedy, Remedy+, Tent, Cottage,  
| Esuna, Treatment, certain Devour effects.  
LOS | KO, Petrify.  
PRE | [Esuna, Reflect, Silence, or Pain] on SDJ, Ribbon, Invincible,  
| Angel Wing.  
INF | Silence, Pain, Silent Voice, Runaway Train, Acid, Bad Breath, Dark  
| Shot, certain Devour effects.  
VIS | A speech bubble with "... " appears above target's head.

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#### Berserk

EFF | Target's physical attacks become 50% stronger. Target will be  
| using physical attacks only against foes.  
| Control of target is lost.  
DUR | Battle end.  
CUR | Elixir, Megalixir, Remedy, Remedy+, Esuna, Treatment.  
LOS | KO, Petrify.  
PRE | [Holy, Esuna, Reflect, or Berserk] on SDJ, Ribbon, Invincible,  
| Angel Wing.  
INF | Berserk, Runaway Train, Bad Breath, Mad Rush.  
VIS | Target's body becomes red, and puffs of smoke appear above  
| target's head.

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#### Zombie

EFF | Target's attack power increases, but recovery items and recovery  
| magic cause damage.  
| Target takes increased damage from Holy element attacks by [x 2]  
| modifier.  
| Target becomes immune to insta-KO attacks (like Death), but can be  
| killed with Life-type magic and Phoenix Down-type items.  
DUR | Permanent. It also persists after battle.  
CUR | Holy Water, Remedy, Remedy+, Tent, Cottage, Esuna, Treatment,  
| certain Devour effects.  
LOS | KO, Petrify.  
PRE | [Holy, or Zombie] on SDJ, Ribbon, Invincible.  
INF | Zombie, Bad Breath, certain Devour effects.  
VIS | Target's body turns greenish.

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#### Sleep

EFF | Targets becomes asleep, and cannot act for the moment.  
| Control of target is lost.  
| Eva rating of the target becomes 0%.  
DUR | Time lapse, battle end, receive a physical attack.  
CUR | Elixir, Megalixir, Remedy, Remedy+, Esuna, Treatment.  
LOS | KO, Petrify.  
PRE | [Holy, Esuna, Reflect, or Sleep] on SDJ, Ribbon, Invincible.  
INF | Sleep, Runaway Train, Bad Breath, Dark Shot, certain Devour  
| effects.  
VIS | A speech bubble with "ZZZ" appears above target's head.

---

#### Slow

EFF | Target's ATB bar takes longer to fill up, thus making the target  
| act slower than usual.  
| Active statuses also currently in effect take longer to expire.  
DUR | Time lapse, battle end.  
CUR | Elixir, Megalixir, Remedy+, Esuna, Stop, Haste, Treatment, certain  
| Devour effects.  
LOS | KO, Petrify.  
PRE | [Esuna, Reflect, Slow] on SDJ, Ribbon, Invincible, Auto-Haste.

INF | Slow, Runaway Train, Bad Breath, Dark Shot, certain Devour  
| effects.

VIS | Target's movement is slower, ATB bar turns purplish.

-----  
Stop

EFF | Target's ATB bar is stopped, no commands are possible.  
| Control of target is lost.  
| Expiration of active statuses also currently in effect is stopped.  
| Eva rating of the target becomes 0%.

DUR | Time lapse, battle end.

CUR | Elixir, Megalixir, Remedy+, Esuna, Slow, Haste, Treatment.

LOS | KO, Petrify.

PRE | [Esuna, Reflect, or Stop] on SDJ, Ribbon, Invincible, Auto-Haste.

INF | Stop, Runaway Train, Bad Breath.

VIS | Target's movement stops, ATB bar turns whitish.

-----  
Curse

EFF | Target cannot execute limit breaks.  
| This status can only be applied to your chrs.

DUR | Time lapse, battle end.

CUR | Holy Water, Elixir, Megalixir, Remedy, Remedy+, Esuna, Aura,  
| Treatment, certain Devour effects.

LOS | KO, Petrify.

PRE | [Holy, Esuna, Aura, or Pain] on SDJ, Ribbon, Invincible.

INF | Certain Devour effects.

VIS | Target's body turns blackish.

-----  
Confuse

EFF | Target becomes confused and will attack allies and foes alike. Any  
| type of attack is possible to be used, as well as items.  
| Control of target is lost.

DUR | Time lapse, battle end, receive a physical attack.

CUR | Elixir, Megalixir, Remedy, Remedy+, Esuna, Treatment.

LOS | KO, Petrify.

PRE | [Holy, Esuna, Reflect, or Confuse] on SDJ, Ribbon, Invincible,  
| Angel Wing.

INF | Confuse, Runaway Train, Bad Breath.

VIS | Target is spinning around.

-----  
Vitality 0

EFF | Target's Vit and Spr stats are reduced to zero, resulting in  
| maximum damage taken from physical as well as magic attacks.

DUR | Battle end.

CUR | Elixir, Megalixir, Remedy+, Esuna, Treatment, certain Devour  
| effects.

LOS | KO, Petrify.

PRE | Ribbon, Invincible.

INF | Meltdown, Runaway Train, Acid, Bad Breath.

VIS | Target's body turns yellowish.

-----  
Doom

EFF | Target becomes KOed when red timer reaches zero (0).

DUR | Time lapse, battle end.

CUR | Elixir, Megalixir, Remedy+, Zombie, Treatment, certain Devour  
| effects.

LOS | KO, Petrify.

PRE | Zombie status, Ribbon, Invincible.

INF | Runaway Train, Bad Breath, Doom.

VIS | Red timer appears above target's head.  
-----

Death

EFF | Target's HP is instantly reduced to zero (0), causing KO status.  
| Control of target is lost.  
DUR | -  
CUR | -  
LOS | -  
PRE | [Life, Full-life, Holy, or Death] on SDJ, Zombie status, Ribbon,  
| Invincible.  
INF | Death, Bad Breath, Lv?Death, Death Stone.  
VIS | -

---

KO

EFF | If target takes damage, which is greater than target's current HP,  
| target becomes KOed.  
| Control of target is lost.  
| If every party member is KOed, you will get Game Over.  
| KOed chrs don't gain EXP.  
DUR | Permanent. It also persists after battle.  
CUR | Phoenix Down, Mega Phoenix, Phoenix Pinion, Tent, Cottage, Life,  
| Full-life, Revive.  
LOS | -  
PRE | -  
INF | -  
VIS | Target is lying on the ground, unable to act. ATB bar is empty.

---

Drain

EFF | Drains HP from target, adding it to caster's HP pool.  
| Be careful when draining Undead foes, or foes under Zombie status,  
| as you'll lose HP instead.  
DUR | -  
CUR | -  
LOS | -  
PRE | [Holy, Dispel, or Drain] on SDJ, Invincible.  
INF | Drain, Absorb.  
VIS | -

---

Zantetsuken

EFF | Instantly defeats all targets.  
| Exceptions are boss foes, Tonberry, Grat, Cactuar, Vysage, Lefty,  
| Righty, PuPu, UFO?, and E-Soldier (cyborg).  
| If Gilgamesh appears in battles against one of those foes and  
| attempts to use Zantetsuken, status will miss.  
DUR | -  
CUR | -  
LOS | -  
PRE | -  
INF | Zantetsuken.  
VIS | Target gets sliced in half, then battle ends.

---

Rapture

EFF | Instantly defeats all enemies.  
| Exceptions are boss foes, Tonberry, Grat, Cactuar, Vysage, Lefty,  
| Righty, PuPu, UFO?, and E-Soldier (cyborg).  
DUR | -  
CUR | -  
LOS | -  
PRE | -  
INF | Rapture.  
VIS | A pair of wings appears behind enemy, and carries enemy away.

---

Degenerator

EFF | Instantly defeats target.  
 | Exceptions are boss foes, Tonberry, Grat, Cactuar, Vysage, Lefty,  
 | Righty, PuPu, UFO?, and E-Soldier (cyborg).  
 DUR | -  
 CUR | -  
 LOS | -  
 PRE | -  
 INF | Degenerator.  
 VIS | After some flashy fireworks target is carried into nothingness.

The End

EFF | Instantly defeats all enemies.  
 | Exceptions are undead foes, and targets under Zombie status.  
 | If you're facing a foe with more than one form, then The End  
 | reduces the HP of current form to zero (0), causing the foe to  
 | enter next form immediately.  
 DUR | -  
 CUR | -  
 LOS | -  
 PRE | -  
 INF | The End.  
 VIS | After some flashy fireworks (flowers & co.) enemy is defeated.

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 BENEFICIAL STATUS EFFECTS  
 -----

Haste

EFF | Target's ATB bar takes less time to fill up, thus making the  
 | target act faster than usual.  
 | Active statuses also currently in effect expire faster.  
 DUR | Time lapse, battle end.  
 CUR | Dispel, Slow, Stop.  
 LOS | KO, Petrify.  
 PRE | -  
 INF | Haste, Mighty Guard, Auto-Haste, Mad Rush.  
 VIS | Target's movement is faster than normal, ATB bar turns reddish.

Protect

EFF | All physical attacks against the target cause 50% less damage.  
 DUR | Time lapse, battle end.  
 CUR | Dispel.  
 LOS | KO, Petrify.  
 PRE | -  
 INF | Protect, Mighty Guard, Wall, Auto-Protect, Protect Stone, Mad  
 | Rush.  
 VIS | Each time target is hit with a physical attack, a bluish barrier  
 | appears making distinct sound effect.

Shell

EFF | All magic attacks against the target cause 50% less damage.  
 DUR | Time lapse, battle end.  
 CUR | Dispel.  
 LOS | KO, Petrify.  
 PRE | -  
 INF | Shell, Mighty Guard, Wall, Auto-Shell, Shell Stone.  
 VIS | Each time target is hit with a physical attack, a purplish barrier  
 | appears making distinct sound effect.

-----  
Reflect

EFF | Target reflects majority of magic spells back to caster.  
| Exceptions are: Tornado, Dispel, Drain, Quake, Meteor, Ultima,  
| Scan, and Apocalypse.  
DUR | Time lapse, battle end.  
CUR | Dispel.  
LOS | KO, Petrify.  
PRE | -  
INF | Reflect, Auto-Reflect, Ruby Light.  
VIS | Each time target is hit with a reflectable magic, a greenish  
| barrier appears making distinct sound effect.

-----  
Float

EFF | Target evades all earth-based attacks (causing them to miss).  
DUR | Time lapse, battle end.  
CUR | Dispel.  
LOS | KO, Petrify.  
PRE | -  
INF | Float, Mighty Guard.  
VIS | Target is floating above ground.

-----  
Regen

EFF | Target regenerates 5% of MAX HP in regular intervals.  
DUR | Time lapse, battle end.  
CUR | Dispel.  
LOS | KO, Petrify.  
PRE | -  
INF | Regen, Mighty Guard.  
VIS | Up to four-digit number will appear above target's head in regular  
| intervals.

-----  
Double

EFF | Target can cast same magic spell two times in single turn.  
DUR | Time lapse, battle end.  
CUR | Dispel.  
LOS | KO, Petrify.  
PRE | -  
INF | Double, Counter Rockets.  
VIS | When you go in chr's magic menu, hand pointer will have small  
| number "2" tacked on, denoting the status in effect.

-----  
Triple

EFF | Target can cast same magic spell three times in single turn.  
DUR | Time lapse, battle end.  
CUR | Dispel.  
LOS | KO, Petrify.  
PRE | -  
INF | Triple, Counter Rockets.  
VIS | When you go in chr's magic menu, hand pointer will have small  
| number "3" tacked on, denoting the status in effect.

-----  
Aura

EFF | Target is able to activate limit breaks more easily.  
DUR | Time lapse, battle end.  
CUR | Dispel, Curse.  
LOS | KO, Petrify.  
PRE | -  
INF | Aura, Mighty Guard, Aura Stone.  
VIS | Target's body turns goldish.

-----  
Defend

EFF | Chr becomes immune to damage from physical attacks, and takes 50%  
| less damage from magic attacks.  
DUR | Until next chr's turn, battle end.  
CUR | -  
LOS | KO, Petrify, chr executes a command.  
PRE | -  
INF | Defend.  
VIS | Chr assumes defensive stance.

-----  
Invincible

EFF | Chr becomes immune to all status changes, and all types of attacks  
| against the chr will cause zero (0) damage.  
| Also negates all bad status changes (except Petrify, and KO) at  
| the time when invincibility is applied.  
DUR | Time lapse, battle end.  
CUR | -  
LOS | KO, Petrify.  
PRE | -  
INF | Hero-trial, Hero, Holy War-trial, Holy War, Invincible Moon.  
VIS | Chr's body turns transparent.

-----  
Angel Wing

EFF | Exclusive to Rinoa only. During Angel Wing mode, control of Rinoa  
| is lost; she will be casting offensive magic from her magic stock.  
| Amount of available magic does \*not\* decrease, and damage caused  
| is five times greater than usual. If she has no stocked magic, she  
| will use physical attacks against her foes. During Angel Wing  
| mode, Rinoa is immune to Silence, Berserk and Confuse.  
DUR | Time lapse, battle end.  
CUR | -  
LOS | KO, Petrify.  
PRE | -  
INF | Angel Wing.  
VIS | Pair of wings appear on Rinoa's back, and then it's party time.

-----  
And for the end, some useful things to know...

- Chr with Auto-Reflect ability is impossible to revive with Life magic. You must use Phoenix Down or Revive ability.
- Rinoa in Angel Wing status is immune to Berserk, Silence and Confuse statuses.
- Slow status slows down expiration rate of all statuses currently active on target.
- On the other hand, Haste status speeds up expiration rate of all statuses currently active on target.
- While chr is under Stop or Sleep status, chr's Eva rating is zero (0).
- Berserk and Zombie statuses increase attack power of chr affected.
- Zombified chr is immune to Death spells, and is not afraid of Doom.
- Zombied chr receives double damage from attacks aligned with holy element.
- Haste, Slow and Stop cannot co-exist at the same time. For example, if you cast Haste on target under Slow, Slow status is replaced by Haste.
- Aura and Curse cannot co-exist at the same time.
- If an attack carries Berserk, Confuse and/or Sleep statuses, then Confuse "takes precedence" over Berserk; and Sleep "takes precedence" over Confuse and Berserk
- Despite its name, Vit 0 status reduces both Vitality and Spirit to zero (0), thus making Meltdown magic an excellent opening move in any prolonged confrontation. As added bonus there's no enemy in the game that's immune to

the status.

- Draining undead or zombified foes will cause you damage instead.
- Think that you're invincible when Hero talks? Use Darkside command and you'll be sleeping with the fishies sooner than you thought. Kamikaze!
- Zantetsuken, Rapture and Degenerator will fail against: boss class foes, Tonberry, Grat, Cactuar, Vysage, Lefty, Righty, PuPu, UFO?, and E-Soldier (cyborg).
- The End instantly defeats any enemy in the game, except undead or zombified foes. If the boss has multiple forms, The End reduces HP of current form to zero (0), triggering the battle with next form immediately.
- If you're suffering from bad status, toss a Hero or Holy War to remove them. Hey, who needs invincibility for tough bosses...
- Auto-Haste ability makes you immune to Slow and Stop.
- Using Drain on St-Atk-J is great when coupled with Darkside.
- Ribbon is the only way of protecting yourself against Vit 0 status.
- Petrifying and Doom counters can be "fiddled with" by setting the slider for Battle Speed under config. The faster the setting, the smaller the counter when it begins ticking.
- Zombifying a chr with Doom counter removes Doom.
- Protect, Shell, Aura, Double, Triple, and Vit 0 status can be applied to anything in the game.

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08.) WALKTHROUGH - G0800  
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=====  
===== FOREWORD =====

The primary aim of this guide is to get you thru the game from beginning till grand finale in the most comfortable way possible. Some of the suggestions I make throughout the guide will require you to spend some quality gaming time with enemies or such, but trust me when I say that it'll pay off big time in the end.

And now... enjoy Final Fantasy VIII!

Yours truly  
Damir Kolar

=====  
===== FOREWORD =====

HINT: Some people take great pride in obtaining a high SeeD rank at start of game by completing the SeeD field exam. Don't worry about that stuff, as there's plenty chances to obtain money in other means.

HINT: You'll encounter lots of draw points in the course of game. Except in three cases (Ultima draw point, Island Closest to Hell, Island Closest to Heaven), drawing magics from them is useless, as it's far better to draw magic from enemies or getting it by refining.

HINT: Regarding EXP and AP it is wise to know the following:

- If \*you\* are dead, petrified, or level 100, you will not gain EXP. Your GFs will still gain EXP (unless they're dead or level 100) and AP (unless they're dead or are not currently working on an ability).
- If you run away, you gain no AP, and you gain a percentage of the EXP you would've gotten from the enemy, equal to the percentage of its health that you've taken away (for example, fight something that gives 200 EXP and has 1000 HP, knock it down to 800 HP and run, and you get 20% of 200 = 40 EXP for taking off 20% of its health).



- If you petrify an enemy, it's just like running away from it: no AP, percentage of EXP based on damage done.
- If you card an enemy, you get AP, and do not get EXP.
- If you devour an enemy, you get AP, and do not get EXP.
- If the enemy doesn't give EXP in the first place (Tonberry, most bosses), then you won't get EXP from it, but will still get AP.

=====

BALAMB GARDEN

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-----

SEED MISSION #01 - SEED EXAM, FIRE CAVERN PORTION - SM#01

-----

- After introductory sequence, you'll find the main protagonist lying in bed. When Kadowaki asks you a question, answer however you like.

- Then you get the choice of naming Squall. Enter da-super-sexy-bombshell-that-is-Quistisss! Yahoo! When you appear in a corridor with Quistis, hold down on analog stick.

[B-Garden - Classroom]

- Squall begins at lv7, with Revolver weapon, and your current funds are 5000 gil. You have 6x Potion, 4x Phoenix Down, 2x Remedy, and 5x Tent.

-----

New Guardian Force - Quezacotl!

-----

New Guardian Force - Shiva!

-----

- After Quisty finishes talking, have Squall examine the desk in front of him. Choose "Turn on the power and...", then select Tutorial and you will obtain two GFs: QUEZACOTL (1/16) and SHIVA (2/16). You can now select Tutorial from the main menu, brought up with Circle.

- If you're a new player, then make sure you read everything in the console (especially since this game is quite different in some terms of gameplay); anything else of rules-value is available in the Info section of game's main menu.

- When you viewed everything you wanted, back out with Triangle and choose "I'm done.".

- Go right and talk to Quisty - she tells you a bit about Fire Cavern, advises you to examine study panel (which we already did), and sets you up for a date with her... no, wait. She just says she'll be waiting at the front gate. Eh, close enough, and with that she's gone.

[B-Garden - 2F Hallway]

- Walk down until someone bumps into you. Pick "Are you ok?", then "Sure." to give her a tour of the garden. I advise you to agree to it to get around a bit quicker and also to familiarize yourself with the layout. Walk right into the elevator screen.

-----

Triple Triad - your first cards

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- Talk to the guy in front of the elevator - he'll give you 7 cards (Geezard, Funguar, Red Bat, Gayla, Gesper, Fastitocalon-F, and Caterchipillar).

---

Quisty the Bombshell - Degenerator

---

- One of them is Gesper card. Once Quezo knows Card Mod, mod the card into Black Hole and use it on Quistis to learn one of most used Blue Magics thru the game - Degenerator.

- You can challenge other people to card games by standing next to them and pressing Square to bring up a prompt about playing Triple Triad. Not everyone is a player, though.

- Enter the elevator now.

[B-Garden - Hall]

- Walk to the left to find garden's directory, and Squall will explain where everything is, and what's the function of that part of garden.

N section - dorms

NE section - parking lot

E section - training center

SE section - library

S section - front gate

SW section - infirmary

W section - quad

NW section - cafeteria

---

Triple Triad - Beginner's tips

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Triple Triad - How rare cards work

---

Triple Triad - MiniMog card

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- Definitely check out the excellent Triple Triad walkthru by Sister:  
[db.gamefaqs.com/console/psx/file/final\\_fantasy\\_viii\\_cards\\_d.txt](http://db.gamefaqs.com/console/psx/file/final_fantasy_viii_cards_d.txt)

- If you're a new player, but would still like to try your mettle in Triple Triad, I advise you wait a bit until you gain some stronger cards. You probably don't know yet how this minigame is played and your card deck isn't that great. While Triple Triad is very rewarding in the long run, it would be bothersome if you gave up on it due to early minigame experience, should you lose often.

- A good chance for first-time Triple Triad players to actively engage in card playing is after Fire Cavern. Your hand will become stronger by having a couple of Bomb cards and Ifrit card.

- But just for later reference - challenge the small boy running around in the garden, as he holds a Minimog card.

- You should never mod Minimog card. It is a rare card which also acts a prerequisite for obtaining other rare card later in the game (Card Queen quest, to be specific). If you ever mod Minimog card before starting Card Queen quest, than the whole quest will be closed off.

- All of lv8, lv9, and lv10 cards can be obtained on disc 4. You just need to fulfill specific condition - completing CCGroup quest by the end of disc 3.

- The only card which is truly unique is PuPu card - although it's lv5 card, it counts as rare card.

- Card Queen quest, CCGroup quest, and details on PuPu are all explained later in the walkthru.

[B-Garden - Cafeteria]

-----  
Sidequest - Cafeteria Lady  
-----

- Talk to the left lady behind the counter, pick "I'll lend an ear...", then pick "I'll lend an ear...".

- Walk to upper right of the screen to enter another section.

-----  
Triple Triad - Quistis card  
-----

- Challenge Trepie #1 and after some card battles walk away with Quistis card.

-----  
Quisty the Bombshell - Bad Breath  
-----

- From Trepie #1 in Cafeteria get 4x Malboro card. Mod them into Malboro Tentacle and later use this item on Quistis for her to learn Bad Breath.

-----  
Triple Triad - Advice on getting strong cards  
-----

- If you need some quick strong cards, go to Fire cave and Card some Bombs.

- Most of regular enemies will give up two different cards when defeated by using Card command in battle. In our Bomb example - Bomb usually turns into Bomb card, but rarely you may receive Krysta card.

[B-Garden - Library]

-----  
Magazines - Occult Fan I  
-----

- Upon entering examine the shelves to find OCCULT FAN I (1/4). That's it for now, so now take a hike to front gate.

[B-Garden - Front Gate]

- Keep walking S until you bump into Quisty. If you didn't get the two GFs from your study desk, she'll give them to you now. Exit to world map.

=====

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Advice - How leveling up affects you and your enemies

-----

- First thing that I need to clear up: You don't have to strictly follow my advise of leveling when I say so throughout the guide. Decide to do so on your own discretion.

- Your fighting party's average level directly affects enemies' levels. It's probably best to say that enemies comes in three levels of toughness.

- Calculated level is randomly either 4/5 or 6/5 of the average level of your active (usually 3) party members. If the calculated level is greater than the enemy's max level - which is 100 for all random enemies and most optional bosses, but usually significantly less for plot bosses - then the max level is used instead.

- Exceptions to this rule are as follows:

- > Fire Cavern is lv5
- > Loony Panda on second visit is lv1
- > Island Closest to Hell is lv100
- > Island Closest to Heaven is lv100
- > Deep Sea adds 15 to calculated level before applying the max
- > final dungeon is entirely random
- > Omega Weapon in PS version is always lv100
- > Omega Weapon in PC version has normal calc

- Lv1~19 enemy is usually the wimpiest version - it has low stats, some mediocre magic to draw, and usually doesn't give any good items.

- Lv20~29 enemy is better - it has higher stats, better magic to draw, and it's holding better items as well. However, some of its attacks may change and as such it becomes tougher to defeat. Tread with caution.

- Lv30~100 enemy is best of its kin. It has the highest stats, best magic to draw and often times best items to boot. Be careful of such enemy - again some of its attacks may change and it is usually quite tough to defeat.

- Quistis joins at lv8, with weapon Chain Whip. Rawr!

-----

Guardian Forces - Advice on learning abilities

-----

- Have Quezo learn all junction abilities it currently has, then move onto Card, Card Mod, El.Att.J, El.Def.J, El.Def.Jx2. I think that Med Mag-RF is useless.

- Have Shiva learn all junction abilities she currently has, then move onto Doom (Shiva must reach Lv10), El.Att.J, El.Def.J, El.Def.Jx2.

TIP: For quick AP fight Fastitocalon-Fs on Rinaul coast, you're guaranteed to receive 6 AP from every fight with them.

-----

Junctioning - Advice on getting some good magic

-----

- Some good magic can be obtained from the enemies which stand at your disposal now but to be able to do so, you must gain a few levels for enemies to start having better magic in their draw list.

- > Grat - Silence, Berserk, Confuse, Sleep
- > T-Rexaur - Quake, Firaga
- > Fastitocalon-F - Water
- > Caterchipillar - Curaga, Slow, Stop, Thundaga
- > Glacial Eye - Blizzaga

- You can already have Tornado spell as well, but you must get Abyss Worm card first. If you don't want this spell now, move on - but Tornado is a great spell for now to junction to Str or Mag.

-----  
Squall the Lionheart - Dragon Fangs for Lion Heart gunblade  
-----

- Get first ingredient for this weapon by defeating Lv20 - Lv30 T-Rexaur. Dragon Fangs are a rare drop, but it's worth it.

- Fire Cavern is E from Balamb.

=====  
FIRE CAVERN  
=====

[Fire Cavern]

- Proceed N for two tutorials (one on junctioning magic and one on using the gunblade) and talk to one of Garden Faculties, then pick "Yes."

- Tutorials can be skipped with Triangle button, and then re-seen in the Info menu. While it's good for you to read them, it doesn't hurt to know that you can skip 'em and read 'em later.

- Choose whatever times you desire, it doesn't matter for me. So what if your SeeD rank will hurt? You can raise it later thru other means.

- The cave itself is straightforward. Proceed to the end for first boss battle of the game.

----- HERE COMES A NEW CHALLENGER! -----  
IFRIT

----- HERE COMES A NEW CHALLENGER! -----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
6 | 1068 | 20 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----  
FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x(-1) | x 2 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0  
LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
6 | 1068 | 37 | 44 | 9 | 183 | 3 | 0

----- STATUS AFFINITIES -----  
KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | - | - | - | -  
----- The End: yes -----  
DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----  
L 6 | Fire, Cure, Scan | Couldn't Devour!

----- MUGGED ITEMS -----  
L 6 | has nothing

----- DROPPED ITEMS ---- Card drop: Ifrit  
L 6 | 3x G-Returner, 4x G-Returner, 5x G-Returner, 6x G-Returner

----- SCAN -----  
Fire GF; uses fire magic. It's a strong opponent, but as it is a part of Garden's exam, not impossible to defeat.

----- ATTACK LIST -----  
01. Fire - SE Fire class MA  
    CM - Higher Spr, Fire class magic on EDJ  
02. (Jump and punch) - SE no-name PA  
    CM - Higher Vit

----- PREPARATION -----

#### I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Shiva  
Quistis - Quezo

#### II. RECOMMENDED JUNCTION ABILITIES

1. HP - Quezo  
    - Healing class
2. Str - Shiva  
    - Any AC (best Quake or Tornado)
3. Vit - Quezo, Shiva  
    - Healing class
4. Mag - Quezo  
    - Any AC (best Quake or Tornado)
5. Spr - Shiva  
    - Healing class
6. El.Att.J - Quezo, Shiva  
    - Ice class
7. El.Def.J - Quezo, Shiva  
    - Fire class
8. El.Def.Jx2 - Quezo, Shiva  
    - Fire class

#### III. RECOMMENDED COMMAND ABILITIES

Squall  
Slot 1 - Attack - N/A  
Slot 2 - Magic - Any  
Slot 3 - Item - Any  
Slot 4 - Draw - Any

Quistis  
Slot 1 - Attack - N/A  
Slot 2 - Magic - Any  
Slot 3 - Item - Any  
Slot 4 - Draw - Any

#### IV. RECOMMENDED CHARACTER ABILITIES

Squall  
Slot 1 - Vit+??% - Shiva  
Slot 2 - Spr+??% - Shiva

Quistis

Slot 1 - Mag+20% - Quezo

Slot 2 - Mag+40% - Quezo

----- STRATEGY -----

Ifrit only knows two attacks - either casting Fire or jumping in the air and then punching one member (high probability of succeeding in landing a critical strike). Eliminate Fire threat by junctioning Fire / Fira / Firaga to El.Def.J. As far as Ifrit's PA goes, have something on Vit-J to reduce the damage.

You may choose to toy around with him a bit. Try various Blue magic to be used on him - Ultra Waves, Bad Breath, Fire Breath. Too bad no status can be inflicted on Ifrit - I'd like to see him smack himself.

One last thing - I know that defeating Ifrit is a major part of SeeD exam, but IMO you shouldn't really be bothered with that. Just kill him with whatever timer is there on the clock and don't pay any attention as to what your grades are going to be.

Summon Shiva to attack Ifrit...

Ifrit: 'They have Shiva!?'

Just before Ifrit does his first physical attack...

Ifrit: 'Impudent humans!'

In middle of the battle...

Ifrit: 'Hm! Not bad for a human.'

Waste Ifrit by yourself...

Ifrit: 'For me to lose to a human...'

'Very well, I will join you.'

Waste Ifrit by Shiva...

Ifrit: 'Ugh, I underestimated Shiva.'

'Very well, I will join you.'

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

-----  
New Guardian Force - Ifrit!  
-----

Guardian Forces - Advice on learning abilities  
-----

- You've obtained IFRIT (3/16).

- Absolutely have Ifrit learn Str+??% abilities and Str Bonus ability ASAP!!! Then move onto El.Att.J, El.Def.J, El.Def.Jx2, Fire Mag-RF, Ammo RF. Finally, screw Mad Rush, it's useless.

-----  
Triple Triad - Ifrit card  
-----

- In addition to item goodies you also bagged Ifrit card. By the way, since Ifrit card is a prerequisite for obtaining other rare card later in the game, I advise you don't mod it.

- Backtrack out of Fire Cavern and return to Balamb Garden.

BALAMB GARDEN

[B-Garden - Front Gate]

- Quistis will give you a tutorial on GF, and request that you assemble in 1F Lobby later.

[B-Garden - Hall]

- Examine the directory and choose Dormitory to be warped there.

[B-Garden - Dormitory Double]

- Go into your room, examine the bed and choose "Get changed." to change the uniforms, then return to the front of directory.

- Zell's limit breaks will be explained in a tutorial.

[B-Garden - Hall]

- After the scenes have finished, move anywhere to advance.

WORLD MAP

- Get to Balamb (W from Balamb Garden) with the car.

BALAMB

[Balamb Harbor]

- Balamb has item shop, junk shop, car rental, hotel facility.

- There's no point in getting to the town earlier in the game, since there's not much you can do here. And there's nothing much you can do at this point as well, so go to the boat and board it.

- You can listen to mission explanation or ignore it completely, up to you. When prompted, you can talk to Quisty, Seifer or Zell. After you adress Zell, choose ".....Ok.", then walk outside.

DOLLET

[Dollet - Lapin Beach]

- We are to secure Central Square. Chaaarge!



- Lv8 Zell, equipped with Metal Knuckle, and lv9 Seifer, equipped with Hyperion, join your party.

- WARNING - Seifer is temporary party member.

- If you need to take magic from Quisty, use "All" command in Magic submenu to withdraw all of her acquired magic at once and give it to target member.

[Dollet - Town Square]

- Walk up the stairs for event battle, save your game at SPN, then walk under the arch into next section.

- Screen with lots of hoses - walk N.

- Screen with a bridge above the road - walk N for another event battle, then further N still.

- Screen with Nautilus shop - walk N yet again.

- Screen with a fountain - event battle issues, then examine the area for any remaining opposition (there's some more soldiers in NE part of the screen behind some cars). After you kill everybody, go talk to Seifer, wait for about half a minute and you'll hear ruckus in the background. When screen changes POV, talk to Seifer and then follow him.

- Screen with a bridge - random battles can now be fought, so be aware!

-----  
Junctioning - Advice on getting some good magic  
-----

- This is a wonderful opportunity to stock up on some good spells!

-> Anacondaaur - Bio

-> Elite Soldier - Dispel, Fire / Thunder / Ice class spells

-> G-Soldier - Cure / Cura / Curaga

[Dollet - Mountain Hideout]

- Proceed up for event battle, then keep going until Seifer leaves. Don't jump down the cliff, instead walk around for a chance at some more battles.

- If Seifer drew any magic and had anything junctioned, all of that stuff transfers unto Selphie.

- When you make it so Selphie, choose "Yeah, I guess so.", then lv8 Selphie with Flail joins your party. Enter the comms tower.

=====

DOLLET - COMM TOWER

=====

- After Seifer scares off few bastards, enter thru the door. There's a SPN near the elevator so use the chance to save.

-----  
WARNING - MISSABLE THING COMING UP!

GUARDIAN FORCE SIREN  
-----

-----  
Junctioning - Advice on getting lots of AP  
-----

- Next bosses ahead are an excellent chance to gain over 500 AP - yep, you heard me right, over five hundred (!) AP. So it would be in your best interest to gain a few levels while you're around this area to be able to draw highest class spells (Firaga, Thundaga, Blizzaga, Curaga etc.).

- There are at least four reasons why it's a good idea that you do so:
  - a) Likelihood of you receiving better items increases (used for refining, getting magic, weapons upgrading etc. etc.)
  - b) Bosses do level up as you do, but they have a level block, ie they cannot exceed a certain level, for example Ifrit - he can't exceed Lv 6 when you fight him (this doesn't apply for some boss battles, tho' - you'll be warned of such battles)
  - c) Higher and better spells for you to draw, thus improving your junctions
  - d) Having more GF abilities learned, furthermore making your gameplay easier

- When you think you're ready, board the lift and pick "Go up."

----- HERE COME NEW CHALLENGERS! -----

ROUND 1: BIGGS & WEDGE

ROUND 2: ELVORET

----- HERE COME NEW CHALLENGERS! -----

BIGGS -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 10 | 467 ~ 705 | 4 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 467 | 6 | 31 | 8 | 45 | 6 | 2  
10 | 705 | 18 | 37 | 17 | 49 | 7 | 3

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF

- | - | - | - | - | - | - | - | - | - | - | - | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO

- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~10 | Fire, Thunder, Blizzard, Esuna | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~10 | 3x Elixir, 3x Elixir, 3x Elixir, 3x Elixir

----- DROPPED ITEMS ----- Card drop: none

L 1~10 | 2x Elixir, 2x Elixir, 2x Elixir, 2x Elixir

----- SCAN -----

A Galbadian Major. Activated the Dollet Communication Tower. Very short-tempered.

----- ATTACK LIST -----

01. (Machine Gun fire) - SE no-name PA  
CM - Higher Vit, Protect
02. (Arm charge) - SE no-name PA, counter  
SP - used sometimes if Biggs is physically or magically attacked  
CM - Higher Vit, Protect, don't attack Biggs
03. Cure - SA Healing class magic

CM - Kill Biggs first before Wedge

04. Thunder - SE Thunder class MA

CM - Higher Spr, Shell, Reflect, Thunder class magic on EDJ

-----  
WEDGE -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 10 | 416 ~ 640 | 4 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | immune\*1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 416 | 7 | 23 | 3 | 33 | 5 | 1  
10 | 640 | 14 | 29 | 11 | 37 | 6 | 2

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | - | - | - | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~10 | Fire, Thunder, Blizzard, Cure | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~10 | 3x Cottage, 3x Cottage, 3x Cottage, 3x Cottage

----- DROPPED ITEMS ----- Card drop: none

L 1~10 | 2x Cottage, 2x Cottage, 2x Cottage, 2x Cottage

----- SCAN -----

A Galbadian soldier assigned to Dollet Communication tower. Always picked on by his superior, Major Biggs.

----- ATTACK LIST -----

01. (Sword swipe) - SE no-name PA

CM - Higher Vit, Protect

02. Fire - SE Fire class MA

CM - Higher Spr, Shell, Reflect, Fire class magic on EDJ

----- NOTES -----

\*1 - According to Ultimania, in Japanese version Wedge takes normal damage from attacks with poison element.

-----  
ELVORET -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 11 | 1563 ~ 3523 | 10 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | mag-miss | immune | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 1563 | 17 | 2 | 10 | 127 | 8 | 0  
10 | 3300 | 27 | 4 | 27 | 130 | 10 | 1  
11 | 3523 | 28 | 4 | 28 | 130 | 10 | 1

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | 60 | - | - | - | - | 100 | 90 | - | 100 | 100

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~11 | Thunder, Cure, Double, Siren | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~11 | 6x G-Returner, 6x G-Returner, 6x G-Returner, 6x G-Returner  
----- DROPPED ITEMS ---- Card drop: none  
L 1~11 | 3x G-Returner, 4x G-Returner, 5x G-Returner, 6x G-Returner\*1

----- SCAN -----  
A monster that lives in the abandoned Dollet Communication Tower. No one knows where it came from. [Fly Monster]

----- ATTACK LIST -----

01. (Arm swipe) - SE no-name PA  
CM - Higher Vit, Protect
02. Fire - SE Fire class MA  
CM - Higher Spr, Shell, Reflect, Fire class magic on EDJ
03. Thunder - SE Thunder class MA  
CM - Higher Spr, Shell, Reflect, Thunder class magic on EDJ
04. Storm Breath - AE No-element class MA  
AP - used every three turns  
CM - Higher Spr, Shell

----- NOTES -----

\*1 - Fixed drop: Weapons Mon Mar (Weapons Monthly, March Issue)

----- PREPARATION -----

#### I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit  
Selphie - Shiva  
Zell - Quezo

#### II. RECOMMENDED JUNCTION ABILITIES

1. HP - Quezo, Ifrit  
- Healing class
2. Str - Shiva, Ifrit  
- Any AC (best Quake or Tornado)
3. Vit - Quezo, Shiva  
- Healing class
4. Mag - Quezo  
- Any AC (best Quake or Tornado)
5. Spr - Shiva  
- Healing class
6. El.Att.J - Quezo, Shiva, Ifrit  
- \*no\* Poison class
7. El.Def.J - Quezo, Shiva, Ifrit  
- Fire class OR Thunder class
8. El.Def.Jx2 - Quezo, Shiva, Ifrit  
- Fire class AND Thunder class

#### III. RECOMMENDED COMMAND ABILITIES

Squall  
Slot 1 - Attack - N/A  
Slot 2 - Magic - Any  
Slot 3 - Draw - Any  
Slot 4 - Item - Any

Selphie  
Slot 1 - Attack - N/A  
Slot 2 - Magic - Any  
Slot 3 - Draw - Any  
Slot 4 - Item - Any

Zell

Slot 1 - Attack - N/A  
Slot 2 - Magic - Any  
Slot 3 - Draw - Any  
Slot 4 - Item - Any

#### IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 - Str+20% - Ifrit  
Slot 2 - Str+40% - Ifrit

Selphie

Slot 1 - Vit+40% - Shiva  
Slot 2 - Spr+40% - Shiva

Zell

Slot 1 - Mag+20% - Quezo  
Slot 2 - Mag+40% - Quezo

#### ----- STRATEGY -----

Biggs: 'Prepare for the worst, you brats!'

Start by drawing Esunas. DO NOT attack Biggs yet! His attacks are weak and his magic will heal you (did you remember to put correct magic on El.Def.J?). If by any chance you get seriously hurt, heal yourself. After a few turns Wedge will join in the fun.

Wedge: 'Major Biggs...'

'Have you finished the repairs, sir?'

'What is the enemy doing here!?!'

Biggs: 'WEDGE! Where were you!?!'

'No pay for you this month!'

Wedge: '...Should've stayed home!'

Now that they're two enemies to deal with, what should you do? Continue drawing Esunas until each member has 100x Esuna stocked (no more need for stupid Remedies). Then kick their asses into oblivion by physical attacks (Biggs may counterattack). If you decide to plaster Wedge first...

Wedge: 'Major! We're doomed!'

Biggs: 'Stop your whining!'

Biggs will now start using Cure either on himself or Wedge. Ok, enough fun, deplete either one's HP to 0 to meet the real boss...

Biggs: 'What the...!?!'

Wedge: 'Ahhhhhh!'

And depending on what members are alive, they say the following...

Zell: 'What the hell is it?'

Squall: 'What the...!?!'

Selphie: 'Huh? What is it?'

Elvoret enters the scene. First start by drawing Siren! 50% of the battle is now past you. Other important spell to get hold of is Double (for you magic users), but you physical users can safely skip it.

Elvoret is a boring boss... his attack pattern is always the same - for two turns he will either physically attack somebody or cast one of two spells

(Fire, Thunder). Every third turn Elvoret will use Storm Breath. Despite it's name this attack is not Thunder based, it is non-elemental, therefore only way to decrease the damage is by having higher Spr or by Shell status. Don't have any members in double digit HP and you will be fine.

Use this opportunity for Selphie's Slots limit! Try to get her use Full-Cure, Wall, Rapture. The End is highly improbable to show up, but it can be done.

Elvoret's HP is somewhat of a medium size. A couple of good strong physical attacks (Str-J by Shiva and Ifrit) will take him down.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

-----  
New Guardian Force - Siren!

-----  
Guardian Forces - Advice on learning abilities  
-----

- You've obtained SIREN (4/16).

- If you still haven't had Quezo, Shiva and Ifrit learn their important junction abilities (ie HP-J, Str-J etc.), now is the good time to do so.

-> Quezo - Card, Card Mod, El.Att.J, El.Def.J, El.Def.Jx2 (screw Med Mag-RF, it's useless)

-> Shiva - Doom (Shiva must reach Lv10), El.Att.J, El.Def.J, El.Def.Jx2

-> Ifrit - Str+??%, Str Bonus, Fire RF, Ammo RF

-> Siren - First have her learn St.Def.Jx2, then L Mag-RF, then ST Mag-RF, then Tool-RF, then Mag+??%, then Mag Bonus, then Move-Find, then Treatment (gained at level 12)

-----  
Magazines - Weapons Monthly March  
-----

- You've received WEAPONS MONTHLY, MARCH ISSUE (1/7), a magazine which discusses about items you need in order to upgrade chrs' weapons.

- You won't get much time to slack off, since 30-minutes time limit will begin counting down.

- Go down the elevator by choosing "Go down.", and save at the nearby save point. Killing next boss is hard and tedious, but not impossible. There are two huge rewards if you do kill this boss - boss drops a very useful item and huge amount of AP.

- When you think you're ready, exit the tower. There's a nasty surprise waiting for you...

----- HERE COMES A NEW CHALLENGER! -----

X-ATM092

----- HERE COMES A NEW CHALLENGER! -----

X-ATM092 -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 11\*1 | 5072 ~ 5872\*2 | 50\*3 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1,5 | x 1 | immune | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	5072	13	50	2	12	8	0
10	5770	22	51	9	15	9	0
11	5872	---	---	---	---	---	---

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	-

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

----- DEVOUR TASTE -----

L 1~11 | Fire, Blizzard, Cure, Protect | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~11 | 2x Elixir, 2x Elixir, 2x Elixir, 2x Elixir

----- DROPPED ITEMS ----- Card drop: none

L 1~11 | Orihalcon OR Power Wrist OR Hypno Crown OR Force Armlet\*4

----- SCAN -----

Galbadia's mobile attack weapon, AKA 'Black Widow'. Doesn't stop until it kills all enemies in its path.

----- ATTACK LIST -----

01. (Leg punch) - SE no-name PA  
CM - Higher Vit, Protect
02. Arm Crush - SE PA  
CM - Higher Vit, Protect
03. Clash - AE PA  
CM - Higher Vit, Protect
04. Ray Bomb - AE No-element class MA  
AP - used every five turns  
CM - Higher Spr, Shell

Special 'moves':

01. (Knocked down) - no-name boss move  
SP - used when boss loses 20% of HP; boss will drop to the floor, unable to attack any longer
02. Repairing 20%, 40%, 60%, 80%  
SP - you will see these percentages pop up once you strike down X-ATM092 - once it is 100% complete, X-ATM092's HP is restored to full and you have to knock it down again

----- NOTES -----

- \*1 - According to Ultimania, in Japanese version X-ATM092's highest level is lv10.
- \*2 - According to Ultimania, in Japanese version X-ATM092'S HP range is 5072 ~ 5770 HP.
- \*3 - If you escape from battle after knocking it down by depleting 20% of boss' HP, you will receive 0 (zero) AP. You have to deplete all of boss' HP at least once in order to gain 50 AP.
- \*4 - One of these items is awarded when boss blows up.

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit  
Selphie - Shiva, Siren  
Zell - Quezo

II. RECOMMENDED JUNCTION ABILITIES

1. HP - Quezo, Ifrit  
- Healing class
2. Str - Shiva, Ifrit

- Any AC (best Quake or Tornado)
- 3. Vit - Quezo, Shiva
  - Healing class
- 4. Mag - Quezo, Siren
  - Any AC (best Quake or Tornado)
- 5. Spr - Shiva
  - Healing class
- 6. El.Att.J - Quezo, Shiva, Ifrit
  - Thunder class, \*no\* Poison class
- 7. El.Def.J - Quezo, Shiva, Ifrit
  - No magic needed
- 8. El.Def.Jx2 - Quezo, Shiva, Ifrit
  - No magic needed
- 9. St.Att.J - Siren
  - No magic needed
- 10. St.Def.J - Siren
  - No magic needed
- 11. St.Def.Jx2 - Siren
  - No magic needed

### III. RECOMMENDED COMMAND ABILITIES

#### Squall

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Item - Any

#### Selphie

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Item - Any

#### Zell

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Item - Any

### IV. RECOMMENDED CHARACTER ABILITIES

#### Squall

- Slot 1 - Str+20% - Ifrit
- Slot 2 - Str+40% - Ifrit

#### Selphie

- Slot 1 - Vit+40% - Shiva
- Slot 2 - Spr+40% - Shiva

#### Zell

- Slot 1 - Mag+20% - Quezo
- Slot 2 - Mag+40% - Quezo

### ----- STRATEGY -----

#### BATTLE PROCEDURE WITH NO AP

If you still don't have relevant junction abilities, you're gonna have to fight a bit longer. It really helps if you put Thunder class magic on El.Att.J of at least one member. Being able to inflict higher damage on the boss will prove as a major advantage to your members in this and in upcoming fights, so why not



try to exploit these advantages right now as well? X-ATM092 is a good test bunny to do so.:)

(Knock down) Black Widow before it is able to attack for the fifth time. If you don't succeed, you'll get Ray Bomb-ed. Keep your HP above 300. Black's (leg punch) and Arm Crush are launched against single ally and they don't deal obscene amounts of damage, if you have decent Vit-J. Clash attacks all members, so keep your HP above 300 anyway. You can Draw and cast Protect on your members (Black Widow carries Protect (stock some if you wish) - good spell for Vit-J, but you should have better spells already). Right, so you've got him (knocked down)?

Zell: 'Let's get the hell outta here!'

Squall: 'Alright, withdraw!'

Selphie: 'Hurry to the rendezvous!'

\*Press L2 and R2 to escape.\*

Do so and you're out of harms way for now. But if you fail to escape...

Zell: 'Huh? Is it repairing itself?'

Squall: 'A self-repair mechanism...?'

Selphie: 'No more!'

Oh well, you'll have to take it down again. But this time, DO hold down escape buttons! On next screen after the conversaton ends, run down. On next screen HOLD left! X-ATM092 will just barely miss you. On next screen WALK down the path, don't run! If you do, you'll have to fight Black Widow again. Next screen run to the lower right. On the bridge there is a possibility for X-ATM092 not to catch you by having to do various turns left and right until you get lost. ;) Oh well, just fight him again, I say. Now we're near the fountain. Save the damn dog or not... Run past the car. Do NOT hide in the pub. One more screen and we're out of harms way. Gooo, Quistis!

#### BATTLE PROCEDURE WITH MANY AP

You'll need Squall with mucho high Str-J and Thundaga on El.Att.J in critical status (just so that he's able to pull off Renzokuken). Thundaga is for the event if you decide not to use Renzos.

Strike 1 - When Black Widow catches you down there in the dumps, strike it down down with your powered Squall. I manage to drain away all X-ATM092's HP in a single Renzokuken. Then just attack him physically once more to (knock down) and then escape. 50 AP!

Strike 2 - When Zell comments 'I thought we already busted that thing up.', bust it up again for another 50 AP --> St.Def.Jx2 is now learned. Switch to L Mag-RF!

Strike 3 - On the screen where Selphie jumped down the cliff, bust up the stupid robot for third time. New 50 AP. Switch to ST Med-RF!

Strike 4 - RUN down the path for fourth busting up the annoying robot. Another 50 AP! Switch to Tool RF!

Strike 5 - On the screen where you fought first Anacondaur, meet up with robot for the fifth time for another 50 AP! Switch to Mag+20%!

Strike 6 and onward - Fight the robot on the bridge over and over. Please note that you can't access the menu for the time that you spend running around on the bridge. BUT you can 'kill' the robot as many times as you wish on the bridge (each defeat will bring 50 AP - defeat Black Widow for twelve times and Siren will learn all her GFHP+??% and

SumMag+??% abilities before moving on). In case you don't want to do that, run to the fountain screen and switch to Mag+40%! Then defeat the spider for another 50 AP here to learn at least a bit of AP needed for that particular ability. Last time you can fight the thing is in front of the pub, which is also when you should kill it permanently! Deplete its HP to 0 for 6 or so times in that particular fight to finally see that damn annoyance blow up! Last 50 AP for you and a very good item.

Result: Almost every ability of your four GFs so far has been learned!

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

-----  
SEED MISSION #03 - OFFICIALLY BECOME SEED - SM#03  
-----

=====  
BALAMB  
=====

[Balamb Harbor]

-----  
Guardian Forces - Advice on learning abilities  
-----

- Still don't have El.Att.J and El.Def.J abilities learned? Now it's the second to last time to do you whilst the enemies are still easy. Try to beef yourself up for the upcoming battles. There's an optional boss coming up, that has two great magics for you. I'll mention him later. For now, concentrate on gaining a few levels and collecting whatever loose magic you may have missed.

- Again, info on what order I'd recommend you to have your GFs learn their abilities. This is the last time I'll be mentioning these four. From next strategy section onward only newly acquired GFs will be mentioned.

- > Quezo - Card, Card Mod, El.Att.J, El.Def.J, El.Def.Jx2 (screw Med Mag-RF, it's useless)
- > Shiva - Doom (Shiva must reach Lv10), El.Att.J, El.Def.J, El.Def.Jx2
- > Ifrit - Str+??%, Str Bonus, Fire RF, Ammo RF
- > Siren - First have her learn St.Def.Jx2, L Mag-RF, ST Mag-RF, Tool-RF, Mag+??%, Mag Bonus, Move-Find, Treatment (gained at level 12)

- Seifer takes the car, so you have to walk to B-Garden. Oh well.

[Balamb - Town Square]

- Enter the hotel.

[Balamb Hotel]

- Walk upstairs into one of hotel's rooms.

-----  
Magazines - Timber Maniacs  
-----

- Examine the table to the right of SPN to find an issue of TIMBER MANIACS (1/12). By reading this issue the copy of Timber Maniacs at train station disappears (or in case you'd read station's copy first, then hotel's copy would

disappear).

- Get out of the hotel and enter Zell's house (it's on the screen with Thunder draw point).

[Balamb - The Dincht's]

-----  
Triple Triad - Zell card  
-----

- Get Zell's card from Ma Dincht. This will add a valuable asset to your card playing hand (Ifrit, MiniMog, Quistis). If you'll attempt to get it later in the game, know that Zell has to be your party, otherwise Ma Dincht won't play Zell's card.

- That's it for sightseeing, return to B-Garden.

=====  
BALAMB GARDEN  
=====

[B-Garden - Front Gate]

- After the scene walk N to garden's directory.

[B-Garden - Hall]

- After debrief talk to Xu, Quisty and Cid. Choose "Felt good." when prompted, then exit the screen towards the library for a scene with Seifer. Up yours, bastard... Afterwards try exiting anywhere for an announcement to assemble on 2F Hallway.

-----  
WARNING - MISSABLE THING COMING UP!

BATTLE METER  
-----

- Few people mailed me that I'm mistaken on Battle Meter's missability. As long as you don't get on the train for your next mission, you can return to Cid's office and talk to him to get Battle Meter.

[B-Garden - 2F Hallway]

- Talk to Raijin, Fujin, Zell, and one guy in the background, then patiently wait for Garden Faculty to show up.

[B-Garden - Headmaster's Office]

- When you're dismissed, make sure to talk to Cid to receive BATTLE METER. If you don't collect it now, bye bye Battle Meter.

[B-Garden - 2F Hallway]

- Walk to the left for more scenes.

- You'll receive your SeeD report and your initial rank will be announced. You are paid a salary at regular intervals, and salary is determined by SeeD rank. Your rank goes up according to your actions in battle, but some actions cause it to go down as well.

SEED MISSION #04 - ATTEND THE INAUGURATION PARTY - SM#04

[B-Garden - Dormitory Double]

- Enter your room and examine the bed, then pick "Get changed.", go back outside and talk to Selphie for a rather lengthy scene.

- Choose "Yeah, I guess so." at the prompt (hey, who says it's going to happen anyway?)... hey, who-da-bombshell?

[B-Garden - Ballroom]

- Oh, Quisty has arrived to whip me. That dirty girl... Leave the screen.

[B-Garden - Dormitory Double]

- Enter your room and examine the bed, then pick "Get changed.", go back outside and head for training center.

[B-Garden - Hallway]

- You'll bump into Quisty, who'll give a tutorial on status junctions. Continue onward to training center.

[B-Garden - Training Center]

- Take left or right path, it doesn't matter. When you reach a screen with SPN, take the nearby exit for more scenes. Afterwards attempt to leave the training grounds, but not before solving someone's trouble.

----- HERE COME NEW CHALLENGERS! -----

GRANALDO, 3x RALDO

----- HERE COME NEW CHALLENGERS! -----

GRANALDO -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100\*1 | 1314 ~ 9700\*2 | 5 | Rare card : Can't turn into a card! | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | mag-miss | x 1 | x 2 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 40 (+10)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1314	2	3	2	3	10	0
10	1510	14	26	20	22	11	2
20	1860	26	51	40	43	13	3
30	2350	39	76	60	64	14	5
40	2980	51	101	79	86	15	7
50	3750	63	126	98	107	16	8
60	4660	74	151	117	128	18	10
70	5710	86	176	135	149	19	12
80	6900	97	201	153	171	20	13
90	8230	108	226	170	192	21	15
100	9700	118	251	188	213	23	17

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF

10 | 40 | - | - | - | - | - | 40 | 100 | 90 | 10 | 100 | 100  
----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
40 | - | - | - | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----  
L 1~19 | Sleep, Blind, Shell | Couldn't Devour!  
L20~29 | Sleep, Blind, Shell | Couldn't Devour!  
L30~100| Sleep, Confuse, Shell, Pain | Couldn't Devour!

----- MUGGED ITEMS -----  
L 1~19 | 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone  
L20~29 | 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone  
L30~100| 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone

----- DROPPED ITEMS ---- Card drop: none  
L 1~19 | 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone  
L20~29 | 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone  
L30~100| 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone

----- SCAN -----  
A large insect-type monster that is a survivor of some ancient race. Uses its large spikes and tail to attack. [Fly Monster]

----- ATTACK LIST -----  
01. (Raldo bowling ball) - SE no-name PA  
CM - Higher Vit, Protect  
02. (Raldo air raid) - SE no-name PA  
CM - Higher Vit, Protect  
03. (Claw swipe) - SE no-name PA  
SP - used when no Raldos are left  
CM - Higher Vit, Protect

----- NOTES -----  
\*1 - Granaldo's highest LV when fought in Training Center is lv11.  
\*2 - Granaldo's highest HP when fought in Training Center is 1538 HP.

RALDO -----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100\*1| 111 ~ 6700\*2 | 3 | Rare card : Can't turn into a card! | yes

----- ELEMENTAL AFFINITIES -----  
FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 40 (+10)  
LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 111 | 2 | 32 | 2 | 57 | 30 | 0  
10 | 265 | 8 | 54 | 22 | 74 | 32 | 0  
20 | 540 | 16 | 78 | 43 | 94 | 33 | 1  
30 | 925 | 23 | 102 | 65 | 113 | 35 | 1  
40 | 1420 | 30 | 12 | 86 | 132 | 37 | 1  
50 | 2025 | 37 | 149 | 107 | 151 | 38 | 2  
60 | 2740 | 44 | 173 | 128 | 171 | 40 | 2  
70 | 3565 | 51 | 197 | 149 | 190 | 42 | 2  
80 | 4500 | 58 | 220 | 170 | 209 | 43 | 3  
90 | 5545 | 65 | 244 | 191 | 228 | 45 | 3  
100 | 6700 | 72 | 268 | 212 | 248 | 47 | 3

----- STATUS AFFINITIES -----  
KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
20 | 40 | - | 60 | - | - | - | - | 100 | 90 | 10 | 100 | 100

----- The End: yes -----  
DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
40 | - | - | - | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----  
L 1~19 | Fire, Thunder, Protect | Couldn't Devour!  
L20~29 | Fira, Thundara, Protect | Couldn't Devour!

L30~100| Firaga, Thundaga, Protect | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone

L20~29 | 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone

L30~100| 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone

----- DROPPED ITEMS ---- Card drop: none

L 1~19 | 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone

L20~29 | 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone

L30~100| 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone

----- SCAN -----

May look slow due to its stone-like body, but it is actually quite fast. May appear in numbers.

----- ATTACK LIST -----

01. (Claw swipe) - SE no-name PA

SP - used when Granaldo is killed

CM - Higher Vit, Protect

----- NOTES -----

\*1 - Raldo's highest LV when fought in B-Garden' Training Center is lv11.

\*2 - Raldo's highest LV when fought in B-Garden' Training Center is 287 HP.

----- PREPARATION -----

#### I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Siren

Quistis - Shiva, Quezo

#### II. RECOMMENDED JUNCTION ABILITIES

1. HP - Quezo, Ifrit

- Healing class

2. Str - Shiva, Ifrit

- Any AC (best Quake)

3. Vit - Quezo, Shiva

- Healing class

4. Mag - Quezo, Siren

- Any AC (best Quake)

5. Spr - Shiva

- Healing class

6. El.Att.J - Quezo, Shiva, Ifrit

- Wind class

7. El.Def.J - Quezo, Shiva, Ifrit

- No magic needed

8. El.Def.Jx2 - Quezo, Shiva, Ifrit

- No magic needed

9. St.Att.J - Siren

- Sleep

10. St.Def.J - Siren

- No magic needed

11. St.Def.Jx2 - Siren

- No magic needed

#### III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 - Attack - N/A

Slot 2 - Magic - Any

Slot 3 - Draw - Any

Slot 4 - Item - Any

Quistis

Slot 1 - Attack - N/A  
Slot 2 - Magic - Any  
Slot 3 - Draw - Any  
Slot 4 - Item - Any

IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 - Mag+??% - Siren  
Slot 2 - Str+??% - Ifrit

Quistis

Slot 1 - Mag+40% - Quezo  
Slot 2 - Vit+40% - Shiva

----- STRATEGY -----

What a relief. An easy battle. After getting annoyed to death by running into X-ATM092 over and over this is something to ease off your mind. Start by Drawing and casting Sleep on Granaldo (member with high Mag-J) or attacking Granaldo with member that has Sleep on St.Att.J. This eliminates any and all attacks.

So Draw the desired spells, putting Granaldo to sleep as necessary. To further add insult to the boss/es, they can all be Degenerated and inflicted with various statuses.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

- Return to your dorm.

[B-Garden - Hall]

- You'll bump into Zell on the way, who mentions getting the new room. Continue N for a scene.

-----  
SEED MISSION #05 - SQUALL'S FIRST MISSION AS OFFICIAL SEED - SM#05  
-----

[B-Garden - Dormitory Single]

- Save your progress at SPN.

-----  
Magazines - Weapons Monthly April  
-----

- Examine the table in your room to collect WEAPONS MONTHLY, APRIL ISSUE (2/7).  
Now leave for Front Gate.

-----  
WARNING - MISSABLE THING COMING UP!

MAGICAL LAMP  
-----

WARNING - MISSABLE THING COMING UP!

GUARDIAN FORCE DIABLOS  
-----

[B-Garden - Front Gate]

- During the briefing remember the answer you need to give - "But the owls are still around."

- Make sure to talk to Cid before leaving the screen, and you get MAGICAL LAMP. You need to save your game before using this item, else you may receive Game Over. Even if you forget to talk to Cid, he'll give you the lamp once you attempt to leave the screen downwards. However, if you leave the screen by going upwards towards Balamb Garden, Cid will disappear from this screen and you can wave Diablos goodbye.

- Never sell Magical Lamp! If you do, you can kiss Diablos goodbye.

-----  
Guardian Forces - Advice on learning abilities  
-----

- Still don't have El.Att.J and El.Def.J abilities learned? Now it's the last time to do it whilst the enemies are still easy. Next boss fight is an optional one and you can safely skip it, but there are goodies hidden there if you do fight this boss...

- a chance to get 300x Holies and 300x Flares
- a new powerful card to be added to your inventory
- 4x Hero item awaits your victory

-----  
Optional Boss - Diablos  
-----

- When your game is saved, use Magical Lamp and go bananas.

----- HERE COMES A NEW CHALLENGER! -----  
DIABLOS  
----- HERE COMES A NEW CHALLENGER! -----

DIABLOS -----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100 | 1600 ~ 80800 | 20 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----  
FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | mag-miss | x 1 | x 1,5 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0  
LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 1600 | 17 | 51 | 5 | 77 | 15 | 0  
10 | 8800 | 57 | 56 | 28 | 90 | 20 | 1  
20 | 16800 | 102 | 62 | 52 | 105 | 25 | 2  
30 | 24800 | 146 | 68 | 76 | 120 | 30 | 2  
40 | 32800 | 190 | 75 | 100 | 135 | 34 | 4  
50 | 40800 | 234 | 81 | 122 | 150 | 39 | 4  
60 | 48800 | 255 | 87 | 144 | 165 | 44 | 5  
70 | 56800 | 255 | 93 | 166 | 180 | 48 | 6  
80 | 64800 | 255 | 100 | 187 | 195 | 53 | 7  
90 | 72800 | 255 | 106 | 207 | 210 | 58 | 8  
100 | 80800 | 255 | 112 | 226 | 225 | 62 | 7

----- STATUS AFFINITIES -----  
KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | 50 | - | - | - | - | 100 | 90 | - | 100 | 100  
----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | 50 | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----  
L 1~19 | Cure, Demi | Couldn't Devour!



L20~29 | Cura, Demi | Couldn't Devour!  
L30~100| Curaga, Demi, Holy, Flare | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | has nothing  
L20~29 | has nothing  
L30~100| has nothing

----- DROPPED ITEMS ---- Card drop: Diablos

L 1~19 | 8x G-Returner, 8x G-Returner, 8x G-Returner, 8x G-Returner  
L20~29 | 8x G-Returner, 8x G-Returner, 8x G-Returner, 8x G-Returner  
L30~100| 4x Hero, 4x Hero, 4x Hero, 4x Hero

----- SCAN -----

A mysterious GF living in another dimension. Uses a powerful gravity attack called Gravija. [Fly Monster]

----- ATTACK LIST -----

01. (Charge) - SE no-name PA  
CM - Higher Vit, Protect, Defend
02. Demi - SE Gravity class MA  
EF - tears off 25% of current HP  
CM - Shell, Reflect, Defend
03. Gravija - AE Gravity class MA  
EF - tears off 75% of current HP  
CM - Shell, Defend
04. Curaga - SE Healing class magic, counter  
SP - used if chr casts Demi on Diablos from that chr's magic stock  
CM - None

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit  
Selphie - Shiva, Quezo  
Zell - Siren

II. RECOMMENDED JUNCTION ABILITIES

1. HP - Quezo, Ifrit  
- Healing class
2. Str - Shiva, Ifrit  
- Any AC (best Quake)
3. Vit - Quezo, Shiva  
- Healing class
4. Mag - Quezo, Siren  
- Any AC (best Quake)
5. Spr - Shiva  
- Healing class
6. El.Att.J - Quezo, Shiva, Ifrit  
- Wind class
7. El.Def.J - Quezo, Shiva, Ifrit  
- No magic needed
8. El.Def.Jx2 - Quezo, Shiva, Ifrit  
- No magic needed
9. St.Att.J - Siren  
- Blind
10. St.Def.J - Siren  
- No magic needed
11. St.Def.Jx2 - Siren  
- No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 - Attack - N/A

Slot 2 - Magic - Any

Slot 3 - Draw - Any

Slot 4 - Item - Any

Selphie

Slot 1 - Attack - N/A

Slot 2 - Magic - Any

Slot 3 - Draw - Any

Slot 4 - Item - Any

Zell

Slot 1 - Attack - N/A

Slot 2 - Magic - Any

Slot 3 - Draw - Any

Slot 4 - Item - Any

#### IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 - Mag+20% - Ifrit

Slot 2 - Str+40% - Ifrit

Selphie

Slot 1 - Mag+20% - Quezo

Slot 2 - Mag+40% - Quezo

Zell

Slot 1 - Mag+20% - Siren

Slot 2 - Mag+40% - Siren

#### ----- STRATEGY -----

Diablos: 'Who dares disturb my sleep?'

Let's see here. Diablos has only one attack that can kill you and that is his physical attack. How can we fix that? Use Zell (or whoever you put Siren on) to attack Diablos until he's blinded. Diablos blinded + none of his other attacks can kill you = victory!

But first start Drawing Holies and Flares! Remember to beef up Mag-J before the battle with Diablos commences or else you'll be Drawing 4 or less Flares per turn... or none at all, if Mag-J is too low.

If a member gets KOed (rare chance, but it can happen), revive him/her with Phoenix Down. Once again, Demi and Graviija attacks \*cannot\* kill you in any way possible. Screw Demi spell - we can get it thru refining later easier.

Once each member of the party has 100x Holy and 100x Flare, unleash your limit breaks which have been aching to be used for quite some time now.

Diablos: 'Too much sleep... Too weak...'

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

-----  
New Guardian Force - Diablos!  
-----

Guardian Forces - Advice on learning abilities  
-----

Triple Triad - Diablos card

-----  
- You've obtained DIABLOS (5/16).

- Here's the advised order of learning Diablos's abilities - Time Mag RF, ST Mag-RF, HP-J, Mug, Darkside, Enc-Half, Enc-None, Hit-J, HP+20%, HP+40%, HP+80%.

- Defeating the boss also nabbed you Diablos card. Congrats.

-----  
Triple Triad - Seifer card  
-----

Junctioning - Advice on getting some good magic  
-----

- Go back into Balamb Garden and enter Headmaster's Office. Challenge Cid to a card game and try to win Seifer card from him.

- Card Mod Quistis card into 3x Samantha Soul. Refine 1x Samantha Soul into 60x Triple with Diablos' Time Mag-RF. Triples are excellent boosters for Str and Mag.

- If you already have Siren's L Mag-RF, check your items a bit. 1x Saw Blade refines into 10x Death, 1x Chef's Knife refines into 30x Death, 1x Tent refines into 10x Curaga, 1x Mesmerize Blade refines into 20x Regen and so on... Where did I get all these items from? Card playing, of course. One more reason why you should devote some time to card playing.

- If by a chance you've acquired some Curse Spikes from Tri-Face cards - 1x Curse Spike refines into 10x Pain. Pain is a great magic to junction to St.Def.J.

- Have any Gayla cards? Card Mod them into 1x Mystery Fluid per 1x Gayla card. 1x Mystery Fluid refines into 10x Meltdown, best magic for Vit-J.

- OK, from B-Garden make it to Balamb.

=====  
BALAMB  
=====

[Balamb - Town Square]

- Head for train station. Next to the entrance you'll find Card Queen, which will be of importance later in the game. You'll need 3000 gil to buy a train ticket.

[Balamb - Station Yard]

- Enter the train and we're departing.

=====  
TRAIN FROM BALAMB TO TIMBER  
=====

[Train]

- Enter the side door, then waltz into SeeD cabin. Approach Zell for a lengthy

scene.

-----  
Magazines - Pet Pals Vol. 1  
-----

- During the scene you auto-obtain PET PALS VOL.1 (1/6).
- When prompted, choose "Not too much."
- Stuff happens...

=====  
TIMBER FOREST  
=====

[Timber Forest]

- My my, who are the unusual party members? Laguna has Squall's stats, Ward has Selphie's stats, and Kiros has Zell's stats (same applies for junctions).
- 1st screen - walk N.
- 2nd screen - keep walking N.
- 3rd screen - still go N.
- 4th screen - scene, then you auto-advance forward.
- 5th screen - hop into the van and we're outta here.

=====  
DELING CITY  
=====

[Deling City - City Square]

- Go N.

-----  
Junctioning - Advice on getting some good magic  
-----

[Deling City - Gateway]

- Proceed N under the gateway until screen shifts. Your path further will be blocked by a car, but there's a hard-to-see door nearby.
- Once inside the arch, use the laddered near the door to descend into the sewers.

[Deling City - Sewer]

- Fight Red Bats there and Draw Drains from them (will prove useful for future fights). There is also a very small area in the sewers where you can run into Creeps. Draw Lifes from this monster (will prove useful for future fights).
- Once you're satisfied with the amount of magic you drew, return to the first

screen where Laguna and company got out of their military car.

[Deling City - City Square]

- Walk E now into next screen.
- A military car will pass by, continue on.
- On this screen you'll find Galbadia hotel - enter it.

[Deling City - Hotel]

- Take the stairs leading down (near reception) to enter club section.

[Deling City - Club]

- Talk to the waitress and pick third option when prompted for some hilarious responses. Finally choose "Let's take a load off." to advance the story.
- When in control, walk up to the piano for more scenes, then return to your table, and finish by going upstairs.

[Deling City - Hotel]

- Talk to woman at reception and ask "Which is Julia's room?".
- While in Julia's room, every so often you'll have to move Laguna close to Julia in order to strike a conversation.

=====  
TRAIN FROM BALAMB TO TIMBER  
=====

[Train]

- Aaand we're back in the skins of familiar chrs.

=====  
TIMBER  
=====

[Timber - City Square]

- Timber has Pet Shop, Junk Shop, hotel facility.
- Unfortunately there isn't much we'll be able to do at the moment. As soon as you take the stairs, someone will talk to you. Respond with "But the Owls are still around.", then leave the screen at the bottom to progress the story.

[Timber - Forest Owl's Base]

- After the introduction Squall has to fetch somebody.

-----  
Triple Triad - Angelo card  
-----

- Challenge Watts to a card game and make sure you win his Angelo card! This

card mods into 100x Elixir.

- Find 'the princess' by going N all the way to the 3rd train car. Enter the room to find that somebody sleeping on a bed. Nice...
- Lv11 Rinoa with weapon Pinwheel will join your party, and Rinoa's limit breaks will also be explained in a tutorial.
- Walk to the front of the train car, then follow Zell.
- Watch the long explanation of kidnapping plan, and fall asleep. Don't worry about small details, just leave everything to me.
- Go to 2nd train car to save your game at SPN.

-----  
Magazines - Pet Pals Vol. 2  
-----

- Return to 3rd train car (where you got Rinoa) and examine the folded bed to recover PET PALS VOL.2 (2/6).
- Back to front of the train, talk to Watts and choose "Yeah." to begin the kidnapping attempt.

[Timber - Train]

- 1st screen - walk left over to Rinoa. Once she finishes talking, 5-minutes time limit will start counting down. Get to the edge of train car and press X to jump.
- 2nd screen - walk left over to the others. Don't worry about sensors below, they're busted.
- 3rd screen - walk left over to Rinoa.
- 4th screen - you'll have to uncouple this car. "1" is represented as "Circle", "2" as "X", "3" as "Square" and "4" as "Triangle" on your gamepad. So if Rinoa relays a code "1433", you'll have to press "Circle", "Triangle", "Square", and "Square" buttons, in that order. Understood? L1 is used to look to your left to check up on guards' positions. Choose "Yeah." to proceed with uncoupling - enter three codes and you're done with this part. Don't try to enter all codes one after another, since you may be spotted by a guard - if a guard is approaching Squall's position, press Up on d-pad to avoid being spotted. When all codes are entered, Squall climbs back up automatically - head a bit right to the others.
- 5th screen - almost same thing as on 4th screen, but this time R1 is now used to look to your right (and Zell and Selphie aren't around to help you as well), and you have to enter five codes. Choose "Yeah." at the prompt to proceed - enter five codes and you're done with this part. Don't try to enter all codes one after another, since you may be spotted by a guard - if a guard is approaching Squall's position, press Up on d-pad to avoid being spotted. After five codes are entered successfully, Squall climbs to the roof - head a bit left over to Rinoa.

[Timber - Forest Owl's Base]

- Go save your game, then address Rinoa and choose "Yeah." to confront the person you kidnapped.

----- HERE COME NEW CHALLENGERS! -----

ROUND 1: FAKE PRESIDENT

ROUND 2: GEROGERO

----- HERE COME NEW CHALLENGERS! -----

FAKE PRESIDENT -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 12 | 52 ~ 778 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 52 | 5 | 46 | 26 | 51 | 6 | 0  
10 | 610 | 23 | 50 | 37 | 55 | 8 | 1  
12 | 778 | 27 | 51 | 40 | 57 | 8 | 1

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | 100 | 90 | - | - | -

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VI0  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~12 | Cure | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~12 | has nothing

----- DROPPED ITEMS ----- Card drop: none

L 1~12 | none

----- SCAN -----

President Deling's double. Attacks in a strange way, but not very strong.  
However...

----- ATTACK LIST -----

01. (Head bash) - SE no-name PA  
CM - Higher Vit, Protect

GEROGERO -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 12 | 350 ~ 3650 | 20 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 2 | x 1 | x 1 | x 2 | immune | x 1 | x 1 | x 3 | yes

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 350 | 35 | 17 | 61 | 36 | 9 | 5  
10 | 3050 | 41 | 35 | 75 | 40 | 19 | 6  
12 | 3650 | 43 | 39 | 78 | 41 | 21 | 6

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
100 | - | - | - | - | - | - | - | 100 | 90 | - | 100 | 100

The End: no

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VI0  
80 | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~12 | Esuna, Double, Berserk, Zombie | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~12 | 2x Phoenix Down, 2x Phoenix Down, 2x Phoenix Down, 2x Phoenix Down

----- DROPPED ITEMS ----- Card drop: none

----- SCAN -----

A monster that posed as President Deling. Attacks with its deformed arms and status attacks. [Undead Monster]

----- ATTACK LIST -----

01. (Arm smash) - SE no-name PA  
CM - Higher Vit, Protect
02. Silence - SE Status class MA  
EF - adds Silence  
CM - Higher Spr, Reflect, Silence OR Pain on SDJ
03. Berserk - SE Status class MA  
EF - adds Berserk  
CM - Higher Spr, Reflect, Berserk on SDJ
04. 'Brrawghh!' - SE No-element and Status class MA  
EF - adds Slow, Curse and Blind + No-element class magic damage  
CM - Higher Spr, Shell, Slow AND Pain on SDJ
05. Dispel - SE Status class MA  
EF - removes any helpful statuses  
CM - None
06. Sleep - SE Status class MA  
EF - adds Sleep  
CM - Higher Spr, Reflect, Sleep on SDJ

----- PREPARATION -----

#### I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit  
Selphie - Shiva, Quezo  
Zell - Siren, Diablos

#### II. RECOMMENDED JUNCTION ABILITIES

1. HP - Quezo, Ifrit, Diablos  
- Healing class
2. Str - Shiva, Ifrit  
- Triple, Flare or Tornado, any AC
3. Vit - Quezo, Shiva  
- Healing class
4. Mag - Quezo, Siren, Diablos  
- Triple, Flare or Tornado, any AC
5. Spr - Shiva  
- Healing class
6. Hit - Diablos  
- Double
7. El.Att.J - Quezo, Shiva, Ifrit  
- Holy, Fire class, Earth class, \*no\* Poison class
8. El.Def.J - Quezo, Shiva, Ifrit  
- No magic needed
9. El.Def.Jx2 - Quezo, Shiva, Ifrit  
- No magic needed
10. St.Att.J - Siren  
- No magic needed
11. St.Def.J - Siren  
- Silence OR Berserk OR Pain
12. St.Def.Jx2 - Siren  
- Berserk AND Pain, Berserk AND Silence

#### III. RECOMMENDED COMMAND ABILITIES

Squall



Slot 1 - Attack - N/A  
Slot 2 - Magic - Any  
Slot 3 - Draw - Any  
Slot 4 - Item - Any

Selphie

Slot 1 - Attack - N/A  
Slot 2 - Magic - Any  
Slot 3 - Draw - Any  
Slot 4 - Item - Any

Zell

Slot 1 - Mug - Diablos  
Slot 2 - Magic - Any  
Slot 3 - Treatment / Draw - Siren / Any  
Slot 4 - Darkside / Whatever - Diablos / Any

#### IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 - Str+20% - Ifrit  
Slot 2 - Str+40% - Ifrit

Selphie

Slot 1 - Mag+20% - Quezo  
Slot 2 - Mag+40% - Quezo

Zell

Slot 1 - Mug - Diablos  
Slot 2 - Mag+40% - Siren  
Slot 3 - HP+??% - Diablos

#### ----- STRATEGY -----

Fake President: 'YOU...fELL...FOR...iT'

'kiLL...thE...RESisTanCE...'

'aMuSiNg... tHIS iS AmuSiNg!'

Our fake friend only knows a simple physical attack. Dispose of him in any way you wish. Now the real boss will pop up - Gerogero. Depending on what characters are alive...

Squall: 'What the...?'

Selphie: 'Ewww! Nasty!'

Zell: '... The hell is this!?'

Easy way out is to use a Phoenix Down on Gerogero to kill him instantly. Other items that work wonders on him: X-Potion, Elixir. Bam! Quick victory.

Well, if you choose to fight him fair and square, here's what to do... Have a member with Siren junctioned (in my case Zell) and put Silence (OR Pain) and Berserk on St.Def.J. If Squall gets berserked, even better. Selphie is kinda useless in this fight.

Good junctioned spells (Holy class, Fire class, Earth class) will do the job done way better than in case if you'd bother summoning GFs or casting magic.

Gerogero is an annoying boss. Often he'll use 'Brrawghh!', a move that does damage and causes Slow, Curse and Darkness statuses. Silence and Berserk are his other two annoying attacks. If someone gets berserked, have Zell use Treatment on that member (Zell can't be affected by Berserk, cos he has it

junctioned on St.Def.J). If you don't have Treatment yet, Draw and cast Esuna on affected members. Gerogero conveniently has this magic to Draw.

Gerogero also knows Dispel - I wonder why? I can rarely have Reflect now (Slots) and casting Shell and Protect on members is kinda useless cos these statuses may be dispeled.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

- Eh, no special or interesting rewards from this guy. When in control, talk to Rinoa to advance the story.

-----  
SEED MISSION #06 - ANNOUNCE TIMBER'S INDEPENDENCE - SM#06  
-----

- You'll have to form a party, where Rinoa and Squall are mandatory. Doesn't matter who is third chr you'll take along. Walk outside and talk to Watts, then choose "Yeah." to land in Timber.

[Timber - City Square]

- Careful, random battles are fought within the city for the moment. Pet Shop is now open.

-----  
Magazines - Pet Pals Vol. 3  
-----  
Magazines - Pet Pals Vol. 4  
-----

- Among other things you can buy PET PALS VOL.3 (3/6), and PET PALS VOL.4 (4/6). Don't forget few Amnesia Greens in order to have GF forget useless abilities (which are those that increase GF's HP and summon damage).

- Exit the Pet Shop screen at the bottom, then take bottom exit again to appear on a bridge that overlooks some train tracks. Head right to end up at Timber Hotel.

[Timber Hotel]

- You can't use the facility at the moment, but you can save your game at SPN.

[Timber - City Square]

- From hotel's entrance go right again to find Timber's exit. Approach the soldiers for event battle, then return to the screen where your party boarded Timber Owls' train when you went on a mission, and take right exit to appear in front of Timber Maniacs building.

[Timber - Editorial Department]

- There are stacks of magazines to the left of reception.

-----  
Sidequest - Girl Next Door magazine  
-----

- Examine the stacks and in one of them you'll find GIRL NEXT DOOR. Now enter the far back door.

-----  
Magazines - Timber Maniacs  
-----

- On the right of the screen there's a copy of TIMBER MANIACS (2/12) lying on the ground - with this exit the building.

[Timber - City Square]

- Enter the building to the right of Timber Maniacs.

[Timber - Residence]

- Talk with the old woman for few hints - so we need to find the pub to get to the back alley. Go back outside.

[Timber - City Square]

- Head right to the screen with a spinning sign, and right again into the walkway. You'll appear next to train tracks. Ascend the nearby stairs and enter the house.

[Timber - Residence]

- Talk to the old guy and answer "Yeah, kind of.", then drink from the tap to recover your HP. You can also check the cupboard four times in a row to obtain some gil, which is exactly what you should do. Return outside.

[Timber - City Square]

- Return to a screen with the spinning sign, and take the nearby stairs.

- Win an event battle, and you'll receive Buel card. There's item shop nearby, and when you're done buying, enter the pub.

[Timber Pub]

- Approach the drunkard and pick "Talk to him.", then "Tell him about the card." to receive Tonberry card. You may wish to opt for other way, which is buying him a drink (the type of drink he wants varies from game to game) - if you make a correct decision on which drink he desires, you'll receive Forbidden card. Whichever you choose, he's now outta the way.

[Timber - City Square]

- You're now in back alley, make use of SPN and go left. Climb the stairs until you find a big TV screen... choose any answer you desire when prompted, doesn't matter. Rinoa leaves for the moment and Selphie joins. I will help you anytime you want, Quisty!

[Timber TV Station]

- Just go to the far end of the catwalk, then follow Quisty. After the scenes go downstairs to advance the story.

[Timber - City Square]

- Keep going downstairs until your group decides what to do next.

[Timber Pub]

- Follow the others outside, then hike it to old woman'd residence.

[Timber - Residence]

- In upstairs room talk to everyone, and Quisty twice to get things moving, then go downstairs, and attempt to leave. You'll get POTION, PHOENIX DOWN, SOFT, ANTIDOTE, and REMEDY from old hag. Now you can really leave.

[Timber - City Square]

- Talk to the G-Soldier on this screen to move things along. Luckily the last train is heading in direction you want it to - East Academy. Pick "Ok (I have my orders).", then head right to next screen.
- Zone will appear and give you tickets for the train. Follow your other party members.
- Ascend nearby stairs, cross the bridge and board the train by choosing "Get on."

-----  
SEED MISSION #07 - REACH GALBADIA GARDEN - SM#07  
-----

=====  
TRAIN FROM TIMBER TO EAST ACADEMY, THEN DOLLET STATION  
=====

[Train]

- Talk to Zell and choose "Leave him alone." to advance.
- Don't disembark on East Academy, instead choose to continue and get off on Dollet Station. Dollet is close by, so make a beeline for the town.

=====  
DOLLET  
=====

[Dollet - Town Square]

- Dollet has car rental, item shop, junk shop, hotel facility.
- You'll start on the screen with car rental. Take the stairs on bottom to enter the screen with Dollet hotel.

[Dollet - Hotel]

- Pay 100 gil to stay the night.

-----  
Magazines - Timber Maniacs  
-----

- Check the table on the right for TIMBER MANIACS (3/12).

[Dollet - Town Square]

- Approach Dollet Soldier guarding left path twice, then pick "Force your way in."

- Cross the bridge.

[Dollet - Mountain Hideout]

- Keep going until you run into G-Soldier for some hilarious scenes by choosing "Yeah...and we're gonna take you on.". Return across the bridge afterwards.

[Dollet - Town Square]

- Enter Shining Bomber pub.

[Dollet Pub]

- Go upstairs.

---

Magazines - Timber Maniacs

---

- Collect TIMBER MANIACS (4/12) from the table.

---

Triple Triad - Siren card

---

- Challenge the guy next to the table and win this card battle! Then you'll be invited into this guy's private room. Keep challenging him and win your next prize: Siren card.

- You'll also receive these cards from the guy: 5x Geezard card, 4x Red Bat card, 3x Buel card, 2x Anaconda card, and Cactuar card.

---

Magazines - Occult Fan II

---

- In the guy's private room you'll find several stacks of magazines. You can only obtain items from the stack closest to the door, and you can find up to three items. Once three items are obtained, exit and reenter, then check that stack again. Keep examining it until it yields OCCULT FAN II (2/4). Exit the pub.

- Here's info on what can you pull from those book stashes:

-> Book stash closest to exit

- Nothing of interest - 16/32 chance
- OK Shop - 1 rental discount ticket - 2/32 chance
- Aphrora Pub - 1 drink discount ticket - 2/32 chance
- Mother's day - 1 day massage ticket - 2/32 chance
- Potion - 2/32 chance
- Antidote - 2/32 chance
- Soft - 2/32 chance
- Phoenix Down - 2/32 chance
- Geezard Card - 1/32 chance
- Occult Fan II - 1/32 chance (one time only)

- > Rightmost book stash
  - Note about "Fermenting Anacondaurs"
  - Note about "Winning card game with Laguna"
  - Note about "New owner for the pub"
  - Note about "Goofy magazine BOO! Monthly"

-> Topmost book stash  
Two entries from somebody's journal...

[Dollet - Town Square]

-----  
Sidequest - Bone quest  
-----

- If the quest is done in 3rd disc, rewards are better, but nothing you wouldn't be able to obtain elsewhere.
- In the screen with Spice shop there's a boy standing next to the door. Talk to him and enter artist's house. Examine the painting and talk to the kid.
- Go back outside and head for fountain area. Find the dog on the right side of the screen and "talk" to it, then choose "Look." to receive POTION (disc 3 reward is X-POTION).
- Return to artist's house, examine the painting and talk to the kid.
- Go back outside and head for Shining Bomber area. Find the dog under the bridge and "talk" to it, then choose "Look." to receive PHOENIX DOWN (disc 3 reward is MEGA-POTION).
- Return to artist's house, examine the painting and talk to the kid.
- Go back outside and there's the dog. "Talk" to it, then choose "Look." to receive SOFT (disc 3 reward is ELIXIR).

-----  
Guardian Forces - Advice on learning abilities  
-----

- Siren card is the greatest card so far in terms of usefulness. Card Mod it into 3x St.Att. item, which teaches a GF St.Att.J ability. Use them wisely on selective few GFs you have so far - but spare a single St.Att. item for now just in case. All three battle members now are able to junction magic to St.Att.J, one of most important junction abilities in the game.
- Exit to world map.

=====  
WORLD MAP  
=====

-----  
Junctioning - Advice on getting some good magic  
-----

Guardian Forces - Advice on learning abilities  
-----

Quisty the Bombshell - White Wind  
-----

## Squall the Lionheart - Adamantines for Lion Heart gunblade

---

- Go to the beach near Dollet and fight Lv30 and above Adamantoises. They have Reflect for you to Draw. Also mug them for Whispers and use this item on Quistis for her to learn White Wind, excellent Blue Magic. Other items of importance are Orihalcons (mug them), which teach a GF Vit+40% ability and Adamantines (drop items - DO NOT mug Adamantoise), which teach a GF Vit+60% ability and are used for some of character's strongest weapons.
- Enter Roshfall forest (near Timber) and fight Ochu there. Draw and stock Pains from Lv30 and above Ochus. Mug some Ochu Tentacles from them as well for Quistis' weapons.
- Fight some Wendigos and Mug Steel Pipes from them. Steel Pipes refine into Aura Stones with help of Siren's Tool-RF. Aura Stones will help you immensely.
- Card Mod Quistis card into 3x Samantha Soul. Refine 1x Samantha Soul into 60x Triple with Diablos' Time Mag-RF. Triples are excellent boosters for Str and Mag.
- If you have Siren's L Mag-RF, check your items a bit. 1x Saw Blade refines into 10x Death, 1x Chef's Knife refines into 30x Death, 1x Tent refines into 10x Curaga, 1x Mesmerize Blade refines into 20x Regen and so on. Where did I get all these items from? Card playing, of course.

---

## Sidequest - Obel Lake

---

- Close to Roshfall Forest is a body of water, known as Obel Lake. And there's a piece of land jutting into it - stand on the piece of land and press action, then choose "Try humming.", and "Try humming again." for a black shadow to rise. Again choose "Try humming.", then "What is it?".
- Mr. Monkey is in the forest near Dollet, so let's go back there. When you enter the forest, keep pressing action until a prompt appears. Choose "Throw a rock.", then return to Obel Lake.
- Choose "Try humming." and relay the position of stupid monkey. If, from now on, you choose "Try humming.", the black shadow will give you various clues. I've paraphrased them a bit.
- CLUE 1: Take a break at the railroad bridge.
  - Break draw point (utterly useless)
- CLUE 2: You'll find something on an island east of Timber, too.
  - one of four rocks for Obel Lake
- CLUE 3: At the beach in Balamb, something special washes ashore at times.
  - one of four rocks for Obel Lake
- CLUE 4: Take time off at Eldbeak Peninsula.
  - hint for obtaining Luck-J Scroll on Minde Isle
- CLUE 5: There's something on top of a mountain with a lake and cavern.
  - one of four rocks for Obel Lake (event battle VS 2x Thrustaevis)
- CLUE 6: South of here, there used to be a village surrounded by forests.
  - forests N from Orphanage, press action on world map to find sth
- You're still not done. Choose "Throw a rock." and keep doing it until you get a message that says "The rock skipped many many times." - now go back to forest near Dollet and toss another rock at the monkey. Keep doing it until monkey tosses a rock at you.

- OBEL LAKE CLUE (1/4) - U R H A E O

- That is it for now, drop by Timber.

=====  
TIMBER  
=====

-----  
WARNING - MISSABLE THING COMING UP! PET NAMETAG  
-----

[Timber - City Square]

-----  
Sidequest - Would-be-Journalist  
-----

- Go to the screen with Timber Maniacs building and talk to the guy next to the entrance to the building. Choose "No way!" to give him some moral support. That's for receiving Pet Nametag later in the game.

- Now go to Timber Hotel.

[Timber Hotel]

-----  
Magazines - Timber Maniacs  
-----

- Choose to pay 100 gil for staying the night, then examine the table to find another issue of TIMBER MANIACS (5/12).

- This covers the optional stuffing, so back to world map.

=====  
WORLD MAP  
=====

- Head for East Academy station, then rotate your camera a bit. See the opening between the mountains? That's where you have to go - as soon as you step into the forest, bad karma comes and bites you in the ass.

=====  
CENTRA RUINS  
=====

-----  
WARNING - MISSABLE THINGS COMING UP! ITEMS IN LOONY PANDA  
-----

- You'll understand the reference later in the game. For now, follow my instructions exactly and you'll be able to obtain everything later in the game on next dungeon visit.

[Centra - Excavation Site]



- Laguna has Squall's stats, Ward has Selphie's stats, and Kiros has Quisty's stats (same applies for junctions). What? You Kiros bastard! So what are Quisty's body measurements??? TELL MEEEEEEE!

-----  
Junctioning - Advice on getting some good magic  
-----

Squall the Lionheart - Pulse Ammo for Lion Heart gunblade  
-----

Quisty the Bombshell - Homing Laser  
-----

- Be sure to fight Lv30+ Elastoids. Draw Meltdown from them, greatest magic to be put on Vit-J. Also mug a few Laser Cannons. Use one to teach Quistis Homing Laser Blue Magic. Refine 3 of them with Ifrit's Ammo-RF into 15x Pulse ammo. Last ingredient for Squall's Lion Heart!

- Choose "Nah, just my imagination.", then press on to next screen.

- Walk along for two event battles against some E-Soldiers, then take right path and climb the ladder down to next screen.

- Walk up towards next screen.

- Take a left to next screen.

- You'll appear in a rocky area, and right next to you is some stuff on the ground. Walk near it and choose "Pick it up." to obtain OLD KEY, which will be promptly lost immediately. Now walk left two screens.

- You'll find three hatches in the ground - fiddle with middle one and choose "Tamper with it.", than leave to the right. Minus one battle!

- Now backtrack to the screen where you had two event battles and take left path to next screen.

- Take the ladder down to next screen.

- Some weird green tunnel... tightly hug and walk near left wall, then choose "Pick it up." to find another OLD KEY, which will be promptly lost immediately. Walk S to next screen.

- Oh look, three hatches again - fiddle with left one and choose "Tamper with it.", than leave to the left.

- Backtrack your steps around the ruins so that you enter three-hatches-screen again from the right side. Now fiddle with right hatch and choose "Tamper with it.", than leave to the right.

- Go right to next screen.

- Go up to next screen.

- At the cross go up to next screen.

- You'll find two bomb detonators - examine it and choose "Press red switch (Furthest boulder)." to send one rock flying. Minus one battle! Doing this also opens the left of three hatches. Then choose "Press blue switch (Nearest boulder)." to send the other rock flying. Minus two battles! Doing this also

opens the right of three hatches. Go up to next screen.

- There's another rock on left side of the screen, which you can examine. Minus one battle! Go up to next screen.

- SPN for saving your game, then go up to next screen.

- Here you'll face a series of up to six event battles, or less. Less depends on amount of E-Soldiers you removed earlier by doing wacky stuff. Last battle is against two E-Soldiers (cyborg version). Dispose of them, then you're home free.

=====  
WORLD MAP  
=====

- You're very close to G-Garden now.

=====  
GALBADIA GARDEN  
=====

[Galbadia Garden - Front Gate]

- Walk up two screens, then up another screen.

[G-Garden - Hall]

- Take NW exit to next screen, go up to next screen.

[G-Garden - Hallway]

- Go upstairs to next screen.

- Reception room is right thru the door next to the guy on bottom of screen.

[G-Garden - Reception Room]

- Talk to Zell, then Rinoa, then Quisty, Zell, Selphie, Squall will make some thoughts, and then run off.

[G-Garden - Hallway]

- Go downstairs, and then leave to the S.

[G-Garden - Hall]

- Leave to the S, and Fujin and Raijin will come blabbering about something. Leave for front gate.

[G-Garden - Front Gate]

- Talk to Quisty, then leave to the S.

- Talk to Rinoa at the entrance to get things moving.
- Lv13 Irvine with weapon Valiant joins your party.
- Talk to Quisty now for details of your mission, and a tutorial on how to switch party members. Leave for world map and head for nearby train station.

[G-Garden - Station]

- Pay 3000 gil to get on the train.

=====

TRAIN FROM G-GARDEN TO DELING CITY

=====

[Train]

- Attempt to leave to get things moving, then follow Irvine, and follow him again.

=====

DELING CITY

=====

[Deling City - Station Yard]

- Deling City has car rental, item shop, junk shop, and hotel facility.
- Leave to the S, and leave to the S again. When you see Batman-signal, talk to Quisty and leave to the N.

[Deling City - City Square]

- Wait for the bus to stop, and then talk to conductor to board the bus. It'll take you to front of Caraway's Mansion.
- Talk to Caraway's Guard on the right of the screen to find out that you need to retrieve code number from some dude who was spineless enough to go into the Tomb of the Unknown King. You'll receive the map of the tomb, then you can choose various things - "Ready to answer." won't bear fruit yet, "Buy a hint for 3000 gil." to get a clue on GF within the tomb, "Buy a location displayer for 5000 gil." to find out your position on the map of the tomb, "Talk." to be told details of your current situation again, and "Have him escort us out of town." to do just that.

-----

Squall the Lionheart - Lion Heart gunblade obtained!

-----

- Board the bus and go past Presidential Residence and get off at Shopping Arcade. There's Junk Shop in lower right of the screen, so pay the price and obtain Squall's Lion Heart gunblade!
- Now exit N to find Galbadia Hotel.

[Deling City - Hotel]

- Pay 100 gil to spend the night.

-----  
Magazines - Timber Maniacs  
-----

- Check between the beds for another issue of TIMBER MANIACS (6/12). Go back outside.

[Deling City - City Square]

- Board the bus and travel two stations, then get off at Caraway's Mansion. Talk to the guard and have him escort you close to the exit of the city. Leave for world map.

=====  
WORLD MAP  
=====

-----  
Junctioning - Advice on getting some good magic  
-----

- Fight Vysage and Co. in Lallapalloza Canyon near Dingo Desert. They also have some good magics to draw, for example Haste. They rarely drop Regen Ring item. 1x Regen Ring refines into 20x Full-life with Siren's L Mag-RF. Full-life is the best spell to put on Spr.

- Draw Tornados from high level Thrustaevises found on Galbadia continent.

- It is very advisable that you finally learn Mug character ability by Diablos before the end of disc 1!

- Tomb of the Unknown King is NE from Deling City.

=====  
TOMB OF THE UNKNOWN KING  
=====

[Tomb of the Unknown King]

- Please follow directions exactly to be done with this in no time.

- At the entrance use SPN for saving the game, then enter the tomb.

-----  
Optional Boss - ROUND 1: Sacred; ROUND 2: Sacred & Minotaur  
-----

- Go up, NESC, examine the gunblade and write down the number that appears, go right, NESC, go left, NESC, go right, NESC, go left, NESC, go right, NESC, go up, NESC, examine the statue and beat up Sacred in event battle. It'll either escape after few rounds or you defeat it - I recommend defeating it for few items.

- That was just a warm-up, it'll now escape.

- Go down, NESC (POV from player's perspective will now change, mind you), go

up, NESC, go right, NESC, go left, NESC, go right, NESC, go left, NESC, go right, NESC, go up, NESC, pull the lever on right side of screen to start the water flow.

- Go down, NESC (POV from player's perspective will now change, mind you), go up, NESC, go right, NESC, go left, NESC, go right, NESC, go left, NESC, go right, NESC, go up, NESC, examine the machinery on left side to form a bridge in middle of the tomb.

- Go down, NESC (POV from player's perspective will now change, mind you), go up, NESC, go right, NESC, go left, NESC, go right, NESC, go left, NESC, go right, NESC, go up, NESC, use SPN, then return to the tomb.

- Go up, NESC, go up, NESC, go up, NESC, go up, NESC, go up, NESC, approach Sacred in the middle.

----- HERE COME NEW CHALLENGERS! -----  
ROUND 1: SACRED  
ROUND 2: SACRED & MINOTAUR  
----- HERE COME NEW CHALLENGERS! -----

SACRED -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 75 | 578 ~ 27218 | 20 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | immune | x 2 | x 2 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	578	9	40	26	31	10	0
10	1625	28	40	38	35	15	1
20	3500	48	41	51	41	19	2
30	6125	68	41	64	46	24	2
40	9500	87	42	76	52	28	3
50	13625	107	42	89	57	32	4
60	18500	126	43	101	63	37	4
70	24125	145	43	114	68	41	5
75	27218	154	43	120	71	43	6

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	70	-	100	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19 | Shell, Protect, Berserk, Life | Couldn't Devour!

L20~29 | Shell, Protect, Berserk, Life | Couldn't Devour!

L30~75 | Shell, Protect, Berserk, Life | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | has nothing

L20~29 | has nothing

L30~100 | has nothing

----- DROPPED ITEMS ----- Card drop: none

L 1~19 | 8x G-Hi-Potion, 8x G-Hi-Potion, 8x G-Hi-Potion, 8x G-Hi-Potion

L20~29 | 8x G-Hi-Potion, 8x G-Hi-Potion, 8x G-Hi-Potion, 8x G-Hi-Potion

L30~75 | 8x G-Hi-Potion, 8x G-Hi-Potion, 8x G-Hi-Potion, 8x G-Hi-Potion

----- SCAN -----

Earth GF in Tomb of the Unknown King. Recovers by the power of the earth.  
Attacks with a large steel orb.

----- ATTACK LIST -----

- 01. (Steel orb smash) - SE no-name PA  
CM - Higher Vit, Protect
- 02. Mad Cow Special - AE Earth class MA  
SP - used only if Sacred and Minotaur are both alive  
CM - Higher Spr, Shell, Float, Earth class magic on EDJ

Special 'moves':

- 01. (Earth regeneration) - no-name boss move  
AP - used at regular intervals, as long as boss' is standing on the ground  
EF - minor HP recovery  
CM - Cast Float on Sacred

----- MINOTAUR -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 75 | 855 ~ 36375 | 20 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x(-1) | x 2 | x 2 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	855	12	60	36	31	10	0
10	2250	35	61	48	40	15	1
20	4750	60	62	61	51	19	2
30	8250	85	63	74	61	24	2
40	12750	110	65	86	72	28	4
50	18250	134	66	99	82	32	4
60	24750	158	67	111	93	37	5
70	32250	182	68	124	103	41	6
75	36375	194	69	130	108	43	6

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	50	-	100	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19	Shell, Protect, Berserk, Double	Couldn't Devour!
L20~29	Shell, Protect, Berserk, Double	Couldn't Devour!
L30~75	Shell, Protect, Berserk, Double	Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | has nothing  
L20~29 | has nothing  
L30~75 | has nothing

----- DROPPED ITEMS ---- Card drop: Sacred

L 1~19 | 8x G-Returner, 8x G-Returner, 8x G-Returner, 8x G-Returner  
L20~29 | 8x G-Returner, 8x G-Returner, 8x G-Returner, 8x G-Returner  
L30~75 | 8x G-Returner, 8x G-Returner, 8x G-Returner, 8x G-Returner

----- SCAN -----

Sacred's older brother. This Earth GF has healing ability, as long as his feet are on the ground.

----- ATTACK LIST -----

- 01. (Steel orb smash) - SE no-name PA  
CM - Higher Vit, Protect
- 02. Mad Cow Special - AE Earth class MA  
SP - used only if Sacred and Minotaur are both alive  
CM - Higher Spr, Shell, Float, Earth class magic on EDJ
- 03. Mower - AE PA  
CM - Higher Vit, Protect

Special 'moves':

- 01. (Earth regeneration) - no-name boss move
  - AP - used at regular intervals, as long as boss' is standing on the ground
  - EF - minor HP recovery
  - CM - Cast Float on Minotaur

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit  
Quistis / Irvine - Siren, Quezo  
Zell - Shiva, Diablos

II. RECOMMENDED JUNCTION ABILITIES

- 1. HP - Quezo, Ifrit, Diablos
  - Holy, Healing class
- 2. Str - Shiva, Ifrit
  - Triple or Flare, any AC
- 3. Vit - Quezo, Shiva
  - Meltdown, Healing class
- 4. Mag - Quezo, Siren, Diablos
  - Triple or Flare, any AC
- 5. Spr - Shiva
  - Full-life, Reflect, Healing class
- 6. Hit - Diablos
  - Double
- 7. El.Att.J - Quezo, Shiva, Ifrit
  - Wind class OR Poison class, \*no\* Earth class
- 8. El.Def.J - Quezo, Shiva, Ifrit
  - Earth class OR Float
- 9. El.Def.Jx2 - Quezo, Shiva, Ifrit
  - Earth class AND Float
- 10. St.Att.J - Siren, any GF you used St.Att. on
  - Drain, no magic needed
- 11. St.Def.J - Siren
  - No magic needed
- 12. St.Def.Jx2 - Siren
  - No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Item - Any

Quistis / Irvine

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Treatment / Draw - Siren / Any
- Slot 4 - Item - Any

Zell

- Slot 1 - Mug - Diablos
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Darkside - Diablos

#### IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 - Vit+60% / Whatever - Any GF you used Adamantine on / Any

Slot 2 - Str+40% - Ifrit

Selphie

Slot 1 - Vit+60% / Whatever - Any GF you used Adamantine on / Any

Slot 2 - Mag+40% - Quezo

Zell

Slot 1 - Mug - Diablos

Slot 2 - Vit+60% / Whatever - Any GF you used Adamantine on / Any

Slot 3 - HP+??% - Diablos

#### ----- STRATEGY -----

There are two boss fights ahead of you before you can claim your next GF. First you'll have to deal with Sacred alone.

##### A) SACRED BOSS FIGHT

Sacred only knows one puny physical attack, but it is a powerful one - have high Vit-J. You have two options now...

- either you let Sacred keep attacking you and he'll escape after a few rounds
- or you deplete his HP as quickly as you can before he escapes for 20 AP and 8x G-Hi-Potion (this option sounds more promising)

'THEY'RE PRETTY STRONG...'

##### B) SACRED AND MINOTAUR BOSS FIGHT

A bit tougher fight, but not by much. This time you're off against two enemies, each one can regenerate HP at regular intervals. Casting Float on them is a totally pointless idea, cos it wastes turns and it doesn't work that long.

Start the battle by Drawing and casting Protect on your members, then cast Meltdown on Minotaur - he's your primary target. Why? Although it may seem to be a good idea to go after Sacred first as he has less HP, it's better to get rid of Minotaur first as he has Mower move, which attacks all members (have high Vit or be under Protect to lessen the damage done by Mower), and also his single-target physical attack is almost twice as powerful as Sacred's.

Have the member with Diablos attacking by using Darkside command (if same member has Drain on St.Att.J, his/her HP will be restored). This is useful cos it deals 3x greater physical damage than by using simple physical attack.

Sometimes during the fight if both Sacred and Minotaur are still alive, they can use Mad Cow Special attack. Pretty powerful Earth class attack, but easy to evade. How? Junction Float and/or Quake to El.Def.J and damage will be nullified or even absorbed. Now that you've plastered Minotaur, go after Sacred, the puny one. Beat him and you'll receive some items as well as two excellent cards.

If you plaster Sacred first...

Sacred: 'BRO, I LOST...'

Minotaur: 'the brothers, defeated...'

'mighty ones...'

'may we join you?'



If you plaster Minotaur first...

Minotaur: 'the rest is up to you, brother...'

Sacred: 'THE BROTHERS, DEFEATED...'

'I GUESS WE'LL JOIN YA.'

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

-----  
New Guardian Force - Brothers!

-----  
Triple Triad - Sacred card

-----  
Triple Triad - Minotaur card

-----  
Guardian Forces - Advice on learning abilities

-----  
- You've collected another GF - BROTHERS (6/16).

- Your card collection has now increased with Sacred card, and Minotaur card.

- Recommended list of how should Brothers GF learn their abilities is: Spr-J, Str-J, Defend, Cover, HP+20%, HP+40%, HP+80%, HP Bonus.

- Go down, NESC, go down, NESC, (POV from player's perspective will now change, mind you), go up, NESC, go up, NESC, go up, NESC, leave for world map and return to Deling.

=====  
DELING CITY  
=====

[Deling City - City Square]

- Walk NE past the car rental, then take NW exit to pop up in front of Caraway's. Again talk to the guard and choose "Ready to answer.". Number changes from playthru to playthru, so you'll have to go to the tomb to note it down.

- First you'll have to enter ones, then tens, and then hundreds. So if your number was 145... first you enter "5", then "4", and finally "1".

- Note that if your number was less than 100, then hundreds will equal "0" (zero).

- After you give the correct answer to the guard, go right.

[Deling City - Caraway's Mansion]

- Make a save at SPN, then enter the mansion. Talk to Rinoa, pick "...Is that an order?", and Caraway will enter the scene. Follow Caraway as he is walking around Deling to get info on how the mission will be proceeding. When you end up under the gateway, talk to Caraway.

- When he's gone, return to his mansion and let's get things underway!

- I'm temporarily in charge of Quisty. Yay! Try to leave thru the door and Rinoa bumps into you.

- Screw you, Squall. Again follow Caraway thru the city until you end up under



----- HERE COME NEW CHALLENGERS! -----

IGUION -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 19 | 127 ~ 1747 | 10 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 immune | x 1 | x 1 | x 2 | immune | x 1 | x 1 | x 2,5 | yes

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
 1 | 127 | 14 | 52 | 10 | 10 | 3 | 0  
 10 | 755 | 21 | 70 | 17 | 15 | 6 | 0  
 19 | 1747 | 28 | 88 | 23 | 19 | 8 | 1

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
 - | - | - | - | - | - | - | - | - | - | - | - | -\*1

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
 - | - | - | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Cure, Esuna, Break, Carbuncle | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | 6x G-Returner, 6x G-Returner, 6x G-Returner, 6x G-Returner

----- DROPPED ITEMS ----- Card drop: none

L 1~19 | 4x G-Returner, 4x G-Returner, 4x G-Returner, 4x G-Returner

----- SCAN -----

A mutation of the gateway decoration. Uses Petrify attacks. Someone has given it the Reflect power.

----- ATTACK LIST -----

- 01. (Claw swipe) - SE no-name PA  
 CM - Higher Vit, Protect, Defend
- 02. Resonance - AE No-element class MA  
 SP - used only if both Iguions are alive  
 CM - Higher Spr, Shell, Defend
- 03. Magma Breath - SE Fire class and Status class MA  
 EF - Petrifying status + Fire class magic damage  
 CM - Higher Spr, Shell, Defend, Fire class magic on EDJ + Break on SDJ

----- NOTES -----

\*1 - For as long as you don't Draw Carbuncle from one of Iguions, they have Reflect status on.

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Shiva, Diablos  
 Irvine - Siren, Bros, Quezo

II. RECOMMENDED JUNCTION ABILITIES

- 1. HP - Quezo, Ifrit, Diablos, Bros  
 - Healing class
- 2. Str - Shiva, Ifrit, Bros  
 - Triple, Tornado or Flare, any AC
- 3. Vit - Quezo, Shiva  
 - Meltdown, Healing class
- 4. Mag - Quezo, Siren, Diablos  
 - Triple, Tornado or Flare, any AC
- 5. Spr - Shiva, Bros  
 - Full-life, Reflect, Healing class
- 6. Hit - Diablos

- Double

7. El.Att.J - Quezo, Shiva, Ifrit, Bros
  - Earth class OR Holy class, \*no\* Fire class OR Poison class
8. El.Def.J - Quezo, Shiva, Ifrit, Bros
  - Fire class
9. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros
  - Fire class
10. St.Att.J - Siren, any GF you used St.Att. on
  - Drain, no magic needed
11. St.Def.J - Siren
  - Break
12. St.Def.Jx2 - Siren
  - Break

### III. RECOMMENDED COMMAND ABILITIES

Squall

- Slot 1 - Mug - Diablos
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Darkside / Item - Diablos / Any

Irvine

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Treatment / Draw - Siren / Any
- Slot 4 - Item - Any

### IV. RECOMMENDED CHARACTER ABILITIES

Squall

- Slot 1 - Vit+60% / Whatever - Any GF you used Adamantine on / Any
- Slot 2 - Str+40% - Ifrit
- Slot 3 - Mug / Whatever - Diablos / Any

Irvine

- Slot 1 - Whatever - Any
- Slot 2 - Vit+60% / Whatever - Any GF you used Adamantine on / Any

----- STRATEGY -----

Irvine: 'Oh, I forgot to tell you...'  
'For my Limit Break, Shot,'  
'pull the trigger with R1.'  
'Got it?'

If you followed the preparations above, Irvine is the untouchable one here. He can't be petrified nor is he able to take fire damage (instead he'll absorb it).

Have Irvine designated as the healer of Petrifying status in this battle, should Squall fall victim of that status. Quickly plaster one Iguion and send him meet his maker before concentrating your efforts on second Iguion.

Absolutely make sure to draw Carbuncle (until you do so, Iguions are under reflect status). You simply can't allow yourself to miss her - she is the second GF with St.Def.J ability so far and you need this ability badly for the upcoming fights. Drain on St.Att.J should take care of your healing. This is especially useful with Irvine when you have him use Darkside command.

You don't have any of the stuff above, ie Treatment, Darkside, Mug, etc.? Well,

in that case it will be tougher a bit, but not much.

You can Draw Cure from Iguions --> healing your members is guaranteed.

You can Draw Esuna from Iguions --> healing Petrifying status has been taken care of.

You can Draw Break from Iguions --> if by any chance you still don't have any Breaks, now is a good time to do so.

Apart from these tips, quickly kill one Iguion to eliminate annoying Resonance. Then toy around with the other Iguion, but be careful of him toying around with you, ie not forgetting to heal Petrifying status when it occurs! When you're satisfied with the amount of magic you drew, kill the remaining Iguion.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

-----  
New Guardian Force - Carbuncle!  
-----

Guardian Forces - Advice on learning abilities  
-----

- It is very advisable that you finally learn Mug character ability by Diablos before the end of disc 1!

- Finally you have three GFs with Vit-J - Quezo, Shiva and Carbuncle.

- Carbuncle's list of recommended order for her abilities to be learnt - Recov Med-RE, St.Att.J, St.Def.J, St.Def.Jx2, Vit+20%, Vit+40%, Vit Bonus, HP+20%, HP+40%, Counter, Auto-Reflect

- One of the last calls for you to go and fight Diablos, if you haven't done so yet. Flares and Holies you can draw from Lv 30+ Diablos will prove very useful in the next boss battle.

- Exit S to red-carpet screen and examine the hatch.

- There's sniper rifle on bottom of the screen, so collect it and things move along.

[Deling City - Sewer]

- As Quisty, move N to next screen.

- Examine right portion of W grating, exit W.

- Trip the ladder over, exit W.

- Examine right portion of N grating, exit N.

- Exit N.

- Examine right portion of S grating, exit E.

- Exit E.

- Examine left water wheel, then examine right water wheel, check right side of S grating, exit S.

- Exit S.

- Check right side of N grating, examine right water wheel, check right side of

S grating, exit S.

- Check right side of N grating, examine right water wheel, check right side of S grating, exit S.

- Exit S.

- Check right side of N grating, trip the ladder over, check left side of E grating, exit E.

- Exit E.

- Examine the water wheel, exit N.

- Exit N.

- Use SPN to save your game, then climb the ladder.

[Deling City - Gateway]

- Climb the ladder further up, then poke the switch on left side of screen to get things moving.

- As Squall you'll be given the opportunity to check your junctions.

----- HERE COME NEW CHALLENGERS! -----  
ROUND 1: SEIFER  
ROUND 2: EDEA  
----- HERE COME NEW CHALLENGERS! -----

SEIFER -----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 20 | 176 ~ 1150 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----  
FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1,5 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0  
LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 176 | 18 | 82 | 14 | 121 | 5 | 2  
10 | 525 | 23 | 97 | 35 | 129 | 8 | 3  
20 | 1150 | 28 | 114 | 57 | 139 | 10 | 4

----- STATUS AFFINITIES -----  
KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | 20 | 100 | 90 | - | 100 | 100

----- The End: yes -----  
DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----  
L 1~19 | Fire, Cure, Life | Couldn't Devour!  
L20 | Fira, Cura, Life | Couldn't Devour!

----- MUGGED ITEMS -----  
L 1~19 | Hero, Hero, Hero, Hero  
L20 | Hero, Hero, Hero, Hero

----- DROPPED ITEMS ----- Card drop: none  
L 1~19 | none  
L20 | none

----- SCAN -----  
Decided to become a Sorceress' Knight under Edea. Uses fire magic in conjunction with sword attacks.

----- ATTACK LIST -----

- 01. (Sword swipe) - SE no-name PA  
CM - Higher Vit, Protect, Defend
- 02. Fira - SE Fire class MA  
CM - Higher Spr, Shell, Defend, Reflect, Fire class magic on EDJ

----- EDEA -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 20 | 1300 ~ 7000 | 20 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 1300 | 3 | 16 | 45 | 76 | 6 | 1  
10 | 4000 | 11 | 25 | 50 | 84 | 15 | 2  
20 | 7000 | 19 | 35 | 55 | 94 | 24 | 2

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | 100 | - | - | 100 | -

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19 | Cura, Dispel, Life, Double | Couldn't Devour!  
L20 | Cura, Dispel, Life, Double | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | Elixir, Elixir, Elixir, Elixir  
L20 | Elixir, Elixir, Elixir, Elixir

----- DROPPED ITEMS ----- Card drop: none

L 1~19 | none  
L20 | none

----- SCAN -----

A powerful sorceress and ruler of Galbadia. Her sorceress powers may be the most powerful in the world.

----- ATTACK LIST -----

- 01. Astral Punch - SE PA  
CM - Higher Vit, Protect, Defend
- 02. Firaga - SE Fire class MA  
CM - Higher Spr, Shell, Defend, Reflect, Fire class magic on EDJ
- 03. Blizzaga - SE Ice class MA  
CM - Higher Spr, Shell, Defend, Reflect, Ice class magic on EDJ
- 04. Thundaga - SE Thunder class MA  
CM - Higher Spr, Shell, Defend, Reflect, Thunder class magic on EDJ
- 05. Dispel - SE Status class MA  
EF - removes any helpful statuses  
CM - None
- 06. Protect - SA Support class magic  
EF - adds Protect  
CM - Dispel
- 07. Shell - SA Support class magic  
EF - adds Shell  
CM - Dispel

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle  
Irvine - Siren, Shiva, Diablos

Rinoa - Quezo, Bros

## II. RECOMMENDED JUNCTION ABILITIES

1. HP - Quezo, Ifrit, Diablos, Bros, Carbuncle
  - Healing class
2. Str - Shiva, Ifrit, Bros
  - Triple, Quake or Tornado, any AC
3. Vit - Quezo, Shiva, Carbuncle
  - Meltdown, Healing class
4. Mag - Quezo, Siren, Diablos, Carbuncle
  - Triple, Quake or Tornado, any AC
5. Spr - Shiva, Bros
  - Full-life, Reflect, Healing class
6. Hit - Diablos
  - Double
7. El.Att.J - Quezo, Shiva, Ifrit, Bros
  - Poison class
8. El.Def.J - Quezo, Shiva, Ifrit, Bros
  - Flare OR Shell OR Fire class
9. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros
  - Flare AND Shell; Flare AND either Fire class OR Thunder class  
OR Ice class
10. St.Att.J - Siren, Carbuncle, any GF you used St.Att. on
  - Drain, no magic needed
11. St.Def.J - Siren, Carbuncle
  - No magic needed
12. St.Def.Jx2 - Siren, Carbuncle
  - No magic needed

## III. RECOMMENDED COMMAND ABILITIES

Squall

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Item - Any

Irvine

- Slot 1 - Mug - Diablos
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Darkside - Diablos

Rinoa

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Defend - Bros

## IV. RECOMMENDED CHARACTER ABILITIES

Squall

- Slot 1 - Vit+60% / Whatever - Any GF you used Adamantine on / Any
- Slot 2 - Str+40% - Ifrit
- Slot 3 - Whatever - Any

Irvine

- Slot 1 - Whatever - Any
- Slot 2 - Vit+60% / Whatever - Any GF you used Adamantine on / Any



Slot 3 - Mug - Diablos

Rinoa

Slot 1 - Whatever (advised is HP+??%) - Any

Slot 2 - Vit+60% / Whatever - Any GF you used Adamantine on / Any

----- STRATEGY -----

First it's Squall VS Seifer!

Seifer: 'Squall, you're mine!'

Seifer is no match for Squall, if you chose to follow my advice. Seifer's sword swipe will cause puny damage to you and Fira move will be absorbed. Don't kill Seifer too fast - Mug him for 1x Hero.

As the battle goes on...

Seifer: 'Thought I was dead, eh?'

'Not until I fulfill my dream!'

'Ugh, not bad...'

'Squall, this is it!'

If there's a chance that you're not junctioned properly or are missing anything, take a look at Seifer's Draw list - Cura! This will help you heal yourself without wasting Healing class magic from your stock and thus making your junctions less effective.

And when defeated...

Seifer: 'I...lost...!?'

OK, we took care of Seify boy. Now who's next...?

Rinoa: 'I can fight if I'm with you!'

'That's why I'm here!'

Irvine: 'I have to redeem myself.'

Edea: '...The accursed SeeD.'

Edea's main weapon is (not-so)-vast array of magic spells - Blizzaga, Thundaga and Firaga. Now think... We drew Flares before from Diablos and we put Flares onto El.Def.J along with Protect magic. No damage to your members if you spread out GFs with relevant abilities correctly.

You don't have that? Here's what you do in these cases...

a) Have Squall junction Drain on St.Att.J (you have either no GFs with such ability yet or you have four GFs with this ability so far). Each attack Squall makes will deal damage to enemy and restore the same amount of HP to Squall's HP. Or even better - have Squall use Darkside command for killer damage. This strategy is suitable for both Seifer and Edea.

b) If you don't have Drain, you'll have to rely on magic again. Edea's Draw list has Cura (heal HP of members in need) as well as Life (revive KOed members) for you to draw.

c) Have one member continuously cast Reflect on somebody and Edea will be wasting her turns casting Dispel on member under Reflect.

If Edea manages to kill one member...

Edea: 'SeeD! Is that all you've got?'

'How boring...'

And when you finally defeat her...

Edea: 'Impudent Seeds!'

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

- And so Squall is no more... good riddance.

- Save your game, then pop in disc 2.

-----  
SEED MISSION #09 - ESCAPE FROM CAPTIVITY - SM#09  
-----

=====  
WINHILL  
=====

[Winhill - Vacant House]

- Well, that's a relief for now. Laguna and company have arrived to keep you laughing for a while. Laguna takes Squall's spells and junctions, and Kiros nicks Irvine's.

- After the scene go downstairs and talk to Ellone, then exit the house.

[Winhill Village]

- Go into the house just below Laguna's, then enter the pub.

[Winhill Pub]

- Talk to Kiros, choose "What's Ward up to?", "...Tell me about Julia.", "...Where am I?", and finish with "Let's talk later...", then go outside.

[Winhill Village]

- Exit S (village square).

- Exit S (florist house).

- Exit S (chocobo trail).

- You're now at village's front. Walk all the way S until Laguna comments about turning back.

- Now return to the pub by trekking N.

[Winhill Pub]

- Go upstairs, talk to Raine, then return to Laguna's.

[Winhill - Vacant House]

- Go upstairs and choose to go to sleep by selecting "Rest".

=====  
GALBADIA D-DISTRICT PRISON  
=====

[Galbadia D-District Prison, Floor 7]

- As Zell talk to everyone, then waltz around a bit for more scenes. Choose "I'll stop him!" when prompted, then "...Just let me die."

- As Zell talk to Selphie, then Quisty, and we're out for busting the prison to pieces.

- Here's the info on layout of the prison.

FLOOR 01: Left cell - hidden SPN  
Right cell - Combat King 001  
FLOOR 02: Left cell - box with Pet Nametag  
Right cell - box with Str Up  
FLOOR 03: Left cell - zip  
Right cell - box with Pet House  
FLOOR 04: Left cell - box with Tent  
Right cell - zip  
FLOOR 05: Left cell - nada  
Right cell - card player, need 500 gil per play\*1  
FLOOR 06: Left cell - nada  
Right cell - nada  
FLOOR 07: Left cell - your cell  
Right cell - nada  
FLOOR 08: Left cell - item shop  
Right cell - nada  
FLOOR 09: Left cell - nada  
Right cell - draw point with Berserk  
FLOOR 10: Left cell - SPN  
Right cell - card player, need 300 gil per play  
FLOOR 11: Left cell - card player, need 200 gil per play\*2  
Right cell - hidden draw point with Thundaga  
FLOOR 12: Left cell - nada  
Right cell - nada  
FLOOR 13: torture room  
FLOOR 14: hidden SPN  
FLOOR 15: exit

\*1 - Information on items you can obtain from 500 gil player

- Potion
- Eye Drops
- Remedy
- Gysahl Greens
- Flare Stone
- Mega-Phoenix
- Phoenix Pinion
- Luck Up

\*2 - Information on items you can obtain from 200 gil player

- Potion
- Eye Drops
- Remedy
- Hi-Potion+
- Holy Stone
- Mega-Potion
- Rosetta Stone
- HP Up

-----  
Junctioning - Advice on getting some good magic

-----  
- If you don't have any Silences, Blinds and such, it would be a good idea before the next boss battle to check that GF abilities you've learned so far. Many useful magics can be gotten from items, you just have to check it.

- Go to Floor 8 and approach the two guards, then overwhelm them in event battle. When given a chance, arrange your junctions and familiar faces emerge on the scene.

----- HERE COME NEW CHALLENGERS! -----

BIGGS & WEDGE

----- HERE COME NEW CHALLENGERS! -----

BIGGS -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 22 | 1467 ~ 2235 | 10 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1467	6	31	9	45	6	2
10	1705	22	37	24	49	7	3
20	2130	38	44	41	54	7	4
22	2235	41	45	44	55	8	4

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	80	-	80	80	-	70	-	100	90	-	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	100	60	100	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

----- DEVOUR TASTE -----

L 1~19	Cure, Haste, Slow, Regen	Couldn't Devour!
L20~22	Cure, Haste, Slow, Regen	Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19	Regen Ring, Regen Ring, Regen Ring, Regen Ring
L20~22	Regen Ring, Regen Ring, Regen Ring, Regen Ring

----- DROPPED ITEMS -----

Card drop: none

L 1~19	3x Elixir, 3x Elixir, 3x Elixir, 3x Elixir
L20~22	3x Elixir, 3x Elixir, 3x Elixir, 3x Elixir

----- SCAN -----

He was a major during the Dollet communication tower operation, but was demoted after the operation failed. Hates Seed.

----- ATTACK LIST -----

- (Machine Gun fire) - SE no-name PA  
CM - Higher Vit, Protect, Defend, Darkness on Biggs
- (Arm charge) - SE no-name PA  
CM - Higher Vit, Protect, Defend, Darkness on Biggs
- Cure - SA Healing class magic  
EF - minor HP recovery  
CM - Silence Biggs, cast Reflect on Biggs and Wedge
- Thundara - SE Thunder class MA  
CM - Silence Biggs, higher Spr, Shell, Defend, Reflect, Thunder class magic on EDJ
- Haste - SA Support class magic  
EF - adds Haste  
CM - Silence Biggs, cast Reflect on Biggs and Wedge, Dispel
- Slow - SE Status class magic

EF - adds Slow  
 CM - Silence Biggs, higher Spr, Reflect, Slow on SDJ  
 07. Regen - SA Support class magic  
 EF - adds Regen  
 CM - Silence Biggs, cast Reflect on Biggs and Wedge, Dispel

-----  
 WEDGE -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 22 | 1416 ~ 2139 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1416	7	23	4	33	5	1
10	1640	18	29	14	37	6	2
20	2040	30	36	26	42	6	2
22	2139	32	37	28	43	7	3

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	80	-	80	80	-	70	-	100	90	-	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	100	60	100	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19 | Fire, Shell, Protect, Reflect | Couldn't Devour!  
 L20~22 | Fira, Shell, Protect, Reflect | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | Strength Love, Strength Love, Strength Love, Strength Love  
 L20~22 | Strength Love, Strength Love, Strength Love, Strength Love

----- DROPPED ITEMS ----- Card drop: none

L 1~19 | 8x Remedy, 8x Remedy, 8x Remedy, 8x Remedy  
 L20~22 | 8x Remedy, 8x Remedy, 8x Remedy, 8x Remedy

----- SCAN -----

Demoted along with Biggs for his part in the Dollet communication tower operation. Unfortunately, still works under Biggs.

----- ATTACK LIST -----

- 01. (Sword swipe) - SE no-name PA  
 CM - Higher Vit, Protect, Defend, Darkness on Wedge
- 02. Fire - SE Fire class MA  
 CM - Higher Spr, Shell, Defend, Reflect, Silence Wedge, Fire class magic on EDJ

Special 'moves':

- 01. 'Wedge is pissed off!'  
 SP - remove 75% of Wedge's HP  
 EF - increase Wedge's stats  
 CM - defeat him quickly

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Zell - Ifrit, Carbuncle  
 Selphie - Siren, Shiva, Diablos  
 Quistis - Quezo, Bros

II. RECOMMENDED JUNCTION ABILITIES

- 1. HP - Quezo, Ifrit, Diablos, Bros, Carbuncle

- Healing class
- 2. Str - Shiva, Ifrit, Bros
  - Triple, Flare, Quake or Tornado, any AC
- 3. Vit - Quezo, Shiva, Carbuncle
  - Meltdown, Healing class
- 4. Mag - Quezo, Siren, Diablos, Carbuncle
  - Triple, Flare, Quake or Tornado, any AC
- 5. Spr - Shiva, Bros
  - Full-life, Reflect or Dispel, Healing class
- 6. Hit - Diablos
  - Double
- 7. El.Att.J - Quezo, Shiva, Ifrit, Bros
  - No magic needed
- 8. El.Def.J - Quezo, Shiva, Ifrit, Bros
  - Thunder class OR Fire class
- 9. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros
  - Thunder class AND Fire class
- 10. St.Att.J - Siren, Carbuncle, any GF you used St.Att. on
  - Drain OR Pain, no magic needed
- 11. St.Def.J - Siren, Carbuncle
  - Slow
- 12. St.Def.Jx2 - Siren, Carbuncle
  - Slow

### III. RECOMMENDED COMMAND ABILITIES

#### Zell

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Item - Any

#### Selphie

- Slot 1 - Mug - Diablos
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Darkside - Diablos

#### Quistis

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Defend - Bros

### IV. RECOMMENDED CHARACTER ABILITIES

#### Zell

- Slot 1 - Vit+60% / Whatever - Any GF you used Adamantine on / Any
- Slot 2 - Str+40% - Ifrit
- Slot 3 - Whatever - Any

#### Selphie

- Slot 1 - Whatever - Any
- Slot 2 - Vit+60% / Whatever - Any GF you used Adamantine on / Any
- Slot 3 - Mug - Diablos

#### Quistis

- Slot 1 - Whatever (advised is HP+??%) - Any
- Slot 2 - Vit+60% / Whatever - Any GF you used Adamantine on / Any

Biggs: 'I was demoted because of you!'  
'I'm only a lieutenant now!'  
'I'll get my revenge!'

To get things heated up, for starters do the following - put Silence and Darkness on both Biggs and Wedge to make them completely harmless.

First time Wedge is attacked...

Wedge: 'O-Ouch!'  
'They're always trouble...'

This fight is also last easy chance for your members to stock up on good spells and here they are... Biggs: Regen and Haste! Wedge: Shell, Protect and Reflect! Did you remember to put Draw onto your battle Command box? You can Mug 1x Regen Ring from Biggs and 1x Strength Love from Wedge. Or don't Mug them at all and choose to receive 3x Elixir and 8x Remedy.

For fun cast Confuse on Wedge and he'll attack Biggs.:

Biggs: 'You idiot! What are you doing!'  
Wedge: 'Yikes! What was I doing!?'

Cast Confuse on Biggs...

Wedge: 'Stop pickin' on us!'

As Biggs' HP is depleted...

Biggs: 'We're just getting started.'

Now he'll start using Cure, Thundara, Slow, Haste and Regen. Pretty formiddable foe at once - Too bad he's under Silence and can't pull any of the stuff of.

Defeat Biggs...

Biggs: 'What's the rank below lieutenant...?'

As Wedge's HP is depleted...

Wedge: 'I don't wanna be demoted!'

Defeat Wedge...

Wedge: 'W-Why?'

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

- Crap. Biggsmeister sounded the alarm... oh well.

-----  
Junctioning - Advice on getting some good magic  
-----

- If you don't have any Silences, Blinds and such, it would be a good idea before the next boss battle to check that GF abilities you've learned so far. Many useful magics can be gotten from items, you just have to check it.

-----  
Quisty the Bombshell - Micro Missiles  
-----

- Try to fight GIM52A and Mug few Missiles from him. Use 1x Missile on Quistis to have her learn Micro Missiles Blue Magic.

-----  
- All the way down in Desert Prison on Floor 1 there is COMBAT KING 001.

-----  
Guardian Forces - Infinite Rosetta Stones  
-----

- Are you a patient card player that \*doesn't give up easily\*? Challenge the card player on 11th floor (pay 200 Gil per card game).

- Why should you do that, cos it seems that all he gives you are crappy Potions? Very rarely it can happen that you may receive ROSETTA STONE, very useful item that teaches a GF Abilityx4. Cool! Having four character abilities already at start of disc 2? Tres cool!!! Of course, you have to persevere in playing this guy. If you want, try to nab 3x Rosetta Stone before you move on.

- Remember that this is totally optional stuff to be done! If you don't wanna be bothered, then move on. I'll do my best in providing you with info that will help you get thru bosses victoriously.

-----  
WARNING - MISSABLE THING COMING UP! CHARACTER REPORT  
-----  
WARNING - MISSABLE THING COMING UP! PET NAMETAG  
-----

- Get CHARACTER REPORT from card player on Floor 10. If you didn't get Battle Meter from Cid way back on disc 1, then you also won't be able to receive Character Report.

- You can find PET NAMETAG on Floor 02 in left cell.

- With valuable stuff collected make it to Floor 13 and enter the torture room to find Squall. After he rejoins your party, talk to Moombas and have them make the shortcut on one of the three floors they offer (just means you won't have to go around the whole perimeter), then leave the room.

- Press the red button in front of Squall as instructed, then go right when you land. Check the door at end of corridor, then return to the crane.

- Floor 8 - as Zell quickly run around the perimeter as you run from pursuers.

- Floor 9 - as Squall keep going up until you hit Floor 12.

- Floor 8 - as Irvine keep going down until you hit Floor 3.

- Floor 13 - as Squall talk to Moombas to receive COTTAGE and RENAME CARD, then take the stairs to Floor 14, then another stairs to Floor 15, and up there exit E to get out... kind of.

----- HERE COME NEW CHALLENGERS! -----  
ELITE SOLDIER & 2x GIM52A  
----- HERE COME NEW CHALLENGERS! -----

-----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100\*1 | 45 ~ 4940\*2 | 2 | Rare card : Can't turn into a card! | yes  
----- ELEMENTAL AFFINITIES -----



FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1,5 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 30 (+5)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	148	3	36	6	38	6	2
10	260	15	37	17	38	7	3
20	460	28	38	29	38	8	4
30	740	41	39	42	38	9	5
40	1100	54	41	54	39	9	5
50	1540	67	42	66	39	10	6
60	2060	79	43	77	39	11	7
70	2660	91	44	89	40	12	8
80	3340	103	46	101	40	13	9
90	4100	115	47	112	40	14	10
100	4940	127	48	123	41	14	10

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
60	60	70	80	35	35	35	35	35	35	35	35	35

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
35	70	35	20	35	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- |----- DEVOUR TASTE -----

L 1~19	Fire, Thunder, Blizzard, Scan	Couldn't Devour!
L20~29	Fira, Thundara, Blizzara, Scan	Couldn't Devour!
L30~100	Firaga, Thundaga, Blizzaga, Dispel	Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19	Tent, Tent, Cottage, Cottage
L20~29	Tent, Cottage, Cottage, Cottage
L30~100	Cottage, Cottage, Cottage, Cottage

----- DROPPED ITEMS ---- Card drop: none

L 1~19	2x Potion, Phoenix Down, 8x Shotgun Ammo, Cottage
L20~29	Potion, Phoenix Down, Hi-Potion, Cottage
L30~100	3x Potion, Hi-Potion, Cottage, Cottage

----- SCAN -----

An officer acting together with Galbadian soldiers. Defeat him first, before he uses recovery magic on the other soldiers.

----- ATTACK LIST -----

- (Machine Gun fire) - SE no-name PA  
CM - Higher Vit, Protect, Defend
- (Arm charge) - SE no-name PA  
CM - Higher Vit, Protect, Defend
- Cure - SA Healing class magic  
EF - small HP recovery  
CM - Reflect on Elite Soldier, kill Elite Soldier ASAP
- Cura - SA Healing class magic  
EF - medium HP recovery  
CM - Reflect on Elite Soldier, kill Elite Soldier ASAP
- Curaga - SA Healing class magic  
EF - major HP recovery  
CM - Reflect on Elite Soldier, kill Elite Soldier ASAP
- Meltdown - SE No-element class and Status class MA  
EF - adds Vit 0 (lowers Vit and Spr to 0) + No-element class magic damage  
CM - Higher Spr, Shell, Defend, Reflect; to remove Vit 0, cast Esuna or use Treatment
- Shell - SA Support class magic  
EF - adds Shell  
CM - Reflect on all enemies, kill Elite Soldier ASAP, Dispel
- Protect - SA Support class magic  
EF - adds Protect  
CM - Reflect on all enemies, kill Elite Soldier ASAP, Dispel

09. Aura - SA Support class magic  
 SP - used strictly on GIM52A  
 EF - GIM52A under Aura causes higher physical damage  
 CM - Kill Elite Soldier ASAP, Dispel
10. Reflect - SA Support class magic  
 EF - adds Reflect  
 CM - Kill Elite Soldier ASAP, Dispel

----- NOTES -----

- \*1 - E-Soldier's highest LV when fought in D-Prison is lv70.  
 \*2 - E-Soldier's highest HP when fought in D-Prison is 2260 HP.

GIM52A -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 100\*1 | 1431 ~ 19400 | 3 | Rare card : Can't turn into a card! | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1,5 | x 1,5 | immune | x 1 | x 1,5 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 30 (+8)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1431	13	3	5	120	5	0
10	1850	26	12	15	121	6	1
20	2600	39	22	26	122	8	1
30	3650	53	32	37	123	9	2
40	5000	66	43	47	125	10	2
50	6650	79	53	57	126	11	3
60	8600	91	63	67	127	13	3
70	10850	104	73	77	128	14	4
80	13400	116	84	86	130	15	4
90	16250	128	94	95	131	16	5
100	19400	140	104	104	132	18	5

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
 - | - | - | - | - | - | - | - | 100 | 90 | 50 | - | -

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
 - | - | - | - | - | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----

L 1~19 | Haste, Slow | No good!  
 L20~29 | Haste, Slow, Dispel | No good!  
 L30~100 | Haste, Slow, Esuna, Dispel | Tastes awful!!!

----- MUGGED ITEMS -----

L 1~19 | Missile, Missile, Missile, Missile  
 L20~29 | Missile, Missile, Missile, Missile  
 L30~100 | 2x Missile, 2x Missile, 2x Missile, 2x Missile

----- DROPPED ITEMS ----- Card drop: none

L 1~19 | 4x Screw, Missile, Windmill, 2x Fuel  
 L20~29 | 8x Screw, Missile, Windmill, 6x Fuel  
 L30~100 | 2x Missile, 3x Fuel, 2x Windmill, 6x Fuel

----- SCAN -----

A Galbadian machine that attacks with magic and missiles. The more advanced models use high-powered beams.

----- ATTACK LIST -----

01. (Dash punch) - SE no-name PA  
 CM - Higher Vit, Protect, Defend
02. Thundara - SE Thunder class MA  
 CM - Higher Spr, Shell, Defend, Reflect, Thunder class magic on EDJ
03. Thundaga - SE Thunder class MA  
 CM - Higher Spr, Shell, Defend, Reflect, Thunder class magic on EDJ
04. Micro Missiles - SE Gravity-class PA

EF - tears off 50% of current HP, doesn't ignore Protect

CM - Protect (halves), Defend (nullifies)

05. Ray Bomb - AE No-element class MA

CM - Higher Spr, Shell, Defend

----- NOTES -----

\*1 - GIM52A's highest LV when fought in D-Prison is lv70.

\*2 - GIM52A's highest HP when fought in D-Prison is 10850 HP.

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle

Quistis - Siren, Shiva, Diablos

Rinoa - Quezo, Bros

II. RECOMMENDED JUNCTION ABILITIES

1. HP - Quezo, Ifrit, Diablos, Bros, Carbuncle

- Healing class

2. Str - Shiva, Ifrit, Bros

- Triple, Flare or Tornado, any AC

3. Vit - Quezo, Shiva, Carbuncle

- Meltdown, Healing class

4. Mag - Quezo, Siren, Diablos, Carbuncle

- Triple, Flare or Tornado, any AC

5. Spr - Shiva, Bros

- Full-life, Reflect or Dispel, Healing class

6. Hit - Diablos

- Double

7. El.Att.J - Quezo, Shiva, Ifrit, Bros

- Earth class OR Water class, \*no\* Poison class

8. El.Def.J - Quezo, Shiva, Ifrit, Bros

- Thunder class

9. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros

- Thunder class

10. St.Att.J - Siren, Carbuncle, any GF you used St.Att. on

- no magic needed

11. St.Def.J - Siren, Carbuncle

- no magic needed

12. St.Def.Jx2 - Siren, Carbuncle

- no magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 - Attack - N/A

Slot 2 - Magic - Any

Slot 3 - Draw - Any

Slot 4 - Item - Any

Quistis

Slot 1 - Mug - Diablos

Slot 2 - Magic - Any

Slot 3 - Draw - Any

Slot 4 - Darkside - Diablos

Rinoa

Slot 1 - Attack - N/A

Slot 2 - Magic - Any

Slot 3 - Draw - Any

Slot 4 - Defend - Bros

IV. RECOMMENDED CHARACTER ABILITIES

Squall

- Slot 1 - Vit+60% / Whatever - Any GF you used Adamantine on / Any
- Slot 2 - Str+40% - Ifrit
- Slot 3 - Whatever - Any

Quistis

- Slot 1 - Whatever - Any
- Slot 2 - Vit+60% / Whatever - Any GF you used Adamantine on / Any
- Slot 3 - Mug - Diablos

Rinoa

- Slot 1 - Whatever (advised is HP+??%) - Any
- Slot 2 - Vit+60% / Whatever - Any GF you used Adamantine on / Any

----- STRATEGY -----

Elite Soldier: 'You're not goin' anywhere!'

Elite Soldier suddenly knows a lot of moves. Aura, Shell, Protect, Curaga, Meltdown... Absolutely go after Elite Soldier first to eliminate his attempts of casting positive statuses on GIM52As. He has the lowest HP of the trio.

If either GIM52A gets Aura status (it'll cause him to deal higher physical damage), Dispel it. If you don't have any Dispels, check the Draw list of any enemy. Dispel! So Draw and cast it on affected GIM52A. Don't be a hero in this fight. GIM52A has a dangerous Micro Missiles move, knocking off 50% of targeted member's HP (25% if under Protect and 0% if under Defend). If your HP gets too low, heal immediately. If you brought Quistis, then lower HP is not necessarily a bad thing. Degenerator, anyone?

Ray Bomb move by GIM52A is very rarely used, as well as Thundaga (have Thunder class magic on El.Def.J to deal with this). Put Quake or Water on El.Att.J to waste GIM52As faster.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

- After the scene walk back outside and try to cross the bridge. When Rinoa alerts you to go to her position, hold RIGHT on your D-pad!

=====
WORLD MAP
=====

-----
SEED MISSION #10 - PREVENT THE MISSILE LAUNCH - SM#10
-----

[Desert]

- Things don't look good. As Squall talk to Selphie, and Selphie again.
- Suggested party to send to Missile Base would be Selphie, Rinoa and Irvine, which is then confirmed by "Go with it." and the parties separate.
- As Squall drives into some desert outpost, he suggests taking the train. Exit W to next screen and then steal the train.

- Control is transferred to Selphie. Drive to Deling City.

=====

DELING CITY

=====

[Deling City - Caraway's Mansion]

-----

Triple Triad - Rinoa card

-----

- Go into Caraway's mansion and challenge him to a card game. Lose Ifrit's card to him. In his next hands it is possible that Rinoa's card may pop up. Grab it! BTW, you'll reobtain Ifrit card later in the game from Martine, G-Garden's headmaster (he'll be found in FH, on the screen to the right of mayor's house).

- Visit Deling's Junk Shop to upgrade your weapons if you haven't done so already. Afterwards leave for world map.

=====

WORLD MAP

=====

- Your target is Galbadia's Missile Base, SW from Deling City. You need to be in the military car that you stole in the prison.

=====

GALBADIA MISSILE BASE

=====

[Galbadia Missile Base]

- In parking lot walk left and enter the door.

- Save your game at SPN and take the left door to find that it's locked. There's a glowing light next to this door - examine it and left door is now unlocked.

- Choose "Walk by quietly." when prompted (the door here leads to circuit room), and exit E.

- Go along the catwalk and exit NE.

- Another SPN, exit SW (there is a path to the left of stairs you just came down that leads to another part of Missile Base).

- You'll find two Maintenance Soldiers here, and they'll ask you to deliver a message to the guys by the missile launcher - exit N.

- Exit N into missile launcher room.

- Talk to the Maintenance Soldier standing near the red light and tell him "...To go on ahead.". In return he asks you to deliver a message to the first two Maintenance Soldiers about how he cannot go just yet.

- Return to those two Maintenance Soldiers and talk to them again. Now they'll

ask you to go and check out the circuit room.

- Backtrack to the soldier guarding the door leading into circuit room and talk to him. His shift is over and you have free will to do whatever you want inside that soon-to-be-extinct room.

- Approach the panels and pick "Ahh, just hit whatever!", then "Just press whatever!", then leave the room.

- Pick "...Try to talk my way out.", then "We were just about to go call on you." and your team will take care of maintenance for good.

- Head for the entrance to missile launcher room - G-Soldiers need additional manpower, so help them out by choosing "Play it cool.", then "Help out."

- In the room talk to Maintenance Soldier, then stand on left side of the launcher and press action to get into position. Keep pressing Square until the launcher is pushed all the way to the right. Talk to Maintenance Soldier again and he'll ask you to confirm the target coordinates on control panel just outside the missile launcher room.

- Walk outside and examine the panel nearby. Choose "Target", then "Set Error Ratio" - set it all the way right to maximum value, then press X to exit. Now choose "Data Upload" and select "Yes". Now choose "Exit" twice and you're set.

- Go save your game, and finally talk to the soldier guarding the E stairs. You'll be let thru at last.

----- HERE COME NEW CHALLENGERS! -----  
BASE LEADER & 2x BASE SOLDIER  
----- HERE COME NEW CHALLENGERS! -----

BASE LEADER -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100 | 806 ~ 4400 | 2 | Rare card : Can't turn into a card! | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1,5 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 30 (+5)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	806	6	31	9	45	6	2
10	890	22	37	24	49	7	3
20	1040	38	44	41	54	7	4
30	1250	54	51	57	60	8	5
40	1520	70	58	74	65	9	5
50	1850	86	65	90	70	10	6
60	2240	102	72	106	76	140	7
70	2690	118	79	122	81	11	8
80	3200	133	86	138	86	12	9
90	3770	148	93	154	92	12	10
100	4400	163	100	170	97	13	10

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | 80 | 100 | - | - | 80 | 100 | 90 | - | 100 | 100

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | 100 | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19 | Thunder, Confuse, Slow, Reflect | Couldn't Devour!



----- BASIC STATISTICS ----- EXP: 30 (+5)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	217	7	12	4	32	4	0
10	455	18	29	13	32	5	1
20	880	30	36	23	32	5	2
30	1475	41	43	34	33	6	3
40	2240	52	50	44	33	7	3
50	3175	63	57	54	33	8	4
60	4280	74	64	63	34	8	5
70	5555	84	71	73	34	9	6
80	7000	94	78	83	34	10	7
90	8615	104	85	92	35	10	8
100	10400	114	92	101	35	11	8

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	80	-	80	80	-	-	80	100	90	-	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	100	-	100	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19	Blizzard, Silence, Confuse	Couldn't Devour!
L20~29	Blizzara, Silence, Confuse	Couldn't Devour!
L30~100	Blizzaga, Silence, Confuse	Couldn't Devour!

----- DEVOUR TASTE -----

----- MUGGED ITEMS -----

L 1~19	Hi-Potion, Hi-Potion, 8x Hi-Potion, Hi-Potion
L20~29	Hi-Potion, Hi-Potion, 8x Hi-Potion, Hi-Potion
L30~100	Hi-Potion, Hi-Potion, 8x Hi-Potion, Hi-Potion

----- DROPPED ITEMS ----- Card drop: none

L 1~19	Potion, Potion, 8x Normal Ammo, Phoenix Down
L20~29	Potion, Potion, 8x Normal Ammo, Phoenix Down
L30~100	Potion, Potion, 8x Normal Ammo, Phoenix Down

----- SCAN -----

Galbadia Missile Base security soldiers. Paid a little better than regular Galbadian soldiers.

----- ATTACK LIST -----

01. (Sword swipe) - SE no-name PA  
CM - Higher Vit, Protect, Defend
02. Blizzara - SE Ice class MA  
CM - Higher Spr, Shell, Defend, Reflect, Ice class magic on EDJ, Silence on Base Soldier
03. Remedy - SA Item class move  
EF - removes negative statuses  
CM - Sleep on Base Soldier
04. Potion - SA Item class move, counter  
SP - used sometimes if Base Soldier is attacked in any way  
EF - 200 HP recovery  
CM - none

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Selphie - Ifrit, Carbuncle  
Irvine - Siren, Shiva, Diablos  
Rinoa - Quezo, Bros

II. RECOMMENDED JUNCTION ABILITIES

1. HP - Quezo, Ifrit, Diablos, Bros, Carbuncle  
- Holy, Healing class
2. Str - Shiva, Ifrit, Bros



- Triple, Flare, Quake or Tornado, any AC
- 3. Vit - Quezo, Shiva, Carbuncle
  - Meltdown, Healing class
- 4. Mag - Quezo, Siren, Diablos, Carbuncle
  - Triple, Flare, Quake or Tornado, any AC
- 5. Spr - Shiva, Bros
  - Full-life, Reflect or Dispel, Healing class
- 6. Hit - Diablos
  - Double
- 7. El.Att.J - Quezo, Shiva, Ifrit, Bros
  - Poison class
- 8. El.Def.J - Quezo, Shiva, Ifrit, Bros
  - Ice class OR Thunder class
- 9. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros
  - Ice class AND Thunder class
- 10. St.Att.J - Siren, Carbuncle, any GF you used St.Att. on
  - Drain, Silence, Blind or Pain
- 11. St.Def.J - Siren, Carbuncle
  - Confuse
- 12. St.Def.Jx2 - Siren, Carbuncle
  - Confuse

### III. RECOMMENDED COMMAND ABILITIES

#### Selphie

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Item - Any

#### Irvine

- Slot 1 - Mug - Diablos
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Darkside - Diablos

#### Rinoa

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Defend - Bros

### IV. RECOMMENDED CHARACTER ABILITIES

#### Selphie

- Slot 1 - Vit+60% / Whatever - Any GF you used Adamantine on / Any
- Slot 2 - Str+40% - Ifrit
- Slot 3 - Whatever - Any

#### Irvine

- Slot 1 - Whatever - Any
- Slot 2 - Vit+60% / Whatever - Any GF you used Adamantine on / Any
- Slot 3 - Mug - Diablos

#### Rinoa

- Slot 1 - Whatever (advised is HP+??%) - Any
- Slot 2 - Vit+60% / Whatever - Any GF you used Adamantine on / Any

----- STRATEGY -----  
 Base Leader: 'Time for us to get serious!'

Haven't I heard that sometime before? Luckily for you the bozos in this battle can be inflicted with various status abnormalities - you should especially concentrate on Silencing Base Leader, or else he might throw Confuse at you (did you put Confuse on St.Def.J?).

Base Leader: 'Are they from Garden?'

It's a good idea to waste Base Leader first, as he knows Cura and also has the lowest HP of the bunch. On the other note, these guys tend to waste their turns a lot by using Remedies if they're inflicted with various status abnormalities. Use statuses to your advantage.

Base Soldier: 'Captain, they're too strong!'

Base Leader will start using Cura now.

Plaster left Base Soldier...

Base Soldier: 'C-Captain...'

Base Leader: 'My men! How dare you?'

Kill right Base Soldier...

Base Soldier: 'Ughhh...'

Base Leader: 'My men! How dare you?'

These guys don't have any smart spells to Draw - maybe Reflect and Confuse can spark your interest. Otherwise just kill them.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

- Poke around the control room until one of your party members finds the controls for missiles. Next you'll have to find self-kablammo device - again poke around the control room, and if nothing's found, walk thru the door into other control room.

- Check the panels until you find self-kablammo device. Choose 10 or 20 minutes time limit to unseal the door to your right, which acts as a shortcut to base's exit. Choosing 30 or 40 minutes time limit means you'll have to walk all the way around.

- Check your junctions, then walk outside...

----- HERE COME NEW CHALLENGERS! -----

ROUND 1: BGH251F2

ROUND 2: ELITE SOLDIER & 2x G-SOLDIER

----- HERE COME NEW CHALLENGERS! -----

BGH251F2 -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 22 | 4200 ~ 8400 | 10 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1,5 | x 1,5 | immune | x 1 | x 1,5 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	4200	40	52	65	130	7	0
10	6000	62	65	82	131	7	1
20	8000	87	80	101	132	7	3
22	8400	91	83	105	132	7	3

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF

```

- | - | - | 50 | - | - | - | - | 100 | 90 | - | 100 | 100
- - - - - The End: yes - - - - -
DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100
----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----
L 1~19 | Shell, Protect, Stop | Couldn't Devour!
L20~22 | Shell, Protect, Stop | Couldn't Devour!
----- MUGGED ITEMS -----
L 1~19 | has nothing
L20~22 | has nothing
----- DROPPED ITEMS ----- Card drop: none
L 1~19 | none*1
L20~22 | none*1
----- SCAN -----
Named Iron Clad for its defensive capabilities. Main cannon is more powerful
than X-ATM092's Ray Bomb.
----- ATTACK LIST -----
01. (Chaingun fire) - SE no-name PA
    CM - Higher Vit, Protect, Defend, Darkness on BGH251F2
02. Beam Cannon - SE No-element class MA
    AP - used every four turns
    IG - ignores Shell
    CM - Higher Spr, Defend (halves)

Special 'moves':
01. 'Standby for beam cannon!' - NEA 'move'
    SP - when this (or other messages) pops up, this is a warning that boss'
        next move will be Beam Cannon
    CM - none
----- NOTES -----
*1 - Fixed drop: Weapons Mon June (Weapons Monthly, June Issue)
----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Selphie - Ifrit, Carbuncle
Irvine - Siren, Shiva, Diablos
Rinoa - Quezo, Bros

II. RECOMMENDED JUNCTION ABILITIES

1. HP - Quezo, Ifrit, Diablos, Bros, Carbuncle
    - Holy, Healing class
2. Str - Shiva, Ifrit, Bros
    - Flare or Tornado, any AC
3. Vit - Quezo, Shiva, Carbuncle
    - Meltdown, Healing class
4. Mag - Quezo, Siren, Diablos, Carbuncle
    - Flare or Tornado, any AC
5. Spr - Shiva, Bros
    - Full-life, Reflect or Dispel, Healing class
6. Hit - Diablos
    - Double
7. El.Att.J - Quezo, Shiva, Ifrit, Bros
    - Quake, Water or Thunder class, *no* Poison class
8. El.Def.J - Quezo, Shiva, Ifrit, Bros
    - Fire class
9. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros
    - Fire class
10. St.Att.J - Siren, Carbuncle, any GF you used St.Att. on

```

- Blind
- 11. St.Def.J - Siren, Carbuncle
  - No magic needed
- 12. St.Def.Jx2 - Siren, Carbuncle
  - No magic needed

### III. RECOMMENDED COMMAND ABILITIES

#### Selphie

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Item - Any

#### Irvine

- Slot 1 - Mug - Diablos
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Darkside - Diablos

#### Rinoa

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Defend - Bros

### IV. RECOMMENDED CHARACTER ABILITIES

#### Selphie

- Slot 1 - Vit+60% / Whatever - Any GF you used Adamantine on / Any
- Slot 2 - Str+40% - Ifrit
- Slot 3 - HP+??% - Carbuncle

#### Irvine

- Slot 1 - Whatever - Any
- Slot 2 - Vit+60% / Whatever - Any GF you used Adamantine on / Any
- Slot 3 - HP+??% - Diablos

#### Rinoa

- Slot 1 - HP+??% - Bros
- Slot 2 - Vit+60% / Whatever - Any GF you used Adamantine on / Any

### ----- STRATEGY -----

Well, it's time to show this behemoth who's the meaner guy. Start the battle by physically attacking the boss until it gets blinded. Voila, that takes care of that annoying (Chaingun fire). If you want to be on the safe side, Draw and Cast Protect on your party members. Don't bother casting Shell, as it's useless in this fight

After boss takes three turns in doing (Chaingun fire) move, you will see one of the following messages appear on the screen...

- Quote 1 -- Captain: 'Stand by for beam cannon!'
- Private 1: 'Yes, sir!'
- Quote 2 -- Private 2: 'Setting target!'
- Quote 3 -- Captain: 'Shoot 'em again!'

This is a 'warning' move, ie next move the boss will use is Beam Cannon. The only way to lower the damage done by it is by Defend command (cuts the damage by 50%). Also, when you see this message appear and if by any chance any of

your members is on low HP, heal that member immediately.

Okay, so you're healed and ready to take the punishment. BAM! One Beam Cannon less. Remember, Beam Cannon ignores Shell status! Now boss will again use 3x (Chaingun fire) move in a row before using Beam Cannon again. This goes on and on and on...

If you successfully blind the boss, the only move you should be worried about is Beam Cannon. So use the freebies during the time boss is busy (Chaingun fire)-ing you to inflict severe damage on the boss.

Note: Remember not to forget to heal if needed if by chance you can't defeat the boss fast enough before he uses Beam Cannon for the second time and onwards...

Boss nears its defeat by the number of turrets that keep blowing up as you deplete its HP. You know so by the following quotes:

Destroy 1st turret -- Private 2: 'AHHH! Captain!'

Captain: 'It's only one, don't worry!'

Destroy 3rd turret -- Private 2: 'Let's just get outta here!'

Captain: 'Can't let them seize this MRV!'

Destroy 4th turret -- Private 1: 'I can't control it!'

Captain: 'What!!!!?'

Congrats, you just wasted BGH251F2. The fight is not over yet... You will be greeted by Elite Soldier and 2x G-Soldier, which pose no real threat really.

Captain: 'AWWW HOT HOT HOT!'

Private 2: 'What now, Captain?'

Private 1: 'It needs repairs, sir!'

Captain: 'We'll kill 'em first!'

Just kill them fast and painless.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

-----  
Magazines - Weapons Monthly June  
-----

- After the battle you collect WEAPONS MONTHLY, JUNE ISSUE (4/7).

- Waltz around a while until story moves forward.

-----  
SEED MISSION #11 - SAVE BALAMB GARDEN - SM#11  
-----

=====

BALAMB GARDEN

=====

[B-Garden - Front Gate]

- Squall and company enter the scene - time is not of the essence. You can take however long you desire in completing next storyline events. First step back out to world map and head for Rinaul Coast.

=====

WORLD MAP

-----  
Sidequest - Obel Lake  
-----

- Rinaul Coast is the beach just S from B-Garden. Assuming you talked to the shadow at Obel Lake, keep pressing action until prompt comes up saying "You found a piece of rock by your foot...". Most of the time you'll find a rock that is of no value, but eventually "It looks man-made and has some carving on it...".

- OBEL LAKE CLUE (2/4) - S T S L R M

- OK, now back to B-Garden.

-----  
BALAMB GARDEN  
-----

[B-Garden - Front Gate]

- Keep going N until Garden Faculty approaches you - respond "...I don't get it." for event battle against Caterchipillar and Grat; go N still. You can now return to very first Garden Faculty you saw and bunch up on him for event battle against 2x Bomb.

[B-Garden - Hall]

- Talk to wounded guy twice to receive MEGA-POTION. Advance N more to get an update on situation from Raijin and Fujin. Time to begin sweeping the side rooms, so let's start with library.

[B-Garden - Library]

- Bunch up on Garden Faculty for event battle against Grat. Then talk to peeps in library to get MEGA PHOENIX.

[B-Garden - Training Center]

- Choose "Help them" and bunch up on Garden Faculty for event battle against T-Rexaur. Then talk to peeps nearby to get REMEDY.

[B-Garden - Parking Lot]

- Bunch up on Garden Faculty for event battle against Grendel. Then talk to peeps in the lot to get TENT.

[B-Garden - Dormitory]

- Bunch up on Garden Faculty for event battle against Caterchipillar. There's no items to obtain, but you can rest and recover in Squall's room.

[B-Garden - Cafeteria]

-----  
Guardian Forces - Advice on learning abilities  
-----

## Unjunctionable Guardian Force - Chocobo!

---

- Bunch up on Garden Faculty for event battle against Bomb. Then talk to peeps in library to get GYSAHL GREENS.

- When you visit any of choco-forests in the future, catch the mama choco. Chocoboy will forcefully give you a small chocobo as a token of appreciation. After naming the small chocobo you will be able to summon it in battle by using Gysahl Greens. Its summon attack is called "ChocoFire" and it does weak fire damage to all opponents. You can level up the bird and thus allowing it to use progressively stronger summon by using PocketStation, an accessory for PSX which cannot be obtained easily outside Japan.

- If Bomb's level is 30+, there's a slight chance that you might Mug it for Bomb Spirit - use it to teach a GF of your choice Kamikaze command, an excellent desperation choice. Damage done to the enemy when using Kamikaze is MAX HP of Kamikaze pilot x 5 (ie multiplied by five) and it can deal critical damage as well. Example: Squall has 5000 MAX HP. Use Kamikaze and you can expect either 25000 HP or 50000 HP of damage (max damage done can be 60000).

### [B-Garden - Quad]

- Bunch up on Garden Faculty for event battle against Glacial Eye and Bomb. When you enter the quad, choose "I'm with the headmaster faction.", then talk to peeps to get X-POTION.

### [B-Garden - Training Center]

---

Junctioning - Advice on getting some good magic

---

- Choose "Help them" and bunch up on Garden Faculty for event battle against Granaldo. Then talk to Kadowaki to get ELIXIR.

- If Granaldo is lv30+, you can Draw Pains from it.

- With all corridors examined, head for the elevator to find Xu, then enter the elevator.

### [B-Garden - 2F Hallway]

- Go to the end of the hallway and then follow Xu to the elevator.

### [B-Garden - Headmaster's Office]

- Talk to Cid when he keels over, and he'll give you a key for MD level. Return to the elevator and Squall will use the key...

### [B-Garden - MD Level]

---

Junctioning - Advice on getting some good magic

---

Quisty the Bombshell - Shockwave Pulsar

---

- Draw Flares from lv30+ Tri-Faces (Put Sleep on St.Att.J). You can also Mug them for either 6x Curse Spike or in rare case 8x Curse Spike. Nab 100x Curse

Spike and use Siren's Tool-RF to convert them into 1x Dark Matter (Siren HAS to be Lv 100 prior being able to do that). Dark Matter teaches Quistis Shockwave Pulsar, the strongest Blue Magic - damage done by it can exceed 9999 HP limit as well.

- When the elevator stops, check the elevator's panel so that you get "...It's not responding." bubble. Then you can examine the floor hatch next to Squall's feet and it'll open.

- Climb down the ladder into a corridor - the fallen elevator blocks your return point. Open another hatch in the foreground.

- When everyone lands in a pipe, a tutorial on junctioning element magic to El.Att.J will follow. Head for the exit on right side of screen.

- Take the ladder down to next area, then take SW exit.

- Examine the valve and keep pressing Square for 10 seconds. There's no need to rush or exert yourself too much - once it's turned, the floor on previous screen is gone and you can take another ladder down.

- Walk down the catwalk into next area with giant pillar in the middle.

- Exit W so that Squall comments "...A dead end?", but here's another ladder. Choose "I'll go check it out.", then climb the ladder.

- Once you break the glass, check the panels on E side of the room and you'll remove the floor around giant pillar. Afterwards use the ladder you broke the glass with and pick "Climb down now.", then "No.".

- Notice the glowing green lamp? Examine it to remove a portion of the steel fence, then climb down the ladder.

- Aha, a SPN - save your game, then pull the nearby lever and approach the door.

----- HERE COME NEW CHALLENGERS! -----  
2x OILBOYLE  
----- HERE COME NEW CHALLENGERS! -----

OILBOYLE -----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100\*1 | 2136 ~ 15360\*2 | 10 | Rare card : Can't turn into a card! | yes

----- ELEMENTAL AFFINITIES -----  
FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 2 | x 1 | x 1 | x 1 | x 1 | x 1 | immune | x 1 | yes

----- BASIC STATISTICS ----- EXP: 40 (+10)\*3

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	2136	37	47	26	76	6	0
10	3120	55	60	38	80	6	1
20	4270	75	76	51	86	6	1
30	5480	95	91	64	91	6	2
40	6750	115	107	76	97	6	3
50	8080	135	122	89	102	6	4
60	9470	155	138	101	108	6	4
70	10920	174	153	113	113	6	5
80	12430	194	169	125	119	6	6
90	14000	213	184	137	124	6	6
100	15630	232	200	149	130	6	7



----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
 - | 50 | - | - | 80 | - | - | 80 | - | 90 | - | 100 | 100

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
 - | - | - | - | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Esuna, Blind, Cure, Confuse | Couldn't Devour!  
 L20~29 | Esuna, Blind, Cura, Confuse | Couldn't Devour!  
 L30~100| Esuna, Curaga, Confuse, Dispel | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | 4x Fuel, 4x Fuel, 4x Fuel, 4x Fuel  
 L20~29 | 4x Fuel, 4x Fuel, 4x Fuel, 4x Fuel  
 L30~100| 8x Fuel, 8x Fuel, 2x Orihalcon, 2x Orihalcon

----- DROPPED ITEMS ----- Card drop: none

L 1~19 | 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone  
 L20~29 | 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone  
 L30~100| 8x Wizard Stone, 8x Wizard Stone, Orihalcon, Orihalcon

----- SCAN -----

This creature lives underground. Its slimy body is full of oil. Attacks by spitting oil.

----- ATTACK LIST -----

- 01. (Suck) - SE no-name PA  
 CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- 02. Oil Shot - SE Status class PA  
 EF - adds Darkness + some physical damage  
 CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- 03. Oil Blast - SE Gravity & Special class PA, counter  
 SP - when Oilboyle loses 66,6% of its HP and is then atacked in any way, chances are it may use Oil Blast  
 EF - rips off 62,5% of current HP - always hits  
 CM - Protect, Defend, Invincible
- 04. Sonic Wave - AE No-element & Status class MA  
 EF - adds Curse + some No-element class magic damage  
 CM - Higher Spr, Shell, Defend, Invincible, Aura or Pain on SDJ

----- NOTES -----

- \*1 - Oilboyle's highest LV when fought in MD Level is lv26.
- \*2 - Oilboyle's highest HP when fought in MD Level is 4988 HP.
- \*3 - Oilboyle doesn't drop any EXP in this battle.

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GF

Squall - Ifrit, Carbuncle  
 Zell - Siren, Shiva, Diablos  
 Quistis - Quezo, Bros

II. RECOMMENDED JUNCTION ABILITIES

- 1. HP - Quezo, Ifrit, Diablos, Bros, Carbuncle  
 - Holy, Healing class
- 2. Str - Shiva, Ifrit, Bros  
 - Triple, Flare, Quake or Tornado, any AC
- 3. Vit - Quezo, Shiva, Carbuncle  
 - Meltdown, Healing class
- 4. Mag - Quezo, Siren, Diablos, Carbuncle  
 - Triple, Flare, Quake or Tornado, any AC
- 5. Spr - Shiva, Bros  
 - Full-life, Reflect or Dispel, Healing class
- 6. Hit - Diablos

- Double

7. El.Att.J - Quezo, Shiva, Ifrit, Bros
  - Fire class, \*no\* Water class
8. El.Def.J - Quezo, Shiva, Ifrit, Bros
  - No magic needed
9. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros
  - No magic needed
10. St.Att.J - Siren, Carbuncle, any GF you used St.Att. on
  - Sleep OR Bio OR Drain
11. St.Def.J - Siren, Carbuncle
  - Blind OR Pain
12. St.Def.Jx2 - Siren, Carbuncle
  - Blind AND Pain

### III. RECOMMENDED COMMAND ABILITIES

#### Squall

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Item - Any

#### Zell

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Treatment - Siren
- Slot 4 - Darkside - Diablos

#### Quistis

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Item - Any
- Slot 4 - Defend - Bros

### IV. RECOMMENDED CHARACTER ABILITIES

#### Squall

- Slot 1 - Vit+60% / Whatever - Any GF you used Adamantine on / Any
- Slot 2 - Str+40% - Ifrit
- Slot 3 - HP+??% - Carbuncle

#### Zell

- Slot 1 - Whatever - Any
- Slot 2 - Vit+60% / Whatever - Any GF you used Adamantine on / Any
- Slot 3 - HP+??% - Diablos

#### Quistis

- Slot 1 - HP+??% - Bros
- Slot 2 - Vit+60% / Whatever - Any GF you used Adamantine on / Any

----- STRATEGY -----  
Time for the showdown. I expected these guys to have a joined move like Iguions did, but luckily they don't have it. Oilboyles are dangerous in other fields tho'! They can blind you and bestow Curse upon you, thus disabling your limit breaks.

Cheese way No. 1: If you have Quistis in your party, simply cripple her into yellow and use her Degenerator to subdue the bosses.  
Cheese way No. 2: Attack them physically with Sleep junctioned to St.Att.J. They're very vulnerable to Sleep status.

Cheese way No. 3: Shockwave Pulsar.

Cheese way No. 4: Kamikaze.

Well, in case you can't do any of the above cheese ways, you're in for a challenging fight (remember to put Fire class spells on El.Att.J!). First cast Protect on your members, if you wish. You may also cast Shell, but you'd just be wasting turns. Instead keep on attacking - a word of warning: Oilboyles are somewhat fast.

If you don't have any St.Def.J (but you really should have, as Status abilities are really important) and you get Blinded, Draw and cast Esuna on affected member - it just so happens that Oilboyles have Esuna. Oilboyles also have Cura for you to draw.

Occasionally one of them may use Sonic Wave, extremely annoying magical attack, which deals damage to all targets and can inflict Curse. Counter this by Drawing and casting Esuna on affected member/s... or rather go all out with physical attacks. You don't really need Limit Breaks for this fight.

Oilboyles tend to start using Oil Blast counter more as they near their death if they get physically or magically attacked. So once an Oilboyle's HP is at about 1/3 of it remaining, use something powerful to take down that Oilboyle with a single attack - Shockwave Pulsar, Kamikaze, anything.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

- Head for the NE door now to find yet another ladder.

- On next screen head left, then approach the console. Examine the weird thing in the middle twice and...

[B-Garden - Headmaster's Office]

- Talk to Cid twice and respond with "Yes." to take the bridge elevator, then take the other elevator.

[B-Garden - 2F Hallway]

- Proceed down the hall and take the far exit (marked with red light above it) out to the balcony.

[B-Garden - Deck]

- Head back inside, and you'll auto-go to the bridge.

[B-Garden - Dormitory Single]

- Save your game at SPN, and then head for the directory panel.

[B-Garden - Hall]

- Garden Faculty will tell you to go to Master's Room, which is on B1 of the elevator. Hold onto that for later, there's a quest we need to start.

-----  
Sidequest - CCGroup quest  
-----

- This is the first point in the game when you can start CCGroup quest.

- Primary thing to be done is to win at least 20 (or more, I think) card



----- DROPPED ITEMS ---- Card drop: none

L 1~19 | none

L20~27 | none

----- SCAN -----

A defense shelter protecting Master NORG. The shelter must be destroyed in order to attack NORG, who is inside the shelter.

----- ATTACK LIST -----

none

LEFT ORB -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 27 | 57 ~ 2865 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
immune | immune | immune | immune | immune | immune | immune | immune | no

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 57 | 11 | 255 | 4 | 255 | 41 | 0  
10 | 685 | 27 | 255 | 22 | 255 | 49 | 0  
20 | 1810 | 43 | 255 | 42 | 255 | 58 | 1  
27 | 2865 | 55 | 255 | 56 | 255 | 65 | 1

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | - | - | - | -

----- The End: no -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19 | Thunder, Life | Couldn't Devour!

L20~27 | Thundara, Life, Bio | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | Mag Up, 2x Mag Up, 3x Mag Up, 4x Mag Up

L20~27 | Mag Up, 2x Mag Up, 3x Mag Up, 4x Mag Up

----- DROPPED ITEMS ---- Card drop: none

L 1~19 | none

L20~27 | none

----- SCAN -----

NORG's support system with auto-recover functions that restore any damage. Uses attack magic.

----- ATTACK LIST -----

01. Fira - SE Fire class MA

CM - Higher Spr, Shell, Defend, Reflect, Fire class magic on EDJ

02. Thundara - SE Thunder class MA

CM - Higher Spr, Shell, Defend, Reflect, Thunder class magic on EDJ

03. Bio - SE Poison class and Status class MA

EF - adds Poison + Poison class magic damage

CM - Higher Spr, Shell, Defend, Reflect, Poison class magic on EDJ, Bio or Pain on SDJ

04. Tornado - AE Wind class MA

CM - Higher Spr, Shell, Defend, Wind class magic on EDJ

RIGHT ORB -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 27 | 57 ~ 2865 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
immune | immune | immune | immune | immune | immune | immune | immune | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	57	11	255	4	255	21	0
10	685	27	255	22	255	29	0
20	1810	43	255	42	255	38	1
27	2865	55	255	56	255	45	1

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	-

The End: no

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	100	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

----- DEVOUR TASTE -----

L 1~19 | Dispel, Confuse, Slow | Couldn't Devour!  
L20~27 | Dispel, Confuse, Slow | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | Spr Up, 2x Spr Up, 3x Spr Up, 4x Spr Up  
L20~27 | Spr Up, 2x Spr Up, 3x Spr Up, 4x Spr Up

----- DROPPED ITEMS ----- Card drop: none

L 1~19 | none  
L20~27 | none

----- SCAN -----

NORG's support system with auto-recover functions that restore any damage. Uses status-changing attacks.

----- ATTACK LIST -----

- Slow - SE Status class MA  
EF - adds Slow  
CM - Higher Spr, Reflect, Auto-Haste, Slow on SDJ
- Silence - SE Status class MA  
EF - adds Silence  
CM - Higher Spr, Reflect, Silence or Pain on SDJ
- Dispel - SE Status class MA  
EF - removes any helpful statuses  
CM - None

NORG

LV RANGE	HP RANGE	AP	Common card: Can't turn into a card!	LV-UD
1 ~ 27	4400 ~ 12200	20	Rare card : Can't turn into a card!	no

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	x 1	immune	x 2	x 1	x 1	yes

----- BASIC STATISTICS -----

EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	4400	17	4	52	11	5	0
10	7100	40	5	70	18	10	1
20	10100	66	7	91	25	14	3
27	12200	83	8	105	31	17	3

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	90	-	-	-

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	100	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

----- DEVOUR TASTE -----

L 1~19 | Shell, Protect, Esuna, Leviathan | Couldn't Devour!  
L20~27 | Shell, Protect, Esuna, Leviathan | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | Cirklet, Cirklet, Cirklet, Cirklet  
L20~27 | Cirklet, Cirklet, Cirklet, Cirklet

----- DROPPED ITEMS ----- Card drop: none

L 1~19 | 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone  
L20~27 | 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone

----- SCAN -----

Master of Balamb Garden. Opposes Headmaster Cid in trying to control Balamb Garden.

----- ATTACK LIST -----

01. Water - SE Water class MA  
SP - NORG can't use this anymore once you Draw Leviathan  
CM - Higher Spr, Shell, Defend, Reflect, Water class magic on EDJ
02. Blizzard - SE Ice class MA  
CM - Higher Spr, Shell, Defend, Reflect, Ice class magic on EDJ
03. Slow - SE Status class MA  
EF - adds Slow  
CM - Higher Spr, Reflect, Auto-Haste, Slow on SDJ
04. Silence - SE Status class MA  
EF - adds Silence  
CM - Higher Spr, Reflect, Silence or Pain on SDJ
05. Protect - SA Support class magic  
EF - adds Protect  
CM - Dispel
06. Shell - SA Support class magic  
EF - adds Shell  
CM - Dispel
07. Psycho Blast - SE PA  
CM - Higher Vit, Protect, Defend

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF WHICH AVAILABLE GF

Squall - Ifrit, Carbuncle  
Zell - Siren, Shiva, Diablos  
Quistis - Quezo, Bros

II. RECOMMENDED JUNCTION ABILITIES

1. HP - Quezo, Ifrit, Diablos, Bros, Carbuncle  
- Holy, Healing class
2. Str - Shiva, Ifrit, Bros  
- Triple or Quake, any AC
3. Vit - Quezo, Shiva, Carbuncle  
- Meltdown, Healing class
4. Mag - Quezo, Siren, Diablos, Carbuncle  
- Triple or Quake, any AC
5. Spr - Shiva, Bros  
- Full-life, Reflect or Dispel, Healing class
6. Hit - Diablos  
- Double
7. El.Att.J - Quezo, Shiva, Ifrit, Bros  
- Aero, \*no\* Poison class
8. El.Def.J - Quezo, Shiva, Ifrit, Bros  
- Flare OR Water class OR Ice class OR Thunder class OR Fire class  
OR Poison class OR Tornado
9. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros  
- Flare AND Ice class OR Full-life AND Shell
10. St.Att.J - Siren, Carbuncle, any GF you used St.Att. on  
- Drain or Slow, no magic needed
11. St.Def.J - Siren, Carbuncle  
- Slow OR Pain
12. St.Def.Jx2 - Siren, Carbuncle  
- Slow AND Pain

### III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 - Attack - N/A  
Slot 2 - Magic - Any  
Slot 3 - Draw - Any  
Slot 4 - Item - Any

Zell

Slot 1 - Mug - N/A  
Slot 2 - Magic - Any  
Slot 3 - Treatment - Siren  
Slot 4 - Darkside - Diablos

Quistis

Slot 1 - Attack - N/A  
Slot 2 - Magic - Any  
Slot 3 - Item - Any  
Slot 4 - Defend - Bros

### IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 - Auto-Reflect / Whatever - Carbuncle / Any  
Slot 2 - Str+40% - Ifrit  
Slot 3 - HP+??% - Carbuncle

Zell

Slot 1 - Whatever - Any  
Slot 2 - Spr+40% / Whatever - Shiva / Any  
Slot 3 - HP+??% - Diablos

Quistis

Slot 1 - HP+??% - Bros  
Slot 2 - Whatever - Any

### ----- STRATEGY -----

NORG: 'BLUE-YELLOW-RED.'  
'LOTS-OF-MAGIC-WHEN-RED!'  
'AS-LONG-AS-COLOR-STAYS,'  
'I-WILL-ATTACK-SeeD-WITH-MAGIC.'

Note: Left and Right Orb can't be destroyed no matter what you do.

When some turns take place...

NORG: 'Bujurururu...'

For starters Mug Left Orb for few Mag Up-s and Right Orb for few Spr Up-s. Also be careful of either orb turning red. If it does, it's no biggie... if you're junctioned properly, you can take the pain. It's funny when Right Orb tries to Dispel Auto-Reflect status, but it'll miss.

Always make sure that the member who has Treatment on is protected against statuses that boss can use against you. Well, once you steal those items from Orbs, destroy NORG Pod. Since it doesn't attack, it's easy. Once the Pod is history, NORG himself steps onto the field.

NORG: 'DAMN-THOSE-SeeDS!'  
'THIS-IS-MY-GARDEN!'



'YOU-CAN'T-DO-AS-YOU-PLEASE!'

First thing to do is to Draw Leviathan. You just can't miss him... you can't afford to miss him. Doing this will take away NORG's ability to cast Water - instead he'll now start using Blizzara, Slow, Silence and Protect... hmmm, nothing majorly dangerous. Mug NORG for 1x Circlet.

If you're tired with NORG, you can just use Kamikaze on him and he'll die. Truthfully, NORG is not hard. With right junctions (heck, even if one member is junctioned properly, you can win any battle!) the victory is yours guaranteed.

NORG: 'I'M-DONE-FOR!'

'I'M-AFRAID-OF-YOU!'

'ME-WHY-ME...?'

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

-----  
New Guardian Force - Leviathan!  
-----

Guardian Forces - Advice on learning abilities  
-----

- You've acquired another GF - LEVIATHAN (8/16).

- Here's the recommended order for Leviathan's abilities: Spr-J (absolutely learn this first, as it offers 3rd Spr-J junction so far and you need it badly), Spr+20%, Spr+40%, Spr Bonus, Supt Mag-RF, Recover, El.Att.J, Auto-Potion, GFRecov Med-RF.

- Take the elevator up and head for infirmary.

[B-Garden - Infirmary]

- Talk to Kadowaki, respond with "Yes, now.", then talk to Cid by choosing "I want to make a report.", "The real meaning of SeeD.", "About Sorceress Edea.", "About Master NORG.", "About what to do next.". When done questioning Cid, head for garden's directory to find Xu. Head for 2F deck now.

[B-Garden - 2F Deck]

- Cid tasks you with finding Ellone. She's in the library (so that I spare you from searching).

[B-Garden - Library]

- Walk all the way to the right...

[B-Garden - Dormitory Single]

- Zell comes in, respond with "Sounds good." and follow him...

-----  
SEED MISSION #12 - EXPLORE FISHERMANS HORIZON - SM#12  
-----

[B-Garden - Headmaster's Office]

- Take the bridge elevator down, then make it to 2F Deck.

[B-Garden - Deck]

- Walk E over the crane and you'll enter...

=====

FISHERMANS HORIZON

=====

[FH - Factory]

- FH has item shop, junk shop, hotel facility.
- Pass the old geezer and go to next screen.

-----

Magazines - Occult Fan III

-----

- As you walk along the catwalk, pay attention to the background. There's a very hard-to-see ladder along the wall - climb it down. Once you're at the bottom, walk left and climb two small ladders.

- You'll find Master Fisherman - talk to him, pick "I'm sorry... It's our fault." and you'll obtain OCCULT FAN III (3/4).

-----

Sidequest - Master Fisherman

-----

- Talk to MF again and he'll request a favor from Squall - talk to MF's pupil at the docks (we'll go there anyway).

- Go to climbing that three ladders again, and make it to far E. Talk to Familiar Face and choose "Yes." to descend into FH.

[Fishermans Horizon]

- Set of N stairs leads to mayor's house, but leave it for later - exit E to a screen with SPN, then E again.

[FH - Residential Area]

- Exit E to find the docks. There's a small kid in a boat - talk to him and choose "Sort of.", talk to him again and choose "I saw him.", then "I was sort of...impressed.", and talk to him yet again. Return to the screen with stairs leading to mayor's, and take those stairs.

[FH - Sun Panel]

- Exit E.

[FH - Mayor's Residence]

- Enter mayor's, and go upstairs for a scene, then depart for B-Garden.



short amount of time.

----- ATTACK LIST -----

- 01. (Chaingun fire) - SE no-name PA
  - CM - Higher Vit, Protect, Defend, Darkness on BGH251F2
- 02. Beam Cannon - SE No-element class MA
  - CM - Higher Spr, Shell, Defend

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

- Squall - Ifrit, Carbuncle, Leviathan
- Zell - Siren, Shiva, Diablos
- Quistis - Quezo, Bros

II. RECOMMENDED JUNCTION ABILITIES

- 1. HP - Quezo, Ifrit, Diablos, Bros, Carbuncle
  - Holy, Healing class
- 2. Str - Shiva, Ifrit, Bros
  - Triple, Flare or Tornado, any AC
- 3. Vit - Quezo, Shiva, Carbuncle
  - Meltdown, Healing class
- 4. Mag - Quezo, Siren, Diablos, Carbuncle, Leviathan
  - Triple, Flare or Tornado, any AC
- 5. Spr - Shiva, Bros, Leviathan
  - Full-life, Reflect or Dispel, Healing class
- 6. Hit - Diablos
  - Double
- 7. El.Att.J - Quezo, Shiva, Ifrit, Bros, Leviathan
  - Quake, Water or Thunder class, \*no\* Poison class
- 8. El.Def.J - Quezo, Shiva, Ifrit, Bros
  - No magic needed
- 9. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros, Leviathan
  - No magic needed
- 10. St.Att.J - Siren, Carbuncle, any GF you used St.Att. on
  - Blind
- 11. St.Def.J - Siren, Carbuncle
  - No magic needed
- 12. St.Def.Jx2 - Siren, Carbuncle
  - No magic needed

III. RECOMMENDED COMMAND ABILITIES

- Squall
  - Slot 1 - Attack - N/A
  - Slot 2 - Magic - Any
  - Slot 3 - Draw - Any
  - Slot 4 - Recover / Item - Leviathan / Any

- Zell
  - Slot 1 - Mug - Diablos
  - Slot 2 - Magic - Any
  - Slot 3 - Draw - Any
  - Slot 4 - Darkside - Diablos

- Quistis
  - Slot 1 - Attack - N/A
  - Slot 2 - Magic - Any
  - Slot 3 - Draw - Any
  - Slot 4 - Defend - Bros

IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 - Vit+60% / Whatever - Any GF you used Adamantine on / Any

Slot 2 - Str+40% - Ifrit

Slot 3 - HP+??% - Carbuncle

Zell

Slot 1 - Whatever - Any

Slot 2 - Vit+60% / Whatever - Any GF you used Adamantine on / Any

Slot 3 - HP+??% - Diablos

Quistis

Slot 1 - HP+??% - Bros

Slot 2 - Vit+60% / Whatever - Any GF you used Adamantine on / Any

----- STRATEGY -----

Zell: 'We got a big one on our hands!'

Quistis: 'Galbadia's latest weapon.'

Squall: 'Let's destroy this thing!'

Start the battle by physically attacking the boss until it gets blinded. Furthermore, Beam Cannon now cannot ignore Shell - even more, you don't even have to bother Shelling your members, as Beam Cannon does crap damage to targetted member. Further insult brings the fact that BGH251F2 has even less HP than when you fought it in Missile Base. Don't forget to Mug the boss for 1x Adamantine (in case you don't have a big supply of those already).

Boss on Darkness, Beam Cannon's crap damage, less HP - victory!

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

- After the battle enter the house on the right of the screen.

[FH - Residence]

- This is Grease Monkey's house. Remember it well, because it'll be part of a subquest later in the game.

-----  
Magazines - Timber Maniacs  
-----

- To SW of where Grease Monkey is standing is another issue of TIMBER MANIACS (8/12), lying on the ground. Now go back outside.

[FH - Residential Area]

- Talk to Rinoa and answer any way you like. Then talk to Dobe, choose "I want him to understand us." and "Try to continue.". Then leave this screen and come back immediately.

-----  
Sidequest - Cafeteria Lady  
-----

- Talk to Young Man walking around and talk to him twice, then choose "Isn't he the cafeteria lady's son?" and with that he's off. Now go to the docks.  
-----

Sidequest - Master Fisherman

-----  
- Talk to Fisherkid again for his strike number four. Return to B-Garden and you'll bump into Irvine on the way. Go see MF and he'll ask you to meet at the hotel.

[FH - Hotel]

- Go to the hotel's room, and choose "Why not...?", and follow MF outside to the docks. Talk to Shopkeeper, choose "I think you're right.", and "I think so.", you'll obtain MEGALIXIR and be back at Factory.

[FH - Factory]

- Return to B-Garden... Selphie is feeling down in the quad, which is your next destination.

=====

BALAMB GARDEN

=====

[B-Garden - Quad]

- Talk to Selphie, choose "Cheer her up." and things get moving. BTW, you can now view "Sir Laguna's diary" on Squall's desk in the classroom.

=====

FISHERMANS HORIZON

=====

[FH - Festival Grounds]

- You'll need to pick four instruments.  
-> choice A: flute, violin, guitar, tap  
-> choice B: electric guitar, sax, piano, bass guitar

- While Zell is busy playing whichever instrument you gave him, as Irvine leave this screen and go to Grease Monkey's.

[FH - Residence]

- Talk to G-Soldier, step outside and then return to the house. Talk to Grease to obtain PHOENIX DOWN, and check the soldier's body to obtain 15x FAST AMMO, 10x AP AMMO, & 5x PULSE AMMO. Return to music rehearsal place (BTW, you can explore the rest of B-Garden as Irvine, but there's nothing significant to be done).

[FH - Festival Grounds]

- Make the selections as outlined above for victory fanfare to play, and to move things along.

=====

BALAMB GARDEN

=====

[B-Garden - Dormitory Single]

- As Squall get outta the room to meet Rinoa, answer "...I don't know."

=====  
FISHERMANS HORIZON  
=====

[Fishermans Horizon]

- Talk to Irvine twice, then walk over to mayor's.

[FH - Festival Grounds]

- Exit E.

[FH - Sun Panel]

- Check the dirty magazine on the ground.

=====  
BALAMB GARDEN  
=====

[B-Garden - Dormitory Single]

- Get to the bridge.

[B-Garden - Headmaster's Office]

- After getting info on B-Garden's status Xu suggests going back to Balamb.  
Talk to Nida and choose "Yes." to launch the garden.

- B-Garden is now mobile - it can travel over solid ground and water, but you cannot have it travel thru forests.

-----  
SEED MISSION #13 - RETURN TO BALAMB - SM#13  
-----

- Right now there is a crapload of subquesting that can be done.

=====  
WORLD MAP  
=====

-----  
Junctioning - Advice on getting some good magic  
-----

- Meteor and Flare - go to Centra continent and visit the forests on Cape of Good Hope. Rarely you may run into Ruby Dragons there. If they're Lv 45+, you can Draw Meteor from them (put Sleep on St.Att.J).

- Pain - lv30+ Ochus have this magic.

- Full-life - from optional boss Tonberry King.

- Meltdown - visit Trabia continent and encounter Gaylas. If at lv30+, you will

be able to Draw Meltdown from them.

- Triple - from optional boss Odin.
- Death - visit Centra Ruins and Draw Death magic from Tonberries.
- Haste - refine this magic from Lightweights (dropped by Vysage & co.)
- Quake - Draw from lv30+ T-Rex.
- Tornado - Draw from lv30+ Thrustaervis.
- Ultima - 5 grans Draw Point at Shumi Village will let you stock up on these.
- Aura - defeat Blue Dragon (Bika Snowfield, Trabia Crater) for Fury Fragments.  
1x Fury Fragment refines into 5x Aura with Leviathan's Supt Mag-RF.

-----  
WARNING - MISSABLE THING COMING UP! GF REPORT  
-----

- Sidequest - CCGroup  
-----  
Triple Triad - Carbuncle card  
-----  
Triple Triad - Gilgamesh card  
-----  
Triple Triad - Leviathan card  
-----  
Triple Triad - Quezacotl card  
-----  
Triple Triad - Ifrit card (obtain again)  
-----  
Triple Triad - Odin card  
-----

- Read previous entry for this quest to learn how to start it. Now is your chance to finish it for good...
- CCGroup Queen: Do you wonder who the queen is? Talk to Xu - whoa! Challenge her to a card game and win! She also has Carbuncle card.
- CCGroup King: OK, now you have to be patient a bit. Go to Squall's room, stand next to the bed and choose any two of upper options. Wait until screen goes dark. If it becomes bright again, try again. Keep trying and eventually King will show up... WHAAAT? King will challenge you. Win! But wait! King also has Gilgamesh card - THE card you should be looking for. King will play you from now on only in Garden's Cockpit. So go there and challenge the King for so long until you get Gilgamesh card.
- CCGroup Joker: He's found in Training Center. He randomly appears at the pier. Challenge him and win - he will upgrade Battle Meter with GF report (if you have it, that is). He also has Leviathan card.
- Mayor Dobe should hold Quezacotl card.
- Martine (on the screen to the right of mayor's house) has Ifrit card, which you can now try getting back.
- Defeat Odin at Centra Ruins to receive Odin card (getting Odin is counter-productive in the long run, so I suggest you don't obtain him).
- IMPORTANT - Only cards you should keep for further playing are: Minotaur, Ifrit, Seifer and Diablos and some random Lv6 or Lv7 boss card (we'll waste Sacred and MiniMog for other purpose).



---

## Guardian Forces - Advice on learning abilities

---

- You already have a bunch of powerful cards, which means it'd be a good time to mod some of these into items, that will make your progress easier...

- Zell: 3x Hyper Wrist (Str+60%)
- Quistis: 3x Samantha Soul (Triples)
- Leviathan: 3x Doc's Code (Med Data)
- Carbuncle: 3x Glow-Curtain (Auto-Reflect)
- Gilgamesh: 10x Holy War
- Angelo: 100x Elixir
- Rinoa: 3x Magic Armlet (Spr+60%)
- Siren: 3x St. Atk. (St.Att.J) --> Use 1x St. Atk. item on Quezo (in case you've gotten Siren card now - in my case I've taught Quezo, Shiva and Ifrit St.Att.J cos I got Siren card way earlier)

---

## Unjunctionable Guardian Force - Phoenix!

---

- Obtain Phoenix Pinion - and Phoenix may come to your rescue sometimes.
- Phoenix Pinion can be found in Winhill (the village is S from Desert Prison and is already marked on your map) by kicking small chocobo on a screen with "Warning! Chocobos!" a few times. Last item you collect will say that you got Phoenix Down, but check your inventory and you'll see that you received Phoenix Pinion).
- One Phoenix Pinion may be gotten by temporarily completing Shumi Village quest. Shumi Village is on N-most continent and is also already marked on your map.
- Do you have 3x Mega Phoenix? Use Siren's Tool-RF and refine 3x Mega Phoenix into 1x Phoenix Pinion.
- Now that you have Phoenix Pinion in your possession, use it in any battle. From now on, when all of your members are defeated, ie KOed, there is a small probability that you can be revived by Rebirth Flame.

---

## Quisty the Bombshell - Complete Blue Magic list

---

### Quisty the Bombshell - Ray Bomb

---

- By now the only thing missing on Quistis' Blue magic list is Ray Bomb. Hmmm, where can you get a Power Generator? Head for Centra continent and engage Blitzes there. At high levels there is a rare possibility that you may Mug Blitz for 1x Power Generator.

- Here's the info on where can you get the remaining Blue Magics in case you missed some and you don't want to be bothered by cards...

- Ultra Waves - Spider Web - Caterpillar
- Electrocute - Coral Fragment - Creeps, Cockatrice
- Lv?Death - Curse Spike - Forbidden, Malboro
- Degenerator - Black Hole - Gesper (I suggest modding its card into 1x Black Hole or Diablos card into 100x Black Hole), Wendigo

- Aqua Breath - Water Crystal - Fastitocalon-F, Fastitocalon
- Micro-Missiles - Missile - GIM52A (you have to wait a bit), Death Claw
- Acid - Mystery Fluid - Gayla
- Gatling Gun - Running Fire - SAM08G (but you have to wait a bit)
- Fire Breath - Inferno Fang - Ruby Dragon, Hexadragon
- Bad Breath - Malboro Tentacle - Malboro (Grandidi Forest!)
- White Wind - Whisper - Adamantoise
- Homing Laser - Laser Cannon - Elastoid, Belhelmel
- Mighty Guard - Barrier - Behemoth (I'd suggest going after 10 of its cards!)
- Shockwave Pulsar - Dark Matter (need 100x Curse Spike and Lv100 Siren) - get Curse Spikes from Malboro, Forbidden

---

#### Guardian Forces - Super Fast AP Gain

---

- Have some GFs whose abilities take forever to learn and you don't want to wait for so long? Fear not, for there is an enemy that will make your life way faster.

- With your mobile B-Garden head for Centra and go as close as you can to desert area (Kashkabal Desert). Get off, go thru the canyon too small for Garden to pass thru and make your way as close as you can to a small island on which a funny green thing keeps popping out of the ground. In your menu it will now read Esthar - Cactuar Island.

- Have Squall and Selphie (have her Strange Vision) on your team with a third one that has Diablos junctioned (high Hit-J!). Also junction Water to El.Att.J and Sleep to St.Att.J.

- Everything you'll fight there is Cactuars and more Cactuars.

- Cactuars have very high Evade stat, but they can't escape 255% Hit rate. And if Str-J of your members is high (recall magic tips from this section), one Cactuar will go down with one hit.

- Each defeated Cactuar nets you 20 AP, so go on a killing spree!

- Watch those AP come together in no time. Also make sure that you drop by this area often when you obtain new GFs in the future.

---

#### Sidequest - UFO Sightings

---

- Go to Mandy Beach as this is the first area where UFO will appear.

- Enter Kash Desert as this is the second area where UFO will appear.

- Enter Winhill Bluffs as this is the third area where UFO will appear.

- This is as much as you can do for UFO quest.

---

#### Sidequest - Doomtrain GF

---

- For this GF you need specific items, which are:

- 6x Malboro Tentacle: Mug or defeat Malboro for a few of them.

- 6x Steel Pipe: Wendigos are your best friends.
- 6x Remedy+: Just nab together 60x Remedy. Why? Wait until disc 3.
- Mystery item: What is it? You'll have to wait until disc 3.

-----  
 Characters - "Bonus-type" Character Abilities  
 -----

- Ifrit's Str Bonus, Brothers' HP Bonus, Carbuncle's Vit Bonus, Leviathan's Spr Bonus - what is so special about those? Choose three members to level up - I'd go with Irvine, Zell and Squall for now. Then KO Zell and Squall and go for Lallapallosa Canyon where Vysages lurk - these are greatest EXP givers so far. Junction Ifrit, Bros, Carbuncle and Leviathan to Irvine and let the games begin. Kill Vysage trios easy, fast and painless with Irvine's Flame Shot limit break.

- For each level up Irvine gains he will also gain:

- > additional +30 HP at each level up
- > additional +1 Str at each level up
- > additional +1 Vit at each level up
- > additional +1 Spr at each level up

- And when he reaches Lv 100, you'll have your jaw drop on the floor when you take a look at statistic values without anything junctioned to them. Then complete the same sequence with Zell, Squall and Quistis.

- If you don't want to be bothered by leveling up too much, I guess that about 30 or so levels for every of these four members will be okay - have each member reach \*at least\* Lv 55.

-----  
 Junctioning - Advice on great character set-up  
 -----

- Here you will find much needed info on what abilities should your GFs learn by now. Enjoy this step by step guide.

- Go to Timber and visit Pet Shop there. Buy 100x Amnesia Greens. Waste all the money on those if you have to.

- Use Amnesia Greens on your GFs and make them forget all GF HP+??% abilities as well as all SumMag+??% abilities to make much needed space for new abilities.

- We'll deal with following three GFs a bit closer: Quezo, Shiva, Ifrit.

- Make the three of them forget Magic, Draw, GF and Item abilities, cos you'll use the slots for learning other more useful abilities. I'd get rid of Boost and El.Def.J as well.

- STRENGTH

- > Card Mod Zell card in 3x Hyper Wrist
- > Hyper Wrist teaches GF Str+60% character ability
- > Use 1x Hyper Wrist on Quezo, 1x Hyper Wrist on Shiva, 1x Hyper Wrist on Ifrit

- VITALITY

- > Go fight Adamantoises at Long Horn island beaches or on the beaches on Dollet continent. Do NOT Mug them or else you won't get Adamantines.
- > Adamantine teaches GF Vit+60% character ability
- > The least amount of Adamantines you'll need is three, but it is advised that you get at least 10 (some member's best weapons require Adamantine)
- > Use 1x Adamantine on Quezo, 1x Adamantine on Shiva, 1x Adamantine on Ifrit

- MAGIC

- > Personally I think this is a really useless stat, but anyway... you should Be looking for Royal Crowns
- > Right now (or better yet, in the near future) you can only get one measly Royal Crown
- > Royal Crown teaches GF Mag+60% character ability
- > Defeat Tonberry King and it'll drop 1x Royal Crown
- > Use 1x Royal Crown on Quezo (as Quezo is junctioned to Quistis and she is more of a magic user than the physical attacker)

- SPIRIT

- > Card Mod Rinoa card into 3x Magic Armlet
- > Magic Armlet teaches GF Spr+60% character ability
- > Use 1x Force Armlet on Quezo, 1x Force Armlet on Shiva, 1x Force Armlet on Ifrit

- AUTO-REFLECT

- > Card Mod Carbucle card into 3x Glow Curtain
- > Glow Curtain teaches GF Auto-Reflect character ability
- > Use 1x Glow Curtain, 1x Glow Curtain on Shiva, 1x Glow Curtain on Ifrit

- FINAL SETUP OF QUEZO'S, SHIVA'S AND IFRIT'S ABILITIES

- > This is a short recap of what abilities would these three GFs be advised to have so far. I've taken the liberty of putting it down by numbers from 1 to 22 (22 is max number of abilities a single GF can learn). The abilities for all three are the same, except their special abilities.

A) QUEZACOTL

1. HP-J
2. Vit-J
3. Mag-J
4. El.Att.J
5. El.Def.Jx2
6. Card
7. Card Mod
8. T Mag-RF
9. Mid Mag-RF
10. Mag+20%
11. Mag+40%
12. Str+60%
13. Vit+60%
14. Mag+60%
15. Spr+60%
16. Auto-Reflect
17. St.Att.J
18. Whatever
19. Whatever
20. Whatever
21. Whatever
22. Whatever

B) SHIVA

1. Str-J

2. Vit-J
3. Spr-J
4. El.Att.J
5. El.Def.Jx2
6. Doom
7. Vit+20%
8. Vit+40%
9. Spr+20%
10. Spr+40%
11. Doom
12. I Mag-RF
13. Str+60%
14. Vit+60%
15. Spr+60%
16. Auto-Reflect
17. St.Att.J
18. Whatever
19. Whatever
20. Whatever
21. Whatever
22. Whatever

C) IFRIT

1. HP-J
2. Str-J
3. El.Att.J
4. El.Def.Jx2
5. Mad Rush
6. Str+20%
7. Str+40%
8. Str Bonus
9. F Mag-RF
10. Ammo-RF
11. Str+60%
12. Vit+60%
13. Spr+60%
14. Auto-Reflect
15. St.Att.J
16. Whatever
17. Whatever
18. Whatever
19. Whatever
20. Whatever
21. Whatever
22. Whatever

Note: From next boss fight onward I'll be writing specifically which GF holds which ability that I'll be mentioning in one of boss' sections.

-----  
Optional area - Centra Ruins  
-----

Optional boss - Tonberry King  
-----

Optional boss - Odin  
-----

-----  
WARNING - MISSABLE THING COMING UP!

GUARDIAN FORCE ODIN  
-----

=====  
CENTRA RUINS  
=====

- Centra ruins are found on Centra continent, which is S from FH. Structure itself isn't hard to locate.

[Centra Ruins]

- There are two purposes of this visit: optional bosses Tonberry King and Odin. Both join you as GF (Odin isn't junctionable, though) if you defeat them.

- Odin is more of a nuisance than help. I can't count the amount of times Odin has appeared for me when I didn't want him to (trying to Draw Meteors from Ruby Dragon). I strongly advise against getting Odin.

- To be able to fight Odin, you have to make to his hiding place in less than 20 minutes. If you don't succeed, you're ejected from the dungeon and have to try again. If timer runs out while you're battling him, he'll use Zantetsuken for 100% game over, and you won't be able to retry.

- To find Tonberry King, you have to defeat approximately 20 Tonberries (do not Card them). When one of the Tonberries keels over and dies, T-King appears immediately in the battle. You can exit Centra Ruins and save your game, then go do something else if you wish - your kill counter will not reset.

- Let's begin by exiting N to NESC, then climb the stairs to NESC, and another set of stairs to NESC.

- Enter the structure, then step on the elevator block to be carried higher.

- Climb left ladder, and climb up another ladder until you reach a doorway. Go inside and examine the panel for blue orb to appear and start some machinery.

- Go back outside, and climb down the two ladders. Examine the blue orb on the altar and a set of stairs shall appear around the pillar - exit E and climb the stairs.

- You'll enter a small section with ladder on the left and stairs on the right. Let's name this point of impact (POI). Climb the ladder, examine the statue and remove the left eye. Then take the stairs to reach the top.

- Take another ladder to climb on the roof. Examine the statue and insert the left eye. You'll receive a code, which you should write down, because it changes from game to game. Afterwards remove both eyes, then climb back down and return to POI screen.

- Climb the ladder, examine the statue and insert both eyes. A cloud of smoke will appear on the right - use directional buttons to enter the code you were given at the top.

- Leftmost cipher is the number on top, and rightmost cipher is the number on bottom. When you enter the correct numbers, press Triangle and "Code Accepted." message will appear.

- The door below you will open - once you enter, you will confront Odin.

----- HERE COMES A NEW CHALLENGER! -----

ODIN

----- HERE COMES A NEW CHALLENGER! -----

ODIN -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100 | 1300 ~ 31000 | 20 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1300	4	121	26	151	1	0
10	4000	18	130	45	158	6	2
20	7000	33	140	64	166	10	4
30	10000	47	150	84	174	15	6
40	13000	61	159	103	182	19	8
50	16000	75	169	122	191	23	10
60	19000	89	179	140	198	28	12
70	22000	103	189	159	207	32	14
80	25000	117	199	177	215	36	16
90	28000	130	209	195	223	41	18
100	31000	143	218	212	231	45	20

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | - | - | - | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----

----- DEVOUR TASTE -----

L 1~19 | Stop, Death, Double, Triple | Couldn't Devour!  
L20~29 | Stop, Death, Double, Triple | Couldn't Devour!  
L30~100 | Stop, Death, Double, Triple | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | Luck-J Scroll, Luck-J Scroll, Luck-J Scroll, Luck-J Scroll  
L20~29 | Luck-J Scroll, Luck-J Scroll, Luck-J Scroll, Luck-J Scroll  
L30~100 | Luck-J Scroll, Luck-J Scroll, Luck-J Scroll, Luck-J Scroll

----- DROPPED ITEMS ----- Card drop: Odin

L 1~19 | 8x G-Mega-Potion, 8x G-Mega-Potion, 8x G-Mega-Potion, 8x G-Mega-Potion  
L20~29 | 8x G-Mega-Potion, 8x G-Mega-Potion, 8x G-Mega-Potion, 8x G-Mega-Potion  
L30~100 | 8x G-Mega-Potion, 8x G-Mega-Potion, 8x G-Mega-Potion, 8x G-Mega-Potion

----- SCAN -----

A legendary GF that sleeps in a dungeon. Zantetsuken cuts anything that stands in its way.

----- ATTACK LIST -----

01. Zantetsuken - AE Instant-death class PA  
SP - used if the timer runs out while your members are fighting Odin  
EF - 100% guaranteed Death  
CM - None

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle, Leviathan  
Zell / Irvine - Siren, Shiva, Diablos  
Quistis - Quezo, Bros

II. RECOMMENDED JUNCTION ABILITIES

1. HP - Quezo, Ifrit, Diablos, Bros, Carbuncle

- Holy, Healing class
- 2. Str - Shiva, Ifrit, Bros
  - Ultima, Meteor, Triple, Flare, Aura, Quake or Tornado, any AC
- 3. Vit - Quezo, Shiva, Carbuncle
  - Meltdown, Healing class
- 4. Mag - Quezo, Siren, Diablos, Carbuncle, Leviathan
  - Ultima, Meteor, Triple, Flare, Quake or Tornado, any AC
- 5. Spr - Shiva, Bros, Leviathan
  - Full-life, Reflect or Dispel, Healing class
- 6. Hit - Diablos
  - Double
- 7. El.Att.J - Quezo, Shiva, Ifrit, Bros, Leviathan
  - No magic needed
- 8. El.Def.J - Quezo, Shiva, Ifrit, Bros
  - No magic needed
- 9. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros, Leviathan
  - No magic needed
- 10. St.Att.J - Siren, Carbuncle, Quezo, Shiva, Ifrit
  - No magic needed
- 11. St.Def.J - Siren, Carbuncle
  - No magic needed
- 12. St.Def.Jx2 - Siren, Carbuncle
  - No magic needed

### III. RECOMMENDED COMMAND ABILITIES

#### Squall

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Recover / Item - Leviathan / Any

#### Zell / Irvine

- Slot 1 - Mug - Diablos
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Darkside - Diablos

#### Quistis

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Defend - Bros

### IV. RECOMMENDED CHARACTER ABILITIES

#### Squall

- Slot 1 - Vit+60% / Whatever - Ifrit OR any GF you used Adamantine on / Any
- Slot 2 - Str+60% / Str+??% - Ifrit / Ifrit
- Slot 3 - HP+??% - Carbuncle

#### Zell / Irvine

- Slot 1 - Str+60% / Vit+40% - Shiva / Shiva
- Slot 2 - Vit+60% / Whatever - Shiva OR any GF you used Adamantine on / Any
- Slot 3 - Mug / HP+??% - Diablos / Diablos

#### Quistis

- Slot 1 - Str+60% / HP+??% - Quezo / Bros
- Slot 2 - Vit+60% / Whatever - Quezo OR any GF you used Adamantine on / Any



----- STRATEGY -----

Odin doesn't attack you at all during battle. Use the time you have left to Draw Triples from Odin. Also stock up on Death if you haven't done so already. Mug Odin for 1x Luck-J Scroll (this item teaches GF Luck-J ability). But be careful not to dawdle for too long, otherwise you'll get Game Over.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

- If you obtain Odin now, you will be "missing" him at the end of disc 3.

-----  
Guardian Forces - Advice on learning abilities  
-----

- Use Luck-J Scroll on Ifrit in order for him to learn Luck-J (as he's junctioned to Squall in my game). You're totally free to use that item on whatever GF you desire.

- With Odin out of the picture there is no more time limit, so you can now focus on wasting Tonberries in peace.

- Likewise, if you choose not to get Odin, do the following - enter the ruins, kill five Tonberries, exit to world map, save and repeat. When T-King finally appears, you'll be having around 10~12 minutes left on your timer to waste it.

- Tonberries appear en-masse on third screen of Centra Ruins.

----- HERE COMES A NEW CHALLENGER! -----

TONBERRY KING

----- HERE COMES A NEW CHALLENGER! -----

TONBERRY KING -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100 | 2500 ~ 250000 | 20 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	2500	7	81	21	20	2	0
10	25000	27	87	41	22	5	0
20	50000	49	95	62	25	7	1
30	75000	71	102	84	27	10	1
40	100000	93	110	104	30	12	1
50	125000	114	117	124	32	15	2
60	150000	135	125	143	35	17	2
70	175000	156	132	162	37	20	2
80	200000	177	140	180	40	22	3
90	225000	197	147	197	42	25	3
100	250000	217	155	214	45	27	3

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	-

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19 | Death, Cure, Life  
L20~29 | Death, Cura, Life  
L30~100 | Death, Curaga, Full-life

----- DEVOUR TASTE -----

| Couldn't Devour!  
| Couldn't Devour!  
| Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | has nothing  
L20~29 | has nothing  
L30~100 | has nothing

----- DROPPED ITEMS ---- Card drop: none

L 1~19 | Royal Crown, Royal Crown, Royal Crown, Royal Crown  
L20~29 | Royal Crown, Royal Crown, Royal Crown, Royal Crown  
L30~100 | Royal Crown, Royal Crown, Royal Crown, Royal Crown

----- SCAN -----

The king of the Tonberries. Appears to seek revenge for all defeated  
Tonberries.

----- ATTACK LIST -----

01. (Knife stab) - SE no-name PA  
CM - Higher Vit, Protect, Defend
02. It's Sharp! - SE Special class PA  
IG - ignores Vitality  
SP - does damage which equals [(number of killed enemies) x 30]  
CM - Protect, Defend
03. Junk - AE PA, counter  
SP - used whenever boss has been hit for 5th, 10th, 15th and so on time  
CM - Higher Vit, Protect, Defend

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle, Leviathan  
Zell - Siren, Shiva, Diablos  
Quistis - Quezo, Bros

II. RECOMMENDED JUNCTION ABILITIES

1. HP - Quezo, Ifrit, Diablos, Bros, Carbuncle  
- Holy, Healing class
2. Str - Shiva, Ifrit, Bros  
- Ultima, Meteor, Triple, Flare, Aura, Quake or Tornado, any AC
3. Vit - Quezo, Shiva, Carbuncle  
- Meltdown, Healing class
4. Mag - Quezo, Siren, Diablos, Carbuncle, Leviathan  
- Ultima, Meteor, Triple, Flare, Quake or Tornado, any AC
5. Spr - Shiva, Bros, Leviathan  
- Full-life, Reflect or Dispel, Healing class
6. Hit - Diablos  
- Double
7. Luck - Ifrit OR any GF you used Luck-J Scroll on  
- Ultima, Pain, Death, Triple or Aura
8. El.Att.J - Quezo, Shiva, Ifrit, Bros, Leviathan  
- No magic needed
9. El.Def.J - Quezo, Shiva, Ifrit, Bros  
- No magic needed
10. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros, Leviathan  
- No magic needed
11. St.Att.J - Siren, Carbuncle, Quezo, Shiva, Ifrit  
- No magic needed
12. St.Def.J - Siren, Carbuncle  
- No magic needed
13. St.Def.Jx2 - Siren, Carbuncle  
- No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 - Attack - N/A

Slot 2 - Magic - Any

Slot 3 - Draw - Any

Slot 4 - Recover / Item - Leviathan / Any

Zell / Irvine

Slot 1 - Mug - Diablos

Slot 2 - Magic - Any

Slot 3 - Draw - Any

Slot 4 - Darkside - Diablos

Quistis

Slot 1 - Attack - N/A

Slot 2 - Magic - Any

Slot 3 - Draw - Any

Slot 4 - Defend - Bros

#### IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 - Vit+60% / Whatever - Ifrit OR any GF you used Adamantine on / Any

Slot 2 - Str+60% / Str+??% - Ifrit / Ifrit

Slot 3 - HP+??% - Carbuncle

Zell / Irvine

Slot 1 - Str+60% / Vit+40% - Shiva / Shiva

Slot 2 - Vit+60% / Whatever - Shiva OR any GF you used Adamantine on / Any

Slot 3 - Mug / HP+??% - Diablos / Diablos

Quistis

Slot 1 - Str+60% / HP+??% - Quezo / Bros

Slot 2 - Vit+60% / Whatever - Quezo OR any GF you used Adamantine on / Any

#### ----- STRATEGY -----

Absolutely cast Meltdown on it first. This guy has highest HP amount you ever saw so far - whopping 250000 HP at Lv100. The lower its level, the lower HP amount you'll have to deal with.

Squall and Zell (or Irvine) should be the attackers for this round. Squall Renzokuken-ing, Zell Punch Rush-ing and Booya-ing, Irvine Armor Shot-ing (use Aura Stones or Auras).

Have Quistis as the medic for this fight - have her use Defend and all Tonberry King's attacks against her are now useless (as they're all physical attacks). When Tonberry King knocks out either one of two members, have Quistis Draw and cast Full-life on KOed member, then use Defend again.

It's Sharp! will usually kill targetted member unless under Protect / Defend status. However, if targetted member has killed less than 334 enemies, then he'll still survive (providing he has 9999 HP of course).

Junk is less (or more) powerful than It's Sharp!, and is used after Tonberry King has been target of five actions and targets all members. Be under Protect to halve the damage. By the way, gravity based attacks do not work on Tonberry King and you're not able to Drain Tonberry King.

So basically - have the male members doing their limits, while Quistis is on a stand-by (by Defend command) to heal KOed members when necessary and then putting her under Defend again. If by a weird chance Quistis gets KOed, revive

her immediately.

Tonberry: 'I... I'm sorry.'

Tonberry joined your party!

Note: If it looks bad for you, you can escape the battle.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

-----  
Unjunctionable Guardian Force - Odin!  
-----

New Guardian Force - Tonberry!  
-----

- You got one new GF - Tonberry (9/16).

- You got one more GF - Odin. Like Phoenix, Odin cannot be junctioned and will appear at whim at start of battle. Once he does, all of your enemies will be defeated.

-----  
Guardian Forces - Advice on learning abilities  
-----

- Here's the recommended order for Tonberry's abilities: Initiative, Haggle, Sell-High, Familiar, Call Shop. Screw Move-HP Up and Auto-Potion, as they're useless.

=====

### SHUMI VILLAGE

=====

- Shumi Village has hotel facility.

[Mystery Dome]

- Enter the structure.

[Shumi Village - Deserted Village]

- There's 5000 gil Ultima draw point (not really worth it) - enter the elevator.

[Shumi Village - Elevator]

- Exit the elevator.

[Shumi Village - Village]

- Enter the first house.

[Shumi Village - Hotel]

- Does the music sound familiar? Walk back outside.

[Shumi Village - Village]

- Exit W to second part of village. This screen has elder's house, which you can't enter at the moment, so exit W again for third part of the village, then

enter the far W house.

[Shumi Village - Residence]

- Walk to the back side to find Laguna's statue, then answer "Ok." to be granted access to elder's. Back out and enter the other house on this screen.

[Shumi Village - Residence]

-----  
Magazines - Timber Maniacs  
-----

- This is the Artisan's house. Examine the book on the bed for another issue of TIMBER MANIACS (9/12); visit elder's now.

[Shumi Village - Residence]

- After elder is done talking, try to leave - elder will ask you to assist the sculptor.

-----  
Sidequest - Laguna's Statue  
-----

- Talk to sculptor and he'll ask you to find five stones - choose "Alright." You need shadow stone, wind stone, life stone, water stone and blue stone.

- BLUE STONE - It's on this very screen, just to the left of Laguna's statue.

- WIND STONE - It's the big bluish rock between the first two houses you saw upon entering the village when exiting the elevator.

- LIFE STONE - It's on the screen where elder's is. Look for tree's roots and keep pressing action until Squall climbs up and retrieves the stone.

- SHADOW STONE - It's on the screen with Ultima draw point. When you step outta the elevator, walk along lower-right of the stairs and Squall will comment "What's this?". Press action around this spot and you'll retrieve the stone.

- WATER STONE - Enter artisan's and examine the kitchen sink to retrieve this stone.

- Now visit elder's and after the scene attempt to leave. You'll get PHOENIX PINION, and then choose "Explain what it all meant.". You can now leave for world map.

=====  
WINHILL  
=====

- Winhill has hotel facility, item shop.

[Winhill Village]

- Go N once for a choco-music to start playing. Kick small chocobo once to obtain VASE PIECE, then kick it again for GYSAHL GREENS, and again for PHOENIX PINION (note that the game will say Phoenix Down).

- Exit N, then enter the florist's house.

[Winhill - Residence]

- Talk to the woman inside, then examine the flowers in the foreground, and pick "Yes.", then examine the flowers again to obtain VASE PIECE. Back outside and exit N, then enter the pub.

[Winhill Pub]

- Go upstairs and talk to the woman three times, then go downstairs for another apparition - approach it and examine it to have it turn into a cat, then examine the cat for VASE PIECE. Back outside and enter N-most house.

[Winhill - Mansion]

- Talk to the guy on the stairs to find out he's missing a vase. Note that Quisty must be in your party. On this screen on left side approach a suit of armor and examine it - assuming Quisty is in your party, walk away from it afterwards and then collect the green feather to obtain VASE PIECE. Give all pieces to the man to obtain HOLY STONE. Back to world map.

-----  
Sidequest - Obel Lake  
-----

- Mandy Beach is the island just E from Timber. You can get on it with your mobile B-Garden now. Assuming you talked to the shadow at Obel Lake, keep pressing action until prompt comes up saying "You found a piece of rock by your foot...". Most of the time you'll find a rock that is of no value, but eventually "It looks man-made and has some carving on it...".

- OBEL LAKE CLUE (3/4) - R E A I D R

- OK, now back to B-Garden and floor it for Balamb.

=====  
BALAMB  
=====

[Balamb - Town Square]

- It's a wise idea to bring Zell along. Talk to him, then talk to G-Soldier near gas pump, then talk to two people on this screen and again try approaching the G-Soldier, and finally enter the town to deliver a message to the commander, who is residing in the hotel.

- Go to the hotel and try to enter it - go find the captain. Before that enter Zell's.

[Balamb - The Dincht's]

- Enter right room to find Zell's mom, then try going upstairs to enter Zell's room. You can now rest when you examine the bed (since you can't stay in hotel). Go back outside and to the harbor.

[Balamb Harbor]

- Have a talk with the soldier near the dog in the harbor to find out that he



L 1~19 | Thunder, Thundara, Shell, Protect | Couldn't Devour!  
L20~29 | Thunder, Thundara, Shell, Protect | Couldn't Devour!  
L30~100| Thunder, Thundara, Shell, Protect | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | 2x Str Up, 2x Str Up, 2x Str Up, 2x Str Up  
L20~29 | 2x Str Up, 2x Str Up, 2x Str Up, 2x Str Up  
L30~100| 2x Str Up, 2x Str Up, 2x Str Up, 2x Str Up

----- DROPPED ITEMS ---- Card drop: none

L 1~19 | Str Up, Str Up, Str Up, Str Up  
L20~29 | Str Up, Str Up, Str Up, Str Up  
L30~100| Str Up, Str Up, Str Up, Str Up

----- SCAN -----

Looking for Ellone with Fujin. Good at physical attacks. Tries to act cool around other people.

----- ATTACK LIST -----

01. (Pole strike) - SE no-name PA  
CM - Higher Vit, Protect, Defend, Darkness on Raijin

----- NOTES -----

\*1 - According to Ultimania, in Japanese version Raijin's highest level in first battle against him is lv29.

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle, Leviathan  
Zell - Siren, Shiva, Diablos  
Quistis - Quezo, Bros, Tonberry

II. RECOMMENDED JUNCTION ABILITIES

1. HP - Quezo, Ifrit, Diablos, Bros, Carbuncle  
- Holy, Healing class
2. Str - Shiva, Ifrit, Bros  
- Ultima, Meteor, Triple, Flare, Aura or Quake, any AC
3. Vit - Quezo, Shiva, Carbuncle  
- Meltdown, Healing class
4. Mag - Quezo, Siren, Diablos, Carbuncle, Leviathan  
- Ultima, Meteor, Triple, Flare or Quake, any AC
5. Spr - Shiva, Bros, Leviathan  
- Full-life, Reflect or Dispel, Healing class
6. Hit - Diablos  
- Double
7. Luck - Ifrit OR whatever GF you used Luck-J Scroll on  
- Ultima, Pain, Death, Triple or Aura
8. El.Att.J - Quezo, Shiva, Ifrit, Bros, Leviathan  
- Poison class, \*no\* Thunder class or Wind class
9. El.Def.J - Quezo, Shiva, Ifrit, Bros  
- Wind class
10. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros, Leviathan  
- Wind class
11. St.Att.J - Siren, Carbuncle, Quezo, Shiva, Ifrit  
- Blind, Pain, Drain or Sleep
12. St.Def.J - Siren, Carbuncle  
- No magic needed
13. St.Def.Jx2 - Siren, Carbuncle  
- No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall



Slot 1 - Attack - N/A  
Slot 2 - Magic - Any  
Slot 3 - Draw - Any  
Slot 4 - Recover / Item - Leviathan / Any

Zell

Slot 1 - Mug - Diablos  
Slot 2 - Magic - Any  
Slot 3 - Draw - Any  
Slot 4 - Darkside - Diablos

Quistis

Slot 1 - Attack - N/A  
Slot 2 - Magic - Any  
Slot 3 - Draw - Any  
Slot 4 - Defend - Bros

#### IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 - Vit+60% / Whatever - Ifrit OR any GF you used Adamantine on / Any  
Slot 2 - Str+60% / Str+??% - Ifrit / Ifrit  
Slot 3 - Spr+60% / HP+??% - Ifrit / Carbuncle

Zell

Slot 1 - Str+60% / Vit+40% - Shiva / Shiva  
Slot 2 - Vit+60% / Whatever - Shiva OR any GF you used Adamantine on / Any  
Slot 3 - Mug / Spr+60% / HP+??% - Diablos / Shiva / Diablos

Quistis

Slot 1 - Spr+60% / Str+60% / HP+??% - Quezo / Quezo / Bros  
Slot 2 - Vit+60% / Whatever - Quezo OR any GF you used Adamantine on / Any

#### ----- STRATEGY -----

Zell: 'You'll pay for this, Raijin!'

Easiest thing to do is to bestow Darkness upon all bosses and Silence upon G-Soldiers. Cast Meltdown on Raijin to nullify his Vitality or else it'll take forever to waste him. Be sure to Mug Raijin for 2x Str Up. Or if you choose not to, you will still receive 1x Str Up once the fight ends (along with some crappy items that G-Soldiers drop).

You can bypass healing needs by junctioning Drain to St.Att.J. Each time you attack, you'll be healed. Add Darkside to the mix and you will deal 3x greater physical damage.

Raijin: 'Ughhh, you got me, ya know...'

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

You immediately fall into next boss battle!

----- HERE COME NEW CHALLENGERS! -----

RAIJIN & FUJIN

----- HERE COME NEW CHALLENGERS! -----

RAIJIN

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 29 | 400 ~ 11600 | 10 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x(-1) | x 1 | x 1,5 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	400	32	42	3	1	10	2
10	4000	50	57	13	3	12	3
20	8000	70	75	24	6	13	3
29	11600	88	91	34	8	15	3

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	60	20	-	-	60	100	60	-	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VI0
-	-	-	-	40	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Thunder, Thundara, Shell, Protect | Couldn't Devour!  
L20~29 | Thunder, Thundara, Shell, Protect | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | 2x Str Up, 2x Str Up, 2x Str Up, 2x Str Up  
L20~29 | 2x Str Up, 2x Str Up, 2x Str Up, 2x Str Up

----- DROPPED ITEMS ----- Card drop: none

L 1~19 | Str Up, Str Up, Str Up, Str Up\*1  
L20~29 | Str Up, Str Up, Str Up, Str Up\*1

----- SCAN -----

Looking for Ellone with Fujin. Good at physical attacks. Tries to act cool around other people.

----- ATTACK LIST -----

- (Pole strike) - SE no-name PA  
CM - Higher Vit, Protect, Defend, Darkness on Raijin
- Hi-Potion - SA Item class move, counter  
SP - used sometimes when Raijin has low HP  
EF - 1000 HP recovery  
CM - Sleep on Raijin
- Raijin Special - SE PA  
SP - used when Raijin has low HP, 100% critical, 100% hit rate  
CM - Higher Vit, Protect, Defend

----- NOTES -----

\*1 - Fixed drop: Combat King 002

FUJIN

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 29 | 300 ~ 8700 | 10 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1,5 | x(-1) | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	300	23	6	8	121	15	10
10	3000	39	10	27	128	18	11
20	6000	57	15	48	136	20	12
29	8700	72	20	67	144	22	13

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	60	-	-	-	60	100	60	-	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VI0
-	-	-	-	40	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Aero, Cura, Life, Pandemona | Couldn't Devour!

L20~29 | Aero, Cura, Life, Pandemona | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | Megalixir, Megalixir, Hero, Hero

L20~29 | Megalixir, Megalixir, Hero, Hero

----- DROPPED ITEMS ---- Card drop: none

L 1~19 | Megalixir, Megalixir, Megalixir, Megalixir

L20~29 | Megalixir, Megalixir, Megalixir, Megalixir

----- SCAN -----

Looking for Ellone under Seifer's command. Uses wind magic and attacks with Pinwheel.

----- ATTACK LIST -----

01. Tornado - AE Wind class MA

SP - after you Draw Pandemona, Fujin can't use Tornado anymore

CM - Higher Spr, Shell, Defend, Wind class magic on EDJ

02. Aero - SE Wind class MA

CM - Higher Spr, Shell, Reflect, Defend, Wind class magic on EDJ

03. Zan - SE PA

CM - Higher Vit, Protect, Defend

04. Sai - SE Special class PA

IG - ignores Vitality

EF - lowers HP to 1, 100% hit rate

CM - None

05. Remedy - SA Item class move

EF - removes negative statuses

CM - Sleep on Fujin

06. Hi-Potion - SA Item class move, counter

SP - used sometimes when Fujin has low HP

EF - 1000 HP recovery

CM - Sleep on Fujin

----- PREPARATION -----

#### I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle, Leviathan

Zell - Siren, Shiva, Diablos

Quistis - Quezo, Bros, Tonberry

#### II. RECOMMENDED JUNCTION ABILITIES

1. HP - Quezo, Ifrit, Diablos, Bros, Carbuncle

- Holy, Healing class

2. Str - Shiva, Ifrit, Bros

- Ultima, Meteor, Triple, Flare, Aura or Quake, any AC

3. Vit - Quezo, Shiva, Carbuncle

- Meltdown, Healing class

4. Mag - Quezo, Siren, Diablos, Carbuncle, Leviathan

- Ultima, Meteor, Triple, Flare or Quake, any AC

5. Spr - Shiva, Bros, Leviathan

- Full-life, Reflect or Dispel, Healing class

6. Hit - Diablos

- Double

7. Luck - Ifrit OR whatever GF you used Luck-J Scroll on

- Ultima, Pain, Death, Triple or Aura

8. El.Att.J - Quezo, Shiva, Ifrit, Bros, Leviathan

- Poison class, \*no\* Thunder class or Wind class

9. El.Def.J - Quezo, Shiva, Ifrit, Bros

- Wind class

10. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros, Leviathan

- Wind class

11. St.Att.J - Siren, Carbuncle, Quezo, Shiva, Ifrit

- Blind, Pain, Drain, Sleep
- 12. St.Def.J - Siren, Carbuncle
  - No magic needed
- 13. St.Def.Jx2 - Siren, Carbuncle
  - No magic needed

### III. RECOMMENDED COMMAND ABILITIES

#### Squall

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Recover / Item - Leviathan / Any

#### Zell

- Slot 1 - Mug - Diablos
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Darkside - Diablos

#### Quistis

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Defend - Bros

### IV. RECOMMENDED CHARACTER ABILITIES

#### Squall

- Slot 1 - Vit+60% / Whatever - Ifrit OR any GF you used Adamantine on / Any
- Slot 2 - Str+60% / Str+??% - Ifrit / Ifrit
- Slot 3 - Spr+60% / HP+??% - Ifrit / Carbuncle

#### Zell / Irvine

- Slot 1 - Str+60% / Vit+40% - Shiva / Shiva
- Slot 2 - Vit+60% / Whatever - Shiva OR any GF you used Adamantine on / Any
- Slot 3 - Mug / Spr+60% / HP+??% - Diablos / Shiva / Diablos

#### Quistis

- Slot 1 - Spr+60% / Str+60% / HP+??% - Quezo / Quezo / Bros
- Slot 2 - Vit+60% / Whatever - Quezo OR any GF you used Adamantine on / Any

### ----- STRATEGY -----

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

Easiest thing to do is to bestow Darkness upon both of them (it's harder to Darkness Fujin, but it's possible) and thus nullifying their annoying physical attacks (however, her Zan move seems to always hit). Fujin may use Remedy to counter the negative statuses you've put on her or Raijin.

The fight usually starts by Fujin casting Tornado (take care of it and Aero by junctioning Wind magic to El.Def.J). From then on she'll continuously cast Aero or Tornado. Stop her from doing so by Drawing Pandemona. Now she'll start using physical attacks - Zan and Sai. Be wary of her Sai, which lowers targeted member's HP to 1 regardless of junctions. She'll start using Sai once her HP is seriously low.

Most importantly, DRAW PANDEMONA! Also Mug Fujin for 1x Megalixir. To bypass her Sai, pummel on her until her HP is very low. She'll still be casting Aero cos you haven't drawn Pandemona yet. So, when her HP is in double or single

digits, Draw Pandemona and finish her off.

Cast Meltdown on both Fujin and Raijin to nullify their Vitality. Be sure to Mug Raijin for 2x Str Up. Otherwise you will receive 1x Str Up once the fight ends.

Once Raijin's HP is about 2/3 depleted...

Raijin: 'Ouuuch! Not bad, ya know...'

... he'll use Hi-Potion on himself. But that just happens once, so it's no biggie. Do not bother with summoning GFs nor casting magic - except if trying to put a negative status upon boss/es or healing yourself.

You can bypass healing needs by junctioning Drain to St.Att.J. Each time you attack, you'll be healed. Couple this with Darkside command for triple physical damage output.

Defeat Raijin first...

Raijin: 'Sorry, Fujin... they got me, ya...'

Fujin: 'I... DEFEATED...'

Defeat Fujin first...

Fujin: 'I... WITHDRAW. RAIJIN, GO.'

Raijin: 'Fujin, I lost too, ya know...'

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

-----  
New Guardian Force - Pandemona!  
-----

Guardian Forces - Advice on learning abilities  
-----

Magazines - Combat King No. 002  
-----

- You've acquired a new GF - Pandemona (10/16).

- Here's the recommended order for Pandemona's abilities: Spd-J, Initiative, Spd+20%, Spd+40%, Str+20%, Str+40%, El.Def.Jx2. Screw Absorb as it's useless.

- You also obtained COMBAT KING NO. 002 (2/5).

-----  
Sidequest - Card Queen  
-----

Triple Triad - Kiros card  
-----

Triple Triad - Irvine card  
-----

Triple Triad - Pandemona card  
-----

- Now it would be a good time to tackle this quest (since Galbadians have retreated from Balamb). Go to Balamb's Train station and challenge the Card Queen to card battle.

- Make sure she uses All or Diff trading rule. If she doesn't, just say no when prompted and retry.

- Make sure you include Sacred and MiniMog in your playing hand along with three other crappy cards.

- Make sure you LOSE!!! I know you don't like giving away your powerful cards, but it'll be well worth it in the end.

- Card Queen will take both Sacred (creates Irvine card) and MiniMog (creates Kiros card).

- She will now say something about moving to a new area. If she says Dollet, yes! If anywhere else, reset and try again.

- Card Queen can appear in one of eight places:

-> Balamb (train station)

-> Deling City (hotel)

-> Dollet (pub)

-> Shumi Village (hotel)

-> Winhill (hotel)

-> FH (screen with save point; you can see Sun Panel in the background)

-> Esthar (presidential palace)

-> Lunar Gate (look closely, she's there)

- In disc 4 she can be found in Crash Site on Esthar continent. How the heck did she survive certain event on disc 4? Guess her love for cards is really strong.

- If you play Triple Triad with her and lose/win Lv8 or above card to her, then she moves to these destinations (based on following percentages):

-> Balamb - 37,5% to Dollet; 62,5% to Deling

-> Deling City - 12,5% to Balamb; 12,5% to Dollet; 12,5% to Winhill; 62,5% to FH

-> Dollet - 37,5% to Balamb; 62,5% to Deling

-> Shumi Village - 25% to Balamb; 50% to Dollet; 25% to Lunar Gate

-> Winhill - 37,5% to Deling; 37,5% to Dollet; 25% to FH

-> FH - 12,5% to Dollet; 25% to Winhill; 62,5% to Esthar

-> Esthar - 12,5% to Dollet; 25% to Shumi Village; 12,5% to FH; 62,5% to Lunar Gate

-> Lunar Gate - no specifics here, I'm afraid

- Go to Dollet and enter the pub. Enter second floor. Looksie! Card Queen. Chat with her and she'll mention that two new cards have been created - Kiros and Irvine. Your new primary targets!

- Kiros card: Go to Deling and enter Shopping Arcade. There's a man in black whom you should challenge to a card game as he's holding Kiros card. Win it!

- Irvine card: Go to FH. Enter Mayor's house and challenge Flo to a card game as she's holding Irvine card.

- Little brat known as Card Queen's son (he's the boy that kept screwing up artist's pictures in the bone quest) now holds Sacred and MiniMog cards for you to obtain back.

- Currently this wraps up Card Queen quest.

- Balamb Hotel's owner now holds Pandemona card. Challenge him to a card game and be sure to squeeze it from him.

- Now go and visit Trabia Garden on Trabia continent (it's marked on your map).

=====

TRABIA GARDEN

=====

[Trabia Garden - Front Gate]

- Examine the green net to get inside, then exit N.

-----

Magazines - Weapons Monthly August

-----

- As soon as you enter the screen, look to your right. In foreground you can collect WEAPONS MONTHLY, AUGUST ISSUE (5/7).

- Talk to Selphie's Friend, and answer "Just play along with it.", then exit E to the graveyard.

[Trabia Garden - Cemetery]

-----

Magazines - Timber Maniacs

-----

- To the left of the draw point you'll find an issue of TIMBER MANIACS (10/12). Now exit W two screen.

[Trabia Garden - Garage]

- Exit E.

[Trabia Garden - Classroom]

- There's a console with info on Selphie here, otherwise exit W.

[Trabia Garden - Garage]

- See the scene with Selphie, hike to the cemetery.

[Trabia Garden - Cemetery]

- See the scene with Selphie, hike to the garage.

[Trabia Garden - Garage]

- Exit W.

[Trabia Garden - Festival Stage]

- Exit W.

[Trabia Garden - Athletic Ground]

- Attempt to leave - few scenes will roll. As Squall follow Irvine, then talk to small kid outside (there's more of these small kids, but you don't have to talk to them all), again as Squall approach the five kids, and then follow Irvine. Then talk to Irvine, then to Quisty, then to Selphie, then to Rinoa.

You'll be back at world map.

[Trabia Garden - Front Gate]

-----  
Triple Triad - Selphie card  
-----

- Challenge Selphie's friend to a card game after the long story sequence at basketball yard is finished, as she holds Selphie card. Return to Shumo Village now.

=====  
SHUMI VILLAGE  
=====

-----  
Sidequest - Laguna's Statue  
-----

[Shumi Village - Residence]

- Visit sculptor's house and talk to elder's attendant (he was ordered to help with the statue before). Go see the elder and talk to him, which is followed by talking to the Moomba outside elder's house.

- Hike back to sculptor's and talk to attendant, then return to the elder and talk to him. Waltz to sculptor's once more to talk to attendant... enough with walking already! Go see artisan and talk to him, but he kinda doesn't want to help. Guess who's next - the elder...

- Now you have to go to FH and visit Grease Monkey - upon entering his house the small Moomba doll will run to you, and Monkey will give it to you. With this return to artisan's in Shumi Village and artisan will finally cave in. Go to sculptor's again to watch the statue being finished.

- Finally one more visit to the elder and you will receive STATUS GUARD.

-----  
Sidequest - Chocobo Forests  
-----

-----  
Triple Triad - Chicobo card  
-----

- There are seven chocobo forests.
  - > Trabia - Winter Island (near Shumi Village)  
The Beginner's Forest
  - > Trabia - Sorbald Snowfield  
The Basics Forest
  - > Centra - Nectar Peninsula (NE corner of Centra continent)  
Forest of Solitude
  - > Trabia - Bika Snowfield (near Trabia Garden)  
The Roaming Forest
  - > Centra - Lenown Plains (near Edea's House)  
Forest of Fun
  - > Esthar - Talle Mountains (SW end of Esthat continent)  
The Enclosed Forest
  - > Esthar - Grandidi Forest (only accessible by a chocobo)  
Chocobo Sanctuary



- When you enter a choco-forest for the first time, it would be a wise idea to listen to kid's explanation. Basically, you have to use ChocoSonar and ChocoZiner until there's only one chicobo left. Then talk to it by pressing X, and mama chocobo will appear.

- After mama-choco pops up, use ChocoZiner at correct spot to call her over and she'll dig up some items for you. Wow, they all suck!

-> The Beginner's Forest: Aura Stone

-> The Basics Forest: Flare Stone

-> Forest of Solitude: Protect Stone, Meteor Stone

Note: To find the spot for stones, you have to challenge chocokid to a game of cards, then decline and he'll move to a different spot. The bastard was standing on the damn spot!

-> The Roaming Forest: Shell Stone, Holy Stone

-> Forest of Fun: Meteor Stone, Flare Stone, Ultima Stone

-> The Enclosed Forest: Meteor Stone, Holy Stone, Ultima Stone

- By having mama-choco dig out the stones you'll be considered a chocowhiz! Complete this exercise in all six forests, and then you're granted entrance to Chocobo Sanctuary.

- To reach the sanctuary, hoppalongcassidy to choco-forest on Bika Snowfield, and hop on your choco, than take her for a ride towards Grandidi Forest. You'll have to cross some shallow waters on your way. Once you enter Chocobo Sanctuary, view the scene and Chicobo card is yours. DO NOT mod it further, cos we'll use it later on disc 3.

- If you're running low on Gysahl Greens, you can buy more from Chicobo. Or rather, it'll steal gil from you. 600 per greens, I'm afraid.

-----  
Guardian Forces - Advice on learning abilities  
-----

Junctioning - Advice on getting some good magic  
-----

- Only cards you should keep for further playing are: Minotaur, Sacred, Ifrit, Seifer and Chicobo. Mod all of the rest:

- MiniMog - 100x Pet House

- Quezacotl - 100x Dynamo Stone

- Selphie - 3x Elem. Guard (El.Def.Jx4)

- Kiros - 3x Accelerator (Auto-Haste)

- Irvine - 3x Rocket Engine (Spd+40%)

- Odin (if you wasted him) - 100x Dead Spirit

- Pandemona - 100x Windmill  
-----

Junctioning - Advice on great character set-up  
-----

- Here you will find some more needed info on what abilities should your GFs learn by now.

- For starters use some Amnesia Greens and make Quezo forget El.Def.Jx2 - same goes for Shiva and Ifrit.

- It's time to specialize in various helpful character abilities that increase statistics.

- SPEED

-> Card Mod Irvine card into 3x Rocket Engine

-> Rocket Engine teaches GF Spd+40% character ability

-> Use 1x Rocket Engine on Quezo, 1x Rocket Engine on Shiva, 1x Rocket Engine on Ifrit

- It's time to specialize in various helpful character abilities that increase your odds against your adversaries.

- AUTO-HASTE

-> Card Mod Kiros card into 3x Accelerator

-> Accelerator teaches GF Auto-Haste character ability

-> Use 1x Accelerator on Quezo, 1x Accelerator on Shiva, 1x Accelerator on Ifrit

- It's time to specialize in various helpful junction abilities that will allow you to improve your magic junctions.

- ELEMENTAL DEFENSE JUNCTION X 4

-> Card Mod Selphie card into 3x Element Guard

-> Element Guard teaches GF El.Def.Jx4 junction ability

-> Use 1x Element Guard on Quezo, 1x Element Guard on Shiva, 1x Element Guard on Ifrit

- STATUS DEFENSE JUNCTION X 4

-> You have one Status Guard so far

-> Status Guard teaches GF St.Def.Jx4 junction ability

-> Use 1x Status Guard on any GF except Siren or Carbuncle - I recommend Quezo, as it is junctioned to Quistis in my game (and she doesn't have any St.Def.J)

- FINAL SETUP OF QUEZO'S, SHIVA'S AND IFRIT'S ABILITIES

-> This is a short recap of what abilities would these three GFs be advised to have so far. I've taken the liberty of putting it down by numbers from 1 to 22 (22 is max number of abilities a single GF can learn). The abilities for all three are the same, except their special abilities.

A) QUEZACOTL

1. HP-J

2. Vit-J

3. Mag-J

4. El.Att.J

5. El.Def.Jx4

6. Card

7. Card Mod

8. T Mag-RF

9. Mid Mag-RF

10. Mag+20%

11. Mag+40%

12. Str+60%

13. Vit+60%

14. Mag+60%

15. Spr+60%

16. Spd+40%
17. Auto-Haste
18. Auto-Reflect
19. St.Att.J
20. St.Def.Jx4
21. Whatever
22. Whatever

B) SHIVA

1. Str-J
2. Vit-J
3. Spr-J
4. El.Att.J
5. El.Def.Jx4
6. Doom
7. Vit+20%
8. Vit+40%
9. Spr+20%
10. Spr+40%
11. Doom
12. I Mag-RF
13. Str+60%
14. Vit+60%
15. Spr+60%
16. Spd+40%
17. Auto-Haste
18. Auto-Reflect
19. St.Att.J
20. Whatever
21. Whatever
22. Whatever

C) IFRIT

1. HP-J
2. Str-J
3. El.Att.J
4. El.Def.Jx4
5. Mad Rush
6. Str+20%
7. Str+40%
8. Str Bonus
9. F Mag-RF
10. Ammo-RF
11. Str+60%
12. Vit+60%
13. Spr+60%
14. Spd+40%
15. Auto-Haste
16. Auto-Reflect
17. St.Att.J
18. Whatever
19. Whatever
20. Whatever
21. Whatever
22. Whatever

=====

WORLD MAP

=====

- With all this now taken care of, depart for Edea's House (it's on SW end of Centra continent).

- Be careful that you don't bump into the other floating garden just yet. Doublecheck your junctions, that have B-Garden get close to G-Garden and let the battle begin!

=====

BALAMB GARDEN

=====

[B-Garden - Headmaster's Office]

- Choose "Prepare for the attack.", "Prepare our defense.", and "Take care of the junior classmen.", then "No orders/End.".

- Take the bridge elevator by choosing "Go down.", talk to Quisty, then pick two members to go with you to the quad.

[B-Garden - 2F Hallway]

- Talk to six people here to get them moving, then talk to junior classman to receive COTTAGE. Back to the elevator and go to F1 - head for the quad (on the way make use of SPN).

[B-Garden - Quad]

- Talk to Zell, then Rinoa, then try to leave the screen.

- As Zell go to the left, and then lower left for a scene - bye Rinoa, it was nice knowing you. Try to leave, then head for the front gate.

[B-Garden - Front Gate]

- As Squall decide who's gonna come with you. It doesn't matter, though be sure that you're properly junctioned. Get to the elevator and head for 2F classroom.

[B-Garden - Classroom]

- Win the event battle against 4x Paratrooper, then talk to SeeD girl on the right. You're needed on the bridge, so hoppalongcassidy to elevator and to F3.

[B-Garden - Headmaster's Office]

- After the scenes you gain control of Squall, so hop back into the elevator.

[B-Garden - 2F Hallway]

- Get to the end of the hall, talk to the kid and you'll have an unusual battle on your hands. DO NOT MOVE! Press action, then choose "Look around for another option." DO NOT MOVE! Press action, then choose "Press the button for the emergency exit." Press Triangle to punch, Square to block opponent's attacks, and X to kick; if you take considerable amount of damage, Deathblow option will appear under Circle. Even if you happen to be defeated, you will be able to

retry.

=====  
GALBADIA GARDEN  
=====

[G-Garden - Back Entrance]

- Choose "Rinoa, let's go.", then enter thru the door to find the rest of your team.

[G-Garden - Hallway]

- Use SPN to save your game, then exit E to NESC, exit E to NESC, climb the stairs to 2F, talk to Raijin and Fujin, exit W to NESC, then exit E to the dormitory.

[G-Garden - Dormitory]

- Talk to the student to receive CARD KEY [1], then back into the hallway.

[G-Garden - Hallway]

- Exit S to NESC, go downstairs to 1F, exit S to NESC, exit S to NESC, save your game at SPN, exit W to NESC, unlock the W door into skating rink.

[G-Garden - Gymnasium]

- Head N, take the right opening near the goal-post, then walk thru the door in the background.

[G-Garden - Hallway]

- Take the E door into the classroom.

[G-Garden - Classroom]

- Talk to the dude to get CARD KEY [2], then back into the hallway.

[G-Garden - Hallway]

- Exit S to NESC by unlocking the door, exit S to NESC, save your game at SPN, exit E to NESC, exit E to NESC, climb the stairs to 2F, climb the stairs to 3F, unlock the door on end of stairs and go thru it.

[G-Garden - Stand]

- Go downstairs.

[G-Garden - Athletic Track]

- Get to the edge and Squall will jump down, exit W to NESC.

[G-Garden - Hallway]

- Exit S to NESC, exit S to NESC.

Optional Boss - Cerberus

[G-Garden - Hall]

- Exit S to NES, AVOID the enemy in the middle and save your game at SPN first, then check your junctions and assault the foe.

- HINT: In the screen where Cerberis is (or was, when you plaster it) collect Curse Spikes from Tri-Faces. There's a fixed encounter with Tri-Faces if you run around on the stairs (where Cerberus' tail waves). Even after you defeat it, you can still encounter Tri-Faces, tail is just used as reference.

----- HERE COMES A NEW CHALLENGER! -----

CERBERUS

----- HERE COMES A NEW CHALLENGER! -----

CERBERUS

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 30 | 7100 ~ 10000 | 30 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x(-1) | x 1 | x 1 | immune | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	7100	27	11	55	101	11	5
10	8000	50	20	101	113	20	6
20	9000	75	30	152	125	29	7
30	10000	99	40	202	138	38	7

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	-

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	80	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

Level	Quake	Double	Devour
L 1~19	Quake, Double		Couldn't Devour!
L20~29	Quake, Double, Triple		Couldn't Devour!
L30	Quake, Double, Triple		Couldn't Devour!

----- MUGGED ITEMS -----

Level	Spd-J Scroll
L 1~19	Spd-J Scroll, Spd-J Scroll, Spd-J Scroll, Spd-J Scroll
L20~29	Spd-J Scroll, Spd-J Scroll, Spd-J Scroll, Spd-J Scroll
L30	Spd-J Scroll, Spd-J Scroll, Spd-J Scroll, Spd-J Scroll

----- DROPPED ITEMS ----- Card drop: Cerberus

Level	G-Returner
L 1~19	8x G-Returner, 8x G-Returner, 8x G-Returner, 8x G-Returner
L20~29	8x G-Returner, 8x G-Returner, 8x G-Returner, 8x G-Returner
L30	8x G-Returner, 8x G-Returner, 8x G-Returner, 8x G-Returner

----- SCAN -----

A 3-headed demon-dog of hell. In Triple, each of the 3 heads uses different magic. The tail is also powerful.

----- ATTACK LIST -----

01. Tornado - AE Wind class MA  
CM - Higher Spr, Shell, Defend, Wind class magic on EDJ
02. Quake - AE Earth class MA  
CM - Higher Spr, Shell, Defend, Earth class magic on EDJ
03. Thundaga - SE Thunder class MA

- SP - only used if Cerberus is under Triple
- CM - Higher Spr, Shell, Reflect, Defend, Thunder class magic on EDJ
- 04. (Tail whip) - SE no-name PA
  - SP - under Triple (Tail whip) deals critical damage
  - CM - Higher Vit, Protect, Defend
- 05. Triple - SA Support class magic
  - SP - under Triple boss casts Thundaga, Silence, Blind and Dispel; in addition to this (Tail whip) deals critical damage
  - EF - adds Triple
  - CM - Dispel
- 06. Berserk - SE Status class MA
  - EF - adds Berserk
  - CM - Higher Spr, Reflect, Berserk on SDJ
- 07. Silence - SE Status class MA
  - SP - only used if Cerberus is under Triple
  - EF - adds Silence
  - CM - Higher Spr, Reflect, Silence or Pain on SDJ
- 08. Blind - SE Status class MA
  - SP - only used if Cerberus is under Triple
  - EF - adds Darkness
  - CM - Higher Spr, Reflect, Blind or Pain on SDJ
- 09. Dispel - SE Status class MA
  - SP - only used if Cerberus is under Triple
  - EF - removes any helpful statuses
  - CM - None
- 10. Aero - SE Wind class MA
  - CM - Higher Spr, Shell, Defend, Wind class magic on EDJ

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle, Leviathan, Pandemona  
 Zell - Siren, Shiva, Diablos  
 Quistis - Quezo, Bros, Tonberry

II. RECOMMENDED JUNCTION ABILITIES

1. HP - Quezo, Ifrit, Diablos, Bros, Carbuncle
  - Holy, Healing class
2. Str - Shiva, Ifrit, Bros, Pandemona
  - Ultima, Meteor, Triple or Aura, any AC
3. Vit - Quezo, Shiva, Carbuncle
  - Meltdown, Healing class
4. Mag - Quezo, Siren, Diablos, Carbuncle, Leviathan
  - Ultima, Meteor or Triple, any AC
5. Spr - Shiva, Bros, Leviathan
  - Full-life, Reflect or Dispel, Healing class
6. Spd - Pandemona
  - Haste
7. Hit - Diablos
  - Double
8. Luck - Ifrit OR whatever GF you used Luck-J Scroll on
  - Ultima, Pain, Death, Triple or Aura
9. El.Att.J - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona
  - \*no\* Thunder class or Wind class
10. El.Def.J - Quezo, Shiva, Ifrit, Bros, Pandemona
  - Wind class OR Earth class OR Thunder class OR Flare OR Meteor OR Ultima
11. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona
  - Wind class and Earth class OR Wind class and Thunder class OR

- Thunder class and Earth class OR Ultima
- 12. El.Def.Jx4 - Quezo, Shiva, Ifrit OR any GF you used Elem Guard on
  - Flare, Protect, Quake, Tornado OR Thunder class, Quake, Tornado OR Ultima
- 13. St.Att.J - Siren, Carbuncle, Quezo, Shiva, Ifrit
  - Drain
- 14. St.Def.J - Siren, Carbuncle
  - Berserk or Silence or Blind or Pain
- 15. St.Def.Jx2 - Siren, Carbuncle
  - Berserk, Pain
- 16. St.Def.Jx4 - Quezo
  - Berserk, Pain and whatever else you wish

### III. RECOMMENDED COMMAND ABILITIES

#### Squall

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Recover / Item - Leviathan / Any

#### Zell / Irvine

- Slot 1 - Mug - Diablos
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Darkside - Diablos

#### Quistis

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Defend - Bros

### IV. RECOMMENDED CHARACTER ABILITIES

#### Squall

- Slot 1 - Vit+60% / Whatever - Ifrit OR any GF you used Adamantine on / Any
- Slot 2 - Str+60% / Str+??% - Ifrit / Ifrit
- Slot 3 - Spr+60% / HP+??% - Ifrit / Carbuncle

#### Zell / Irvine

- Slot 1 - Str+60% / Vit+40% - Shiva / Shiva
- Slot 2 - Vit+60% / Whatever - Shiva OR any GF you used Adamantine on / Any
- Slot 3 - Mug / Spr+60% / HP+??% - Diablos / Shiva / Diablos

#### Quistis

- Slot 1 - Spr+60% / Str+60% / HP+??% - Quezo / Quezo / Bros
- Slot 2 - Vit+60% / Whatever - Quezo OR any GF you used Adamantine on / Any

### ----- STRATEGY -----

Quistis: 'I don't think G Garden uses GF.'  
 Zell: 'Do people here know GF?'  
 Irvine: 'Never knew about this one.'  
 Rinoa: 'Mr. GF, give us your power!'  
 Selphie: 'Is this a GF!?'  
 Squall: 'Ahh... let's just take it.'  
 Cerberus: '... PRETTY CONFIDENT.'  
 'LET'S SEE HOW YOU DO.'

Cerberus has a wide array of moves at his disposal. Do not be afraid of him, he



is not that tough. Always have a member on standby (in my case Quistis) and watch what Cerberus is using. If he casts Triple on himself, have Quistis (or whoever else) cast Dispel on Cerberus. Under Triple Cerberus will be using Thundaga, Dispel, Silence and Blind and critical (Tail whip).

If not under Triple, you're looking at Berserk, Quake, Tornado and (Tail whip). As you can see, all of his moves can be rendered useless by junctioning correctly - I covered most aspects of what to junction so that the only damage you'll take is that of (Tail whip). Put Drain on St.Att.J (combine this by using Darkside command!) and healing your characters is taken care of.

Mug Cerberus for Spd-J Scroll, and Draw Triples from Cerberus. If you're junctioned correctly, he can't even touch you - well, he can, but only by (Tail whip).

Quake and Tornado can be absorbed (by Quake and Tornado on El.Def.J). To nullify Berserk, have Berserk on St.Def.J. Have Drain on St.Att.J. Have one member with Dispel on standby. Draw Triples like no tomorrow. Mug Spd-J Scroll. Cast Dispel whenever Cerberus uses Triple on himself. Then most moves Cerberus will use will be trying to cast Triple on himself. When satisfied, defeat him.

When you knock off about half of his HP...  
Cerberus: 'SHOW ME WHAT YOU GOT!'

Well, fulfill his wish and kick his ass.

Cerberus: 'NOT BAD... MORTALS.'

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

-----  
New Guardian Force - Cerberus!  
-----

Guardian Forces - Advice on learning abilities  
-----

Triple Triad - Cerberus card  
-----

- Another GF is yours - CERBERUS (11/16).

- Here's the recommended order to learn Cerberus' abilities: Spr-J, Spd-J, St.Def.J, St.Def.Jx2, St.Def.Jx4, Mag-J, St.Att.J, Spd+20%, Spd+40%, Auto-Haste, Alert. Screw Expend2x-1, as it's useless.

- Banging the last boss also netted you Cerberus card.

-----  
Junctioning - Advice on great character set-up  
-----

- One more section on info for which abilities should your GFs learn by now.

- It's time to specialize in various helpful junction abilities that will allow you to improve your magic junctions.

- SPEED

-> I really advise that you Mug Cerberus for 1x Spd-J Scroll

-> Spd-J Scroll teaches GF Spd-J junction ability

-> Use Spd-J Scroll on any GF except Pandemona or Cerberus

- You now have 2 GFs with Spd-J junction ability and 1x Spd-J Scroll. I advise

to put Pandemona on Squall, Cerberus on Zell, and use Spd-J Scroll on Quezo as it is junctioned to Quistis in my game

- Now you finally have three characters that have:

- > HP-J
- > Str-J
- > Vit-J
- > Mag-J
- > Spr-J
- > Spd-J
- > Hit-J (Squall doesn't need it, and I know that Diablos and Cerberus are both junctioned to Zell, who doesn't need double Hit-J and double Abilityx3, but soon you get another GF, so just bare with me for a while)
- > El.Att.J
- > El.Def.Jx4
- > St.Att.J
- > St.Def.Jx4 (you only have two so far, one on Quezo - junctioned to Quistis, and one on Cerberus - junctioned to Zell --> only Squall still needs St.Def.Jx4, but St.Def.Jx2 will suffice so far)

- FINAL SETUP OF QUEZO'S, SHIVA'S AND IFRIT'S ABILITIES

- > This is a short recap of what abilities would these three GFs be advised to have so far. I've taken the liberty of putting it down by numbers from 1 to 22 (22 is max number of abilities a single GF can learn). The abilities for all three are the same, except their special abilities.

A) QUEZACOTL

1. HP-J
2. Vit-J
3. Mag-J
4. El.Att.J
5. El.Def.Jx4
6. Card
7. Card Mod
8. T Mag-RF
9. Mid Mag-RF
10. Mag+20%
11. Mag+40%
12. Str+60%
13. Vit+60%
14. Mag+60%
15. Spr+60%
16. Spd+40%
17. Auto-Haste
18. Auto-Reflect
19. St.Att.J
20. St.Def.Jx4
21. Spd-J
22. Whatever

B) SHIVA

1. Str-J
2. Vit-J
3. Spr-J
4. El.Att.J
5. El.Def.Jx4
6. Doom
7. Vit+20%
8. Vit+40%
9. Spr+20%

10. Spr+40%
11. Doom
12. I Mag-RF
13. Str+60%
14. Vit+60%
15. Spr+60%
16. Spd+40%
17. Auto-Haste
18. Auto-Reflect
19. St.Att.J
20. Whatever
21. Whatever
22. Whatever

C) IFRIT

1. HP-J
2. Str-J
3. El.Att.J
4. El.Def.Jx4
5. Mad Rush
6. Str+20%
7. Str+40%
8. Str Bonus
9. F Mag-RF
10. Ammo-RF
11. Str+60%
12. Vit+60%
13. Spr+60%
14. Spd+40%
15. Auto-Haste
16. Auto-Reflect
17. St.Att.J
18. Whatever
19. Whatever
20. Whatever
21. Whatever
22. Whatever

- With Cerberus removed exit SW to NESC, exit W to enter a classroom.

[G-Garden - Classroom]

- Talk to the girl to receive CARD KEY [3], then back into the hallway.

[G-Garden - Hallway]

- Exit N to NESC.

[G-Garden - Hall]

- Exit NW to NESC, exit N to NESC.

[G-Garden - Hallway]

- Take the stairs to 2F, then exit W to NESC.

[G-Garden - Elevator Hall]

- Unlock the elevator.

[G-Garden - Master Room]

- Make use of SPN, then approach Seifer...

----- HERE COMES A NEW CHALLENGER! -----  
SEIFER  
----- HERE COMES A NEW CHALLENGER! -----

SEIFER -----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 31 | 1300 ~ 10300 | 20 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----  
FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1,5 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0  
LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 1300 | 31 | 14 | 27 | 136 | 31 | 2  
10 | 4000 | 48 | 32 | 46 | 145 | 39 | 3  
20 | 7000 | 66 | 52 | 67 | 154 | 48 | 4  
30 | 10000 | 84 | 72 | 88 | 164 | 57 | 4  
31 | 10300 | 85 | 74 | 90 | 165 | 58 | 4

----- STATUS AFFINITIES -----  
KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | 80 | 80 | - | - | 70 | - | - | - | 100 | 100  
----- The End: yes -----  
DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----  
L 1~19 | Fire, Thunder, Dispel, Haste | Couldn't Devour!  
L20~29 | Fira, Thundara, Dispel, Haste | Couldn't Devour!  
L30~31 | Firaga, Thundaga, Dispel, Haste | Couldn't Devour!

----- MUGGED ITEMS -----  
L 1~19 | 8x Mega-Phoenix, 8x Mega-Phoenix, 8x Mega-Phoenix, 8x Mega-Phoenix  
L20~29 | 8x Mega-Phoenix, 8x Mega-Phoenix, 8x Mega-Phoenix, 8x Mega-Phoenix  
L30~31 | 8x Mega-Phoenix, 8x Mega-Phoenix, 8x Mega-Phoenix, 8x Mega-Phoenix

----- DROPPED ITEMS ---- Card drop: none  
L 1~19 | 8x Mega-Potion, 8x Mega-Potion, 8x Mega-Potion, 8x Mega-Potion  
L20~29 | 8x Mega-Potion, 8x Mega-Potion, 8x Mega-Potion, 8x Mega-Potion  
L30~31 | 8x Mega-Potion, 8x Mega-Potion, 8x Mega-Potion, 8x Mega-Potion

----- SCAN -----  
Attacks with Edea to destroy SeeD. His sword skills have been refined, and he has gained more skills.

----- ATTACK LIST -----  
01. (Sword swipe) - SE no-name PA  
CM - Higher Vit, Protect, Defend  
02. Demon Slice - SE PA  
CM - Higher Vit, Protect, Defend  
03. Fira - SE Fire class MA  
CM - Higher Spr, Shell, Reflect, Defend, Fire class magic on EDJ  
04. Firaga - SE Fire class MA  
CM - Higher Spr, Shell, Reflect, Defend, Fire class magic on EDJ  
05. Hi-Potion - SA Item class move  
SP - Seifer uses it when low on HP  
EF - 1000 HP recovery  
CM - Defeat Seifer  
06. Remedy - SA Item class move  
EF - removes negative statuses  
CM - Sleep on Seifer

----- PREPARATION -----

## I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle, Leviathan, Pandemona

Zell - Siren, Shiva, Diablos, Cerberus

Quistis - Quezo, Bros, Tonberry

## II. RECOMMENDED JUNCTION ABILITIES

1. HP - Quezo, Ifrit, Diablos, Bros, Carbuncle  
- Holy, Healing class
2. Str - Shiva, Ifrit, Bros, Pandemona, Cerberus  
- Ultima, Meteor, Flare, Quake, Tornado, Triple or Aura, any AC
3. Vit - Quezo, Shiva, Carbuncle  
- Meltdown, Healing class
4. Mag - Quezo, Siren, Diablos, Carbuncle, Leviathan, Cerberus  
- Ultima, Meteor, Flare, Quake, Tornado or Triple, any AC
5. Spr - Shiva, Bros, Leviathan, Cerberus  
- Full-life, Reflect or Dispel, Healing class
6. Spd - Pandemona, Cerberus, Quezo  
- Haste
7. Hit - Diablos, Cerberus  
- Double
8. Luck - Ifrit OR whatever GF you used Luck-J Scroll on  
- Ultima, Pain, Death, Triple or Aura
9. El.Att.J - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona  
- Poison class
10. El.Def.J - Quezo, Shiva, Ifrit, Bros, Pandemona  
- Fire class
11. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona  
- Fire class
12. El.Def.Jx4 - Quezo, Shiva, Ifrit OR any GF you used Elem Guard on  
- Fire class
13. St.Att.J - Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus  
- Drain
14. St.Def.J - Siren, Carbuncle, Cerberus  
- No magic needed
15. St.Def.Jx2 - Siren, Carbuncle, Cerberus  
- No magic needed
16. St.Def.Jx4 - Quezo, Cerberus  
- No magic needed

## III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 - Attack - N/A

Slot 2 - Magic - Any

Slot 3 - Draw - Any

Slot 4 - Recover / Item - Leviathan / Any

Zell / Irvine

Slot 1 - Mug - Diablos

Slot 2 - Magic - Any

Slot 3 - Draw - Any

Slot 4 - Darkside - Diablos

Quistis

Slot 1 - Attack - N/A

Slot 2 - Magic - Any

Slot 3 - Item / Draw - Any / Any



- Exit SE to NESC.

[G-Garden - Hallway]

- Exit E to NESC.

[G-Garden - Hall]

- Walk around the perimeter, exit SE to NESC.

[G-Garden - Auditorium]

- Step towards the center of the room...

----- HERE COME NEW CHALLENGERS! -----  
 ROUND 1: SEIFER  
 ROUND 2: EDEA  
 ----- HERE COME NEW CHALLENGERS! -----

SEIFER -----

LV RANGE	HP RANGE	AP	Common card: Can't turn into a card!	LV-UD
1 ~ 32	1200 ~ 7400	20	Rare card : Can't turn into a card!	no

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	x 1	x 1,5	x 1	x 1	x 1	yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1200	16	81	27	131	9	4
10	3000	34	90	47	139	18	5
20	5000	52	101	68	148	28	6
30	7000	70	111	90	158	37	8
32	7400	73	113	94	159	39	8

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	20	100	90	-	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	100	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19	Fire, Thunder, Dispel, Haste	Couldn't Devour!
L20~29	Fira, Thundara, Dispel, Haste	Couldn't Devour!
L30~32	Firaga, Thundaga, Dispel, Haste	Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19	Hero, Hero, Holy War, Holy War
L20~29	Hero, Hero, Holy War, Holy War
L30~32	Hero, Hero, Holy War, Holy War

----- DROPPED ITEMS ----- Card drop: none

L 1~19	Hero, Hero, Holy War, Holy War
L20~29	Hero, Hero, Holy War, Holy War
L30~32	Hero, Hero, Holy War, Holy War

----- SCAN -----

Defeated once, and still trying to fight to save his pride. HP is lower due to the defeat, but skills are higher.

----- ATTACK LIST -----

- 01. (Sword swipe) - SE no-name PA  
 CM - Higher Vit, Protect, Defend
- 02. Fira - SE Fire class MA  
 CM - Higher Spr, Shell, Reflect, Defend, Fire class magic on EDJ

```

-----
EDEA -----
LV RANGE | HP RANGE          | AP | Common card: Can't turn into a card! | LV-UD
1 ~ 32   | 500 ~ 16000       | 30 | Rare card : Can't turn into a card! | no
-----
ELEMENTAL AFFINITIES -----
FIRE     | ICE     | THNDR   | EARTH   | POISN   | WIND    | WATER   | HOLY    | GRVTY
x 1      | x 1     | x 1     | x 1     | x 1     | x 1     | x 1     | x 1     | yes
-----
BASIC STATISTICS ----- EXP: 0
LV | HP      | Strength | Vitality | Magic   | Spirit  | Speed   | Evasion
1  | 500     | 5        | 41       | 64     | 151    | 20     | 0
10 | 5000    | 8        | 48       | 80     | 157    | 21     | 3
20 | 10000   | 10       | 56       | 98     | 165    | 23     | 5
30 | 15000   | 13       | 65       | 115    | 172    | 24     | 8
32 | 16000   | 13       | 66       | 118    | 174    | 24     | 8
-----
STATUS AFFINITIES -----
KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF
-  | -   | -   | 80  | -   | -   | -   | 80  | 100 | 90  | -   | 100 | 100
- - - - - The End: yes - - - - -
DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO
-  | -   | -   | -   | 100 | -   | 100 | 100 | 100 | -   | 100 | 100 | 100
-----
DRAWABLE MAGIC -----|----- DEVOUR TASTE -----
L 1~19 | Blizzard, Demi, Esuna, Alexander          | Couldn't Devour!
L20~29 | Blizzara, Demi, Esuna, Alexander          | Couldn't Devour!
L30~32 | Blizzaga, Demi, Esuna, Alexander          | Couldn't Devour!
-----
MUGGED ITEMS -----
L 1~19 | Royal Crown, Royal Crown, Royal Crown, Royal Crown
L20~29 | Royal Crown, Royal Crown, Royal Crown, Royal Crown
L30~32 | Royal Crown, Royal Crown, Royal Crown, Royal Crown
-----
DROPPED ITEMS ---- Card drop: none
L 1~19 | Force Armlet, Force Armlet, Force Armlet, Force Armlet
L20~29 | Force Armlet, Force Armlet, Force Armlet, Force Armlet
L30~32 | Force Armlet, Force Armlet, Force Armlet, Force Armlet
-----
SCAN -----
A sorceress bent on conquering the world. Hired Galbadia Garden forces to
destroy SeeD, which stands in her way.
-----
ATTACK LIST -----
01. Blizzaga - SE Ice class MA
    CM - Higher Spr, Shell, Reflect, Defend, Ice class magic on EDJ
02. Death - SE Status class & Instant death class MA
    EF - adds KO
    CM - Higher Spr, Reflect, Death on SDJ, Zombie
03. Fira - SE Fire class MA
    CM - Higher Spr, Shell, Reflect, Defend, Fire class magic on EDJ
04. Thundara - SE Thunder class MA
    CM - Higher Spr, Shell, Reflect, Defend, Thunder class magic on EDJ
05. Silence - SE Status class MA
    EF - adds Silence
    CM - Higher Spr, Reflect, Silence or Pain on SDJ
06. Slow - SE Status class MA
    EF - adds Slow
    CM - Higher Spr, Reflect, Slow on SDJ, Auto-Haste
07. Reflect - SA Support class magic
    EF - adds Reflect
    CM - Dispel
08. Dispel - SE Status class MA
    EF - removes any helpful statuses
    CM - None
09. Maelstrom - AE Gravity class & Status class MA
    EF - tears off 50% current HP + adds Curse

```



I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle, Leviathan, Pandemona  
Zell - Siren, Shiva, Diablos, Cerberus  
Quistis - Quezo, Bros, Tonberry

II. RECOMMENDED JUNCTION ABILITIES

1. HP - Quezo, Ifrit, Diablos, Bros, Carbuncle  
- Holy, Healing class
2. Str - Shiva, Ifrit, Bros, Pandemona, Cerberus  
- Ultima, Meteor, Flare, Quake, Tornado, Triple or Aura, any AC
3. Vit - Quezo, Shiva, Carbuncle  
- Meltdown, Healing class
4. Mag - Quezo, Siren, Diablos, Carbuncle, Leviathan, Cerberus  
- Ultima, Meteor, Flare, Quake, Tornado or Triple, any AC
5. Spr - Shiva, Bros, Leviathan, Cerberus  
- Full-life, Reflect or Dispel, Healing class
6. Spd - Pandemona, Cerberus, Quezo  
- Haste
7. Hit - Diablos, Cerberus  
- Double
8. Luck - Ifrit OR whatever GF you used Luck-J Scroll on  
- Ultima, Pain, Death, Triple or Aura
9. El.Att.J - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona  
- Poison class
10. El.Def.J - Quezo, Shiva, Ifrit, Bros, Pandemona  
- Fire class OR Ice class
11. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona  
- Fire class and Ice class
12. El.Def.Jx4 - Quezo, Shiva, Ifrit OR any GF you used Elem Guard on  
- Fire class and Ice class
13. St.Att.J - Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus  
- Drain, Sleep
14. St.Def.J - Siren, Carbuncle, Cerberus  
- Pain or Silence or Death
15. St.Def.Jx2 - Siren, Carbuncle, Cerberus  
- Pain and Death OR Silence and Death
16. St.Def.Jx4 - Quezo, Cerberus  
- Pain, Death, Slow

III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 - Attack - N/A  
Slot 2 - Magic - Any  
Slot 3 - Draw - Any  
Slot 4 - Recover / Item - Leviathan / Any

Zell / Irvine

Slot 1 - Mug - Diablos  
Slot 2 - Magic - Any  
Slot 3 - Draw - Any  
Slot 4 - Darkside - Diablos

Quistis

Slot 1 - Attack - N/A

Slot 2 - Magic - Any  
Slot 3 - Item / Draw - Any / Any  
Slot 4 - Defend - Bros

#### IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 - Vit+60% / Whatever - Ifrit OR any GF you used Adamantine on / Any  
Slot 2 - Str+60% / Str+??% - Ifrit / Ifrit  
Slot 3 - Spr+60% / HP+??% - Ifrit / Carbuncle

Zell / Irvine

Slot 1 - Str+60% / Vit+40% - Shiva / Shiva  
Slot 2 - Vit+60% / Whatever - Shiva OR any GF you used Adamantine on / Any  
Slot 3 - Mug / Spr+60% / HP+??% - Diablos / Shiva / Diablos

Quistis

Slot 1 - Spr+60% / Str+60% / HP+??% - Quezo / Quezo / Bros  
Slot 2 - Vit+60% / Whatever - Quezo OR any GF you used Adamantine on / Any

#### ----- STRATEGY -----

Seifer: 'I'm the sorceress' knight.'  
'You'll never...get past me.'

First you have to waste Seifer again. He is no threat, as he can only do Fira and his poor (Sword swipe). But before you knock him out, Mug him for Hero or possibly Holy War.

Seifer: 'I can't afford to lose.'

Defeat Seifer...

Seifer: 'Ughaah!'  
'... Damn, I'm disgraced.'

Now it's time to take care of Edea. She on the other hand has improved her array of moves tremendously, but... she can't kill you actually. As long as you're junctioned properly, you cannot die once you face off against Edea.

Edea: 'Defeated... useless fool.'  
'Enough play. SeeDs must die!'

She'll start the battle by casting Maelstrom, annoying gravity based magical attack. Be sure that you have Aura or Pain on St.Def.J, otherwise your members will get Curse status. Most importantly, Maelstrom cannot kill you no matter how many times is it used.

Edea's Death magic can be rendered useless by Death on St.Def.J. Pain on St.Def.J will take care of Edea's Silence magic. If you don't have Pain, Silence will suffice.

Blizzaga magic? Fira magic? Ice class magic / Fire class magic on El.Def.J respectively. Dispel magic? Don't bother casting support class magic on you or use this to your advantage - have one or two members junction Auto-Reflect character ability. Edea will waste many turns casting Dispel on such member/s. Slow magic? No biggie. Slow on St.Def.J or junction Auto-Haste. Reflect magic? Don't bother Dispeling it...

Oh yeah, Edea is vulnerable to Sleep status. While you're fighting her, do not forget to Draw Alexander. Then you play basketball with Edea as much as you want. Edea can be Mugged for Royal Crown, but why bother? Magic sucks... well,

anyway, if you don't mug it, you receive Force Armlet after battle is over.  
Spr+40%? We already have Spr+60%.

However if you don't have any of this, then you're in for a tough fight... I suggest having at least one member with Drain on St.Att.J and have that member attack, attack, attack (preferably have him using Darkside - true, member'll lose some HP, but they will be restored by Drain).

When Edea is defeated...

Edea: 'A...Ahhh...'

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

- Save your game, then pop in disc 3.

-----  
New Guardian Force - Alexander!  
-----

Guardian Forces - Advice on learning abilities  
-----

- Here's the recommended order to learn Alexander's abilities: Revive, High Mag-RF, Med Data, Med LV Up, Spr-J, El.Att.J, El.Def.Jx4. Spr+??% are kinda useless now.

- If you haven't done so already, now is a good time to have Leviathan learn his Recover ability which will be handy in next boss fight.

- If you need fast AP, head for Kashkabald Desert and fight Cactuars there. Watch those AP roll in really fast.

- Now three of your characters are able to hold 3 character abilities at once.

-----  
SEED MISSION #16 - TRAVEL TO EDEA'S HOUSE - SM#16  
-----

=====

BALAMB GARDEN

=====

[B-Garden - Infirmary]

- Get to the bridge, or exit the garden via Front Gate to world map. Edea's House is just SW of your position (it's also now marked on your map).

=====

EDEA'S HOUSE

=====

[Edea's House]

- Enter the house.

[Edea's House - Bedroom]

-----  
Magazines - Timber Maniacs  
-----

- Collect another issue of TIMBER MANIACS (11/12) from the ground, then talk to Cid and exit E.

[Edea's House - Backyard]

- Talk to Edea four times, then try leaving...

-----  
SEED MISSION #17 - FIND WHITE SEED SHIP - SM#17  
-----

=====

BALAMB GARDEN

=====

[B-Garden - Headmaster's Office]

- After the scene launch B-Garden.

-----

Triple Triad - Edea card

-----

- Challenge Edea at Edea's House to a card game. She holds Edea card, a powerful card that must be in your inventory.

-----

Sidequest - Would-be-Journalist

-----

- Go to the screen with Timber Maniacs building and talk to the guy next to the entrance to the building. For moral support given earlier you get PET NAMETAG, and then return to B-Garden.

-----

Magazines - Weapons Monthly July

-----

[B-Garden - Training Center]

- On the cross take left path and look for a magazine on the ground near some logs. That is WEAPONS MONTHLY, JULY ISSUE (6/7). Head for the infirmary.

[B-Garden - Infirmary]

- Check up on Rinoa and it's off to Laguna time.

=====

TRABIA CANYON

=====

[Trabia Canyon]

- Laguna will have Squall's stats and junctions, for Kiros you can choose anyone, and for Ward you can choose anyone. If you read Timber Maniacs issue in Shumi Village, Ward will not be part of the team.

- Press Square to defend, and Triangle to attack. When your foe's recovery animation is faster than usual, it'll attack you, so defend! It takes ten strikes for your opponent to go down.

- Choose "H-Hold on a sec..." to retreat to previous screen with SPN. Check your junctions, then let your foe have it.

=====  
BALAMB GARDEN  
=====

[B-Garden - Infirmary]

- Get back to world map and visit Edea's House.

=====  
EDEA'S HOUSE  
=====

[Edea's House - Backyard]

- Talk to Edea to receive a hint on White Seed's ship whereabouts "by an inlet somewhere on the Centra continent". You'll also get SORCERESS' LETTER, then return to world map and board B-Garden.

- With B-Garden head into the sea N from Edea's House and carefully start scouring the inlets for the ship. Once you find it, get B-Garden close to it.

=====  
WHITE SEED SHIP  
=====

[White Seed Ship]

- After the scene go NE to find Watts and Zone. Follow Zone upstairs...

-----  
WARNING - MISSABLE THING COMING UP! SEED SHIP'S TIMBER MANIACS  
-----

-----  
Triple Triad - Shiva card  
-----

- Examine the book on the ground for another issue of TIMBER MANIACS (12/12).

- After talking to Zone three times, give 'Girl Next Door' magazine to him for free and you'll receive Shiva card, in addition to RENAME CARD (or you could sell him the magazine for 25500 gil...).

- Enter ship's interior to talk to the leader twice...

-----  
SEED MISSION #18 - MAKE WAY TO ESTHAR - SM#18  
-----

=====

BALAMB GARDEN

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[B-Garden - Headmaster's Office]

- After the scene launch B-Garden and go to Balamb.

=====

BALAMB

=====

-----

Magazines - Combat King No. 003

-----

- NOTE: With Zell in your party visit B-Garden's library at least once at talk to pony-tail girl.

- Have Zell in your party and chat with a girl near the entrance to Balamb, then enter Zell's and talk to his mom. Go to Balamb's hotel and stay the night. Go downstairs next morning to obtain COMBAT KING 003 (3/5).

- Return to B-Garden and head for FH...

=====

WORLD MAP

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- As Squall head right...

[Horizon Bridge]

- When Squall is done talking, examine Rinoa...

[Seaside Station]

- Talk to Edea, choose "Yeah, I remember.", then try moving anywhere. Hawthness Factor that is Edea now joins your party. She's a temporary party member, is lv26 and she doesn't wield a weapon. Exit N to world map.

- Head a slight bit E to enter Salt Lake.

=====

GREAT SALT LAKE

=====

[Great Salt Lake]

- Exit N to NESG, exit N to NESG, exit E to NESG, exit N to NESG, exit W to NESG, try going N... it's picnic time.

----- HERE COMES A NEW CHALLENGER! -----

ABADON

----- HERE COMES A NEW CHALLENGER! -----

ABADON -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 34 | 510 ~ 17010 | 40 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 2 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 2 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality*1	Magic	Spirit*1	Speed	Luck
1	510	39	2/141	61	2/41	16	8
10	5010	52	6/145	69	6/45	18	9
20	10010	66	12/150	79	12/50	20	11
30	15010	80	17/155	87	14/55	22	12
34	17010	85	19/157	91	19/57	22	12

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	40	-	-	-	-	-	-	-	50	-

----- The End: no -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19	Cure, Esuna, Dispel		Couldn't Devour!
L20~29	Cura, Esuna, Dispel		Couldn't Devour!
L30~34	Curaga, Esuna, Dispel, Flare		Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19	Power Wrist, Power Wrist, Power Wrist, Power Wrist
L20~29	Power Wrist, Power Wrist, Power Wrist, Power Wrist
L30~34	Power Wrist, Power Wrist, Power Wrist, Power Wrist

----- DROPPED ITEMS ----- Card drop: none

L 1~19	10x Flare Stone, 10x Flare Stone, 10x Flare Stone, 10x Flare Stone
L20~29	10x Flare Stone, 10x Flare Stone, 10x Flare Stone, 10x Flare Stone
L30~34	10x Flare Stone, 10x Flare Stone, 10x Flare Stone, 10x Flare Stone

----- SCAN -----

A monster born of ancient bones deep in Great Salt Lake. It's assumed that it came to life after the Great Salt Lake has dried up. [Undead Monster]

----- ATTACK LIST -----

01. (Double hand-strike) - SE no-name PA  
SP - always deals critical damage  
CM - Higher Vit, Protect, Defend
02. (Lick) - SE no-name & Status class PA  
EF - adds Curse + some physical damage  
CM - Higher Vit, Protect, Defend, Curse on SDJ
03. (Stand up) - NEA no-name move  
AP - is used after about three or four turns of boss (Sitting down)  
EF - boss' Vit and Spr become immense in this form  
CM - None
04. (Sit down) - NEA no-name move  
AP - is used after about three or four turns of boss (Standing up)  
EF - boss' Vit and Spr return to normal  
CM - None
05. Esuna - SA Support class magic  
EF - removes negative statuses  
CM - None
06. Silence - SE Status class MA  
EF - adds Silence  
CM - Higher Spr, Reflect, Silence or Pain on SDJ
07. Blind - SE Status class MA  
EF - adds Darkness  
CM - Higher Spr, Reflect, Blind or Pain on SDJ
08. Confuse - SE Status class MA  
EF - adds Confuse on targetted member

CM - Higher Spr, Reflect, Confuse on SDJ

09. Dispel - SE Status class MA

EF - removes any helpful statuses

CM - None

----- NOTES -----

\*1 - Digits before [/] denote boss' stats while it's sitting down. When it stands up, refer to digits after [/].

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle, Leviathan, Pandemona

Zell - Siren, Shiva, Diablos, Cerberus

Quistis - Quezo, Bros, Tonberry, Alexander

II. RECOMMENDED JUNCTION ABILITIES

1. HP - Quezo, Ifrit, Diablos, Bros, Carbuncle

- Regen, Healing class

2. Str - Shiva, Ifrit, Bros, Pandemona, Cerberus

- Ultima, Meteor, Flare, Quake, Tornado, Triple or Aura, any AC

3. Vit - Quezo, Shiva, Carbuncle

- Meltdown, Healing class

4. Mag - Quezo, Siren, Diablos, Carbuncle, Leviathan, Cerberus

- Ultima, Meteor, Flare, Quake, Tornado or Triple, any AC

5. Spr - Shiva, Bros, Leviathan, Cerberus, Alexander

- Full-life, Reflect or Dispel, Healing class

6. Spd - Pandemona, Cerberus, Quezo

- Haste

7. Hit - Diablos, Cerberus

- Double

8. Luck - Ifrit OR any GF you used Luck-J Scroll on

- Ultima, Pain, Death, Triple or Aura

9. El.Att.J - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander

- Holy class or Fire class

10. El.Def.J - Quezo, Shiva, Ifrit, Bros, Pandemona

- No magic needed

11. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander

- No magic needed

12. El.Def.Jx4 - Quezo, Shiva, Ifrit OR any GF you used Elem Guard on, Alex

- No magic needed

13. St.Att.J - Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus

- Blind

14. St.Def.J - Siren, Carbuncle, Cerberus

- Confuse

15. St.Def.Jx2 - Siren, Carbuncle, Cerberus

- Confuse and Pain

16. St.Def.Jx4 - Quezo, Cerberus

- Confuse and Pain

III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 - Attack - N/A

Slot 2 - Magic - Any

Slot 3 - Draw - Any

Slot 4 - Recover / Item - Leviathan / Any

Zell / Irvine

Slot 1 - Mug - Diablos



Slot 2 - Magic - Any  
Slot 3 - Draw - Any  
Slot 4 - Darkside - Diablos

Quistis

Slot 1 - Attack - N/A  
Slot 2 - Magic - Any  
Slot 3 - Item / Draw - Any / Any  
Slot 4 - Defend - Bros

#### IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 - Vit+60% / Whatever - Ifrit OR any GF you used Adamantine on / Any  
Slot 2 - Str+60% / Str+??% - Ifrit / Ifrit  
Slot 3 - Spr+60% / HP+??% - Ifrit / Carbuncle

Zell / Irvine

Slot 1 - Str+60% / Vit+40% - Shiva / Shiva  
Slot 2 - Vit+60% / Whatever - Shiva OR any GF you used Adamantine on / Any  
Slot 3 - Mug / Spr+60% / HP+??% - Diablos / Shiva / Diablos

Quistis

Slot 1 - Spr+60% / Str+60% / HP+??% - Quezo / Bros  
Slot 2 - Vit+60% / Whatever - Quezo OR any GF you used Adamantine on / Any  
Slot 3 - Str+60% / Whatever - Quezo / Bros

#### ----- STRATEGY -----

Squall: 'An undead monster...'  
'Use recovery-related magic and items.'

This boss battle is a piece of cake - use Elixir, Megalixir or X-Potion on Abadon (9999 HP of damage). Recover command will also do 9999 HP of damage. Repeat any suggested action twice and boss goes the way of the stone.

If you don't have any of this, it'll be a bit harder. One thing tho': Have Confuse at St.Def.J as Abadon loves to use it on your party when (Standing up).

Boss can be bestowed with Darkness. And also... what's this? Curaga to Draw? How about casting it instead on Abadon? See, the game actually allows you to play dirty. If you get Curse, Darkness, Silence, Blind of Confuse, there's Esuna for you to draw.

Boss has set attack pattern. Three or four rounds of physical attacks, (Stand up), three or four rounds of magical attacks, (Sit down), the pattern repeats itself. Please note that Abadon's Vit and Spr are extremely high when (Standing up). It's better not to even bother attacking him.

I think I covered everything... oh yeah, Mug Power Wrist from Abadon.

#### ----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

- Exit E to NESC.

- Observe the background and you'll see a hexagonal shape along with crackles. Examine what appears to be a ladder and climb up.

[Mystery Building]

- Exit N to NESC, you can examine the green monitor for some fun, then exit N to NESC, exit N to NESC, and you're home free. Talk to party members and wait

patiently for elevator to stop, exit N to NESC...

=====

LOONY PANDA

=====

[Loony Panda Laboratory]

- Laguna will have Squall's stats and junctions, for Kiros you can choose anyone, and for Ward you can choose anyone.
- Approach E-Soldier by the elevator and talk to him, then talk to E-Soldier by N exit, examine Moomba by the fence twice, talk to green-shirt guy, examine Moomba by the fence, win event battle against E-Soldier.
- When Kiros and Ward enter the picture, choose "Better check..." to set up your junctions, then "Perfect...!" to engage event battle against Gesper, E-Soldier and cyborg E-Soldier. Hop on the elevator.
- Walk next to Odine so he says stuff four times, then Laguna escapes E to outside (you'll find SPN here). After the scene walk back inside...

-----

Magazines - Weapons Monthly First Issue

-----

- On the ground in lower left corner you can nab WEAPONS MONTHLY, FIRST ISSUE (7/7).
- Take the elevator down to find Odine and face another event battle against Elastoid, E-Soldier and cyborg E-Soldier. Take the elevator up and follow Odine.

[Dr. Odine's Laboratory - Lobby]

- Event battle against 2x E-Soldier is up. Save your game at SPN, examine the round-couch in middle and pick "Sit down.", then exit N.

[Dr. Odine's Laboratory - Lab]

- Even battle against 2x cyborg E-Soldier is up. Afterwards examine the blue light panel to receive an error, then examine the panel just a bit right to get "Unlocked" notice, exit S.

[Dr. Odine's Laboratory - Lobby]

- Take the couch-elevator down, then exit N...

-----

SEED MISSION #19 - FIND ELLONE - SM#19A

-----

=====

ESTHAR

=====

- Esthar has item shop, junk shop, pet shop, car rental, hotel facility, book shop.

[Presidential Palace - Hall]

-----  
Triple Triad - Ward card  
-----

- Challenge Odine to a card game. He holds Ward card, a powerful card that must be in your inventory.
- As Squall, follow Edea outside, exit E to NESC, take couch-elevator.

[Esthar - Presidential Palace]

- Exit S.

-----  
WARNING - MISSABLE THING COMING UP! OCCULT FAN IV  
-----

[Esthar - City]

- Exit W, exit W, exit SW. You'll find two people, one of which is Presidential Aide. Talk to him to find out he's on a break - now return to palace.

-----  
Magazines - Occult Fan IV  
-----

[Presidential Palace - Hall]

- In front of the entrance to where you left Rinoa you'll bump into Presidential Secretary. After she leaves, examine the book stack to obtain OCCULT FAN IV (4/4). Return to front of the palace.

[Esthar - Presidential Palace]

- Exit S.

[Esthar - City]

-----  
Magazines - Combat King No. 004, prerequisite  
-----

- Exit W, exit W, exit E, exit E. Up here look for E-Soldier and talk to him so he responds with "Oh yeah. That's right.". This is important if you want to obtain Combat King 004.
- Exit E, exit E, exit SE, exit E to find shopping arcade.

-----  
Guardian Forces - Advice on learning abilities  
-----

- Continuously try to enter Cheryl's Shop. Eventually you'll get ROSETTA STONE.
- At the same place continuously try to enter Esthar Shop!!!. After 20 or so tries you'll get in. It holds some good items for you to buy. You're interested in 5x Elixir (assuming you have Tonberry's Familiar skill learned). Buy them,

but do not use them.

- I'd say use Rosetta Stone on one of Squall's GFs. After all, Squall is the character that will waste most bosses, so it'd be really helpful to make space for one extra character ability, therefore use Rosetta Stone on Ifrit.

-----  
Magazines - Pet Pals Vol. 5  
-----

Magazines - Pet Pals Vol. 6  
-----

- Check the pet shop and buy PET PALS VOL.5 (5/6), and PET PALS VOL.6 (6/6).

- Exit S, exit S, and be sure to rent a car, as it's a long walk.

=====  
WORLD MAP  
=====

- Before going to Lunar Gate, drop by Tears' Point. Both, in addition to Loony Panda lab, Esthar Sorceress Memorial and Esthar/Airstation, are already marked on your map.

=====  
TEARS' POINT  
=====

[Tears' Point]

- Walk N two areas, then check the ground near the feet of giant statue to collect SOLOMON'S RING.

-----  
New Guardian Force - Doomtrain!  
-----

Guardian Forces - Advice on learning abilities  
-----

- If you have 6x Steel Pipe, 6x Remedy+ (refine 10x Remedy into one (1) Remedy+ with Alex' Med LV Up ability) and 6x Malboro Tentacle, use Solomon's Ring and you will obtain GF DOOMTRAIN (13/16).

- Here's the recommended order to learn Doomtrain's abilities: St.Def.Jx4, El.Def.Jx4, Darkside, Forbid Med-RF, Auto-Shell. Screw Absorb, as it's useless.

- Return to world map.

-----  
GMFS - Get Money Fast Scheme  
-----

- You'll need Leviathan and its Recov Med-RF menu ability, and Tonberry (recommended, but not necessary) and its Haggle, Sell-High and Call Shop menu abilities.

- You need at least 300000 Gil before you start.

- Enter the shop / Call Shop (with Tonberry's Call Shop!).
- Buy 100x Tent (will cost you 100000 Gil) and 100x Cottage (will cost you 180000 Gil) - total of 280000 Gil. If you have Tonberry's Haggle, you'll spit out 75000 Gil for 100x Tent and 135000 Gil for 100x Cottage - total of 210000 Gil.
- Refine 100x Tent and 100x Cottage into 75x Mega Potions using Leviathan's Recov Med-RF.
- You'll end up with 75x Mega Potions.
- Sell them back for 5000 Gil a piece. In the end you'll get 75x 5000 Gil = 375000 Gil - you get 95000 Gil profit - which kinda sucks. By having Tonberry's Sell-High you'll sell Mega Potions back by 7500 Gil a piece, in the end getting 562000 Gil - a hefty sum of 352000 free Gil (almost 12 SeeD A class pays!).

-----  
 Junctioning - Advice on great character set-up  
 -----

- The time has come to provide the best junctions for three main party members
- Zell (or Irvine), Squall and Quistis.
- For starters, change your GF setup into following one:
  - > Squall: Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain
  - > Zell: Siren, Shiva, Alexander, Cerberus
  - > Quistis: Quezo, Bros, Tonberry, Diablos
- Zell doesn't have HP-J at the moment, but we'll fix that in a jiffy.
- Head for Esthar's Shopping mall and enter Pet Shop there. If you have Tonberry's Familiar, it's party time. Buy as much Amnesia Greens as you can and also buy 3x HP-J, 3x Str-J, 3x Vit-J, 3x Mag-J, 3x Spr-J.
- Right now we'll again tamper with Quezo's, Shiva's and Ifrit's abilities...
  - > Have Quezo forget HP-J, Vit-J and Mag-J
  - > Have Shiva forget Str-J, Vit-J and Spr-J
  - > Have Ifrit forget HP-J and Str-J
- Now let's concentrate on three other GFs... in my case Leviathan, Siren and Brothers
  - > Have Leviathan learn HP-J, Str-J and Spr-J
  - > Have Siren learn HP-J, Str-J, Vit-J and Spr-J
  - > Have Brothers learn Vit-J and Mag-J
- Squall's overview
  - > Leviathan will now have all five basic stat junctions
  - > Carbuncle or Doomtrain take care of St.Att.J
  - > Doomtrain takes care of St.Def.Jx4
  - > Ifrit takes care of El.Att.J
  - > Ifrit or Doomtrain take care of El.Def.Jx4
  - > Pandemona has Spd-J
- Zell's/Irvine's overview
  - > Siren will now have all five basic stat junctions
  - > Siren takes care of St.Att.J
  - > Cerberus takes care of St.Def.Jx4
  - > Shiva takes care of El.Att.J
  - > Shiva takea care of El.Def.Jx4

- > Cerberus has Spd-J
- > Cerberus has Hit-J

- Quisty's overview
  - > Brothers will now have all five basic stat junctions
  - > Quezo takes care of St.Att.J
  - > Quezo takes care of St.Def.Jx4
  - > Quezo takes care of El.Att.J
  - > Quezo takes care of El.Def.Jx4
  - > Quezo has Spd-J
  - > Diablos has Hit-J

- With the above done, hear for Lunar Gate.

=====

LUNAR GATE

=====

[Lunar Gate]

- Walk into the big structure.

[Lunar Gate - Concourse]

- Exit W.

[Lunar Gate - Deep Freeze]

- Walk to the left, pick "...I'll do whatever it takes.", "...Trust Zell.", choose whoever you want along, confirm with "...Yeah.", enter the capsule, blast off.

[Lunar Gate - Concourse]

- As Zell, attempt to leave, then go outside and leave for world map. Return to Esthar City.

=====

ESTHAR

=====

[Esthar - City]

- Exit W, exit W, exit W, exit SW to find Odine's lab.

[Esthar - Odine's Laboratory]

- Talk to the assistant and choose "Yes."

[Dr. Odine's Laboratory - Lobby]

- Ride the couch-elevator, exit N.

[Dr. Odine's Laboratory - Lab]

- Talk to Odine to be briefed about your next mission.

=====

SEED MISSION #20 - BOARD LOONY PANDA - SM#20

=====

- Loony Panda will be rampaging thru Esthar for about 20 minutes, and you'll be able to "fight it" on three contact points:
  - > CP1 - center of the city, while the timer is between 12~15 minutes left
  - > CP2 - unknown CP (possible where the skyways cross), while the timer is between 5~10 minutes left
  - > CP3 - N from shopping mall, while the timer has less than 3 minutes left
- When he's done, you can talk to him to be briefed on contact points again, or to get some background info on Loony Panda and the dangerous beast it is.
- When you're ready, get back to the city. As soon as you're outta Odine's, 20-minutes timer begins ticking.

-----

Magazines - Combat King No. 004

-----

- From when the timer appears, walk like this... exit E.

[Esthar - City]

- Exit W, exit N, exit N, exit E, exit E. You'll be on the highest blue road - talk to stationary E-Soldier here twice to obtain COMBAT KING 004 (4/5).
- Now exit E - this is where CP1 shall happen.
- If you miss CP1, then you'll have to go like this from current position: exit E, exit SE, exit W, exit W, exit N (do not take the tube!), walk E.
- On this screen one blue pathway crosses the other blue pathway. You need to be on \*lower\* blue pathway in order to successfully board Loony Panda on CP2.
- If you miss CP2, then you'll have to go like this from current position: exit E, exit SE, and voila.
- If you also miss CP3, your chances are void. There is no Game Over, just a missed experience, so don't be too upset about it.
- If you make it in time to any of CP, an event battle against Elite Soldier and G-Soldier must be won before party makes it inside.

=====

LOONY PANDA

=====

[Loony Panda]

- Exit N, take the elevator no.3, exit SE (hard-to-see stairs), climb down the ladder, check the E dead end for LUVLUV G, exit W, exit W.
- Check the right door to obtain POWER GENERATOR, middle door has Silence draw point, left door leads to PHOENIX PINION, exit W.

-----

Magazines - Combat King No. 005

- 
- Check the ground near right wall to obtain COMBAT KING 005 (5/5).
  - Exit S, exit E, exit E, climb up the ladder, exit N, take the elevator no.3, take the elevator no.1.
  - As you're walking N, examine the hole in left wall to find SPD-J SCROLL. Exit N, exit N, and bye bye Panda...

-----  
SEED MISSION #19 - FIND ELLONE, CONTINUED - SM#19B  
-----

=====

LUNAR BASE

=====

[Lunar Base - Dock]

- Talk to Piet, then talk to the other guy to grab Rinoa.

[Lunar Base - Passageway]

- Take left door.

[Lunar Base - Medical Room]

- Take the green door, exit S, exit E.

[Lunar Base - Passageway]

- Exit N, exit N.

[Lunar Base - Control Room]

- Stand next to Quisty and check the monitor.

-----  
Triple Triad - Alexander card  
-----

- Challenge Piet to a card game. He holds Alexander card, an important part of Card Queen quest. DO NOT mod it yet, you need this card badly - exit S.

[Lunar Base - Passageway]

- Go upstairs, then exit S (hold down on analog).

[Lunar Base - Residential Zone]

-----  
Triple Triad - Laguna card  
-----

- Challenge Ellone to a card game. She holds Laguna card. It allows you to get 100x Hero when modded.

- When you have the card, talk to Ellone, then leave for medical room until



things go horribly wrong.

-----  
SEED MISSION #21 - HELP FOR RINOA - SM#21  
-----

[Lunar Base - Passageway]

- Approach the door into medical room, only to see Rinoa bash you away - go to control room.

[Lunar Base - Control Room]

- Examine Rinoa, then check the monitor, exit S.

[Lunar Base - Passageway]

- Go upstairs, exit NE (there's a door near knocked-out guy).

[Lunar Base - Locker]

- Try to enter the chamber on the left, examine the space-suit cabinets near top of screen, enter the aforementioned chamber, exit E.

[Lunar Base - Dock]

- Hold up on analog to float to background. Wait until the three guys are done talking and they disappear off the screen, and eventually Squall says "I can't get out. Looks like I'll have to go back.". Hold down on analog to float into foreground and return to passageway.

[Lunar Base - Passageway]

- Exit N, exit N.

[Lunar Base - Control Room]

- Talk to Piet, then Ellone, exit E, board the elevator.

[Lunar Base - Pod]

- Save your game at SPN, exit E, talk to Ellone, step inside the capsule to be launched off of Lunar Base, talk to Ellone.

- When a timer appears, quickly fixate your view so that Rinoa is in middle of the screen. Hold Triangle to move your view a bit quicker.

=====  
RAGNAROK  
=====

-----  
Angel Wing  
-----

- Rinoa gained a new Limit Break called Angel Wing. When she enters this state, you cannot control her anymore. Depending on types of magics she has in her magic list, she'll be casting offensive spells which are five times as strong.

Now imagine giving her Meteor spell only - pure enemy barrage. The best thing is that such spellcasting doesn't decrease her magic stock!

[Ragnarok - Air Room]

- Make use of SPN, then examine the panel to the left of the door to close the hatch, exit N twice.

[Ragnarok - Aisle]

- It appears we have company of eight aliens to take care of. You need to defeat colored pairs, otherwise they'll keep reviving each other. In other words, if you kill one red Prop, then next Prop you have to kill is other red one. If you kill orange one by mistake, first red Prop will be revived.

- > Air Room - orange Prop
- > Aisle (above the Hangar) - red Prop
- > Hangar - purple Prop
- > Aisle (N from Hangar) - red Prop
- > Hangar (with SPN) - green Prop
- > Entrance - purple Prop
- > Aisle (with elevator to cockpit) - green Prop
- > Passenger Seat - yellow Prop

- Begin by taking the stairs down.

[Ragnarok - Hangar]

- Bash up purple Prop, take left N exit.

[Ragnarok - Aisle]

- Quickly run for W exit before red Prop nabs you.

[Ragnarok - Entrance]

- Bash up purple Prop, take W exit.

[Ragnarok - Aisle]

- Take S exit to unseal the door.

[Ragnarok - Aisle]

- Bash up red Prop, then go down to hangar and take left N exit.

[Ragnarok - Aisle]

- Bash up red Prop, then return to hangar and take right N exit.

[Ragnarok - Hangar]

- Bash up green Prop, then back to hangar, take the stairs up, and then take the door you unsealed short while ago.

[Ragnarok - Aisle]

- Bash up green Prop, then exit S two screens.

[Ragnarok - Air Room]

- Bash up yellow Prop, exit N two screens, take NW exit.

[Ragnarok - Passenger Seat]

- Bash up yellow Prop (that takes care of everyone...

----- HERE COMES A NEW CHALLENGER! -----  
PROPAGATOR\*1  
----- HERE COMES A NEW CHALLENGER! -----

PROPAGATOR -----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100\*2 | 1100 ~ 11000\*3 | 5 | Rare card : Can't turn into a card! | yes

----- ELEMENTAL AFFINITIES -----  
FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0  
LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 1100 | 42 | 36 | 1 | 38 | 76 | 0  
10 | 2000 | 60 | 37 | 8 | 38 | 77 | 1  
20 | 3000 | 81 | 38 | 16 | 38 | 78 | 2  
30 | 4000 | 101 | 39 | 24 | 38 | 79 | 3  
40 | 5000 | 122 | 41 | 31 | 39 | 79 | 3  
42 | 5200 | 126 | 41 | 33 | 39 | 80 | 4  
50 | 6000 | --- | --- | --- | --- | --- | ---  
60 | 7000 | --- | --- | --- | --- | --- | ---  
70 | 8000 | --- | --- | --- | --- | --- | ---  
80 | 9000 | --- | --- | --- | --- | --- | ---  
90 | 10000 | --- | --- | --- | --- | --- | ---  
100 | 11000 | --- | --- | --- | --- | --- | ---

----- STATUS AFFINITIES -----  
KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
70 | 80 | 70 | 80 | 80 | 60 | 70 | 80 | 100 | 90 | 50 | 100 | 100

- - - - - The End: yes - - - - -  
DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
80 | 70 | 100 | - | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----  
L 1~19 | Thunder, Cure, Esuna, Life | Couldn't Devour!  
L20~29 | Thundara, Cura, Esuna, Life | Couldn't Devour!  
L30~100 | Thundaga, Curaga, Esuna, Life | Couldn't Devour!

----- MUGGED ITEMS -----  
L 1~19 | 6x Wizard Stone, 8x Wizard Stone, 10x Wizard Stone, 12x Wizard Stone  
L20~29 | 6x Wizard Stone, 8x Wizard Stone, 10x Wizard Stone, 12x Wizard Stone  
L30~100 | 6x Wizard Stone, 8x Wizard Stone, 10x Wizard Stone, 12x Wizard Stone

----- DROPPED ITEMS ---- Card drop: none  
L 1~19 | SS, DS, FS, AS; PS, HS, MS, DS; AS, US, US, US; DS, US, US, US\*4  
L20~29 | SS, DS, FS, AS; PS, HS, MS, DS; AS, US, US, US; DS, US, US, US\*4  
L30~100 | SS, DS, FS, AS; PS, HS, MS, DS; AS, US, US, US; DS, US, US, US\*4

----- SCAN -----  
A monster living in the spaceship Ragnarok. Very violent in nature, it attacks anything that moves within the ship.

----- ATTACK LIST -----  
01. BiteBite - SE PA  
SP - always deals critical damage  
CM - Higher Vit, Protect, Defend  
02. Thundaga - SE Thunder class MA  
CM - Higher Spr, Shell, Reflect, Defend, Thunder class magic on EDJ  
03. (Punch) - SE no-name PA  
CM - Higher Vit, Protect, Defend

04. Silence - SE Status class MA  
 EF - adds Silence  
 CM - Higher Spr, Reflect, Silence or Pain on SDJ
05. Blind - SE Status class MA  
 EF - adds Darkness  
 CM - Higher Spr, Reflect, Blind or Pain on SDJ

----- NOTES -----

- \*1 - According to Ultimania, in Japanese version Propagator's highest level is lv42. Based on that, I also assume it also cannot be leveled up or leveled down.
- \*2 - Propagator's highest LV when fought in Ragnarok is lv42.
- \*3 - Propagator's highest HP when fought in Ragnarok is 5200 HP.
- \*4 - SS - Shell Stone, DS - Death Stone, FS - Flare Stone, AS - Aura Stone, PS - Protect Stone, HS - Holy Stone, MS - Meteor Stone, US - Ultima Stone

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain  
 Rinoa - Siren, Shiva, Alexander, Cerberus

OR

Squall - Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain  
 Rinoa - Quezo, Bros, Tonberry, Diablos

II. RECOMMENDED JUNCTION ABILITIES

GFs boxed like this [Shiva] means that they have forgotten that ability.  
 GFs boxed like this <Siren> means that they have learned that ability.

1. HP - [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren>  
 - Holy, Healing class
2. Str - [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren>  
 - Ultima, Meteor, Flare, Quake, Tornado, Triple or Aura, any AC
3. Vit - [Quezo], [Shiva], Carbuncle, <Siren>, <Bros>  
 - Meltdown, Healing class
4. Mag - [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros>  
 - Ultima, Meteor, Flare, Quake, Tornado or Triple, any AC
5. Spr - [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren>  
 - Full-life, Reflect or Dispel, Healing class
6. Spd - Pandemona, Cerberus, Quezo  
 - Haste
7. Hit - Diablos, Cerberus  
 - Double
8. Luck - Ifrit OR any GF you used Luck-J Scroll on  
 - Ultima, Pain, Death, Triple or Aura
9. El.Att.J - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alex, Doomtrain  
 - No magic needed
10. El.Def.J - Quezo, Shiva, Ifrit, Bros, Pandemona  
 - Thunder class
11. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander  
 - Thunder class
12. El.Def.Jx4 - Quezo, Shiva, Ifrit OR any GF you used Elem Guard on, Alex, Doomtrain  
 - Thunder class
13. St.Att.J - Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain  
 - Sleep
14. St.Def.J - Siren, Carbuncle, Cerberus  
 - Silence or Blind or Pain
15. St.Def.Jx2 - Siren, Carbuncle, Cerberus

- Silence and Blind OR Pain
- 16. St.Def.Jx4 - Quezo, Cerberus, Doomtrain
- Silence and Blind OR Pain

### III. RECOMMENDED COMMAND ABILITIES

#### Squall

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Recover / Item - Leviathan / Any

#### Rinoa

- Slot 1 - Mug - Diablos
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Darkside - Diablos

### IV. RECOMMENDED CHARACTER ABILITIES

#### Squall

- Slot 1 - Vit+60% / Whatever - Ifrit OR any GF you used Adamantine on / Any
- Slot 2 - Str+60% / Str+??% - Ifrit / Ifrit
- Slot 3 - Spr+60% / HP+??% - Ifrit / Carbuncle
- Slot 4 - Auto-Haste - Ifrit OR any GF you used Accelerator on

#### Rinoa

- Slot 1 - Str+60% / Vit+40% - Shiva / Shiva
- Slot 2 - Vit+60% / Whatever - Shiva OR any GF you used Adamantine on / Any
- Slot 3 - Mug / Spr+60% / HP+??% - Diablos / Shiva / Diablos

### ----- STRATEGY -----

These guys are more of a nuisance than a real threat... if you're not junctioned correctly, then they'll be more of a threat. Thundaga can be absorbed by Thunder class magic on El.Def.J. Silence and Blind can be easily countered by Pain on St.Def.J. Render BiteBite and (Punch) useless by putting Darkness on boss or putting it to Sleep (Propagators are very vulnerable against these statuses).

Heck, they're even vulnerable to instant death, as Odin can actually slice and dice a few Propagators up. Or how about Lv Down-ing these annoying guys? Tonberry's commands work wonders.

Items for mugging and dropped items are worth crap, so safely skip 'em.

### ----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

- Now you can take the elevator up to the cockpit.

[Spaceship Landing Zone]

- Bye Rinoa, it was nice knowing you. Return to Ragnarok and go to passengers' cabin.

[Ragnarok - Passenger Seat]

- Attempt to leave the room, then go to the cockpit.

[Ragnarok - Cockpit]

- You've obtained an airship, at last. Fly over to Sorceress Memorial structure

on Esthar continent. Ragnarok also has auto-pilot function.

-----  
SEED MISSION #22 - RESCUE RINOA - SM#22  
-----

=====

ESTHAR SORCERESS MEMORIAL

=====

[Esthar Sorceress Memorial]

- Go upstairs, approach two guards, enter the structure, exit W, get close to Rinoa, exit S. Your next destination is Edea's House.

=====

EDEA'S HOUSE

=====

[Edea's House]

- Exit W.

[Edea's House - Flower Field]

- Examine Angelo, talk to Rinoa, attempt to leave to world map, return to world map and board Ragnarok, then fly to Esthar's Airstation.

-----  
SEED MISSION #23 - "DEFEAT" LOONY PANDA - SM#23  
-----

=====

ESTHAR

=====

[Esthar - City]

- Exit S, exit N, exit N, exit E, exit N, then enter the palace.

[Presidential Palace - Hall]

- Walk W three screens, then exit N.

[Presidential Palace - Office]

- Get closer to Laguna's desk to trigger a scene, then talk to Laguna and ask "Where's Ellone?", "Tell me about Raine.", "What are you doing here?" (followed by "Let's hear it."), "Explain the mission to defeat Ultimecia.". Once you ask about anything, a new choice appears "Let me out of this room.". You can't leave until you hear the mission briefing - while listening to it, choose "Yes.", and "Yes." again.

=====

RAGNAROK

=====

-----  
Triple Triad - Squall card  
-----

- Enter Ragnarok and go to passenger's cabin. Challenge Laguna to a card game and win Squall card from him.

- Time for subquest subterfuge.

-----  
WARNING - MISSABLE THING COMING UP!  
-----

PUPU CARD  
-----

-----  
Sidequest - UFO Sightings  
-----

-----  
Triple Triad - PuPu card  
-----

- Fly to Heath Peninsula island for fourth UFO encounter.

- Then fly to Grandidi Forest and park Ragnarok above the Chocobo Holy Forest. Run around a bit and you'll finally be able to fight UFO. AEGIS AMULET is yours once it croaks.

- Fly to the area where B-Garden was originally. Run around the crater and you'll encounter PuPu. Give him 5x Elixir and you'll receive 1x PuPu card. This does it for sidequest. Do NOT defeat or Devour it, otherwise you won't be able to obtain its card.

- Use 1x Aegis Amulet on Shiva (as I did in my game) or whatever GF you desire.

-----  
Sidequest - Card Queen  
-----

-----  
Triple Triad - Chubby Chocobo card  
-----

-----  
Triple Triad - Phoenix card  
-----

-----  
Triple Triad - Doomtrain card  
-----

- Well, just visit Card Queen again wherever she is. By now you should have Alexander card and Chicobo card, next two cards that you should LOSE to Card Queen. Chicobo card will be used to create Chubby Chocobo card, and Alexander card is used to create Doomtrain card.

- Return to Dollet to get Alexander and Chicobo cards back from Card Queen's son.

- Pay a visit to B-Garden. On the bench in front of the library there is sometimes a person sitting - he now holds Chubby Chocobo card. Challenge him to a card game and win that card.

- Pub owner in Timber now holds Doomtrain card. Be warned tho'. He is not that strong of a player, but it may take forever for Doomtrain card to appear in his hand. Just be persistent and eventually you'll get it.

- Lose Doomtrain card to Card Queen (doing so will create Phoenix card). Get

Doomtrain card back from Card Queen's son in Dollet.

- Presidential Aide in Esthar's Presidential Palace now holds Phoenix card. A card game (victorious one, of course) will nab you this card. El finito!

-----  
Sidequest - Obel Lake  
-----

- Fourth stone is located at Galbadia continent on Monterosa Plateau (somewhere above the waterfall). Keep pressing action and once you find "A bird is warming an egg.", defeat 2x Thrustaevis and last rock is yours.

- OBEL LAKE CLUE (4/4) - E A S N P D

- Visit Obel Lake again and talk to the shadow who will 'decipher' (in a way) the rock for you. If you read it from right to left, starting at top, it says: "Mordred Plains has treasure".

- Visit Mordred Plains at Esthar continent and toy around with color-faced rocks.

-> Blue-faced rock says "Some of us just talk nonsense."

-> Blue-faced rock says "Some of us just say the opposite of what we mean."

-> Blue-faced rock says "Some of us just repeat the same thing."

-> Blue-faced rock says "I don't know where the treasure is."

- So in a nutshell:

-> Blue rocks are telling the truth.

-> Red rocks say the opposite of what they mean.

-> Black rocks repeat the same thing.

-> White rocks talk nonsense.

- You need to follow what red rocks are saying. Once you're at \*the\* spot, red rock will say "The treasure's not here.". Examine the very same spot again and THREE STARS is yours - that's one of the quests done.

- Get the shadow to tell you 'Take some time off at Eldbeak Peninsula.'

- Visit the place (it's on Trabia continent) and you'll find a stone pillar there - keep pressing action to find it. Yet again a puzzle which reads "TRETMEASUREATMINOFFISLE". If you take out "TIME OFF", the message then reads "TREASUREATMINDEISLE" - or "Treasure at Minde Isle."

- Get LUCK-J SCROLL on Minde Isle by pressing action when roaming around - it's somewhere in the middle.

-----  
Guardian Forces - Advice on learning abilities  
-----

- Use 1x Luck-J Scroll on Shiva (as I did in my game) or whatever GF you desire.

-----  
Sidequest - Island Closest to Hell & Island Closest to Heaven  
-----

- All monsters fought here are at Lv100. A single member's level up per one battle is a common thing here.



- ICTHell is the western-most island on the world map.
- ICTHeaven is the most northeastern island on the world map (a bit north of Grandidi Forest)
- Also, equip Enc-None party ability. ICTH islands are rich with invisible draw points containing Ultima, Triple, Meteor, Full-life and Flare. So stock 'em up like no tomorrow.

-----  
 Junctioning - Advice on great character set-up  
 -----

- The time has come to provide the best junctions now for three main members:
- Zell (or Irvine), Squall and Quistis.
- If you haven't done so already, get Tonberry now from Centra Ruins (quick strategy: defeat around 20 Tonberries and then kill King Tonberry that will show up thereafter).
- Change the junctioned GFs like this...
  - > Squall: Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain
  - > Zell: Siren, Shiva, Alexander, Cerberus
  - > Quistis: Quezo, Bros, Tonberry, Diablos
- Zell doesn't have HP-J now, but he will soon.
- Head for Esthar's Shopping mall and enter Pet Shop there. If you have Tonberry's Familiar, it's party time. Buy as much Amnesia Greens as you can and also buy 3x HP-J, 3x Str-J, 3x Vit-J, 3x Mag-J, 3x Spr-J.
- Right now we'll again tamper with Quezo's, Shiva's and Ifrit's abilities...
  - > Have Quezo forget HP-J, Vit-J and Mag-J
  - > Have Shiva forget Str-J, Vit-J and Spr-J
  - > Have Ifrit forget HP-J and Str-J
- Now let's concentrate on three other GFs... in my case Leviathan, Siren and Brothers
  - > Have Leviathan learn HP-J, Str-J and Spr-J
  - > Have Siren learn HP-J, Str-J, Vit-J and Spr-J
  - > Have Brothers learn Vit-J and Mag-J
- Squall's overview
  - > Leviathan will now have all five basic stat junctions
  - > Carbuncle or Doomtrain take care of St.Att.J
  - > Doomtrain takes care of St.Def.Jx4
  - > Ifrit takes care of El.Att.J
  - > Ifrit or Doomtrain take care of El.Def.Jx4
  - > Pandemona has Spd-J
- Zell's / Irvine's overview
  - > Siren will now have all five basic stat junctions
  - > Siren takes care of St.Att.J
  - > Cerberus takes care of St.Def.Jx4
  - > Shiva takes care of El.Att.J
  - > Shiva takea care of El.Def.Jx4
  - > Cerberus has Spd-J
  - > Cerberus has Hit-J
- Quisty's overvie

- > Brothers will now have all five basic stat junctions
- > Quezo takes care of St.Att.J
- > Quezo takes care of St.Def.Jx4
- > Quezo takes care of El.Att.J
- > Quezo takes care of El.Def.Jx4
- > Quezo has Spd-J
- > Diablos has Hit-J
  
- I'll deal with Luck-J and Eva-J on disc 4. Why? Cos I have a better solution for your junctioning needs...
  
- HP-J
  - > Drop Holy here.
  - > It boosts your HP by 3800 HP.
  - > Draw Holy from lv40+ Elnoyle or refine Holy from Holy Stone or Moon Stone.
  
- Str-J
  - > Drop Meteor here.
  - > It boosts your Str by 75 points.
  - > Draw Meteor from Lv45+ Ruby Dragons.
  
- Vit-J
  - > Drop Meltdown here.
  - > It boosts your Vit by 80 points.
  - > Draw Meltdown from Lv30+ Gaylas.
  
- Mag-J
  - > Drop Whatever you wish here. I don't consider this stat that important.
  - > Ultima raises Mag by 100, Triple by 70, Pain by 60, Meteor by 52 and Flare by 44 points.
  - > For Ultima refer below. Draw Pain from lv30+ Ochu or Elnoyle.
  
- Spr-J
  - > Drop Reflect here.
  - > It boosts Spr by 70 points.
  - > Draw Reflect from lv30+ Adamantoise.
  
- Spd-J
  - > Drop Haste here.
  - > It boosts Spd by 50 points.
  - > Draw Haste from Cactuars (put them to sleep first). Refine Haste from Lightweight.
  
- Eva-J
  - > Drop Triple here.
  - > Boost value is dependant a bit on what is junctioned to Spd-J.
  - > Draw Triple from Odin. Refine Triple from Samantha Soul, Rocket Engine or Three Stars.
  
- Hit-J
  - > Drop Double here
  - > It boosts Hit by 40 points.
  - > Draw Double from Grendels.
  
- Luck-J
  - > Drop Aura here.
  - > It boosts Luck by 40 points.
  - > Refine Aura from Fury Fragments.
  
- El.Att.J

-> Depends on type of enemy you're fighting.

- El.Def.Jx4

-> Put Flare in Slot 1.

-> Put Life in Slot 2.

-> Put Shell in Slot 3

-> Put Full-life in Slot 4.

-> This will get you 70% absorbtion of Fire, Ice and Thunder elements and 90% protection against other elements.

- St.Att.J

-> Have one member put Sleep, second Silence and third Blind.

- St.Def.Jx4

-> Put Pain in Slot 1.

-> Put Confuse in Slot 2.

-> Put Berserk in Slot 3.

-> Put Death (if not going to fight Malboro) or Sleep (if going to fight a Malboro) in Slot 4.

-----  
Optional boss - Jumbo Cactuar  
-----

- Head for Cactuar Island and examine the green thingey popping out of the sand to enter a boss battle.

----- HERE COMES A NEW CHALLENGER! -----

JUMBO CACTUAR

----- HERE COMES A NEW CHALLENGER! -----

JUMBO CACTUAR -----

LV RANGE | HP RANGE\*1 | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100 | 33000 ~ 330000 | 20 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 2,9 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	33000	21	26	13	13	5	0
10	60000	35	30	23	25	6	0
20	90000	50	36	35	38	8	1
30	120000	65	42	46	51	9	1
40	150000	80	47	57	64	10	1
50	180000	94	53	69	77	11	2
60	210000	108	59	80	90	13	2
70	240000	121	64	91	103	14	2
80	270000	135	70	102	116	15	3
90	300000	148	76	113	129	16	3
100	330000	160	81	123	142	18	3

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | 50 | 50 | - | - | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----

----- DEVOUR TASTE -----

L 1~19 | Meltdown, Demi, Tornado | Couldn't Devour!  
L20~29 | Meltdown, Demi, Tornado | Couldn't Devour!

L30~100| Meltdown, Demi, Tornado | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | 3x Cactus Thorn, 3x Cactus Thorn, 4x Cactus Thorn, 4x Cactus Thorn

L20~29 | 3x Cactus Thorn, 3x Cactus Thorn, 4x Cactus Thorn, 4x Cactus Thorn

L30~100| 3x Cactus Thorn, 3x Cactus Thorn, 4x Cactus Thorn, 4x Cactus Thorn

----- DROPPED ITEMS ---- Card drop: none

L 1~19 | Gaea's Ring, Gaea's Ring, Gaea's Ring, Gaea's Ring

L20~29 | Gaea's Ring, Gaea's Ring, Gaea's Ring, Gaea's Ring

L30~100| Gaea's Ring, Gaea's Ring, Gaea's Ring, Gaea's Ring

----- SCAN -----

Some Cactuars live long lives and grow huge. This Jumbo Cactuar is one of those.

----- ATTACK LIST -----

01. (Leg stomp) - SE no-name PA

SP - always deals critical damage

CM - Higher Vit, Protect, Defend

02. Ker Plunk - AE PA

CM - Higher Vit, Protect, Defend

03. 10000 Needles - SE PA, counter

SP - after Jumbo takes damage for 5th time (10th, 15th and-so-on), Jumbo will counter by using 10000 Needles on member who dealt fifth strike

CM - None, except Invincible

04. 'Jumbo Cactuar is hesitating...' - NEA no-class 'move'

SP - Jumbo Cactuar is close to being defeated with 5% or less HP remaining

CM - None

05. (Run away) - NEA no-class 'move'\*2

SP - Jumbo will run away when it has less than 2% HP remaining

CM - When 'Jumbo C. is hesitating' pops on the screen, you have to take him down with multiple hit Limit Break or execute something that deals significant amount of damage - Kamikaze, Shockwave Pulsar

----- NOTES -----

\*1 - According to Ultimania, in Japanese version Jumbo Cactuar's HP range is 6000 ~ 600000 HP.

\*2 - If Jumbo Cactuar runs away from battle, you'll have to encounter it again and begin working from scratch.

----- PREPARATION -----

## I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain

Zell / Irvine - Siren, Shiva, Alexander, Cerberus

Quistis - Quezo, Bros, Tonberry, Diablos

## II. RECOMMENDED JUNCTION ABILITIES

GFs boxed like this [Shiva] means that they have forgotten that ability.

GFs boxed like this <Siren> means that they have learned that ability.

1. HP - [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren>  
- Holy, Healing class

2. Str - [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren>  
- Ultima, Meteor, Flare, Quake, Tornado, Triple or Aura, any AC

3. Vit - [Quezo], [Shiva], Carbuncle, <Siren>, <Bros>  
- Meltdown, Healing class

4. Mag - [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros>  
- Ultima, Meteor, Flare, Quake, Tornado or Triple, any AC

5. Spr - [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren>  
- Full-life, Reflect or Dispel, Healing class

6. Spd - Pandemona, Cerberus, Quezo  
- Haste

7. Eva - Shiva OR any GF you used Aegis Amulet on
  - Triple, Ultima or Tornado
8. Hit - Diablos, Cerberus
  - Double
9. Luck - Shiva OR any GF you used Luck-J Scroll on, Ifrit OR any GF you used Luck-J Scroll on
  - Ultima, Pain, Death, Triple or Aura
10. El.Att.J - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alex, Doom
  - Water class
11. El.Def.J - Quezo, Shiva, Ifrit, Bros, Pandemona
  - No magic needed
12. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander
  - No magic needed
13. El.Def.Jx4 - Quezo, Shiva, Ifrit OR any GF you used Elem Guard on, Alex, Doom
  - No magic needed
14. St.Att.J - Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain
  - No magic needed
15. St.Def.J - Siren, Carbuncle, Cerberus
  - No magic needed
16. St.Def.Jx2 - Siren, Carbuncle, Cerberus
  - No magic needed
17. St.Def.Jx4 - Quezo, Cerberus, Doomtrain
  - No magic needed

### III. RECOMMENDED COMMAND ABILITIES

#### Squall

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Darkside / Item - Doomtrain / Any

#### Zell / Irvine

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Revive - Alexander
- Slot 4 - Whatever - Any

#### Quistis

- Slot 1 - Mug - Diablos
- Slot 2 - Magic - Any
- Slot 3 - Item / Draw - Any / Any
- Slot 4 - Darkside - Diablos

### IV. RECOMMENDED CHARACTER ABILITIES

#### Squall

- Slot 1 - Vit+60% / Whatever - Ifrit OR any GF you used Adamantine on / Any
- Slot 2 - Str+60% / Str+??% - Ifrit / Ifrit
- Slot 3 - Spr+60% / HP+??% - Ifrit / Carbuncle
- Slot 4 - Auto-Haste - Ifrit OR any GF you used Accelerator on

#### Zell / Irvine

- Slot 1 - Vit+40% - Shiva
- Slot 2 - Vit+60% / Whatever - Shiva OR any GF you used Adamantine on / Any
- Slot 3 - Vit+20% - Shiva

#### Quistis

- Slot 1 - Spr+60% / Str+60% / HP+??% - Quezo / Bros
- Slot 2 - Vit+60% / Whatever - Quezo OR any GF you used Adamantine on / Any

----- STRATEGY -----

First off, Draw and cast Meltdown on Jumbo. Repeat if needed until it turns into some other color (which means he's under Vit 0 status). Now, whoever has Revive command, should never ever attack Jumbo in any way (read 'why not' below). In my case Zell was such person - also make sure you beef up that member's Vitality!

Have the member with Aura magic (or Aura Stones, doesn't matter) cast Aura on Squall, who will be our main attacker for this boss. Keep using Renzokukens.

Now pay attention... after Jumbo takes damage from five attacks (be it magical or physical), it'll counterattack by 10000 Needles against the member who executed fifth attack - in this case it'll most surely be Squall who's gonna croak. So have the member with Revive command revive Squall. Then cast Aura on Squall again and repeat the process.

Of course Jumbo will not just stand there and let you pummel on him endlessly. It knows Ker Plunk - multiple-target physical attack - and (Leg stomp) - single target physical attack. But both can be rendered pretty much useless by having high Vit-J.

After Jumbo's HP is only at 5% or so remaining, it will 'start hesitating'. You'll know so by a message box that'll pop up. Now either kill Jumbo with another Renzokuken, or Duel, or Armor Shot. Heck, even Kamikaze will take it down - just make sure it's a single attack that takes it down. If you'll attack it regularly, it may (Run away) and you'll have to fight it from the beginning.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

-----  
New Guardian Force - Cactuar!  
-----

Guardian Forces - Advice on learning abilities  
-----

- You've bagged another GF - CACTUAR (14/16).

- Here's the recommended order to learn Cactuar's abilities: Eva-J, Luck-J, Initiative, Defend, Kamikaze, Eva+30%, Luck+50%. Screw Move HP-Up, Expend2x-1 and Auto-Potion, since they're useless.

-----  
Characters - "Bonus-type" Character Abilities  
-----

- Cactuar holds all five Bonus abilities. So junction following Bonus abilities: HP (Cactuar, Bros), Str (Cactuar, Ifrit), Vit (Cactuar, Carbuncle) and Spr (Cactuar, Leviathan).

- Cactuar on one member + (Ifrit + Bros + Carbucle + Leviathan on other member) + fighting Lv 100 monsters on ICTHell/Heaven = strong characters.

- Leveling up to Lv 100 with Bonus abilities junctioned is recommended a lot. The end result will be a single character with HP stat of at least 6000 HP (without anything junctioned to HP-J) and Str, Vit and Spr moving somewhere around 120 for each respective junction ability.  
-----

Optional dungeon - Deep Sea Research Center

Optional boss - Bahamut

Optional boss - Ultima Weapon

3. Now head for the lower left corner of the world map and you'll see a mysterious island with strange structure on it. Get above it and press Action button...

DEEP SEA RESEARCH CENTER

[Deep Sea Research Center]

- Bring Zell along, then pick "Let's hear it.", afterwards enter the structure.

[Deep Sea Research Center - Lb]

- "The blue light leads all to death. Turn back..." - this is a clue NOT TO MOVE while blue light is emanating from the core. Only move when the core is not shining, otherwise you enter a battle.

- Make sure you approach from the S! As you're getting closer "You have perceived the resonance...", "So you wish to challenge me...". Answer "It's not our will to fight." to enter event battle against Ruby Dragon.

- To "Begging me for mercy?" answer "Never." for event battle against Ruby Dragon with back attack disadvantage.

- "Damned imbeciles. Why do you wish to fight?" - now choose third, HIDDEN option to answer "(It's our nature...)".

----- HERE COMES A NEW CHALLENGER! -----

BAHAMUT

----- HERE COMES A NEW CHALLENGER! -----

BAHAMUT

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100 | 10800 ~ 90000 | 40 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | immune | mag-miss | x 0,5 | immune | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	10800	59	71	62	16	10	0
10	18000	100	80	83	25	14	2
20	26000	146	90	105	36	18	4
30	34000	191	100	126	46	22	5
40	42000	236	110	146	57	26	7
50	50000	255	120	166	67	30	8
60	58000	255	130	185	78	34	10
70	66000	255	140	203	88	38	12
80	74000	255	150	220	99	42	14
90	82000	255	160	236	110	46	15
100	90000	255	170	251	120	50	17

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
 - | - | - | 50 | - | - | - | - | 100 | 90 | - | 100 | 100

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
 - | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Flare, Curaga, Full-life, Dispel | Couldn't Devour!  
 L20~29 | Flare, Curaga, Full-life, Dispel | Couldn't Devour!  
 L30~100| Flare, Curaga, Full-life, Dispel | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | Hyper Wrist, Hyper Wrist, Hyper Wrist, Hyper Wrist  
 L20~29 | Hyper Wrist, Hyper Wrist, Hyper Wrist, Hyper Wrist  
 L30~100| Hyper Wrist, Hyper Wrist, Hyper Wrist, Hyper Wrist

----- DROPPED ITEMS ----- Card drop: Bahamut

L 1~19 | Hyper Wrist, Hyper Wrist, Hyper Wrist, Hyper Wrist  
 L20~29 | Hyper Wrist, Hyper Wrist, Hyper Wrist, Hyper Wrist  
 L30~100| Hyper Wrist, Hyper Wrist, Hyper Wrist, Hyper Wrist

----- SCAN -----

Called the King of GF; its Mega Flare ignores all defense, giving a powerful  
 blo Gives assistance freely to those who show their power.\*1 [Fly Monster]

----- ATTACK LIST -----

01. (Claw swipe) - SE no-name PA  
 CM - Higher Vit, Protect, Defend
02. Thundaga - SE Thunder class MA  
 CM - Higher Spr, Shell, Reflect, Defend, Thunder class magic on EDJ
03. Tornado - AE Wind class MA  
 CM - Higher Spr, Shell, Defend, Wind class magic on EDJ
04. Stop - ST Status class MA  
 EF - adds Stop  
 CM - Higher Spr, Reflect, Stop on SDJ, Auto-Haste
05. Mega Flare - AT Special class MA  
 IG - ignores Spr  
 CM - Shell, Defend

----- NOTES -----

\*1 - There's info missing in its scan screen.

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain  
 Zell / Irvine - Siren, Shiva, Alexander, Cerberus  
 Quistis - Quezo, Bros, Tonberry, Diablos, Cactuar

II. RECOMMENDED JUNCTION ABILITIES

GFs boxed like this [Shiva] means that they have forgotten that ability.  
 GFs boxed like this <Siren> means that they have learned that ability.

1. HP - [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren>  
 - Holy, Healing class
2. Str - [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren>  
 - Ultima, Meteor, Flare, Quake, Triple or Aura, any AC
3. Vit - [Quezo], [Shiva], Carbuncle, <Siren>, <Bros>  
 - Meltdown, Healing class
4. Mag - [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros>  
 - Ultima, Meteor, Flare, Quake or Triple, any AC
5. Spr - [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren>  
 - Full-life, Reflect or Dispel, Healing class
6. Spd - Pandemona, Cerberus, Quezo



- Haste
- 7. Eva - Cactuar, Shiva OR any GF you used Aegis Amulet on
  - Triple, Ultima or Tornado
- 8. Hit - Diablos, Cerberus
  - Double
- 9. Luck - Cactuar, Shiva OR any GF you used Luck-J Scroll on, Ifrit OR any GF you used Luck-J Scroll item on
  - Ultima, Pain, Death, Triple or Aura
- 10. El.Att.J - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alex, Doom
  - \*no\* Poison, Thunder or Wind class
- 11. El.Def.J - Quezo, Shiva, Ifrit, Bros, Pandemona
  - Thunder class OR Wind class
- 12. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander
  - Thunder class and Wind class
- 13. El.Def.Jx4 - Quezo, Shiva, Ifrit OR any GF you used Elem Guard on, Alex, Doom
  - Thunder class and Wind class
- 14. St.Att.J - Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain
  - Blind
- 15. St.Def.J - Siren, Carbuncle, Cerberus
  - Stop
- 16. St.Def.Jx2 - Siren, Carbuncle, Cerberus
  - Stop
- 17. St.Def.Jx4 - Quezo, Cerberus, Doomtrain
  - Stop

### III. RECOMMENDED COMMAND ABILITIES

#### Squall

- Slot 1 - Attack - N/A
- Slot 2 - Recover / Magic - Leviathan / Any
- Slot 3 - Draw - Any
- Slot 4 - Darkside / Item - Doomtrain / Any

#### Zell / Irvine

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Revive - Alexander

#### Quistis

- Slot 1 - Attack - N/A
- Slot 2 - Magic / Defend - Any / Cactuar OR Bros
- Slot 3 - Item / Draw - Any / Any
- Slot 4 - Darkside - Diablos

### IV. RECOMMENDED CHARACTER ABILITIES

#### Squall

- Slot 1 - Vit+60% / Whatever - Ifrit OR any GF you used Adamantine on / Any
- Slot 2 - Str+60% / Str+??% - Ifrit / Ifrit
- Slot 3 - Spr+60% / HP+??% - Ifrit / Carbuncle
- Slot 4 - Auto-Haste - Ifrit OR any GF you used Accelerator on

#### Zell / Irvine

- Slot 1 - Spr+60% / Vit+40% - Shiva / Shiva
- Slot 2 - Vit+60% / Whatever - Shiva OR any GF you used Adamantine on / Any
- Slot 3 - Str+60% / Str+??% - Shiva / Shiva

#### Quistis

- Slot 1 - Spr+60% / Str+60% / HP+??% - Quezo / Bros

Slot 2 - Vit+60% / Whatever - Quezo OR any GF you used Adamantine on / Any  
Slot 3 - Str+60% / Whatever - Quezo / Bros

----- STRATEGY -----

Bahamut: 'I am...Bahamut.'  
Squall: 'The Great GF...Bahamut.'  
Bahamut: '...GF? I...?'  
'Using my powers...'  
'...it is you humans...I fear...'

To get rid of his (Claw swipe), put Darkness on Bahamut. Thundaga and Tornado can be absorbed by having Thunder class magic and Wind class magic junctioned to El.Def.J. Stop can be rendered useless by having Stop on St.Def.J.

Mega Flare packs a punch against your members. Therefore it is advised you cast Shell upon your members to halve the damage done by Mega Flare (Shell lasts roughly enough time for you to waste Bahamut).

So basically... Put Darkness on Bahamut, Shell on all members, cast Meltdown on Bahamut, Aura on Squall, proceed with Renzokukens, heal immediately after Mega Flare is used. Word of warning: do not forget to heal after you've been struck with Mega Flare - Bahamut is capable if using it two times in a row.

For an optional boss Bahamut doesn't have that much HP - three decent Renzos (of course, put Vit 0 on Bahamut first!) and we got ourselves 15th GF.

Defeat Bahamut...

Bahamut: 'Have you seen the light...?'

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

-----  
New Guardian Force - Bahamut!

-----  
Guardian Forces - Advice on learning abilities

-----  
Triple Triad - Bahamut card

-----  
- You've bagged another GF - BAHAMUT (15/16).

- Here's the recommended order to learn Bahamut's abilities: Mug, Rare Item, Auto Protect. Screw Move HP-Up and Expendx2-1, as they're useless.

- Defeating this boss also netted you Bahamut Card, which can be modded into 100x Megalixir.

- You may be itching to tackle next optional boss, but I really strongly advise against it. Here's why...

- > Curse Spikes from Tri-Faces will provide Luck-J for every member.
- > Curse Spikes from Tri-Faces will provide Abilityx4 for every member.
- > Curse Spikes from Tri-Faces will provide Ultimas for every member.
- > Ruby Dragons will provide raising member's MAX HP.
- > Barriers from Behemoths will provide Eva-J for every member.
- > Behemoths will provide raising member's Mag statistic.

- Once Ultima Weapon is R.I.P., all these enemies are gone and you have to find them randomly (especially Behemoth is rare). Still wanna waste such a great power source?

- Eden GF? No problem, you can get her in final dungeon.

- Before getting to Ultima Weapon, I'd advise you to at least collect 100x Curse Spike. Siren must be at Lv 100. Then use Tool-RF to refine 100x Curse Spike into 1x Dark Matter. With same ability refine 1x Dark Matter into 1x Shaman Stone. Now wait until you get Eden.

- The core blew up, and there's now a hole in middle of the room. Return to Ragnarok, press Circle to enter the cockpit, chat with all party members and return to this room.

- Strangely enough, you can now climb down with help of some vines, and there's also a SPN here.

[Deep Sea Research Center - Lv]

- Talk to party members until Squall finds a terminal, choose "Yes." to get an explanation of how things work.

- Lv1: You begin with 20 RSP, and 4 are expended to unlock path to Lv2.

- Lv2: Enter with 16 RSP, examine the terminal to expend 2 RSP to unlock path to lv3.

- Lv3: Enter with 14 RSP, examine the \*left\* terminal to expend 4 RSP to unlock steam room.

- Steam room: Enter with 10 RSP, examine the terminal to recover 7 RSP.

- Lv3: Enter with 17 RSP, examine the right terminal to expend 1 RSP to unlock path to lv4.

- Lv4: Enter with 16 RSP, examine the terminal to expend 1 RSP to unlock path to lv5.

- Lv5: Enter with 15 RSP, examine the terminal to expend 1 RSP to unlock path to lv6.

- Lv6: Enter with 14 RSP, examine the terminal to expend 4 RSP to unlock path to deposit area.

- "Zell as a mechanic" - if you come to Lv6 of DSRC with 13 or less RSP, and Zell is in your party, upon examining the terminal, you'll be asked if you want Zell to be the one to fix the machine. If you comply, he'll punch the door open, thus saving you 4 RSP. However, this has other "benefits" for you as well.

[Deep Sea Deposit]

- There's SPN on this screen, and all you do is just make your way to the bottom thru five screens.

- If you had Zell punch out the entrance to Deep Sea Deposit, you'll face three fixed event battles on your way down to Ultima Weapon. Not even Enc-None party ability can prevent these battles.

-> 1st screen: Tri-Face

-> 2nd screen: Grendel & Imp

-> 3rd screen: Behemoth

-> 4th screen: Ruby Dragon

-> 5th screen: 2x Iron Giant

-----  
WARNING - MISSABLE THING COMING UP!

GUARDIAN FORCE EDEN  
-----

- At the bottom is another terminal. Before expending last 10 RSP, equip Siren's Move-Find ability to spawn hidden SPN on the left - save your game, then expend last 10 RSP to trigger a fight with Ultima Weapon.

----- HERE COMES A NEW CHALLENGER! -----

ULTIMA WEAPON

----- HERE COMES A NEW CHALLENGER! -----

ULTIMA WEAPON -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100 | 51100 ~ 160000 | 100 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	51100	40	12	8	127	27	0
10	61000	62	28	27	130	38	1
20	72000	87	45	48	133	50	1
30	83000	110	64	69	137	62	2
40	94000	133	81	90	140	74	2
50	105000	155	99	111	143	85	3
60	116000	177	117	132	147	98	3
70	127000	197	135	152	150	109	4
80	138000	217	152	173	153	121	4
90	149000	236	171	193	157	133	5
100	160000	254	188	213	160	145	5

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	-

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

----- DEVOUR TASTE -----

L 1~19	Regen, Dispel, Ultima, Eden		Couldn't Devour!
L20~29	Regen, Dispel, Ultima, Eden		Couldn't Devour!
L30~100	Regen, Dispel, Ultima, Eden		Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19	Three Stars, Three Stars, Three Stars, Three Stars
L20~29	Three Stars, Three Stars, Three Stars, Three Stars
L30~100	Three Stars, Three Stars, Three Stars, Three Stars

----- DROPPED ITEMS ---- Card drop: Eden

L 1~19	100x Ultima Stone, 100x Ultima Stone, 100x Ultima Stone, 100x Ultima Stone
L20~29	100x Ultima Stone, 100x Ultima Stone, 100x Ultima Stone, 100x Ultima Stone
L30~100	100x Ultima Stone, 100x Ultima Stone, 100x Ultima Stone, 100x Ultima Stone

----- SCAN -----

The strongest, ultimate monster. It's said to be impossible to defeat.

----- ATTACK LIST -----

- (Sword swipe) - SE no-name PA  
CM - Higher Vit, Protect, Defend
- Quake - AE Earth class MA  
CM - Higher Spr, Shell, Float, Defend, Earth class magic on EDJ
- Meteor - AE No-element class MA  
CM - Higher Spr, Shell, Defend
- Gravija - AE Gravity class MA  
EF - tears off 75% current HP

CM - Shell, Defend  
05. Light Pillar - SE PA  
IG - ignores Vit  
EF - deals 9999 HP of damage  
CM - None, except Invincible

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain  
Zell / Irvine - Siren, Shiva, Alexander, Cerberus, Bahamut  
Quistis - Quezo, Bros, Tonberry, Diablos, Cactuar

II. RECOMMENDED JUNCTION ABILITIES

GFs boxed like this [Shiva] means that they have forgotten that ability.  
GFs boxed like this <Siren> means that they have learned that ability.

1. HP - [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren>  
- Holy, Healing class
2. Str - [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren>  
- Ultima, Meteor, Flare, Quake, Tornado, Triple or Aura, any AC
3. Vit - [Quezo], [Shiva], Carbuncle, <Siren>, <Bros>  
- Meltdown, Healing class
4. Mag - [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros>  
- Ultima, Meteor, Flare, Quake, Tornado or Triple, any AC
5. Spr - [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren>  
- Full-life, Reflect or Dispel, Healing class
6. Spd - Pandemona, Cerberus, Quezo  
- Haste
7. Eva - Cactuar, Shiva OR any GF you used Aegis Amulet on  
- Triple, Ultima or Tornado
8. Hit - Diablos, Cerberus  
- Double
9. Luck - Cactuar, Shiva OR any GF you used Luck-J Scroll on, Ifrit OR any GF  
you used Luck-J Scroll on  
- Ultima, Pain, Death, Triple or Aura
10. El.Att.J - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alex, Doom  
- No magic needed
11. El.Def.J - Quezo, Shiva, Ifrit, Bros, Pandemona  
- Earth class
12. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander  
- Earth class
13. El.Def.Jx4 - Quezo, Shiva, Ifrit OR any GF you used Elem Guard on, Alex, Doom  
- Earth class
14. St.Att.J - Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain  
- No magic needed
15. St.Def.J - Siren, Carbuncle, Cerberus  
- No magic needed
16. St.Def.Jx2 - Siren, Carbuncle, Cerberus  
- No magic needed
17. St.Def.Jx4 - Quezo, Cerberus, Doomtrain  
- No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall  
Slot 1 - Attack - N/A  
Slot 2 - Recover / Magic - Leviathan / Any  
Slot 3 - Draw - Any

Slot 4 - Item - Any

Zell / Irvine

Slot 1 - Mug - Bahamut

Slot 2 - Magic - Any

Slot 3 - Draw - Any

Slot 4 - Revive - Alexander

Quistis

Slot 1 - Attack - N/A

Slot 2 - Magic / Defend - Any / Cactuar OR Bros

Slot 3 - Item - Any

Slot 4 - Draw - Any

#### IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 - Vit+60% / Whatever - Ifrit OR any GF you used Adamantine on / Any

Slot 2 - Str+60% / Str+??% - Ifrit / Ifrit

Slot 3 - Spr+60% / HP+??% - Ifrit / Carbuncle

Slot 4 - Auto-Haste / Spr+??% - Ifrit OR any GF you used Accelerator on / Levi

Zell / Irvine

Slot 1 - Spr+60% / Vit+40% - Shiva / Shiva

Slot 2 - Vit+60% / Whatever - Shiva OR any GF you used Adamantine on / Any

Slot 3 - Str+60% / Str+??% - Shiva / Shiva

Slot 4 - Auto-Haste / Spr+??% - Cerberus, Shiva OR any GF you used Accelerator  
on / Shiva

Quistis

Slot 1 - Spr+60% / Str+60% / HP+??% - Quezo / Bros

Slot 2 - Vit+60% / Whatever - Quezo OR any GF you used Adamantine on / Any

Slot 3 - Str+60% / Whatever - Quezo / Bros

#### ----- STRATEGY -----

Ultima Weapon's main offensive lies in its speed - therefore, for you to keep up with him (or even outrun it), it is advised that you have Spd-J on all three members with that are going to fight Ultima Weapon - Pandemona has Spd-J, Cerberus has Spd-J. You also have 1x Spd-J which you Mugged from Cerberus. Don't have any of those? Then you either have two options...

- Either you return here later on disc 4 when you'll have three members with Spd-J and kick Ultima Weapon's ass.

- You kick his ass now, but it's going to be a bit harder, since Ultima Weapon likes to go wacky a bit.

First off, make absolutely sure that all of your members have Item or Revive Command ability junctioned. They must be able to revive KOed members at any given time. Also junction Quake to El.Def.J to absorb Earth damage.

The battle has started. Note that Ultima Weapon is extremely fast and if you have poor Spd-J (or none at all), you may get your early The End. Ultima Weapon is known to be able to use his Light Pillar twice in a succession (maybe more, but that has yet to happen to me) and if you're left without means to revive your members, then it's The End of the line for you. Don't rely on Phoenix to come and rescue you often. Rebirth Flame may kick in once or twice, but third time is highly unlikely.

Once you initiate the battle with Ultima Weapon, cast Shell on all members. Then cast Meltdown on Ultima Weapon. (Sword swipe) can be rendered useless by

having high Vit-J (refer above for what to junction). Quake should not touch you at all since you have Quake on El.Def.J.

High Spr will take care of Meteor a bit - in tandem with Shell damage will be greatly reduced. Gravija's damage will be halved by Shell on your members - and hopefully bring them into yellow status when you can unleash Limit Breaks - have Squall Renzokuken-ing, Zell Punch Rush-ing and Booya-ing, Irvine Armor Shot-ing - the usual way of wasting any boss.

As soon as Light Pillar is used on any of your members, revive that member immediately. Don't bother casting Curaga on your members, heal with help of Megalixirs instead when needed.

If you want to play extra bit safe (that is, Ultima Weapon can use Meteor right after Gravija was casted and Meteor can potentially KO a member or two), defeat Ultima Weapon with casting Aura on Squall when he's not in critical and have only him Renzokuken-ing, whilst other two members are on a standby and act as supporters / medics - they will heal / revive Squall or themselves when needed and provide Aura status for Squall.

Don't forget to consider three things:

- DRAW EDEN! You can't afford to miss this GF.
- Draw Ultima magic if you feel daring (or if you're under Invincible status).
- Do not Mug Ultima Weapon, cos you only get crappy 1x Three Stars (I'm not that much of a magic user). Instead it's better for you to receive 100x Ultima Stone Ultima Weapon drops when defeated.

So in a nutshell...

Quake on El.Def.J, Shell on all members, Meltdown on Ultima Weapon, Aura on Squall, Renzokuken, Renzokuken, Renzokuken, immediate revival of KOed members takes priority, heal with items (Megalixirs from Bahamut card) after Gravija is used.

Ultima Weapon is suddenly not 'the strongest, ultimate monster'... But you haven't faced greatest foe yet.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

-----  
New Guardian Force - Eden!  
-----

Guardian Forces - Advice on learning abilities  
-----

Triple Triad - Eden card  
-----

- You've bagged final GF - EDEN (16/16).

1. Here's the recommended order to learn Eden's abilities: GFAb1 Med-RF, Darkside, Luck+50%, Eva+30%. Screw Mad Rush and Expendx3-1, they're useless.

- Defeating this boss also netted you Eden Card.

- Well, so you really did waste Ultima Weapon? Now all those wonderful fixed encounters are gone - many good things could be found in those fixed battles.

-----  
Guardian Forces - Advice on learning abilities  
-----

- Now that you have GFAb1 Med-RF, refine Shaman Stone from before into Rosetta

Stone. Use this item on Quezo (or any other GF you wish - just make sure that the third member learns Abilityx4) to have all battling members be able to junction up to four character abilities.

- This can be used as a reference on how to find easy source of Rosetta Stones.

- I'll take it that you didn't waste Ultima Weapon and you want to get Eden in final dungeon... But in case you got her anyway, junction her to Squall. For now I'll mark Eden like this [\*Eden\*], which means that I did not get her, but you did and I include her info anyway.

-----  
WARNING - MISSABLE THING COMING UP!

CCGROUP QUEST  
-----

- DEFEAT CCGROUP IN BALAMB GARDEN IF YOU WANT AN EASY GAME.

- Your card count should now hold all Lv8, Lv9 and Lv10 cards plus Pupu card.

- Or in my recommended case, then you're only missing \*Odin\* and \*Eden\* card. Have no fret, we can get them on disc 4. It's modding time! Now I'll include all info on which rare cards to mod and what they mod into...

- PuPu --> 1x Hungry Cookpot
- Chicobo --> 100x Gysahl Greens
- Angelo --> 100x Elixir
- Gilgamesh --> 10x Holy War
- MiniMog --> 100x Pet House
- Chubby Chocobo --> 100x LuvLuv G
- Quezacotl --> 100x Dynamo Stone
- Shiva --> 100x North Wind
- Ifrit --> 3x Elem Atk
- Siren --> 3x Status Atk
- Carbuncle --> 3x Glow Curtain
- Diablos --> 100x Black Hole
- Leviathan --> 3x Doc's Code
- \*Odin\* --> 100x Dead Spirit
- Pandemona --> 100x Windmill
- Cerberus --> 100x Lightweight
- Alexander --> 3x Moon Curtain
- Phoenix --> 3x Phoenix Spirit
- Bahamut --> 100x Megalixir
- Doomtrain --> 3x Status Guard
- \*Eden\* --> 3x Monk's Code
- Ward --> 3x Gaea's Ring
- Kiros --> 3x Accelerator
- Laguna --> 100x Hero
- Selphie --> 3x Elem Guard
- Quistis --> 3x Samantha Soul
- Irvine --> 3x Rocket Engine
- Zell --> 3x Hyper Wrist
- Rinoa --> 3x Magic Armlet
- Edea --> 3x Royal Crown

- The cards remaining in your hand are Sacred, Minotaur, Seifer and Squall and a random Lv6 or Lv7 boss card. Of course, feel free to include any other rare card in your hand if you don't feel like modding it.

- Now return to world map, board Ragnarok and depart for Tears' Point, then bump into Loony Panda.



=====

LOONY PANDA

=====

[Ragnarok - Cockpit]

- Yes, surely I am in Abadan Plains...

- When in control, you can talk to pilot of Ragnarok to get back to world map.  
Otherwise, if you're ready, take the cockpit elevator, exit NE.

[Ragnarok - Entrance]

- Exit N to appear inside Loony Panda.

[Loony Panda]

- As soon as you move bit closer...

----- HERE COME NEW CHALLENGERS! -----  
RAIJIN & FUJIN  
----- HERE COME NEW CHALLENGERS! -----

RAIJIN -----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 43\*1 | 5400 ~ 22200\*2 | 12 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----  
FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x(-1) | x 1 | x 1,5 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0  
LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 5400 | 32 | 52 | 3 | 1 | 30 | 2  
10 | 9000 | 53 | 69 | 13 | 3 | 32 | 3  
20 | 13000 | 75 | 88 | 24 | 6 | 33 | 3  
30 | 17000 | 98 | 106 | 36 | 8 | 35 | 4  
40 | 21000 | 120 | 125 | 47 | 11 | 37 | 4  
43 | 22200 | --- | --- | --- | --- | --- | ---  
44 | 22600 | 129 | 132 | 51 | 12 | 37 | 4

----- STATUS AFFINITIES -----  
KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | 40 | - | - | - | 50 | 100 | 40 | - | 100 | 10

----- The End: yes -----  
DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | 70 | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----  
L 1~19 | Thunder, Protect, Shell | Couldn't Devour!  
L20~29 | Thunder, Thundara, Protect, Shell | Couldn't Devour!  
L30~43 | Thundara, Thundaga, Protect, Shell | Couldn't Devour!

----- MUGGED ITEMS -----  
L 1~19 | Power Wrist, Power Wrist, Power Wrist, Power Wrist  
L20~29 | Power Wrist, Power Wrist, Power Wrist, Power Wrist  
L30~43 | Power Wrist, Power Wrist, Power Wrist, Power Wrist

----- DROPPED ITEMS ----- Card drop: none  
L 1~19 | 3x Str Up, 4x Str Up, 5x Str Up, 6x Str Up  
L20~29 | 3x Str Up, 4x Str Up, 5x Str Up, 6x Str Up  
L30~100 | 3x Str Up, 4x Str Up, 5x Str Up, 6x Str Up

----- SCAN -----

Works with Fujin and Seifer. Still relies on his strength, but can now use support magic as well.

----- ATTACK LIST -----

- 01. (Pole strike) - SE no-name PA  
CM - Higher Vit, Protect, Defend, put Darkness on Raijin
- 02. (Powered-up fist blow) - SE no-name PA  
CM - Higher Vit, Protect, Defend
- 03. Aura - SA Support class magic  
SP - under Aura Raijin's Str is doubled  
EF - adds Aura  
CM - Dispel, Reflect on Raijin
- 04. Raijin Special - SE PA  
SP - always deals critical damage and always hits  
CM - Higher Vit, Protect, Defend

----- NOTES -----

- \*1 - According to Ultimania, in Japanese version Raijin's highest level is lv44.
- \*2 - According to Ultimania, in Japanese version Raijin's highest HP is 22600 HP.

----- FUJIN -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 43\*1 | 5300 ~ 17900\*2 | 8 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1,5 | x(-1) | x 1 | x 1 | yes

----- BASIC STATISTICS -----

EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	5300	24	31	8	121	30	10
10	8000	43	37	27	128	33	11
20	11000	63	44	48	136	35	12
30	14000	83	50	69	145	38	14
40	17000	103	58	90	153	40	14
43	17900	---	---	---	---	---	---
44	18200	110	61	99	156	41	15

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	40	-	-	-	50	100	40	-	100	10

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	70	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

----- DEVOUR TASTE -----

L 1~19	Aero, Cure, Life	Couldn't Devour!
L20~29	Aero, Cura, Life	Couldn't Devour!
L30~43	Aero, Curaga, Full-life, Tornado	Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19	2x Megalixir, 2x Megalixir, 2x Megalixir, 2x Megalixir
L20~29	2x Megalixir, 2x Megalixir, 2x Megalixir, 2x Megalixir
L30~43	2x Megalixir, 2x Megalixir, 2x Megalixir, 2x Megalixir

----- DROPPED ITEMS -----

Card drop: none

L 1~19	Megalixir, Megalixir, Megalixir, Megalixir
L20~29	Megalixir, Megalixir, Megalixir, Megalixir
L30~43	Megalixir, Megalixir, Megalixir, Megalixir

----- SCAN -----

Assisting Seifer inside Lunatic Pandora. Uses support magic, as well as attack magic.

----- ATTACK LIST -----

- 01. Tornado - AE Wind class MA  
CM - Higher Spr, Shell, Defend, Wind class magic on EDJ

- 02. Meteor - AE No-element class MA  
CM - Higher Spr, Shell, Defend
- 03. Pain - SE Status class MA  
EF - adds Darkness, Silence and Poison  
CM - Higher Spr, Reflect, Blind on SDJ, Silence on SDJ, Bio on SDJ, Pain on SDJ
- 04. Sai - SE Special class PA  
IG - ignores Vit and always hits  
EF - lowers HP to 1  
CM - None, except defeating Fujin
- 05. Zan - SE PA  
SP - always hits  
CM - Higher Vit, Protect, Defend
- 06. Metsu - AE PA  
SP - always hits  
CM - Higher Vit, Protect, Defend
- 07. Regen - SA Support class magic  
EF - adds Regen  
CM - Dispel, Reflect on Fujin and/or Raijin
- 08. Haste - SA Support class magic  
EF - adds Haste  
CM - Dispel, Reflect on Fujin and/or Raijin
- 09. Confuse - SE Status class MA  
EF - adds Confuse  
CM - Higher Spr, Reflect, Confuse on SDJ
- 10. Slow - SE Status class MA  
EF - adds Slow  
CM - Higher Spr, Reflect, Slow on SDJ, Auto-Haste
- 11. Blind - SE Status class MA  
EF - adds Darkness  
CM - Higher Spr, Reflect, Blind or Pain on SDJ
- 12. Esuna - SA Support class magic  
EF - removes negative statuses  
CM - None

----- NOTES -----

- \*1 - According to Ultimania, in Japanese version Fujin's highest level is lv44.
- \*2 - According to Ultimania, in Japanese version Fujin's highest HP is 18200 HP.

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain, \*Eden\*  
 Zell / Irvine - Siren, Shiva, Alexander, Cerberus, Bahamut  
 Quistis - Quezo, Bros, Tonberry, Diablos, Cactuar

II. RECOMMENDED JUNCTION ABILITIES

GFs boxed like this [Shiva] means that they have forgotten that ability.  
 GFs boxed like this <Siren> means that they have learned that ability.

- 1. HP - [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren>  
- Holy, Healing class
- 2. Str - [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren>  
- Ultima, Meteor, Flare, Quake, Triple or Aura, any AC
- 3. Vit - [Quezo], [Shiva], Carbuncle, <Siren>, <Bros>  
- Meltdown, Healing class
- 4. Mag - [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros>  
- Ultima, Meteor, Flare, Quake or Triple, any AC
- 5. Spr - [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren>

- Full-life, Reflect or Dispel, Healing class
- 6. Spd - Pandemona, Cerberus, Quezo, \*Eden\*
- Haste
- 7. Eva - Cactuar, \*Eden\*, Shiva OR any GF you used Aegis Amulet on
- Triple, Ultima or Tornado
- 8. Hit - Diablos, Cerberus, \*Eden\*
- Double
- 9. Luck - Cactuar, Shiva OR any GF you used Luck-J Scroll on, Ifrit OR any GF  
you used Luck-J Scroll on
- Ultima, Pain, Death, Triple or Aura
- 10. El.Att.J - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alex, Doom
- Poison class, \*no\* Thunder class or Wind class
- 11. El.Def.J - Quezo, Shiva, Ifrit, Bros, Pandemona
- Wind class
- 12. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander
- Wind class
- 13. El.Def.Jx4 - Quezo, Shiva, Ifrit OR any GF you used Elem Guard on, Alex, Doom
- Wind class
- 14. St.Att.J - Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain
- Sleep
- 15. St.Def.J - Siren, Carbuncle, Cerberus
- Confuse OR Pain
- 16. St.Def.Jx2 - Siren, Carbuncle, Cerberus
- Confuse and Pain
- 17. St.Def.Jx4 - Quezo, Cerberus, Doomtrain
- Confuse and Pain

### III. RECOMMENDED COMMAND ABILITIES

#### Squall

- Slot 1 - Attack - N/A
- Slot 2 - Recover / Magic - Leviathan / Any
- Slot 3 - Darkside / Draw - Doomtrain / Any
- Slot 4 - Item - Any

#### Zell / Irvine

- Slot 1 - Mug - Bahamut
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Revive - Alexander

#### Quistis

- Slot 1 - Mug / Attack - Diablos / N/A
- Slot 2 - Magic / Defend - Any / Cactuar OR Bros
- Slot 3 - Item - Any
- Slot 4 - Darkside - Diablos

### IV. RECOMMENDED CHARACTER ABILITIES

#### Squall

- Slot 1 - Vit+60% / Whatever - Ifrit OR any GF you used Adamantine on / Any
- Slot 2 - Str+60% / Str+??% - Ifrit / Ifrit
- Slot 3 - Spr+60% / HP+??% - Ifrit / Carbuncle
- Slot 4 - Auto-Haste / Spr+??% - Ifrit OR any GF you used Accelerator on / Levi

#### Zell / Irvine

- Slot 1 - Spr+60% / Vit+40% - Shiva / Shiva
- Slot 2 - Vit+60% / Whatever - Shiva OR any GF you used Adamantine on / Any
- Slot 3 - Str+60% / Str+??% - Shiva / Shiva
- Slot 4 - Auto-Haste / Spr+??% - Cerberus, Shiva OR any GF you used Accelerator

Quistis

Slot 1 - Spr+60% / Str+60% / HP+??% - Quezo / Bros

Slot 2 - Vit+60% / Whatever - Quezo OR any GF you used Adamantine on / Any

Slot 3 - Str+60% / Whatever - Quezo / Bros

Slot 4 - Auto-Haste / Mag+60% - Quezo OR any GF you used Accelerator on / Quezo

----- STRATEGY -----

Raijin: 'See, just like I said, ya know?'

Fujin: '.....'

Fujin's arsenal of attacks has vastly improved since last encounter - Pain (Pain on St.Def.J), Confuse (Confuse on St.Def.J), Meteor (high Sor), Metsu (high Vit), Regen, Haste... whoa! My kind of tough woman.

Raijin's attacks haven't vastly improved - he lost Hi-Potion, but now knows Aura. He also gains a new physical attack - an animation shows Raijin powering up his fist and then jumping to target member punching him/her and at same time releasing the energy gathered in his fist in a big explosion.

As usual, cast Meltdown on Fujin and Raijin first.

When Fujin wastes a few turns...

Fujin: 'DECISION.'

'DESTROY. HELP, SEIFER.'

She will now use Meteor. This is the only time in entire fight she uses it.

When Raijin 'wastes' a few turns...

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

He will now cast Aura on himself...

Raijin: 'Prepare yourself for defeat!'

And immediately afterward he'll execute Raijin Special. From now on he is able to Raijin Special you any time he wishes - he doesn't have to be under Aura status. Be vary, tho' - for the duration of Aura Raijin Special is twice as powerful.

So take care that your HP is high (high Spr, high Vit) when Fujin uses Meteor. To prevent Raijin from Raijin Special-izing into you five much, throw Reflect at him before he Aura-s himself.

Raijin and Fujin are extremely vulnerable to Sleep, so use this to your advantage. It's a good thing to assign one member as a medic for this fight - have this member on a standby. If Fujin uses Sai, you will immediately have a member available to do the necessary healing. Zan and Metsu (beefed up version of Zan) aren't that dangerous - or at least nothing that high Vit couldn't take care of.

Beat Raijin at about 50% of his HP remaining...

Raijin: 'Not bad, Squall!'

'I can see why you're Seifer's rival!'

Beat Raijin at about 25% of his HP remaining...

Raijin: 'Whoa... Wow!'

'No wonder Seifer fears ya!'

Mug Fujin for 2x Megalixir - otherwise she drops Megalixir. If you Mug Raijin, you'll get Power Wrist - otherwise he drops few Str Up items, which is a better bounty to look for.

Send final greetings to Raijin...  
Raijin: 'I... I lost again, ya know...'

Send final greetings to Fujin...  
Fujin: 'CALLOUS...'

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

- By the way, I already collected everything here with Zell, and in case you want to do it now with Squall, refer to earlier Loony Panda excursion entry.

- All monsters inside Loony Panda are lvl.

- Exit SW, then exit N, talk to Biggs and Wedge, save at SPN, exit W, exit SW, board elevator no.2, board elevator no.1, exit N, save at SPN, exit N...

----- HERE COME NEW CHALLENGERS! -----

MOBILE TYPE 8, LEFT PROBE & RIGHT PROBE

----- HERE COME NEW CHALLENGERS! -----

MOBILE TYPE 8 -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 41 | 30300 ~ 42300\*1 | 40 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 2 |mag-miss| x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	30300	23	10	64	10	50	0
10	33000	40	10	80	10	52	0
20	36000	58	11	97	10	53	1
30	39000	76	11	114	10	55	1
40	42000	94	12	131	10	57	1
41	42300	96	12	133	10	57	1

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Fire, Blizzard, Thunder, Flare | Couldn't Devour!  
L20~29 | Fira, Blizzara, Thundara, Flare | Couldn't Devour!  
L30~41 | Firaga, Blizzaga, Thundaga, Flare | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | 2x Laser Cannon, 2x Laser Cannon, 3x Laser Cannon, 4x Laser Cannon  
L20~29 | Laser Cannon, 2x Laser Cannon, 3x Laser Cannon, 4x Laser Cannon  
L30~41 | Laser Cannon, 2x Laser Cannon, 3x Laser Cannon, 4x Laser Cannon

----- DROPPED ITEMS ----- Card drop: none

L 1~19 | Laser Cannon, 2x Laser Cannon, 3x Laser Cannon, 4x Laser Cannon  
L20~29 | Laser Cannon, 2x Laser Cannon, 3x Laser Cannon, 4x Laser Cannon  
L30~41 | Laser Cannon, 2x Laser Cannon, 3x Laser Cannon, 4x Laser Cannon

----- SCAN -----

Its beam and laser attacks go far beyond the damage of any modern weapons. [Fly Monster]

----- ATTACK LIST -----

- (Laser whip) - SE no-name PA  
SP - used in \*MOBILE ON, SUPPORT OFF\*  
CM - Higher Vit, Protect, Defend
- Corona - AE Special class PA

IG - ignores Vit

SP - first move used when boss changes into \*MOBILE OFF, SUPPORT ON\*

EF - reduces HP to 1

CM - None, except Invincible

03. Megido Flame - AE Special class & No-element MA

IG - ignores Spr

SP - last move used before boss returns to \*MOBILE ON, SUPPORT OFF\*

CM - Shell, Defend

Special 'moves':

01. 'Mobile Weaponry attack mode ON' & 'Support Weaponry attack mode OFF'

SP - Mobile Type 8 will be the one doing the attacks for a few turns.

Attacking MT8 will result in MT8 countering with Twin Homing Laser.

02. 'Mobile Weaponry attack mode OFF' & 'Support Weaponry attack mode ON'

SP - MT8 will discontinue the attacks for a while. First attack used will be Corona which drops everybody's HP to 1 - heal immediately or Probes will strike you down. Last attack used before modes change again will be Megido Flame. Attacking any Probe in this mode will result in that Probe countering by Homing Laser.

NOTES

\*1 - According to Ultimania, in Japanese version Type 8's HP range is 30400 ~ 46400 HP.

LEFT PROBE

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 41 | 5100 ~ 9100 | 0 | Rare card : Can't turn into a card! | no

ELEMENTAL AFFINITIES

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | mag-miss | x 1 | x 1 | x 1 | x 1 | no

BASIC STATISTICS EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 5100 | 12 | 255 | 9 | 255 | 50 | 15  
10 | 6000 | 24 | 255 | 31 | 255 | 52 | 17  
20 | 7000 | 37 | 255 | 54 | 255 | 53 | 19  
30 | 8000 | 50 | 255 | 77 | 255 | 55 | 20  
40 | 9000 | 62 | 255 | 100 | 255 | 57 | 22  
41 | 9100 | 64 | 255 | 102 | 255 | 57 | 22

STATUS AFFINITIES

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | - | - | - | -

The End: no

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

DRAWABLE MAGIC DEVOUR TASTE

L 1~19 | Cure, Esuna | Couldn't Devour!  
L20~29 | Cura, Esuna | Couldn't Devour!  
L30~41 | Curaga, Esuna | Couldn't Devour!

MUGGED ITEMS

L 1~19 | 2x Vit Up, 2x Vit Up, 4x Vit Up, 4x Vit Up  
L20~29 | 2x Vit Up, 2x Vit Up, 4x Vit Up, 4x Vit Up  
L30~41 | 2x Vit Up, 2x Vit Up, 4x Vit Up, 4x Vit Up

DROPPED ITEMS Card drop: none

L 1~19 | none  
L20~29 | none  
L30~41 | none

SCAN

Mobile Type 8's left shoulder. Acts on its own as a machine. Has auto-recovery and attack functions. [Fly Monster]

ATTACK LIST

- 01. (Spin dash) - SE no-name PA  
 SP - used in \*MOBILE OFF, SUPPORT ON\*  
 CM - Higher Vit, Protect, Defend
- 02. Homing Laser - SE No-element MA, counter  
 SP - used when Left Probe is attacked during \*MOBILE OFF, SUPPORT ON\*  
 CM - Higher Spr, Shell, Defend
- 03. Twin Homing Laser - AE No-element MA, joined counter  
 SP - used in conjunction with Right Probe whenever MT8 is attacked during  
 \*MOBILE ON, SUPPORT OFF\*  
 CM - Higher Spr, Shell, Defend

-----  
 RIGHT PROBE -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 41 | 5100 ~ 9100 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1 |mag-miss| x 1 | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	5100	12	255	9	255	50	15
10	6000	24	255	31	255	52	17
20	7000	37	255	54	255	53	19
30	8000	50	255	77	255	55	20
40	9000	62	255	100	255	57	22
41	9100	64	255	102	255	57	22

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	-

The End: no

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VI0
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L	Range	Item	Devour Taste
L 1~19	Cure, Demi	Couldn't Devour!	
L20~29	Cura, Demi	Couldn't Devour!	
L30~41	Curaga, Demi	Couldn't Devour!	

----- MUGGED ITEMS -----

L	Range	Item
L 1~19	2x Str Up, 2x Str Up, 4x Str Up, 4x Str Up	
L20~29	2x Str Up, 2x Str Up, 4x Str Up, 4x Str Up	
L30~41	2x Str Up, 2x Str Up, 4x Str Up, 4x Str Up	

----- DROPPED ITEMS ----- Card drop: none

L	Range	Item
L 1~19	none	
L20~29	none	
L30~41	none	

----- SCAN -----

Mobile Type 8's right shoulder. Acts on its own as a machine. Has auto-recovery and attack functions. [Fly Monster]

----- ATTACK LIST -----

- 01. (Spin dash) - SE no-name PA  
 SP - used in \*MOBILE OFF, SUPPORT ON\*  
 CM - Higher Vit, Protect, Defend
- 02. Homing Laser - SE No-element MA, counter  
 SP - used when Right Probe is attacked during \*MOBILE OFF, SUPPORT ON\*  
 CM - Higher Spr, Shell, Defend
- 03. Twin Homing Laser - AE No-element MA, joined counter  
 SP - used in conjunction with Left Probe whenever MT8 is attacked during  
 \*MOBILE ON, SUPPORT OFF\*  
 CM - Higher Spr, Shell, Defend

----- PREPARATION -----



## I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain, \*Eden\*  
Zell / Irvine - Siren, Shiva, Alexander, Cerberus, Bahamut  
Quistis - Quezo, Bros, Tonberry, Diablos, Cactuar

## II. RECOMMENDED JUNCTION ABILITIES

GFS boxed like this [Shiva] means that they have forgotten that ability.  
GFS boxed like this <Siren> means that they have learned that ability.

1. HP - [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren>  
- Holy, otherwise Healing class
2. Str - [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren>  
- Ultima, Meteor, Flare, Quake, Triple, Tornado or Aura, any AC
3. Vit - [Quezo], [Shiva], Carbuncle, <Siren>, <Bros>  
- Meltdown, Healing class
4. Mag - [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros>  
- Ultima, Meteor, Flare, Quake, Tornado or Triple, any AC
5. Spr - [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren>  
- Full-life, Reflect or Dispel, Healing class
6. Spd - Pandemona, Cerberus, Quezo, \*Eden\*  
- Haste
7. Eva - Cactuar, \*Eden\*, Shiva OR any GF you used Aegis Amulet on  
- Triple, Ultima or Tornado
8. Hit - Diablos, Cerberus, \*Eden\*  
- Double
9. Luck - Cactuar, Shiva OR any GF you used Luck-J Scroll on, Ifrit OR any GF  
you used Luck-J Scroll on  
- Ultima, Pain, Death, Triple or Aura
10. El.Att.J - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alex, Doom  
- Thunder class
11. El.Def.J - Quezo, Shiva, Ifrit, Bros, Pandemona  
- No magic needed
12. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander  
- No magic needed
13. El.Def.Jx4 - Quezo, Shiva, Ifrit OR any GF you used Elem Guard on, Alex, Doom  
- No magic needed
14. St.Att.J - Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain  
- No magic needed
15. St.Def.J - Siren, Carbuncle, Cerberus  
- No magic needed
16. St.Def.Jx2 - Siren, Carbuncle, Cerberus  
- No magic needed
17. St.Def.Jx4 - Quezo, Cerberus, Doomtrain  
- No magic needed

## III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 - Attack - N/A  
Slot 2 - Recover / Magic - Leviathan / Any  
Slot 3 - Darkside / Draw - Doomtrain / Any  
Slot 4 - Item - Any

Zell / Irvine

Slot 1 - Mug - Bahamut  
Slot 2 - Magic - Any  
Slot 3 - Draw - Any  
Slot 4 - Revive - Alexander

Quistis

Slot 1 - Mug / Attack - Diablos / N/A  
Slot 2 - Magic / Defend - Any / Cactuar OR Bros  
Slot 3 - Item - Any  
Slot 4 - Darkside - Diablos

#### IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 - Vit+60% / Whatever - Ifrit OR any GF you used Adamantine on / Any  
Slot 2 - Str+60% / Str+??% - Ifrit / Ifrit  
Slot 3 - Spr+60% / HP+??% - Ifrit / Carbuncle  
Slot 4 - Auto-Haste / Spr+??% - Ifrit OR any GF you used Accelerator on / Levi

Zell / Irvine

Slot 1 - Spr+60% / Vit+40% - Shiva / Shiva  
Slot 2 - Vit+60% / Whatever - Shiva OR any GF you used Adamantine on / Any  
Slot 3 - Str+60% / Str+??% - Shiva / Shiva  
Slot 4 - Auto-Haste / Spr+??% - Cerberus, Shiva OR any GF you used Accelerator on / Shiva

Quistis

Slot 1 - Spr+60% / Str+60% / HP+??% - Quezo / Bros  
Slot 2 - Vit+60% / Whatever - Quezo OR any GF you used Adamantine on / Any  
Slot 3 - Str+60% / Whatever - Quezo / Bros  
Slot 4 - Auto-Haste / Mag+60% - Quezo OR any GF you used Accelerator on / Quezo

#### ----- STRATEGY -----

'Mobile Weaponry attack mode ON'  
'Support Weaponry attack mode OFF'

Pay attention to these messages. Whenever you'll attack Mobile Type 8 during this mode, you'll get countered by Twin Homing Laser. So use these few turns to Mug few Str Ups from Right Probe and few Vit Ups from Left Probe. All attacks used in this mode will be boss' weak (Laser whip).

After a few turns...

'Mobile Weaponry attack mode OFF'  
'Support Weaponry attack mode ON'

Now be careful and have all members at standby. First thing launched at you will be Corona - all members' HP drops to measly 1 HP. Heal at once (Megalixir helps a lot). After Corona dealt its damage, it's time that you concentrate on Mobile Type 8 that just split itself. Don't attack any Probe or it'll counter with Homing Laser. Cast Meltdown on Mobile Type 8 for starters. Then cast Aura on Squall and let him unleash a good Renzo or two (boss' Vit is somewhat low, so make sure you abuse that).

If boss still lives, make yourself weary of Megido Flame (it ignores Spr), another dangerous move that Mobile Type 8 uses before switching modes. Members low on HP will most certainly meet their doom. Even though it is advantageous to be left at critical state, you never know when you're gonna get struck with some powerful move.

'Mobile Weaponry attack mode ON'  
'Support Weaponry attack mode OFF'

The pattern repeats itself throughout the entire fight. Well, except for Vit



LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	3700	38	101	9	121	45	0
10	10000	56	105	52	125	48	1
20	17000	76	111	94	131	50	1
30	24000	96	116	132	136	52	2
40	31000	115	122	164	142	54	2
45	34500	124	125	179	145	55	2

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	-

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	100	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19	Fire, Thunder, Blizzard	Couldn't Devour!
L20~29	Fira, Thundara, Blizzara	Couldn't Devour!
L30~45	Firaga, Thundaga, Blizzaga, Aura	Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19	Hero, Hero, Holy War, Holy War
L20~29	Hero, Hero, Holy War, Holy War
L30~45	Hero, Hero, Holy War, Holy War

----- DROPPED ITEMS ----- Card drop: none

L 1~19	Hero, Hero, Holy War, Holy War
L20~29	Hero, Hero, Holy War, Holy War
L30~45	Hero, Hero, Holy War, Holy War

----- SCAN -----

To retain his pride as a Sorceress' Knight, he is determined to win. His skills are even more deadly.

----- ATTACK LIST -----

01. (Sword swipe) - SE no-name PA  
CM - Higher Vit, Protect, Defend
02. Firaga - SE Fire class MA  
CM - Higher Spr, Shell, Reflect, Defend, Fire class magic on EDJ
03. Bloodfest - AE PA  
SP - will be used more often as Seifer nears his defeat  
CM - Higher Vit, Protect, Defend
04. Flare - SE No-element class MA  
CM - Higher Spr, Shell, Reflect, Defend
05. Zantetsuken Reverse  
SP - used against somebody specific

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain, \*Eden\*  
Zell / Irvine - Siren, Shiva, Alexander, Cerberus, Bahamut  
Quistis - Quezo, Bros, Tonberry, Diablos, Cactuar

II. RECOMMENDED JUNCTION ABILITIES

Gfs boxed like this [Shiva] means that they have forgotten that ability.  
Gfs boxed like this <Siren> means that they have learned that ability.

1. HP - [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren>  
- Holy, Healing class
2. Str - [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren>  
- Ultima, Meteor, Flare, Quake, Triple, Tornado or Aura, any AC
3. Vit - [Quezo], [Shiva], Carbuncle, <Siren>, <Bros>  
- Meltdown, Healing class
4. Mag - [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros>

- Ultima, Meteor, Flare, Quake, Tornado or Triple, any AC
- 5. Spr - [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren>
  - Full-life, Reflect or Dispel, Healing class
- 6. Spd - Pandemona, Cerberus, Quezo, \*Eden\*
  - Haste
- 7. Eva - Cactuar, \*Eden\*, Shiva OR any GF you used Aegis Amulet on
  - Triple, Ultima or Tornado
- 8. Hit - Diablos, Cerberus, \*Eden\*
  - Double
- 9. Luck - Cactuar, Shiva OR any GF you used Luck-J Scroll on, Ifrit OR any GF you used Luck-J Scroll on
  - Ultima, Pain, Death, Triple or Aura
- 10. El.Att.J - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alex, Doom
  - Poison class
- 11. El.Def.J - Quezo, Shiva, Ifrit, Bros, Pandemona
  - Fire class
- 12. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander
  - Fire class
- 13. El.Def.Jx4 - Quezo, Shiva, Ifrit OR any GF you used Elem Guard on, Alex, Doom
  - Fire class
- 14. St.Att.J - Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain
  - No magic needed
- 15. St.Def.J - Siren, Carbuncle, Cerberus
  - No magic needed
- 16. St.Def.Jx2 - Siren, Carbuncle, Cerberus
  - No magic needed
- 17. St.Def.Jx4 - Quezo, Cerberus, Doomtrain
  - No magic needed

### III. RECOMMENDED COMMAND ABILITIES

#### Squall

- Slot 1 - Attack - N/A
- Slot 2 - Recover / Magic - Leviathan / Any
- Slot 3 - Draw - Any
- Slot 4 - Darkside / Item - Doomtrain / Any

#### Zell / Irvine

- Slot 1 - Mug - Bahamut
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Revive - Alexander

#### Quistis

- Slot 1 - Mug / Attack - Diablos / N/A
- Slot 2 - Magic / Defend - Any / Cactuar OR Bros
- Slot 3 - Draw - Any
- Slot 4 - Darkside - Diablos

### IV. RECOMMENDED CHARACTER ABILITIES

#### Squall

- Slot 1 - Vit+60% / Whatever - Ifrit OR any GF you used Adamantine on / Any
- Slot 2 - Str+60% / Str+??% - Ifrit / Ifrit
- Slot 3 - Spr+60% / HP+??% - Ifrit / Carbuncle
- Slot 4 - Auto-Haste / Spr+??% - Ifrit OR any GF you used Accelerator on / Levi

#### Zell / Irvine

- Slot 1 - Spr+60% / Vit+40% - Shiva / Shiva
- Slot 2 - Vit+60% / Whatever - Shiva OR any GF you used Adamantine on / Any

Slot 3 - Str+60% / Str+??% - Shiva / Shiva

Slot 4 - Auto-Haste / Spr+??% - Cerberus, Shiva OR any GF you used Accelerator on / Shiva

Quistis

Slot 1 - Spr+60% / Str+60% / HP+??% - Quezo / Bros

Slot 2 - Vit+60% / Whatever - Quezo OR any GF you used Adamantine on / Any

Slot 3 - Str+60% / Whatever - Quezo / Bros

Slot 4 - Auto-Haste / Mag+60% - Quezo OR any GF you used Accelerator on / Quezo

----- STRATEGY -----

Make sure that you have accomplished these things:

- You didn't get Odin!
- You have Draw command junctioned
- You have high Vit
- You have Fire class magic on El.Def.J

First stock up on Aura if Seifer is lv30+. This is the only fight in whole game that you can Draw Aura from an enemy, so don't miss it. Once you have 100x Aura for each member, Draw and cast Aura on your members and then pummel Seifer into oblivion. Firaga and Bloodfest are nothing to be afraid of.

When Seifer is finally defeated...

Seifer: 'Is this...the end...?'

Special note: In case you got Odin, as soon as battle starts, Odin will attempt to Zantetsuken Seifer...

Squall: 'Odin...!?'

Seifer: 'Hah, I won't go down that easy.'

'Show me what you got, Squall!'

'Let me add another scar for ya!'

Then halfway thru the fight...

Gilgamesh: 'You gave me the 4th one...'

'Huh? Was it you...?'

'Then dodge my sword!'

'Eat this!!!'

Seifer: 'Ergwahhhh!!!'

Gilgamesh: 'Where is the dimensional interval...?'

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

-----  
Unjunctionable Guardian Force - Gilgamesh!  
-----

- If Odin was obtained before end of disc 3, he will switch places with Gilgamesh. Unlike Odin, Gilgamesh can appear at any time during battle. When he does, he'll choose one of four possible attacks:

- > Zantetsuken - attempt to insta-kill all foes
- > Excalipoor - 1 damage to all enemies
- > Masamune - moderate damage to all enemies
- > Excalibur - big damage to all enemies

- Save your game and pop in disc 4.

- Exit S, then cross a piece of junk to your right, climb a ladder, and use the piece of the machine to go higher up.

- Cross the bridge, save at invisible SPN, and enter the doorway...

----- HERE COME NEW CHALLENGERS! -----

ADEL & RINOA

----- HERE COME NEW CHALLENGERS! -----

ADEL -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 46 | 6000 ~ 51000 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1,5 | x 1 | x(-1) | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	6000	46	32	59	42	35	0
10	15000	64	47	78	61	40	1
20	25000	83	65	98	82	44	1
30	35000	101	82	118	103	49	2
40	45000	120	100	137	124	53	2
46	51000	131	110	148	136	56	2

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19	Fire, Thunder, Blizzard	Couldn't Devour!
L20~29	Fira, Thundara, Blizzara	Couldn't Devour!
L30~46	Firaga, Thundaga, Blizzaga	Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19	Samantha Soul, Samantha Soul, Samantha Soul, Samantha Soul
L20~29	Samantha Soul, Samantha Soul, Samantha Soul, Samantha Soul
L30~46	Samantha Soul, Samantha Soul, Samantha Soul, Samantha Soul

----- DROPPED ITEMS ----- Card drop: none

L 1~19	none
L20~29	none
L30~46	none

----- SCAN -----

Esthar's ruler before Laguna and company confined her. Released by Ultimecia, and regaining strength.

----- ATTACK LIST -----

- (Drain) - SA Status class MA  
SP - Adel will continuously (Drain) Rinoa's HP; once HP is drained, Adel will use one of her attacks - if Rinoa's HP reaches 0, it's Game Over  
CM - Cast Cure, Cura, Curaga, Regen on Rinoa, use Recover command on Rinoa
- Meteor - AE No-element class MA  
CM - Higher Spr, Shell, Defend
- Quake - AE Earth class MA  
CM - Higher Spr, Shell, Defend, Earth class magic on EDJ
- Flare - SE No-element class MA  
CM - Higher Spr, Shell, Reflect, Defend
- Energy Bomber - SE PA  
SP - always deals critical damage  
CM - Higher Vit, Protect, Defend
- 'Magical powers are concentrated on Adel!' - NEA move  
SP - when this message pops up, next attack Adel will execute is Ultima  
CM - None
- Ultima - AE No-element class MA

SP - used a few turns after 'Magical powers are concentrated on Adel!' message popped up

CM - Higher Spr, Shell, Defend

08. Holy - SE Holy class MA

CM - Higher Spr, Shell, Reflect, Defend, Holy on EDJ

RINOA

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 46 | 6021 ~ 9036 | 0 | Rare card : Can't turn into a card! | no

ELEMENTAL AFFINITIES

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | no

BASIC STATISTICS EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	6021	4	1	65	1	20	0
10	6300	7	1	83	2	20	1
20	6800	10	1	102	3	20	1
30	7500	13	1	122	4	20	2
40	8400	15	1	141	6	20	2
46	9036	17	1	152	6	20	2

STATUS AFFINITIES

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	80	-	80	80	-	-	-	-	-	-	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
80	-	-	-	100	-	100	100	100	-	100	100	100

DRAWABLE MAGIC

DEVOUR TASTE

L 1~19	Esuna, Dispel, Regen	Couldn't Devour!
L20~29	Esuna, Dispel, Regen	Couldn't Devour!
L30~46	Esuna, Dispel, Regen	Couldn't Devour!

MUGGED ITEMS

L 1~19	8x Megalixir, 8x Megalixir, 8x Megalixir, 8x Megalixir
L20~29	8x Megalixir, 8x Megalixir, 8x Megalixir, 8x Megalixir
L30~46	8x Megalixir, 8x Megalixir, 8x Megalixir, 8x Megalixir

DROPPED ITEMS Card drop: none

L 1~19	none
L20~29	none
L30~46	none

SCAN

Rinoa is being junctioned by Adel. Immobile, because Adel is absorbing her powers. Can be released by defeating Adel.

ATTACK LIST

none

PREPARATION

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain, \*Eden\*  
Zell / Irvine - Siren, Shiva, Alexander, Cerberus, Bahamut  
Quistis - Quezo, Bros, Tonberry, Diablos, Cactuar

II. RECOMMENDED JUNCTION ABILITIES

GFS boxed like this [Shiva] means that they have forgotten that ability.  
GFS boxed like this <Siren> means that they have learned that ability.

- HP - [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren>  
- Holy, otherwise Healing class
- Str - [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren>



- Ultima, Meteor, Flare, Triple, Tornado or Aura, any AC
- 3. Vit - [Quezo], [Shiva], Carbuncle, <Siren>, <Bros>
  - Meltdown, Healing class
- 4. Mag - [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros>
  - Ultima, Meteor, Flare, Tornado or Triple, any AC
- 5. Spr - [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren>
  - Full-life, Reflect or Dispel, Healing class
- 6. Spd - Pandemona, Cerberus, Quezo, \*Eden\*
  - Haste
- 7. Eva - Cactuar, \*Eden\*, Shiva OR any GF you used Aegis Amulet on
  - Triple, Ultima or Tornado
- 8. Hit - Diablos, Cerberus, \*Eden\*
  - Double
- 9. Luck - Cactuar, Shiva OR any GF you used Luck-J Scroll on, Ifrit OR any GF you used Luck-J Scroll on
  - Ultima, Pain, Death, Triple or Aura
- 10. El.Att.J - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alex, Doom
  - No magic needed
- 11. El.Def.J - Quezo, Shiva, Ifrit, Bros, Pandemona
  - Earth class
- 12. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander
  - Earth class
- 13. El.Def.Jx4 - Quezo, Shiva, Ifrit OR any GF you used Elem Guard on, Alex, Doom
  - Earth class
- 14. St.Att.J - Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain
  - No magic needed
- 15. St.Def.J - Siren, Carbuncle, Cerberus
  - No magic needed
- 16. St.Def.Jx2 - Siren, Carbuncle, Cerberus
  - No magic needed
- 17. St.Def.Jx4 - Quezo, Cerberus, Doomtrain
  - No magic needed

### III. RECOMMENDED COMMAND ABILITIES

#### Squall

- Slot 1 - Attack - N/A
- Slot 2 - Recover / Magic - Leviathan / Any
- Slot 3 - Draw - Any
- Slot 4 - Darkside / Item - Doomtrain / Any

#### Zell / Irvine

- Slot 1 - Mug - Bahamut
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Revive - Alexander

#### Quistis

- Slot 1 - Mug / Attack - Diablos / N/A
- Slot 2 - Magic / Defend - Any / Cactuar OR Bros
- Slot 3 - Draw - Any
- Slot 4 - Darkside - Diablos

### IV. RECOMMENDED CHARACTER ABILITIES

#### Squall

- Slot 1 - Vit+60% / Whatever - Ifrit OR any GF you used Adamantine on / Any
- Slot 2 - Auto-Shell / Str+60% / Str+??% - Ifrit OR any GF you used Moon Curtain on / Ifrit / Ifrit
- Slot 3 - Spr+60% / HP+??% - Ifrit / Carbuncle

Slot 4 - Auto-Haste / Spr+??% - Ifrit OR any GF you used Accelerator on / Levi

Zell / Irvine

Slot 1 - Spr+60% / Vit+40% - Shiva / Shiva

Slot 2 - Vit+60% / Whatever - Shiva OR any GF you used Adamantine on / Any

Slot 3 - Auto-Shell / Str+60% / Str+??% - Shiva OR any GF you used Moon Curtain  
on / Shiva / Shiva

Slot 4 - Auto-Haste / Spr+??% - Cerberus, Shiva OR any GF you used Accelerator  
on / Shiva

Quistis

Slot 1 - Spr+60% / Str+60% / HP+??% - Quezo / Bros

Slot 2 - Vit+60% / Whatever - Quezo OR any GF you used Adamantine on / Any

Slot 3 - Auto-Shell / Str+60% / Whatever - Quezo OR any GF you used Moon  
Curtain on / Quezo / Bros

Slot 4 - Auto-Haste / Mag+60% - Quezo OR any GF you used Accelerator on / Quezo

----- STRATEGY -----

Zell: 'Gotta save Rinoa!'

Quistis: 'We're saving Rinoa!'

Selphie: 'We have to save Rinoa!'

Squall: 'Just go for Adel!'

Many people seem to come to an unconquerable obstacle when facing Adel, but in all truth it's all about strategy and right junctions. For junctions please refer to the above info on junctions, and for strategy - it's here.

To start, we'll first take care of ourselves. Do you have Auto-Shell character ability junctioned? No? In that case, cast Shell on all members at start of battle. Shell lasts enough time for us to kill Adel, but on the other hand, Auto-Shell lasts forever.

Next thing to do would be to cast Regen on your members. Healing for the fight has been taken care of. Now we'll help out Rinoa. Draw and cast Regen on her, then Shell her as well - doing so will halve (Drain) damage that Adel keeps using on Rinoa and for every (Drain) Adel will pull off successfully, Regen will kick in. Every time when Adel (Drain)-s Rinoa, Adel will immediately execute one of following attacks...

Meteor will \*always\* be first attack used - halve the damage by Shell

Quake - Quake on El.Def.J will heal you

Flare - halve the damage by Shell (do not be under Reflect or else Flare might bounce back at Rinoa)

Energy Bomber - halve the damage by Protect, nullify the damage by Defend

If somehow you still get crippled to low HP after some of these attacks, use items to heal. Do not take chances that you might just pull it off. Better play safe than sorry.

After few turns pass, 'Magical powers are concentrated on Adel!'. You'll also see visual change in Adel's stance. If you're low on HP, use recovery items (Megalixirs from Bahamut card) to restore lost HP. Don't heal with magic, cos it won't be as effective since you're Shelled. After some time passes again, Adel will unleash Ultima, her strongest attack - but you've made it thru (Shell status will halve the damage).

Then Adel will return to usual pattern - (Drain) on Rinoa, then throwing one of the above four attacks, then 'Magical powers...', Ultima, etc.

If Rinoa's Regen wears off (it doesn't last forever), cast Regen again. You

can't afford to lose cos of such careless mistake.

To get rid of Adel, cast Meltdown on Adel, then Aura on Zell / Irvine (whoever you have in your party). When Zell starts Dueling, only use Punch Rush and Booya. Do not use multiple target hits (My Final Heaven and such). Same goes for Irvine. Flame Shot, Scatter Shot and Hyper Shot are no-no. Armor Shot is a perfect choice - with Irvine's high Str-J Adel will face her doom in no time. Squall is not a character whose limits are recommended to use for this fight - Fated Circle and Blasting Zone are not your friends.

If you feel daring a bit, Mug Rinoa for 8x Megalixir. Adel carries 1x Samantha Soul. No items are dropped after the battle, so you might as well Mug these.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

- Watch the scenes that will be popping up...

[Commencement Room]

- Save your game at SPN, then exit N...

----- HERE COME NEW CHALLENGERS! -----

11x SORCERESS

----- HERE COME NEW CHALLENGERS! -----

First 6 are the same and I'll refer to them as Sorceress A.

Second 4 are the same and I'll refer to them as Sorceress B.

11th Sorceress is a unique one and I'll refer to her as Sorceress C.

SORCERESS A -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
45 | 3390 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
45 | 3390 | 73 | 10 | 202 | 1 | 50 | 2

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
80 | 80 | - | 80 | 40 | - | 70 | 80 | 100 | 100 | - | 100 | 100

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
80 | - | - | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L45 | Firaga, Thundaga, Blizzaga | Couldn't Devour!

----- MUGGED ITEMS -----

L45 | Meteor Stone, Ultima Stone, Ultima Stone, Ultima Stone

----- DROPPED ITEMS ---- Card drop: none

L45 | Flare Stone, Holy Stone, Meteor Stone, Ultima Stone

----- SCAN -----

Sorceress from beyond time who appeared due to Time Compression. Uses magic, but it is not very powerful.

----- ATTACK LIST -----

Note: All six Sorceresses A know (Telekinetic punch) and Esuna. However, each particular Sorceress A knows only one specific magic. These magics are listed in the exact order as the Sorceresses A keep pouring down.

01. (Telekinetic punch) - SE no-name PA

CM - Higher Vit, Protect, Defend

02. Fire - SE Fire class MA

- CM - Higher Spr, Shell, Reflect, Defend, Fire class magic on EDJ
- 03. Thunder - SE Thunder class MA
  - CM - Higher Spr, Shell, Reflect, Defend, Thunder class magic on EDJ
- 04. Fira - SE Fire class MA
  - CM - Higher Spr, Shell, Reflect, Defend, Fire class magic on EDJ
- 05. Blizzara - SE Ice class MA
  - CM - Higher Spr, Shell, Reflect, Defend, Ice class magic on EDJ
- 06. Thundara - SE Thunder class MA
  - CM - Higher Spr, Shell, Reflect, Defend, Thunder class magic on EDJ
- 07. Aero - SE Wind class MA
  - CM - Higher Spr, Shell, Reflect, Defend, Wind class magic on EDJ
- 08. Esuna - SA Support class magic
  - EF - removes negative statuses
  - CM - Silence on Sorceress A
- 09. (Summon next Sorceress) - NEA move
  - CM - None
- 10. Reflect - SA Support class magic
  - EF - adds Reflect
  - CM - Dispel, Silence on Sorceress A
- 11. Dispel - SE Status class MA
  - EF - removes any helpful statuses
  - CM - Silence on Sorceress A

-----  
 SORCERESS B -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 45 | 4496 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	x 1	x 1	x 1	x 1	x 1	yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
45	4496	98	10	176	1	40	2

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
80	80	-	80	40	-	70	80	100	-	-	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
80	-	-	-	100	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L45 | Haste, Double | Couldn't Devour!

----- MUGGED ITEMS -----

L45 | Meteor Stone, Ultima Stone, Ultima Stone, Ultima Stone

----- DROPPED ITEMS ----- Card drop: none

L45 | Flare Stone, Holy Stone, Meteor Stone, Ultima Stone

----- SCAN -----

Sorceress from beyond time who appeared due to Time Compression. Uses magic, but it is not very powerful.

----- ATTACK LIST -----

Note: All four Sorceresses B know (Telekinetic punch). However, each particular Sorceress B knows one or two specific magics. These magics are listed in the exact order as the Sorceresses B keep pouring down.

- 01. (Telekinetic punch) - SE no-name PA
  - CM - Higher Vit, Protect, Defend
- 02. Double - SA Support class magic
  - EF - adds Double (first and fourth Sorceress B can use this)
  - CM - Dispel
- 03. Thundaga - SE Thunder class MA
  - CM - Higher Spr, Shell, Reflect, Defend, Thunder class magic on EDJ
- 04. Quake - AE Earth class MA

- CM - Higher Spr, Shell, Defend, Earth class magic on EDJ
05. Meltdown - SE No-element and Status class MA  
 EF - adds Vit 0 (lowers Vit and Spr to 0) + No-element class magic damage  
 CM - Higher Spr, Shell, Defend, Reflect; to remove Vit 0, cast Esuna or use Treatment
06. Meteor - AE No-element class MA  
 CM - Higher Spr, Shell, Defend
07. Flare - SE No-element class MA  
 CM - Higher Spr, Shell, Reflect, Defend
08. (Summon next Sorceress) - NEA move  
 CM - None
09. Esuna - SA Support class magic  
 EF - removes negative statuses  
 CM - Silence on Sorceress B

-----  
 SORCERESS C -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 45 | 32498\*1 | 55 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	x 1	x 1	x 1	x 1	x 1	yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
45	32498	125	119	267	30	50	2

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	-

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L45 | Flare, Holy | Couldn't Devour!

----- MUGGED ITEMS -----

L45 | Meteor Stone, Ultima Stone, Ultima Stone, Ultima Stone

----- DROPPED ITEMS ----- Card drop: none

L45 | Flare Stone, Holy Stone, Meteor Stone, Ultima Stone

----- SCAN -----

Sorceress from beyond time who appeared due to Time Compression. Uses magic, but it is not very powerful.

----- ATTACK LIST -----

01. (Creepy touch) - SE no-name PA, counter  
 SP - used when attacked while \*not\* counting down to Ultima; always deals critical damage  
 CM - Higher Vit, Protect, Defend
02. "5" - "4" - "3" - "2" - "1" - NEA move  
 SP - when these numbers start popping up at the screen, Ultima is approaching and will be used after "1" is displayed; during countdown Sorceress C won't counterattack  
 CM - None
03. Ultima - AE No-element class MA  
 CM - Higher Spr, Shell, Defend

----- NOTES -----

\*1 - According to Ultimania, in Japanese version of the game Sorceress C has 32500 HP at lv45.

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain, \*Eden\*

Zell / Irvine - Siren, Shiva, Alexander, Cerberus, Bahamut  
Quistis - Quezo, Bros, Tonberry, Diablos, Cactuar

## II. RECOMMENDED JUNCTION ABILITIES

GFs boxed like this [Shiva] means that they have forgotten that ability.  
GFs boxed like this <Siren> means that they have learned that ability.

1. HP - [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren>  
- Holy, Healing class
2. Str - [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren>  
- Ultima, Meteor, Triple or Aura, any AC
3. Vit - [Quezo], [Shiva], Carbuncle, <Siren>, <Bros>  
- Meltdown, Healing class
4. Mag - [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros>  
- Ultima, Meteor or Triple, any AC
5. Spr - [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren>  
- Full-life, Reflect or Dispel, Healing class
6. Spd - Pandemona, Cerberus, Quezo, \*Eden\* - Haste
7. Eva - Cactuar, \*Eden\*, Shiva OR any GF you used Aegis Amulet on  
- Triple, Ultima or Tornado
8. Hit - Diablos, Cerberus, \*Eden\*  
- Double
9. Luck - Cactuar, Shiva OR any GF you used Luck-J Scroll on, Ifrit OR any GF  
you used Luck-J Scroll on  
- Ultima, Pain, Death, Triple or Aura
10. El.Att.J - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alex, Doom  
- No magic needed
11. El.Def.J - Quezo, Shiva, Ifrit, Bros, Pandemona  
- Earth class OR Thunder class OR Ice class OR Wind class OR Fire  
class
12. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander  
- Earth class and Thunder class OR Earth class and Ice class OR  
Earth class and Wind class OR Earth class and Fire class OR  
Thunder class and Ice class OR Thunder class and Wind class OR  
Thunder class and Fire class OR Ice class and Wind class OR  
Ice class and Fire class OR Wind class and Fire class
13. El.Def.Jx4 - Quezo, Shiva, Ifrit OR any GF you used Elem Guard on, Alex, Doom  
- any five-class combo above, Flare, Quake, Tornado and Protect
14. St.Att.J - Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain  
- Silence
15. St.Def.J - Siren, Carbuncle, Cerberus  
- No magic needed
16. St.Def.Jx2 - Siren, Carbuncle, Cerberus  
- No magic needed
17. St.Def.Jx4 - Quezo, Cerberus, Doomtrain  
- No magic needed

## III. RECOMMENDED COMMAND ABILITIES

Squall

- Slot 1 - Attack - N/A  
Slot 2 - Recover / Magic - Leviathan / Any  
Slot 3 - Draw - Any  
Slot 4 - Darkside / Item - Doomtrain / Any

Zell / Irvine

- Slot 1 - Mug - Bahamut  
Slot 2 - Magic - Any  
Slot 3 - Draw - Any

Slot 4 - Revive - Alexander

Quistis

Slot 1 - Mug / Attack - Diablos / N/A

Slot 2 - Magic / Defend - Any / Cactuar OR Bros

Slot 3 - Draw - Any

Slot 4 - Darkside - Diablos

#### IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 - Vit+60% / Whatever - Ifrit OR any GF you used Adamantine on / Any

Slot 2 - Auto-Shell / Str+60% / Str+??% - Ifrit OR any GF you used Moon Curtain  
on / Ifrit / Ifrit

Slot 3 - Spr+60% / HP+??% - Ifrit / Carbuncle

Slot 4 - Auto-Haste / Spr+??% - Ifrit OR any GF you used Accelerator on / Levi

Zell / Irvine

Slot 1 - Spr+60% / Vit+40% - Shiva / Shiva

Slot 2 - Vit+60% / Whatever - Shiva OR any GF you used Adamantine on / Any

Slot 3 - Auto-Shell / Str+60% / Str+??% - Shiva OR any GF you used Moon Curtain  
on / Shiva / Shiva

Slot 4 - Auto-Haste / Spr+??% - Cerberus, Shiva OR any GF you used Accelerator  
on / Shiva

Quistis

Slot 1 - Spr+60% / Str+60% / HP+??% - Quezo / Bros

Slot 2 - Vit+60% / Whatever - Quezo OR any GF you used Adamantine on / Any

Slot 3 - Auto-Shell / Str+60% / Whatever - Quezo OR any GF you used Moon  
Curtain on / Quezo / Bros

Slot 4 - Auto-Haste / Mag+60% - Quezo OR any GF you used Accelerator on / Quezo

#### ----- PREPARATION -----

This is easy fight until you get to 11th Sorceress.

First Sorceress knows (Telekinetic punch), Fire and Esuna - no problem.

Second Sorceress knows (Telekinetic punch), Thunder and Esuna - no problem.

Third Sorceress knows (Telekinetic punch), Fira and Esuna - no problem.

Fourth Sorceress knows (Telekinetic punch), Blizzara and Esuna - no problem.

Fifth Sorceress knows (Telekinetic punch), Thundara and Esuna - no problem.

Sixth Sorceress knows (Telekinetic punch), Aero and Esuna - no problem.

Seventh Sorceress knows (Telekinetic punch), Double and Thundaga - no problem.

Eighth Sorceress knows (Telekinetic punch), Quake and Meltdown - kill her fast!

Ninth Sorceress knows (Telekinetic punch) and Meteor - kill her fast.

Tenth Sorceress knows (Telekinetic punch), Double and Flare - kill her fast.

And now a true boss emerges from beyond time... Don't attack this Sorceress yet! Instead wait for her to start counting down to Ultima. Before she actually does that, use the opportunity you're given to heal HP you might have lost from fights with previous Sorceresses.

If you attack this Sorceress before she starts counting down, she'll counter by (Creepy touch). Once the countdown begins, she's all yours. Meltdown on Sorceress, Aura on Squall and Renzokuken all the way.

If counter reaches 2 and Sorceress is still not defeated, heal (if not done so already) and take the Ultima punishment. Now again wait a bit for countdown to start. Then finally kill her and good riddance to this boring fight.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

- Exit E, exit N, walk to middle of screen so that scenery changes.





```

WARNING - MISSABLE THING COMING UP!                GUARDIAN FORCE ALEXANDER
-----
WARNING - MISSABLE THING COMING UP!                GUARDIAN FORCE SIREN
-----
WARNING - MISSABLE THING COMING UP!                GUARDIAN FORCE CERBERUS
-----
WARNING - MISSABLE THING COMING UP!                GUARDIAN FORCE CARBUNCLE
-----
WARNING - MISSABLE THING COMING UP!                GUARDIAN FORCE EDEN
-----
WARNING - MISSABLE THING COMING UP!                GUARDIAN FORCE DOOMTRAIN
-----

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- In US and PAL versions, seven of the nine bosses in Ulty's castle offer you a second chance to obtain GFs you may have initially missed. If you miss them here as well, then they're gone for good. BTW, missing Alexander means missing Doomtrain.

- Climb up the stairs and engage first guardian.

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----- HERE COME NEW CHALLENGERS! -----
                ROUND 1: SPHINXOUR
                ROUND 2: SPHINXARA & FRIENDS
----- HERE COME NEW CHALLENGERS! -----

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SPHINXOUR*1 -----
LV RANGE | HP RANGE      | AP | Common card: Can't turn into a card! | LV-UD
1 ~ 50*2 | 10000          | 0  | Rare card  : Can't turn into a card! | no

```

```

----- ELEMENTAL AFFINITIES -----
FIRE      | ICE      | THNDR   | EARTH   | POISN   | WIND    | WATER   | HOLY    | GRVTY
x 1       | x 1       | x 1     | x 1     | x 1     | x 1     | x 1     | x 2     | yes

```

```

----- BASIC STATISTICS ----- EXP: 0
LV | HP      | Strength | Vitality | Magic   | Spirit  | Speed   | Evasion
1  | 10000  | 4         | 8         | 3       | 61      | 6       | 0
10 | 10000  | 18        | 8         | 12      | 69      | 10      | 1
20 | 10000  | 33        | 9         | 22      | 79      | 14      | 1
30 | 10000  | 48        | 10        | 32      | 87      | 18      | 2
40 | 10000  | 63        | 10        | 41      | 97      | 22      | 2
50 | 10000  | 78        | 11        | 51      | 106     | 26      | 3
60 | 10000  | 93        | 12        | 61      | 115     | 30      | 3
70 | 10000  | 107       | 12        | 70      | 124     | 34      | 4
80 | 10000  | 121       | 13        | 79      | 134     | 38      | 4
90 | 10000  | 135       | 14        | 88      | 142     | 42      | 5
100 | 10000 | 149       | 14        | 97      | 152     | 46      | 5

```

```

----- STATUS AFFINITIES -----
KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF
-  | -   | -   | -   | -   | -   | -   | -   | -   | 70  | -   | 70  | -

```

```

----- The End: yes -----
DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VI0
-   | -   | -   | -   | -   | -   | 100 | 100 | 100 | -   | 100 | 100 | 100

```

```

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----
L 1~19 | Fire, Thunder, Blizzard, Cure          | Couldn't Devour!
L20~29 | Fira, Thundara, Blizzara, Cura         | Couldn't Devour!
L30~50 | Firaga, Thundaga, Blizzaga, Curaga     | Couldn't Devour!

```

```

----- MUGGED ITEMS -----
L 1~19 | Elixir, Elixir, Elixir, Elixir
L20~29 | Elixir, Elixir, Elixir, Elixir
L30~50 | Elixir, Elixir, Elixir, Elixir

```

```

----- DROPPED ITEMS ----- Card drop: none

```

L 1~19 | none  
L20~29 | none  
L30~50 | none

----- SCAN -----

Protects the hall of Ultimecia Castle. Defeated many enemies whose abilities were sealed.

----- ATTACK LIST -----

01. Thundaga - SE Thunder class MA  
CM - Higher Spr, Shell, Reflect, Defend, Thunder class magic on EDJ
02. Firaga - SE Fire class MA  
CM - Higher Spr, Shell, Reflect, Defend, Fire class magic on EDJ
03. Blizzaga - SE Ice class MA  
CM - Higher Spr, Shell, Reflect, Defend, Ice class magic on EDJ

----- NOTES -----

- \*1 - You must defeat Sphinxaur first in order for Sphinxara to appear.
- \*2 - According to Ultimania, in Japanese version Sphinxaur's level can go as high as lv100.

----- SPHINXARA\*1 -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 50\*2 | 10000 | 30 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	x 1	x 1	x 1	x 1	x 2	yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	10000	4	8	3	61	4	0
10	10000	18	8	12	69	8	1
20	10000	33	9	22	79	12	1
30	10000	48	10	32	87	16	2
40	10000	63	10	41	97	19	2
50	10000	78	11	51	106	23	3
60	10000	93	12	61	115	27	3
70	10000	107	12	70	124	31	4
80	10000	121	13	79	134	34	4
90	10000	135	14	88	142	38	5
100	10000	149	14	97	152	42	5

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	70	-	70	-

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

----- DEVOUR TASTE -----

L 1~19	Fire, Thunder, Blizzard, Cure	Couldn't Devour!
L20~29	Fira, Thundara, Blizzara, Cura	Couldn't Devour!
L30~50	Firaga, Thundaga, Blizzaga, Curaga	Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | has nothing  
L20~29 | has nothing  
L30~50 | has nothing

----- DROPPED ITEMS ----- Card drop: none

L 1~19 | Megalixir, Megalixir, 2x Megalixir, 2x Megalixir  
L20~29 | Megalixir, Megalixir, 2x Megalixir, 2x Megalixir  
L30~50 | Megalixir, Megalixir, 2x Megalixir, 2x Megalixir

----- SCAN -----

Sphinx's true form. Attack tactics change completely in this form. Summons other monsters and uses Doom.

----- ATTACK LIST -----

01. Doom - SE Status class MA  
EF - adds Doom  
CM - Higher Spr, Zombie, to remove Doom use Remedy+, Elixir, Megalixir or Treatment
02. Slow - SE Status class MA  
EF - adds Slow  
CM - Higher Spr, Reflect, Slow on SDJ, Auto-Haste
03. Sleep - SE Status class MA  
EF - adds Sleep  
CM - Higher Spr, Reflect, Sleep on SDJ
04. Zombie - SE Status class MA  
EF - adds Zombie  
CM - Higher Spr, Reflect, Zombie on SDJ
05. Magic Summon - NEA move  
SP - Sphinxara first summons Jelleye, then Forbidden, then Tri-Face  
CM - None

----- NOTES -----

- \*1 - Sphinxara is able to summon Jelleye, then Forbidden, then Tri-Face.
- \*2 - According to Ultimania, in Japanese version Sphinxara's level can go as high as lv100.

----- PREPARATION -----

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall - Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain, \*Eden\*  
Zell / Irvine - Siren, Shiva, Alexander, Cerberus, Bahamut  
Quistis - Quezo, Bros, Tonberry, Diablos, Cactuar

II. RECOMMENDED JUNCTION ABILITIES

GFs boxed like this [Shiva] means that they have forgotten that ability.  
GFs boxed like this <Siren> means that they have learned that ability.

1. HP - [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren>  
- Regen, otherwise Healing class
2. Str - [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren>  
- Ultima, Meteor, Triple, Quake, Tornado or Aura, any AC
3. Vit - [Quezo], [Shiva], Carbuncle, <Siren>, <Bros>  
- Meltdown, Healing class
4. Mag - [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros>  
- Ultima, Meteor, Quake, Tornado or Triple, any AC
5. Spr - [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren>  
- Full-life, Reflect or Dispel, Healing class
6. Spd - Pandemona, Cerberus, Quezo, \*Eden\* - Haste
7. Eva - Cactuar, \*Eden\*, Shiva OR any GF you used Aegis Amulet on  
- Triple, Ultima or Tornado
8. Hit - Diablos, Cerberus, \*Eden\*  
- Double
9. Luck - Cactuar, Shiva OR any GF you used Luck-J Scroll on, Ifrit OR any GF  
you used Luck-J Scroll item on  
- Ultima, Pain, Death, Triple or Aura
10. El.Att.J - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alex, Doom  
- Holy class
11. El.Def.J - Quezo, Shiva, Ifrit, Bros, Pandemona  
- Thunder class OR Ice class OR Fire class
12. El.Def.Jx2 - Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander  
- Thunder class and Ice class OR Thunder class and Fire class OR  
Ice class and Fire class
13. El.Def.Jx4 - Quezo, Shiva, Ifrit OR any GF you used Elem Guard on, Alex, Doom  
- Fire class, Ice class and Thunder class

- 14. St.Att.J - Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain
  - Blind OR Silence
- 15. St.Def.J - Siren, Carbuncle, Cerberus
  - Pain OR Death OR Confuse
- 16. St.Def.Jx2 - Siren, Carbuncle, Cerberus
  - Pain and Confuse
- 17. St.Def.Jx4 - Quezo, Cerberus, Doomtrain
  - Slow, Pain, Sleep, Confuse

### III. RECOMMENDED COMMAND ABILITIES

#### Squall

- Slot 1 - Attack - N/A
- Slot 2 - Recover / Magic - Leviathan / Any
- Slot 3 - Draw - Any
- Slot 4 - Darkside / Item - Doomtrain / Any

#### Zell / Irvine

- Slot 1 - Mug - Bahamut
- Slot 2 - Magic - Any
- Slot 3 - Draw - Any
- Slot 4 - Revive - Alexander

#### Quistis

- Slot 1 - Mug / Attack - Diablos / N/A
- Slot 2 - Magic / Defend - Any / Cactuar OR Bros
- Slot 3 - Draw - Any
- Slot 4 - Darkside - Diablos

### IV. RECOMMENDED CHARACTER ABILITIES

#### Squall

- Slot 1 - Vit+60% / Whatever - Ifrit OR any GF you used Adamantine on / Any
- Slot 2 - Str+60% / Str+??% - Ifrit / Ifrit
- Slot 3 - Spr+60% / HP+??% - Ifrit / Carbuncle
- Slot 4 - Auto-Haste / Spr+??% - Ifrit OR any GF you used Accelerator on / Levi

#### Zell / Irvine

- Slot 1 - Spr+60% / Vit+40% - Shiva / Shiva
- Slot 2 - Vit+60% / Whatever - Shiva OR any GF you used Adamantine on / Any
- Slot 3 - Str+60% / Str+??% - Shiva / Shiva
- Slot 4 - Auto-Haste / Spr+??% - Cerberus, Shiva OR any GF you used Accelerator on / Shiva

#### Quistis

- Slot 1 - Spr+60% / Str+60% / HP+??% - Quezo / Bros
- Slot 2 - Vit+60% / Whatever - Quezo OR any GF you used Adamantine on / Any
- Slot 3 - Str+60% / Whatever - Quezo / Bros
- Slot 4 - Auto-Haste / Mag+60% - Quezo OR any GF you used Accelerator on / Quezo

### ----- STRATEGY -----

First part of the boss is not hard at all. All he knows is Firaga, Thundaga and Blizzaga. With right junctions on El.Def.J he can't touch you right now. Mug Sphinxaur for Elixir. Once you waste Sphinxaur's 10000 HP, his head will 'explode'. Meet Sphinxara (argh, stupid names).

Sphinxara has 10000 HP as well, so kill it in a quick way. Doom shouldn't bother you too much, since you have some time before it kicks in and kills you (TIP: Have all members under Zombie and Sphinxara will only be using Doom, which will miss on your members).

If you want a bit of AP, wait until Sphinxara does Magic Summon. First monster to appear will be Jelleye - piece of cake. Second monster to appear will be Forbidden. May be dangerous if you don't kill it fast after it starts using Tai Blow (have Holy on El.Att.J). Third monster will be Tri-Face. Mug a few Curse Spikes if you wish and then waste it.

If Sphinxara succeeds in Dooming one member, he will start to use Slow, Zombie (let him cast it on Doomed member and the timer disappears) and Sleep. No biggie with right junctions.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

\*\*\*\*\*  
Unlock Draw seal!  
\*\*\*\*\*

-----  
New Guardian Force - Eden!

-----  
Guardian Forces - Advice on learning abilities

-----  
Junctioning - Advice on great character set-up

-----  
Triple Triad - Odin card

-----  
Triple Triad - Eden card  
-----

- You've obtained the last GF - EDEN (16/16).

- Did you miss Drawing any GF? Right now it's your second chance to get those GFs back. Following GFs can be found in final dungeon: Pandemona, Leviathan, Alexander (subsequently Doomtrain), Siren, Cerberus, Carbuncle and Eden.

- Now that you have defeated Sphinxaur...

-> Go thru the doors behind Sphinxaur.

-> Walk on the chandelier and fall in room below.

-> Go thru the doors in the back.

-> Go up the stairs.

-> WALK over the bridge and pick up ARMORY KEY on the bridge, then enter the door on the left of the screen.

-> Start climbing up the clock tower.

-> On one screen you will see a bell hanging and swinging from one side to another.

-> Stand as close as you can to the bell and when it comes close, press action. Squall will jump on the bell and thus be able to reach the other side.

-> Here Tiamat awaits your party.

-> Before commencing battle, make sure you have Draw junctioned!!!

-> Start battle, Draw Eden from Tiamat and get the hell outta there. It IS possible to escape from this battle!

-> Name Eden and get out of Ultimecia's Castle.

-> Go on the chain and jump thru the middle portal.

-> You'll end up on Centra continent.

-> Find nearby Chocobo Forest and do whatever you have to get a Chocobo.

-> Ride the Chocobo past Centra Ruins, then go into the sea and 'board' Centra continent again near the place where you destroyed G-Garden on end of disc 2. Then ride toward Kashkabald Desert to find Ragnarok.

-> Aboard the Ragnarok CCGroup members will greet you. Wohooo!

- CCGroup members will hold ALL of rare cards except PuPu. They have all cards
- it doesn't matter if you modded it, lost it or forgot to get it - the card you're looking for will be in their hands.
  
- Only Diamond girls hold cards that are exclusive to Card Queen - left Diamond girl plays them more often.
  
- You can complete your rare card collection by nabbing Odin and Eden cards from CCGroup.
  
- Here's the recommended order to learn Eden's abilities: GFabl Med-RF, Darkside, Luck+50%, Eva+30%. Screw Mad Rush and Expendx3-1, they're useless.
  
- Okay, gals and guys, this is it. Now I'll describe what is (for me) the best setup for your junctioning needs.
  
- First thing we shall discuss is Statistic junctions - HP, Str and like...
  
- HP - Item that teaches this is HP-J Scroll.
  - > It can be found in Esthar's Pet Shop!
  
- Str - Item that teaches this is Str-J Scroll.
  - > It can be found in Esthar's Pet Shop!
  
- Vit - Item that teaches this is Vit-J Scroll.
  - > It can be found in Esthar's Pet Shop!
  
- Mag - Item that teaches this is Mag-J Scroll.
  - > It can be found in Esthar's Pet Shop!
  
- Spr - Item that teaches this is Spr-J Scroll.
  - > It can be found in Esthar's Pet Shop!
  
- Spd - Item that teaches this is Spd-J Scroll.
  - > Refine 2x Spd Up in 1x Spd-J with of GFabl Med-RF
  - > Refine 5x Rocket Engine in 1x Spd Up with Forbid Med-RF
  - > Refine 1x Hundred Needles in 1x Spd Up with Forbid Med-RF
  - > Refine 1x Irvine card in 3x Rocket Engine with Card Mod
  - > Refine 100x Cactus Thorn in 1x Hundred Needles with GFabl Med-RF
  - > Get Cactus Thorns by defeating Cactuars
  - > By all means do it thru the way of cards.
  - > Ten Irvine cards later you should have missing 3x Spd-J Scroll.
  - > Or if you want to be completely independent on multiple GFs, I suggest you strive for 6x Spd-J Scroll.
  
- Eva - Item that teaches this is Aegis Amulet.
  - > Refine 50x Barrier in 1x Aegis Amulet with GFabl Med-RF
  - > The only consistent supply of Barriers are Behemoths. But dammit - they're really rare. But wait...
  - > Fixed encounter in Deep Sea Deposit is at your disposal in case you haven't defeated Ultima Weapon yet.
  - > 1x Behemoth has 2x Barrier for Mugging. Behemoths are extremely vulnerable to Silence and Death - use this to your advantage.
  - > Although it may seem boring, persevere and (not-so)-soon you will have 4x Aegis Amulet you need for four other members.
  - > I suggest you strive for 6x Aegis Amulet for complete independence.
  
- Hit - There is no item that teaches this.
  - > GFs with Eva-J are Diablos, Cerberus and Eden
  - > Hit-J is not so important anyway (except when fighting Cactuars)

- > Squall and Selphie can have 255% Hit rate without junctions
- Luck - Item that teaches this is Luck-J Scroll.
  - > Refine 1x Dark Matter in 1x Luck-J Scroll with GFAb1 Med-RF
  - > Refine 2x Luck Up in 1x Luck-J Scroll with GFAb1 Med-RF
  - > Refine 100x Curse Spike into 1x Dark Matter with Tool-RF (Siren Lv100)
  - > Luck-J are hard to come by, so just forget them. Concentrate on where can you get a good supply of Curse Spikes.
  - > Again fixed encounter in Deep Sea Deposit comes to your rescue.
  - > 1x Tri-Face has 6x Curse Spike (or rarely 8x Curse Spike) for Mugging. Tri-Faces are extremely vulnerable to Sleep.
  - > Although it may seem boring, persevere and (not-so)-soon you will have 5x Dark Matter you need for five other members.
  - > I suggest you strive for 6x Dark Matter for complete independence.
- Now let's take care of Elemental stuff...
- Elemental Attack - Item that teaches this is Elem Atk.
  - > Refine 1x Ifrit card in 3x Elem Atk with Card Mod.
  - > Then simply get Ifrit card back from some CCGroup member and Card Mod it again.
  - > You now have 6x Elem Atk.
- Elemental Defensex4 - Item that teaches this is Elem Guard.
  - > Refine 1x Selphie card in 3x Elem Guard with Card Mod.
  - > Then simply get Selphie card back from some CCGroup member and Card Mod it again.
  - > You now have 6x Elem Guard.
- And finally let's take care of Status stuff.
- Status Attack - Item that teaches this is Status Atk.
  - > Refine 1x Siren card in 3x Status Atk with Card Mod.
  - > Then simply get Siren card back from some CCGroup member and Card Mod it again.
  - > You now have 6x Status Atk.
- Status Defensex4 - Item that teaches this is Status Guard.
  - > Refine 1x Doomtrain card in 3x Status Guard with Card Mod
  - > Then simply get Doomtrain card back from some CCGroup member and Card Mod it again
  - > You now have 6x Status Guard.
- Now buy a bunch-o of Amnesia Greens (Tonberry's Call Shop).
- Make Quezo, Shiva and Ifrit forget \*all\* abilities except their unique ones.
- Use 1x HP-J Scroll on Quezo, 1x HP-J Scroll on Shiva, 1x HP-J Scroll on Ifrit
- Use 1x Str-J Scroll on Quezo, 1x Str-J Scroll on Shiva, 1x Str-J Scroll on Ifrit
- Use 1x Vit-J Scroll on Quezo, 1x Vit-J Scroll on Shiva, 1x Vit-J Scroll on Ifrit
- Use 1x Mag-J Scroll on Quezo, 1x Mag-J Scroll on Shiva, 1x HP-J Scroll on Ifrit
- Use 1x Spr-J Scroll on Quezo, 1x Spr-J Scroll on Shiva, 1x HP-J Scroll on Ifrit

- Use 1x Spd-J Scroll on Quezo, 1x Spd-J Scroll on Shiva, 1x HP-J Scroll on Ifrit
- Use 1x Aegis Amulet on Quezo, 1x Aegis Amulet on Shiva, 1x Aegis Amulet on Ifrit
- Use 1x Luck-J Scroll on Quezo, 1x Luck-J Scroll on Shiva, 1x Luck-J Scroll on Ifrit
- Use 1x Elem Atk on Quezo, 1x Elem Atk on Shiva, 1x Elem Atk on Ifrit
- Use 1x Elem Guard on Quezo, 1x Elem Guard on Shiva, 1x Elem Guard on Ifrit
- Use 1x Status Atk on Quezo, 1x Status Atk on Shiva, 1x Status Atk on Ifrit
- Use 1x Status Guard on Quezo, 1x Status Guard on Shiva, 1x Status Guard on Ifrit
- With remaining 3x 'Something' I suggest you wait a bit longer.
- Quezo, Shiva and Ifrit will now single handedly provide all junctioning slots for a single character you will junction them to.
  - > Junction Quezo to Squall
  - > Junction Shiva to Quistis
  - > Junction Ifrit to Zell or Irvine - they're both good members to have
- Junctioning slots has been taken care of, now it would be time to take a look what Commands are best to have.
- Squall
  - > Slot 1 - Attack
  - > Slot 2 - Item
  - > Slot 3 - Recover
  - > Slot 4 - Revive
- Quistis
  - > Slot 1 - Attack
  - > Slot 2 - Magic
  - > Slot 3 - Treatment
  - > Slot 4 - Revive
- Zell / Irvine
  - > Slot 1 - Attack
  - > Slot 2 - Item
  - > Slot 3 - Recover
  - > Slot 4 - Treatment
- I find this to be the best setup. You have two characters at any time that can do the reviving (Revive command), two characters at any time that can do the healing (Recover command), two characters at any time that can remove negative statuses (Treatment command), two characters that will make battles easier with help of items (Item command) and one member that will assist the two attackers by making life for enemies harder (Magic command).
- How to get more Recover commands?
  - > Item that teaches Recover is Healing Ring.
  - > Refine 100x Whisper in 1x Healing Ring with GFabl Med-RF.
  - > The only consistent source of Whispers are Adamantoises.
  - > It's possible to Mug 3x Whisper from 1x Adamantoise.



- > Get 100x Whisper. Or better yet, strive to get at least three more Healing Rings.
- > We want to have a single GF junctioned that will have everything you need for one single member.
  
- How to get more Revive commands?
  - > Item that teaches Revive is Phoenix Spirit.
  - > Refine 1x Phoenix card in 3x Phoenix Spirit with Card Mod.
  
- How to get more Treatment commands?
  - > Item that teaches Treatment is Med Kit.
  - > Refine 100x Dragon Fang in 1x Med Kit with GFabl Med-RF.
  - > The pretty consistent source of Dragon Fangs are Blue Dragons.
  - > Get 100x Dragon Fang for 1x Med Kit. Or better yet, strive to get at least three more Med Kits.
  - > We want to have a single GF junctioned that will have everything you need for one single member.
  
- Use 1x Healing Ring on Quezo, 1x Healing Ring on Shiva, 1x Healing Ring on Ifrit
  
- Use 1x Phoenix Spirit on Quezo, 1x Phoenix Spirit on Shiva, 1x Phoenix Spirit on Ifrit
  
- Use 1x Med Kit on Quezo, 1x Med Kit on Shiva, 1x Med Kit on Ifrit
  
- Quezo, Shiva and Ifrit will now single handedly provide all command abilities you'll ever need.
  
- All that's left are most recommended character / party abilities.
  
- Do you have three Abilityx4 already?
  - > By my game Ifrit has already received Rosetta Stone (the one from Cheryl's Shop in Esthar) - Ifrit is now junctioned to Zell
  - > Additional Rosetta Stone can be found in Ultimecia's Castle. Use this Rosetta Stone on Quezo - Quezo is junctioned to Squall
  - > If you don't have anymore Rosetta Stones, go hunting after 100x Curse Spike again. Refer to recipe below: 100x Curse Spike [Tool-RF (Siren Lvl100!)] Dark Matter [Tool-RF] Shaman Stone [GFabl Med-RF] Rosetta Stone ... then use this newly acquired Rosetta Stone on Shiva
  
- Quezo, Shiva and Ifrit are now perfect GFs with perfect abilities setup. By now they should have 17 slots filled + their unique abilities.
  
- Recommended character abilities for Squall / Quistis / Zell
  - > Slot 1 - Auto-Haste (the most important of them all)
  - > Slot 2 - Whatever (maybe Str+60%)
  - > Slot 3 - Whatever (maybe Vit+60%)
  - > Slot 4 - Whatever (maybe Spr+60%)
  
- Really, it's hard for me to decide on what would be the best setup...
  
- Auto-Haste
  - > Item that teaches this is Accelerator
  - > Refine 1x Kiros card in 3x Accelerator with Card Mod
  - > Then simply get Kiros card back from some CCGroup member
  
- Str+60%
  - > Item that teaches this is Hyper Wrist
  - > Refine 1x Zell card in 3x Hyper Wrist Atk with Card Mod

- > Then simply get Zell card back from some CCGroup member
- Vit+60%
  - > Item that teaches this is Adamantine
  - > Refine 1x Minotaur card in 10x Adamantine with Card Mod
  - > Then simply get Minotaur card back from some CCGroup member
- Spr+60%
  - > Item that teaches this is Magic Armlet
  - > Refine 1x Rinoa card in 3x Magic Armlet with Card Mod
  - > Then simply get Rinoa card back from some CCGroup member
- Use 1x Accelerator on Siren, 1x Accelerator on Diablos, 1x Accelerator on Cerberus (but he already knows Auto-Haste)
- Use 1x Hyper Wrist on Siren, 1x Hyper Wrist on Diablos, 1x Hyper Wrist on Cerberus
- Use 1x Adamantine on Siren, 1x Adamantine on Diablos, 1x Adamantine on Cerberus
- Use 1x Magic Armlet on Siren, 1x Magic Armlet on Diablos, 1x Magic Armlet on Cerberus
- Siren, Diablos and Cerberus will act as support GFs.
  - > Junction Siren to Squall
  - > Junction Diablos to Zell
  - > Junction Cerberus to Quistis
- Now your characters are finally set, but you still need the info on what magic to junction where.
- Magic to junction on HP
  - > TOP PICK - Holy (I have Regen)
- Magic to junction on Str
  - > TOP PICK - Ultima (I have Meteor)
- Magic to junction on Vit
  - > TOP PICK - Meltdown
- Magic to junction on Mag
  - > TOP PICK - Quake or Tornado (I have Flare)
- Magic to junction on Spr
  - > TOP PICK - Reflect
- Magic to junction on Spd
  - > TOP PICK - Haste
- Magic to junction on Eva
  - > TOP PICK - Triple
- Magic to junction on Hit
  - > TOP PICK - Double
- Magic to junction on Luck
  - > TOP PICK - Aura
- Magic to junction on El.Att.J

TOP PICK - Depends on the type of enemy you're going to fight

- Magic to junction on El.Def.Jx4

-> TOP PICK - Flare + Meteor + Full-life + Life

Note: I have only Ultima here.

- Magic to junction on St.Att.J

-> TOP PICK - Sleep, Blind, Silence

Note: To my knowledge every enemy is vulnerable to at least one of these statuses (except Malboro).

- Magic to junction on St.Def.Jx4

-> TOP PICK 1 - Pain, Sleep, Confuse, Berserk (when fighting Malboro)

-> TOP PICK 2 - Pain, Confuse, Berserk, Death (when not fighting Malboro)

- Don't waste Aura magic, but waste Aura Stones instead.

-> Buy a bunch of Power Wrists at Esthar's Pet Shop and use Tool-RF to refine 1x Power Wrist in 10x Aura Stone.

-> Now your junctions will no longer hurt.

- There's a certain recommended order in which it is advised to kill the bosses inside Ultimecia Castle. So far we've killed Sphinxara and unlocked Draw. Next easiest target is Tri-Point - exit N thru the door behind Sphinxaur was.

[Ultimecia Castle - Grand Hall]

- Walk on chandelier to come crashing down. Now examine the hatch on lower floor to be able to open it (if you tried before, you couldn't).

[Ultimecia Castle - Wine Cellar]

- Tri-Point is hovering about in this section.

----- HERE COMES A NEW CHALLENGER! -----  
TRI-POINT  
----- HERE COMES A NEW CHALLENGER! -----

TRI-POINT -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 51 | 2400 ~ 22400 | 30 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE\*1 | ICE\*1 | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 4 | x 4 | x(-1) |mag-miss| x 1 | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	2400	5	101	4	1	26	0
10	6000	24	105	27	2	31	1
20	10000	45	111	53	3	35	1
30	14000	66	116	78	4	40	2
40	18000	86	122	103	5	44	2
50	22000	107	127	128	6	48	3
51	22400	108	128	131	6	48	3

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	-

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VI0
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Haste, Tornado, Blind, Siren | Couldn't Devour!  
L20~29 | Haste, Tornado, Blind, Siren | Couldn't Devour!  
L30~51 | Haste, Tornado, Blind, Siren | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | has nothing  
L20~29 | has nothing  
L30~51 | has nothing

----- DROPPED ITEMS ----- Card drop: none

L 1~19 | Rocket Engine, Rocket Engine, Rocket Engine, Rocket Engine  
L20~29 | Rocket Engine, Rocket Engine, Rocket Engine, Rocket Engine  
L30~51 | Rocket Engine, Rocket Engine, Rocket Engine, Rocket Engine

----- SCAN -----

A living weapon Ultimecia made out of a dragon. Fire or ice are its weak points, but they change when attacked. [Fly Monster]

----- ATTACK LIST -----

01. (Claw swipe) - ST no-name PA  
CM - Higher Vit, Protect, Defend
02. Scan - ST 'MA'  
SP - Tri-Point will Scan whomever it plans to attack next with Onrush  
CM - None
03. Mega Spark - AT Thunder class & Special class MA, counter  
IG - ignore Spr  
SP - Tri-Point will counter\*2 any attack of yours by using Mega Spark  
CM - Shell, Defend, Thunder class magic on EDJ
04. Onrush - ST Special class PA  
IG - ignores Vit  
AP - Tri-Point will use this on chr it scanned previously  
CM - Protect, Defend

----- NOTES -----

- \*1 - Weakness changes during the fight if Tri-Point is attacked with respective means of assault. If Tri is weak to ice, and you use an ice-based attack, Tri's weakness will shift to fire.
- \*2 - Attacking Tri's weakness will not prompt a counter.

----- PREPARATION -----

I. GFS JUNCTIONED

Squall - Quezo, Siren  
Quistis - Shiva, Cerberus  
Zell / Irvine - Ifrit, Diablos

II. JUNCTION ABILITIES

1. HP - Quezo, Shiva, Ifrit  
- Holy
2. Str - Quezo, Shiva, Ifrit  
- Ultima
3. Vit - Quezo, Shiva, Ifrit  
- Meltdown
4. Mag - Quezo, Shiva, Ifrit  
- Quake or Tornado
5. Spr - Quezo, Shiva, Ifrit  
- Reflect
6. Spd - Quezo, Shiva, Ifrit  
- Haste
7. Eva - Quezo, Shiva, Ifrit  
- Triple
8. Hit - Diablos, Cerberus  
- Double
9. Luck - Quezo, Shiva, Ifrit

- Aura

10. El.Att.J - Quezo, Shiva, Ifrit
  - Fire class (two members) or Ice class (one member), \*no\* Thunder class
11. El.Def.J - Quezo, Shiva, Ifrit
  - Thunder class
12. El.Def.Jx2 - Quezo, Shiva, Ifrit
  - Thunder class
13. El.Def.Jx4 - Quezo, Shiva, Ifrit
  - Flare, Meteor, Full-life, Life
14. St.Att.J - Quezo, Shiva, Ifrit
  - No magic needed
15. St.Def.J - Quezo, Shiva, Ifrit
  - No magic needed
16. St.Def.Jx2 - Quezo, Shiva, Ifrit
  - No magic needed
17. St.Def.Jx4 - Quezo, Shiva, Ifrit
  - Pain, Sleep, Confuse, Berserk

### III. COMMAND ABILITIES

#### Squall

- Slot 1 - Attack - N/A
- Slot 2 - Item / Draw - Siren / Siren
- Slot 3 - Recover - Quezo
- Slot 4 - Revive - Quezo

#### Quistis

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Cerberus
- Slot 3 - Treatment - Shiva
- Slot 4 - Revive - Shiva

#### Zell / Irvine

- Slot 1 - Attack - N/A
- Slot 2 - Item - Diablos
- Slot 3 - Recover - Ifrit
- Slot 4 - Treatment - Ifrit

### IV. CHARACTER ABILITIES

#### Squall

- Slot 1 - Auto-Haste - Siren
- Slot 2 - Str+60% - Siren
- Slot 3 - Vit+60% - Siren
- Slot 4 - Spr+60% - Siren

#### Quistis

- Slot 1 - Auto-Haste - Cerberus
- Slot 2 - Str+60% - Cerberus
- Slot 3 - Vit+60% - Cerberus
- Slot 4 - Spr+60% - Cerberus

#### Zell / Irvine

- Slot 1 - Auto-Haste - Diablos
- Slot 2 - Str+60% - Diablos
- Slot 3 - Vit+60% - Diablos
- Slot 4 - Spr+60% - Diablos

Tri-Point: 'USING ELEMENTAL ATTACKS.'  
'WHATEVER I DON'T LIKE, I DON'T USE.'

For one of final bosses it sure has low HP.

Quick victory way:

Just keep attacking it. Even though it'll Mega Spark you for every attack you, you'll absorb the damage, cos we have Thunder class magic on El.Def.J. 7 or 8 good physical attacks will kiss Tri-Point goodbye.

If you come to Tri-Point later with more seals unlocked, then Scan Tri-Point first and check what is it weak against. If it's Fire element, have a member with Fire class magic on El.Att.J attack Tri-Point. This will shift Tri-Point's weakness to Ice element. So now have the member with Ice class magic on El.Att.J attack Tri-Point. This will shift Tri-Point's weakness to Fire element... see the pattern? Follow the flow and you will never see Mega Spark.

Mega Spark will be used if any harm is done to Tri-Point and doesn't include the right element that Tri-Point is currently weak against. Mega Spark ignores Spr and can deal tremendous amount of damage, but Thunder class magic on El.Def.J will be your best friend.

If any member gets Scanned, cast Protect on that member immediately. Or else the following Onrush is sure to KO that member - Onrush ignores Vit.

Draw Siren if you don't have her already.

Anything else I've forgotten? Wave this boss goodbye.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

\*\*\*\*\*  
Unlock Magic seal!  
\*\*\*\*\*

- Return to Grand Hall.

[Ultimecia Castle - Grand Hall]

- Exit W.

[Ultimecia Castle - Passageway]

- Exit NE.

[Ultimecia Castle - Hall]

- Climb the stairs, exit E, take E door.

[Ultimecia Castle - Stairway Hall]

- Notice the rope in foreground? It's used for final optional boss... anyway, exit N.

[Ultimecia Castle - Art Gallery]

- Exit N.

[Ultimecia Castle - Stairway Hall]

- Take the stairs leading down.

[Ultimecia Castle - Flood Gate]

- Exit NW.

[Ultimecia Castle - Prison Cell]

- Door will close behind you, collect PRISON KEY, and fight Red Giant.

----- HERE COMES A NEW CHALLENGER! -----  
RED GIANT  
----- HERE COMES A NEW CHALLENGER! -----

RED GIANT -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 52 | 30000 | 30 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 30000 | 26 | 255 | 2 | 255 | 4 | 0  
10 | 30000 | 44 | 255 | 3 | 255 | 5 | 0  
20 | 30000 | 63 | 255 | 5 | 255 | 7 | 1  
30 | 30000 | 82 | 255 | 6 | 255 | 8 | 1  
40 | 30000 | 101 | 255 | 7 | 255 | 9 | 2  
50 | 30000 | 119 | 255 | 9 | 255 | 10 | 2  
52 | 30000 | 123 | 255 | 9 | 255 | 11 | 2

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | 80 | - | - | - | - | - | 30 | - | - | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19 | Demi, Pandemona | Couldn't Devour!  
L20~29 | Demi, Pandemona | Couldn't Devour!  
L30~52 | Demi, Pandemona | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | has nothing  
L20~29 | has nothing  
L30~52 | has nothing

----- DROPPED ITEMS ---- Card drop: none

L 1~19 | Diamond Armor, Diamond Armor, Diamond Armor, Diamond Armor  
L20~29 | Diamond Armor, Diamond Armor, Diamond Armor, Diamond Armor  
L30~52 | Diamond Armor, Diamond Armor, Diamond Armor, Diamond Armor

----- SCAN -----

A giant machine powered by magic. Its high defensive power makes it difficult to damage, except with magic or GF.

----- ATTACK LIST -----

- 01. (Sword strike) - SE no-name PA  
CM - Higher Vit, Protect, Defend, Darkness on Red Giant
- 02. Gigantic Sword - AE PA  
CM - Higher Vit, Protect, Defend, Darkness on Red Giant
- 03. (Lose sword) - NEA 'move'  
SP - when Red Giant's HP falls below 9000, it loses the sword  
CM - None
- 04. (Punch) - SE no-name PA

SP - used when Red Giant loses its sword

CM - Higher Vit, Protect, Defend

----- PREPARATION -----

I. GFS JUNCTIONED

Squall - Quezo, Siren

Quistis - Shiva, Cerberus

Zell / Irvine - Ifrit, Diablos

II. JUNCTION ABILITIES

1. HP - Quezo, Shiva, Ifrit  
- Holy
2. Str - Quezo, Shiva, Ifrit  
- Ultima
3. Vit - Quezo, Shiva, Ifrit  
- Meltdown
4. Mag - Quezo, Shiva, Ifrit  
- Quake or Tornado
5. Spr - Quezo, Shiva, Ifrit  
- Reflect
6. Spd - Quezo, Shiva, Ifrit  
- Haste
7. Eva - Quezo, Shiva, Ifrit  
- Triple
8. Hit - Diablos, Cerberus  
- Double
9. Luck - Quezo, Shiva, Ifrit  
- Aura
10. El.Att.J - Quezo, Shiva, Ifrit  
- No magic needed
11. El.Def.J - Quezo, Shiva, Ifrit  
- No magic needed
12. El.Def.Jx2 - Quezo, Shiva, Ifrit  
- No magic needed
13. El.Def.Jx4 - Quezo, Shiva, Ifrit  
- Flare, Meteor, Full-life, Life
14. St.Att.J - Quezo, Shiva, Ifrit  
- Blind
15. St.Def.J - Quezo, Shiva, Ifrit  
- No magic needed
16. St.Def.Jx2 - Quezo, Shiva, Ifrit  
- No magic needed
17. St.Def.Jx4 - Quezo, Shiva, Ifrit  
- Pain, Sleep, Confuse, Berserk

III. COMMAND ABILITIES

Squall

Slot 1 - Attack - N/A

Slot 2 - Item / Draw - Siren / Siren

Slot 3 - Recover - Quezo

Slot 4 - Revive - Quezo

Quistis

Slot 1 - Attack - N/A

Slot 2 - Magic - Cerberus

Slot 3 - Treatment - Shiva

Slot 4 - Revive - Shiva



Zell / Irvine  
Slot 1 - Attack - N/A  
Slot 2 - Item - Diablos  
Slot 3 - Recover - Ifrit  
Slot 4 - Treatment - Ifrit

#### IV. CHARACTER ABILITIES

Squall  
Slot 1 - Auto-Haste - Siren  
Slot 2 - Str+60% - Siren  
Slot 3 - Vit+60% - Siren  
Slot 4 - Spr+60% - Siren

Quistis  
Slot 1 - Auto-Haste - Cerberus  
Slot 2 - Str+60% - Cerberus  
Slot 3 - Vit+60% - Cerberus  
Slot 4 - Spr+60% - Cerberus

Zell / Irvine  
Slot 1 - Auto-Haste - Diablos  
Slot 2 - Str+60% - Diablos  
Slot 3 - Vit+60% - Diablos  
Slot 4 - Spr+60% - Diablos

#### ----- STRATEGY -----

If you use a physical attack on it...  
'GWahaHA! PHysical attacKS? USEleSS!'  
If you use a magical attack on it...  
'THat magic is useleSS!'  
If you use a GF against it...  
'THat GF is a waste of tiME!'  
If you use Demi on it...  
'Urgh! N-NO more DEMI, pleaSE...!!!'

It just so happens that Red Giant has Demi for Drawing. But more luckily we have Magic command unlocked from our last fight. Meltdown on Red Giant and it will no longer possess that huge Vit and Spr. Furthermore, it gets so easily Darknessed. How can it land a successful strike then? Keep pummeling on now helpless Red Giant (it'll eventually lose its slicer) and you win!

Draw Pandemona if you don't have it already.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

\*\*\*\*\*  
Unlock Limit Break seal!  
\*\*\*\*\*

- Unlock the door you came thru.

[Ultimecia Castle - Flood Gate]

- Exit SW.

[Ultimecia Castle - Stairway Hall]

- Exit SW.

[Ultimecia Castle - Art Gallery]

- In Art Gallery look at pictures 'VIVIDARIUM', 'VIATOR', 'INTERVIGILIUM'. Then examine the big picture and answer "VIVIDARIUM ET INTERVIGILIUM ET VIATOR".

- Now Trauma will appear behind you...

----- HERE COME NEW CHALLENGERS! -----

TRAUMA & DROMA(S)

----- HERE COME NEW CHALLENGERS! -----

TRAUMA -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 56 | 5555 ~ 34114 | 30 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 |mag-miss| x 1 | x 2 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	5555	22	180	12	36	36	3
10	10125	40	180	35	36	36	3
20	15250	60	180	60	36	36	3
30	20425	80	180	85	36	36	3
40	25650	99	180	110	36	36	3
50	30925	119	180	134	36	36	3
56	34114	130	180	149	36	36	3

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	90	-	-	-

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	100	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19	Meltdown, Leviathan	Couldn't Devour!
L20~29	Meltdown, Leviathan	Couldn't Devour!
L30~56	Meltdown, Leviathan	Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19	has nothing
L20~29	has nothing
L30~56	has nothing

----- DROPPED ITEMS ----- Card drop: none

L 1~19	Elem Atk, Elem Atk, Elem Atk, Elem Atk
L20~29	Elem Atk, Elem Atk, Elem Atk, Elem Atk
L30~56	Elem Atk, Elem Atk, Elem Atk, Elem Atk

----- SCAN -----

Ultimecia gave partial life to this weapon of the future. Pulse Cannon destroys any enemies in its way. [Fly Monster]

----- ATTACK LIST -----

- (Create Droma) - NEA 'move'  
SP - Trauma will first create two Dromas  
CM - None
- Drain - SA Status & Special class MA, Desperation class move  
SP - when Trauma runs out of HP, it'll Drain any Dromas you haven't offed; it'll use Drain every time you knock its HP down to 0, but it won't be able to Drain if no Dromas are alive  
CM - Defeat Trauma
- (Spin slap) - SE no-name PA  
CM - Higher Vit, Protect, Defend
- Mega Pulse Cannon - AE No-element & Special class MA

IG - ignores Spr and Shell

SP - used when two Dromas are wasted, and will be used again before creating two new Dromas; 3x more powerful than Mini Pulse Cannon

CM - Defend

-----  
DROMA -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 56 | 1010 ~ 3128 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | mag-miss | x 1 | x 2 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1010	12	8	12	5	50	10
10	1150	24	8	30	5	51	13
20	1400	37	8	50	5	51	15
30	1750	49	8	70	5	52	18
40	2200	62	8	89	5	52	20
50	2750	74	8	109	5	53	23
56	3128	82	8	121	5	53	24

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | 90 | - | - | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19 | Esuna, Dispel | Couldn't Devour!  
L20~29 | Esuna, Dispel | Couldn't Devour!  
L30~56 | Esuna, Dispel | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | 2x Meteor Stone, 2x Meteor Stone, 2x Meteor Stone, 2x Meteor Stone  
L20~29 | 2x Meteor Stone, 2x Meteor Stone, 2x Meteor Stone, 2x Meteor Stone  
L30~56 | 2x Meteor Stone, 2x Meteor Stone, 2x Meteor Stone, 2x Meteor Stone

----- DROPPED ITEMS ----- Card drop: none

L 1~19 | Elem Atk, Elem Atk, Elem Atk, Elem Atk  
L20~29 | Elem Atk, Elem Atk, Elem Atk, Elem Atk  
L30~56 | Elem Atk, Elem Atk, Elem Atk, Elem Atk

----- SCAN -----

Born from Trauma, a small support machine. Despite its small size, uses Pulse Cannon just like Trauma. [Fly Monster]

----- ATTACK LIST -----

- 01. (Head bonk) - SE no-name PA  
CM - Higher Vit, Protect, Defend
- 02. Mini Pulse Cannon - ST No-element & Special class MA  
IG - ignores Spr and Shell  
SP - 3x less powerful than Mega Pulse Cannon  
CM - Defend

----- PREPARATION -----

I. GFS JUNCTIONED

Squall - Quezo, Siren  
Quistis - Shiva, Cerberus  
Zell / Irvine - Ifrit, Diablos

II. JUNCTION ABILITIES

- 1. HP - Quezo, Shiva, Ifrit

- Holy
- 2. Str - Quezo, Shiva, Ifrit
  - Ultima
- 3. Vit - Quezo, Shiva, Ifrit
  - Meltdown
- 4. Mag - Quezo, Shiva, Ifrit
  - Quake or Tornado
- 5. Spr - Quezo, Shiva, Ifrit
  - Reflect
- 6. Spd - Quezo, Shiva, Ifrit
  - Haste
- 7. Eva - Quezo, Shiva, Ifrit
  - Triple
- 8. Hit - Diablos, Cerberus
  - Double
- 9. Luck - Quezo, Shiva, Ifrit
  - Aura
- 10. El.Att.J - Quezo, Shiva, Ifrit
  - Wind class
- 11. El.Def.J - Quezo, Shiva, Ifrit
  - No magic needed
- 12. El.Def.Jx2 - Quezo, Shiva, Ifrit
  - No magic needed
- 13. El.Def.Jx4 - Quezo, Shiva, Ifrit
  - Flare, Meteor, Full-life, Life
- 14. St.Att.J - Quezo, Shiva, Ifrit
  - No magic needed
- 15. St.Def.J - Quezo, Shiva, Ifrit
  - No magic needed
- 16. St.Def.Jx2 - Quezo, Shiva, Ifrit
  - No magic needed
- 17. St.Def.Jx4 - Quezo, Shiva, Ifrit
  - Pain, Sleep, Confuse, Berserk

### III. COMMAND ABILITIES

#### Squall

- Slot 1 - Attack - N/A
- Slot 2 - Item / Draw - Siren / Siren
- Slot 3 - Recover - Quezo
- Slot 4 - Revive - Quezo

#### Quistis

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Cerberus
- Slot 3 - Treatment - Shiva
- Slot 4 - Revive - Shiva

#### Zell / Irvine

- Slot 1 - Attack - N/A
- Slot 2 - Item - Diablos
- Slot 3 - Recover - Ifrit
- Slot 4 - Treatment - Ifrit

### IV. CHARACTER ABILITIES

#### Squall

- Slot 1 - Auto-Haste - Siren
- Slot 2 - Str+60% - Siren
- Slot 3 - Vit+60% - Siren

Slot 4 - Spr+60% - Siren

Quistis

Slot 1 - Auto-Haste - Cerberus

Slot 2 - Str+60% - Cerberus

Slot 3 - Vit+60% - Cerberus

Slot 4 - Spr+60% - Cerberus

Zell / Irvine

Slot 1 - Auto-Haste - Diablos

Slot 2 - Str+60% - Diablos

Slot 3 - Vit+60% - Diablos

Slot 4 - Spr+60% - Diablos

----- STRATEGY -----

Now that Magic and Limit Break seals are open...

Quick victory way is to cast Meltdown on Trauma, Aura on Squall, Renzo on Trauma (repeat if needed), victory is yours.

Otherwise there's not much strategy involved here, except if you want to see all the attacks... At start of battle Trauma will create two Dromas. You may kill them if you wish, but I advise against it - Mega Pulse Cannon hurts.

Instead pummel on Trauma with physical attacks. Once its life is beginning to fade, it will start Draining Dromas, eventually killing them in the process. Get ready for Mega Pulse Cannon - heal if you need to! Now Trauma will attack you physically three times in a row before again using Mega Pulse Cannon. Then it will again create two Dromas (it may do so as often as it likes) and pattern starts to repeat itself. Dromas are not very dangerous by itself, but they are quite fast - do not underestimate them. Understood so far? Then waste Trauma!

Draw Leviathan if you don't have it already.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

\*\*\*\*\*

Unlock Command seal!

\*\*\*\*\*

- Return to entrance hall.

[Ultimecia Castle - Hall]

- Use party switch point to select the other party, then walk over chandelier to have it fall down again.

[Ultimecia Castle - Grand Hall]

- Use party switch point on this screen and message "The lever has been depressed." appears - that means that chandelier won't fall down now. Switch to primary party again. Walk over the chandelier...

[Ultimecia Castle - Terrace]

- Face Krysta...

----- HERE COMES A NEW CHALLENGER! -----

KRYSTA

----- HERE COMES A NEW CHALLENGER! -----

```

KRYSTA -----
LV RANGE | HP RANGE          | AP | Common card: Can't turn into a card! | LV-UD
1 ~ 55   | 5200 ~ 16000      | 30 | Rare card  : Can't turn into a card! | no
-----
ELEMENTAL AFFINITIES -----
FIRE     | ICE     | THNDR  | EARTH  | POISN  | WIND   | WATER  | HOLY   | GRVTY
x 1      | immune | x 1    | mag-miss| x 1    | x 1    | x 1    | x 1    | yes
-----
BASIC STATISTICS ----- EXP: 0
LV | HP      | Strength | Vitality | Magic   | Spirit  | Speed  | Evasion
1  | 5200   | 52       | 201     | 70     | 0       | 5      | 0
10 | 7000   | 70       | 205     | 128    | 0       | 5      | 1
20 | 9000   | 91       | 211     | 193    | 0       | 5      | 1
30 | 11000  | 111      | 216     | 255    | 0       | 5      | 2
40 | 13000  | 131      | 222     | 255    | 0       | 5      | 2
50 | 15000  | 151      | 227     | 255    | 0       | 5      | 3
55 | 16000  | 160      | 230     | 255    | 0       | 5      | 3
-----
STATUS AFFINITIES -----
KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF
-  | -   | -   | -   | -   | -   | -   | -   | 100 | 90  | -   | -   | -
-----
The End: yes -----
DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO
-  | -   | -   | -   | -   | -   | 100 | 100 | 100 | -   | 100 | 100 | 100
-----
DRAWABLE MAGIC -----|----- DEVOUR TASTE -----
L 1~19 | Holy, Carbuncle          | Couldn't Devour!
L20~29 | Holy, Carbuncle          | Couldn't Devour!
L30~55 | Holy, Carbuncle          | Couldn't Devour!
-----
MUGGED ITEMS -----
L 1~19 | has nothing
L20~29 | has nothing
L30~55 | has nothing
-----
DROPPED ITEMS ---- Card drop: none
L 1~19 | Elem Guard, Elem Guard, Elem Guard, Elem Guard
L20~29 | Elem Guard, Elem Guard, Elem Guard, Elem Guard
L30~55 | Elem Guard, Elem Guard, Elem Guard, Elem Guard
-----
SCAN -----
Born of a jewel in Ultimecia's Castle. Responds quickly to attacks.
Counter-attacks immediately. [Fly Monster]
-----
ATTACK LIST -----
01. (Counter rocket) - SE no-name PA, counter
    SP - Krysta counters whenever she's hit in any way; Krysta has two
        different (Counter rocket) animations (one for magic attack, the other
        for physical attack)
    CM - Higher Vit, Protect, Defend
02. (Dashing strike) - SE no-name PA
    SP - always deals critical damage
    CM - Higher Vit, Protect, Defend
03. (Dashing slap) - SE no-name PA
    CM - Higher Vit, Protect, Defend
04. Ultima - AE No-element class MA, Desperation class move
    SP - used by Krysta as a last attempt to kill your members
    CM - Higher Spr, Shell, Defend
-----
PREPARATION -----

```

I. GFS JUNCTIONED

Squall - Quezo, Siren  
Quistis - Shiva, Cerberus  
Zell / Irvine - Ifrit, Diablos

II. JUNCTION ABILITIES

1. HP - Quezo, Shiva, Ifrit  
- Holy
2. Str - Quezo, Shiva, Ifrit  
- Ultima
3. Vit - Quezo, Shiva, Ifrit  
- Meltdown
4. Mag - Quezo, Shiva, Ifrit  
- Quake or Tornado
5. Spr - Quezo, Shiva, Ifrit  
- Reflect
6. Spd - Quezo, Shiva, Ifrit  
- Haste
7. Eva - Quezo, Shiva, Ifrit  
- Triple
8. Hit - Diablos, Cerberus  
- Double
9. Luck - Quezo, Shiva, Ifrit  
- Aura
10. El.Att.J - Quezo, Shiva, Ifrit  
- Ice class
11. El.Def.J - Quezo, Shiva, Ifrit  
- No magic needed
12. El.Def.Jx2 - Quezo, Shiva, Ifrit  
- No magic needed
13. El.Def.Jx4 - Quezo, Shiva, Ifrit  
- Flare, Meteor, Full-life, Life
14. St.Att.J - Quezo, Shiva, Ifrit  
- No magic needed
15. St.Def.J - Quezo, Shiva, Ifrit  
- No magic needed
16. St.Def.Jx2 - Quezo, Shiva, Ifrit  
- No magic needed
17. St.Def.Jx4 - Quezo, Shiva, Ifrit  
- Pain, Sleep, Confuse, Berserk

### III. COMMAND ABILITIES

#### Squall

- Slot 1 - Attack - N/A
- Slot 2 - Item / Draw - Siren / Siren
- Slot 3 - Recover - Quezo
- Slot 4 - Revive - Quezo

#### Quistis

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Cerberus
- Slot 3 - Treatment - Shiva
- Slot 4 - Revive - Shiva

#### Zell / Irvine

- Slot 1 - Attack - N/A
- Slot 2 - Item - Diablos
- Slot 3 - Recover - Ifrit
- Slot 4 - Treatment - Ifrit

### IV. CHARACTER ABILITIES

#### Squall

- Slot 1 - Auto-Haste - Siren

Slot 2 - Str+60% - Siren  
Slot 3 - Vit+60% - Siren  
Slot 4 - Spr+60% - Siren

Quistis

Slot 1 - Auto-Haste - Cerberus  
Slot 2 - Str+60% - Cerberus  
Slot 3 - Vit+60% - Cerberus  
Slot 4 - Spr+60% - Cerberus

Zell / Irvine

Slot 1 - Auto-Haste - Diablos  
Slot 2 - Str+60% - Diablos  
Slot 3 - Vit+60% - Diablos  
Slot 4 - Spr+60% - Diablos

----- STRATEGY -----

"SHOW ME WHAT YOU GOT!"

"YOU'LL REGRET FIGHTING ME!"

Quick victory way is to cast Meltdown on Krysta, take the (Counter rocket) punishment, Aura on Squall, Renzo on Krysta (guaranteed to go down in one Renzo), take Ultima punishment, victory is yours.

Krysta is poor in the field of offense, but counterattacks are where her real strength lies. Any type of damage to Krysta will prompt her to launch a devastating (Counter rocket) at the member who attacked her last.

Luckily for you Krysta has extremely low HP. Few good attacks and she's a goner. Take note however to be at a so-so high HP when Krysta bites the dust (I'm talking about Ultima) - you don't want to die just as you have won, right?

Draw Carbuncle if you don't have her already.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

\*\*\*\*\*

Unlock Item seal!

\*\*\*\*\*

- You have Armory key already. So return to Flood Gate and unlock the doors on the right.

[Ultimecia Castle - Armory]

- Face Gargantua.

----- HERE COME NEW CHALLENGERS! -----

ROUND 1: VYSAGE, LEFTY & RIGHTY

ROUND 2: GARGANTUA

----- HERE COME NEW CHALLENGERS! -----

GARGANTUA -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 54 | 10100 ~ 15400 | 30 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISON | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion



1	10100	26	180	5	0	26	0
10	11000	41	180	37	0	28	1
20	12000	57	180	70	0	30	1
30	13000	76	180	100	0	32	2
40	14000	89	180	127	0	34	2
50	15000	104	180	151	0	35	3
54	15400	111	180	160	0	36	3

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
20	-	-	-	-	-	50	-	-	-	-	-	-

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19	Bio, Quake, Reflect, Cerberus	Couldn't Devour!
L20~29	Bio, Quake, Reflect, Cerberus	Couldn't Devour!
L30~54	Bio, Quake, Reflect, Cerberus	Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19	has nothing
L20~29	has nothing
L30~54	has nothing

----- DROPPED ITEMS ---- Card drop: none

L 1~19	Magic Armlet, Magic Armlet, Magic Armlet, Magic Armlet
L20~29	Magic Armlet, Magic Armlet, Magic Armlet, Magic Armlet
L30~54	Magic Armlet, Magic Armlet, Magic Armlet, Magic Armlet

----- SCAN -----

A large monster, but it mainly uses magic to attack. Physical attacks anger it, and may counter-attack.

----- ATTACK LIST -----

01. Counter Twist - SE PA, counter
  - SP - Gargantua will counter whenever hit by any physical attack; always deals critical damage
  - CM - Higher Vit, Protect, Defend
02. (Power punch) - SE no-name PA
  - SP - always deals critical damage
  - CM - Higher Vit, Protect, Defend
03. Evil-Eye - AE No-element & Status class MA
  - EF - adds Slow and Curse + some No-element class magic damage
  - CM - Higher Spr, Shell, Defend, Pain and Slow on SDJ, Auto-Haste (nulls Slow)
04. Quake - AE Earth class MA
  - CM - Higher Spr, Shell, Defend, Earth class magic on EDJ
05. Demi - SE Gravity class MA
  - EF - tears off 25% current HP
  - CM - Shell, Reflect, Defend
06. Silence - SE Status class MA
  - EF - adds Silence
  - CM - Higher Spr, Reflect, Silence on SDJ
07. Berserk - SE Status class MA
  - EF - adds Berserk
  - CM - Higher Spr, Reflect, Berserk on SDJ

----- PREPARATION -----

I. GFS JUNCTIONED

Squall - Quezo, Siren  
 Quistis - Shiva, Cerberus  
 Zell / Irvine - Ifrit, Diablos

II. JUNCTION ABILITIES

1. HP - Quezo, Shiva, Ifrit  
- Regen
2. Str - Quezo, Shiva, Ifrit  
- Ultima
3. Vit - Quezo, Shiva, Ifrit  
- Meltdown
4. Mag - Quezo, Shiva, Ifrit  
- Demi
5. Spr - Quezo, Shiva, Ifrit  
- Reflect
6. Spd - Quezo, Shiva, Ifrit  
- Haste
7. Eva - Quezo, Shiva, Ifrit  
- Triple
8. Hit - Diablos, Cerberus  
- Double
9. Luck - Quezo, Shiva, Ifrit  
- Aura
10. El.Att.J - Quezo, Shiva, Ifrit  
- Holy class
11. El.Def.J - Quezo, Shiva, Ifrit  
- Earth class OR Wind Class
12. El.Def.Jx2 - Quezo, Shiva, Ifrit  
- Earth class and Wind class
13. El.Def.Jx4 - Quezo, Shiva, Ifrit  
- Flare, Meteor, Full-life, Life
14. St.Att.J - Quezo, Shiva, Ifrit  
- No magic needed
15. St.Def.J - Quezo, Shiva, Ifrit  
- No magic needed
16. St.Def.Jx2 - Quezo, Shiva, Ifrit  
- No magic needed
17. St.Def.Jx4 - Quezo, Shiva, Ifrit  
- Pain, Sleep, Confuse, Berserk

### III. COMMAND ABILITIES

#### Squall

- Slot 1 - Attack - N/A
- Slot 2 - Item / Draw - Siren / Siren
- Slot 3 - Recover - Quezo
- Slot 4 - Revive - Quezo

#### Quistis

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Cerberus
- Slot 3 - Treatment - Shiva
- Slot 4 - Revive - Shiva

#### Zell / Irvine

- Slot 1 - Attack - N/A
- Slot 2 - Item - Diablos
- Slot 3 - Recover - Ifrit
- Slot 4 - Treatment - Ifrit

### IV. CHARACTER ABILITIES

#### Squall

- Slot 1 - Auto-Haste - Siren

Slot 2 - Str+60% - Siren  
Slot 3 - Vit+60% - Siren  
Slot 4 - Spr+60% - Siren

Quistis

Slot 1 - Auto-Haste - Cerberus  
Slot 2 - Str+60% - Cerberus  
Slot 3 - Vit+60% - Cerberus  
Slot 4 - Spr+60% - Cerberus

Zell / Irvine

Slot 1 - Auto-Haste - Diablos  
Slot 2 - Str+60% - Diablos  
Slot 3 - Vit+60% - Diablos  
Slot 4 - Spr+60% - Diablos

----- STRATEGY -----

Quick victory way is to cast Meltdown on Gargantua, Aura on Squall, Renzo on Gargantua (guaranteed to go down in one Renzo), victory is yours.

Do not attack Gargantua physically or you'll quickly feel the wrath of Counter Twist. With no protection Evil-Eye is a really annoying attack (Curse and Slow). Have Esunas and / or Remedies at hand to heal these statuses. Berserk and Silence are also two annoyances that you should be careful of, should you not possess right junctions. At least be protected against Berserk. Quake is no biggie, just have Quake on El.Def.J. Counting all this, Gargantua may seem to be a hard enemy... but take a look at its HP. BAM BAM BAM! Dead Gargantua!

Draw Cerberus if you don't have it already.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

\*\*\*\*\*  
Unlock Ressurrection seal!  
\*\*\*\*\*

- Return to entrance hall.

[Ultimecia Castle - Hall]

- Take lower W exit.

[Ultimecia Castle - Passageway]

- Exit NE.

[Ultimecia Castle - Grand Hall]

- Exit N.

[Ultimecia Castle - Courtyard]

- Here's a fountain - examine it from left side to find TREASURE VAULT KEY.  
Return to entrance hall.

[Ultimecia Castle - Hall]

- Take the stairs and exit W.

[Ultimecia Castle - Stairway Hall]

- Exit N.

[Ultimecia Castle - Passageway]

- There's a door along W wall, use Treasure Vault Key to unlock it.

[Ultimecia Castle - Treasure Rm]

- From left to right: open second, close third, open first, open fourth. Face Catoblepas...

----- HERE COMES A NEW CHALLENGER! -----  
CATOBLEPAS  
----- HERE COMES A NEW CHALLENGER! -----

CATOBLEPAS -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 57\*1 | 10500 ~ 38500\*2 | 30 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x(-1) | x 2 | x 1 | x 1 | x 2 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	10500	7	4	65	2	26	0
10	15000	29	11	83	6	28	1
20	20000	53	19	102	12	30	1
30	25000	78	26	122	17	32	2
40	30000	102	34	141	23	34	2
50	35000	126	42	160	28	35	3
57	38500	---	---	---	---	---	---
60	40000	150	49	179	34	38	3
70	45000	174	57	198	39	39	4
80	50000	197	65	216	45	41	4
90	55000	221	72	235	50	43	5
100	60000	244	80	254	56	45	5

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | 60 | - | - | - | - | - | 20 | - | - | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19 | Meteor, Alexander | Couldn't Devour!  
L20~29 | Meteor, Alexander | Couldn't Devour!  
L30~57 | Meteor, Alexander | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | has nothing  
L20~29 | has nothing  
L30~57 | has nothing

----- DROPPED ITEMS ----- Card drop: none

L 1~19 | Status Atk, Status Atk, Status Atk, Status Atk  
L20~29 | Status Atk, Status Atk, Status Atk, Status Atk  
L30~57 | Status Atk, Status Atk, Status Atk, Status Atk

----- SCAN -----

Uses magic as well as physical attacks. Its skill with Thunder magic allows it to increase damage.

----- ATTACK LIST -----

01. (Claw swipe) - SE no-name PA

CM - Higher Vit, Protect, Defend, Darkness on Catoblepas

02. Deadly Horn - SE PA  
 SP - always deals critical damage if it connects  
 CM - Higher Vit, Protect, Defend, Darkness on Catoblepas
03. Thundaga - SE Thunder class MA  
 CM - Higher Spr, Shell, Defend, Thunder class magic on EDJ
04. Thunder Summon - AE Thunder class & Special class MA  
 AP - used after Catoblepas used Thundaga three times  
 IG - ignores Spr  
 CM - Shell, Defend, Thunder class magic on EDJ
05. Meteor - AE No-element class MA, Desperation class move  
 SP - used by Catoblepas as a last attempt to kill your members  
 CM - Higher Spr, Shell, Defend

----- NOTES -----

- \*1 - According to Ultimania, in Japanese version Cato's level can go as high as lv100.
- \*2 - According to Ultimania, in Japanese version Cato's HP range is 10500 ~ 60000 HP.

----- PREPARATION -----

I. GFS JUNCTIONED

Squall - Quezo, Siren  
 Quistis - Shiva, Cerberus  
 Zell / Irvine - Ifrit, Diablos

II. JUNCTION ABILITIES

1. HP - Quezo, Shiva, Ifrit  
 - Holy
2. Str - Quezo, Shiva, Ifrit  
 - Ultima
3. Vit - Quezo, Shiva, Ifrit  
 - Meltdown
4. Mag - Quezo, Shiva, Ifrit  
 - Tornado
5. Spr - Quezo, Shiva, Ifrit  
 - Reflect
6. Spd - Quezo, Shiva, Ifrit  
 - Haste
7. Eva - Quezo, Shiva, Ifrit  
 - Triple
8. Hit - Diablos, Cerberus  
 - Double
9. Luck - Quezo, Shiva, Ifrit  
 - Aura
10. El.Att.J - Quezo, Shiva, Ifrit  
 - Earth class OR Water class, \*no\* Thunder class
11. El.Def.J - Quezo, Shiva, Ifrit  
 - Thunder class
12. El.Def.Jx2 - Quezo, Shiva, Ifrit  
 - Thunder class
13. El.Def.Jx4 - Quezo, Shiva, Ifrit  
 - Flare, Meteor, Full-life, Life
14. St.Att.J - Quezo, Shiva, Ifrit  
 - Blind
15. St.Def.J - Quezo, Shiva, Ifrit  
 - No magic needed
16. St.Def.Jx2 - Quezo, Shiva, Ifrit  
 - No magic needed
17. St.Def.Jx4 - Quezo, Shiva, Ifrit

### III. COMMAND ABILITIES

#### Squall

- Slot 1 - Attack - N/A
- Slot 2 - Item / Draw - Siren / Siren
- Slot 3 - Recover - Quezo
- Slot 4 - Revive - Quezo

#### Quistis

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Cerberus
- Slot 3 - Treatment - Shiva
- Slot 4 - Revive - Shiva

#### Zell / Irvine

- Slot 1 - Attack - N/A
- Slot 2 - Item - Diablos
- Slot 3 - Recover - Ifrit
- Slot 4 - Treatment - Ifrit

### IV. CHARACTER ABILITIES

#### Squall

- Slot 1 - Auto-Haste - Siren
- Slot 2 - Str+60% - Siren
- Slot 3 - Vit+60% - Siren
- Slot 4 - Spr+60% - Siren

#### Quistis

- Slot 1 - Auto-Haste - Cerberus
- Slot 2 - Str+60% - Cerberus
- Slot 3 - Vit+60% - Cerberus
- Slot 4 - Spr+60% - Cerberus

#### Zell / Irvine

- Slot 1 - Auto-Haste - Diablos
- Slot 2 - Str+60% - Diablos
- Slot 3 - Vit+60% - Diablos
- Slot 4 - Spr+60% - Diablos

### ----- STRATEGY -----

Quick victory way is to cast Meltdown on Catoblepas, Aura on Squall, Renzo on Catoblepas (repeat if needed), take Meteor punishment, victory is yours.

Put Darkness on Catoblepas and its Deadly Horn and (Claw swipe) will hardly make contact. As far as Thundaga and Thunder Summon attacks go... Thunder class magic on El.Def.J. And it also has low Vit making it look even more puny. Meteor? Shell your members before defeating Catoblepas. Counting all this, I think we have next dead boss...

Draw Alexander if you don't have it already.

### ----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

\*\*\*\*\*

Unlock Save seal!

\*\*\*\*\*

- Get outside.

[Ultimecia Castle - Passageway]

- Exit N.

[Ultimecia Castle - Elevator Hall]

- Have all-girls party, stand on party switch point and switch to other party.

[Ultimecia Castle - Hall]

- Make it to "Stairway Hall" just past art room.

[Ultimecia Castle - Stairway Hall]

- Exit W.

[Ultimecia Castle - Passageway]

- Exit W.

Now head for clock tower... it's time to take care of Tiamat. You know the way from before.

[Ultimecia Castle - Stairway Hall]

- Exit W.

[Ultimecia Castle - Passageway]

- Exit W.

[Ultimecia Castle - Elevator Hall]

- Stand on party switch point and the girls will be raised up. Switch to girls party, then exit W.

[Ultimecia Castle - Storage Room]

- Collect FLOODGATE KEY, exit E.

[Ultimecia Castle - Elevator Hall]

- Step on elevator, switch to male party, and return to Flood Gate.

[Ultimecia Castle - Flood Gate]

- Next to the entrance to prison cell is a lever locked by a chain. You have Floodgate Key, so unlock the chain and then pull the lever to stop the water flow. Exit SW.

[Ultimecia Castle - Stairway Hall]

- Use party switch point and have other party make it to courtyard.

[Ultimecia Castle - Courtyard]

- Exit N.

[Ultimecia Castle - Chapel]

- Go N to find an organ - press Square, Triangle, X, Circle, R1, R2, L1, and L2 buttons all at the same time and hold them for few seconds, then exit S back to courtyard.

[Ultimecia Castle - Courtyard]

- Exit NE.

[Ultimecia Castle - Passageway]

- Take S exit (if you didn't press all buttons as instructed, you won't be able to pass).

[Ultimecia Castle - Waterway]

- Exit E, then pick up ROSETTA STONE in the corner, exit SE.

[Ultimecia Castle - Prison Cell]

- Lock is now disengaged - return to the chapel.

[Ultimecia Castle - Chapel]

- Take the stairs.

[Ultimecia Castle - Clock Tower]

- Exit N, in this area is an invisible SPN, take the stairs further up until you come to the swinging bell. Wait until it swings to the left, then press action to jump onto it and be carried to right side. Take nearby exit to find Tiamat outside.

----- HERE COMES A NEW CHALLENGER! -----  
TIAMAT  
----- HERE COMES A NEW CHALLENGER! -----

TIAMAT -----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 58 | 21200 ~ 89600 | 30 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----  
FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 0,5 | x 1 | x 0,5 |mag-miss| x 1 | immune | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0  
LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 21200 | 57 | 81 | 62 | 4 | 20 | 0  
10 | 32000 | 75 | 90 | 83 | 22 | 20 | 1  
20 | 44000 | 96 | 100 | 105 | 42 | 20 | 3  
30 | 56000 | 116 | 110 | 126 | 62 | 20 | 4  
40 | 68000 | 136 | 120 | 146 | 83 | 20 | 5  
50 | 80000 | 156 | 130 | 166 | 103 | 20 | 6  
58 | 89600 | 172 | 138 | 181 | 119 | 20 | 7

----- STATUS AFFINITIES -----  
KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | 20 | - | - | -

----- The End: yes -----  
DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100  
----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----



L 1~19 | Flare, Eden | Couldn't Devour!  
L20~29 | Flare, Eden | Couldn't Devour!  
L30~58 | Flare, Eden | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | has nothing  
L20~29 | has nothing  
L30~58 | has nothing

----- DROPPED ITEMS ---- Card drop: none

L 1~19 | Status Guard, Status Guard, Status Guard, Status Guard  
L20~29 | Status Guard, Status Guard, Status Guard, Status Guard  
L30~58 | Status Guard, Status Guard, Status Guard, Status Guard

----- SCAN -----

Used to be a GF. Became a monster under Ultimecia's power. Its Dark Flare destroys all enemies. [Fly Monster]

----- ATTACK LIST -----

01. "D" - "A" - "R" - "KF" - "LA" - "RE" - NEA 'move'  
SP - countdown to Dark Flare attack  
CM - None
02. Dark Flare - AE Multi-element class & Special class MA  
IG - ignores Spr  
SP - used after Tiamat finishes the countdown; this magic carries Fire, Ice and Thunder elements  
CM - Shell, Defend, Flare and Protect on EDJ (nulls damage)

----- PREPARATION -----

I. GFS JUNCTIONED

Squall - Quezo, Siren  
Quistis - Shiva, Cerberus  
Zell / Irvine - Ifrit, Diablos

II. JUNCTION ABILITIES

1. HP - Quezo, Shiva, Ifrit  
- Holy
2. Str - Quezo, Shiva, Ifrit  
- Ultima
3. Vit - Quezo, Shiva, Ifrit  
- Meltdown
4. Mag - Quezo, Shiva, Ifrit  
- Tornado
5. Spr - Quezo, Shiva, Ifrit  
- Reflect
6. Spd - Quezo, Shiva, Ifrit  
- Haste
7. Eva - Quezo, Shiva, Ifrit  
- Triple
8. Hit - Diablos, Cerberus  
- Double
9. Luck - Quezo, Shiva, Ifrit  
- Aura
10. El.Att.J - Quezo, Shiva, Ifrit  
- \*no\* Fire class, Thunder class or Wind class
11. El.Def.J - Quezo, Shiva, Ifrit  
- Flare
12. El.Def.Jx2 - Quezo, Shiva, Ifrit  
- Flare and Shell
13. El.Def.Jx4 - Quezo, Shiva, Ifrit  
- Flare, Meteor, Full-life, Life
14. St.Att.J - Quezo, Shiva, Ifrit

- No magic needed
- 15. St.Def.J - Quezo, Shiva, Ifrit
  - No magic needed
- 16. St.Def.Jx2 - Quezo, Shiva, Ifrit
  - No magic needed
- 17. St.Def.Jx4 - Quezo, Shiva, Ifrit
  - Pain, Sleep, Confuse, Berserk

### III. COMMAND ABILITIES

#### Squall

- Slot 1 - Attack - N/A
- Slot 2 - Item / Draw - Siren / Siren
- Slot 3 - Recover - Quezo
- Slot 4 - Revive - Quezo

#### Quistis

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Cerberus
- Slot 3 - Treatment - Shiva
- Slot 4 - Revive - Shiva

#### Zell / Irvine

- Slot 1 - Attack - N/A
- Slot 2 - Item - Diablos
- Slot 3 - Recover - Ifrit
- Slot 4 - Treatment - Ifrit

### IV. CHARACTER ABILITIES

#### Squall

- Slot 1 - Auto-Haste - Siren
- Slot 2 - Str+60% - Siren
- Slot 3 - Vit+60% - Siren
- Slot 4 - Spr+60% - Siren

#### Quistis

- Slot 1 - Auto-Haste - Cerberus
- Slot 2 - Str+60% - Cerberus
- Slot 3 - Vit+60% - Cerberus
- Slot 4 - Spr+60% - Cerberus

#### Zell / Irvine

- Slot 1 - Auto-Haste - Diablos
- Slot 2 - Str+60% - Diablos
- Slot 3 - Vit+60% - Diablos
- Slot 4 - Spr+60% - Diablos

----- STRATEGY -----  
Quick victory way is to cast Meltdown on Tiamat, Aura on Squall, Renzo on Tiamat (repeat if needed), take Dark Flare punishment (in case you don't defeat it fast enough), victory is yours.

This battle is one of the easiest in the whole game. Simply junction Flare and Protect magics on El.Def.J and you will nullify the damage done by Dark Flare. So it's just a matter of patience before Tiamat bites the dust...

Draw Eden if you don't have it already.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----



50		618500		255		86		255		147		61		3
60		725000		255		92		255		153		61		3
70		832500		255		97		255		158		61		4
80		941000		255		102		255		164		61		4
90		1050500		255		108		255		169		61		5
100		1161000		255		113		255		175		61		0

----- STATUS AFFINITIES -----

KO		POI		PTR		DAR		SIL		BER		ZOM		SLE		HAS		SLO		STO		REG		REF
-		-		-		-		-		-		-		-		-		-		-		-		-

The End: yes

DOO		PET		FLO		CON		DRA		DGN		PRO		SHE		AUR		INV		DOU		TRI		VIO
-		-		-		-		-		-		100		100		100		-		100		100		100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19		Flare, Holy, Meteor, Ultima		Couldn't Devour!
L20~29		Flare, Holy, Meteor, Ultima		Couldn't Devour!
L30~100		Flare, Holy, Meteor, Ultima		Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19		has nothing
L20~29		has nothing
L30~100		has nothing

----- DROPPED ITEMS ----- Card drop: none

L 1~19		Three Stars, Three Stars, Three Stars, Three Stars
L20~29		Three Stars, Three Stars, Three Stars, Three Stars
L30~100		Three Stars, Three Stars, Three Stars, Three Stars

----- SCAN -----

Stronger than Ultima Weapon, Omega Weapon is the strongest monster. It is bad luck to run into this monster.

----- ATTACK LIST -----

01. Lv5 Death - AE Instant-death class MA
  - EF - adds KO on targets whose level is a multiple of 5
  - CM - Be at level that is not multiple of 5, Death on SDJ, Zombie
02. Meteor - AE No-element class MA
  - CM - Higher Spr, Shell, Defend
03. Megido Flame - AE Special class PA
  - IG - ignores Vit
  - EF - always deals 9998 HP of damage
  - CM - Have all characters at 9999 HP before this attack is used
04. Gravija - AE Gravity class MA
  - EF - tears off 75% current HP
  - CM - Shell, Defend
05. Terra Break - AE Special class PA
  - IG - ignores Vit - 12 hits are randomly distributed among targets
  - CM - Protect, Defend
06. Ultima - AE No-element class MA
  - CM - Higher Spr, Shell, Defend
07. Light Pillar - SE PA
  - IG - ignores Vit
  - EF - always deals 9999 HP of damage
  - CM - None, except Invincible
08. (Swipe) - SE no-name PA
  - CM - Higher Vit, Protect, Defend

----- NOTES -----

\*1 - Omega Weapon is always lv100 in PSX version. In PC version its level is variable.

----- PREPARATION -----

I. GFS JUNCTIONED

Squall - Quezo, Siren, Carbuncle  
 Quistis / Zell - Shiva, Cerberus, Bros

Irvine - Ifrit, Diablos, Cactuar, Alexander

## II. JUNCTION ABILITIES

1. HP - Quezo, Shiva, Ifrit  
- Holy
2. Str - Quezo, Shiva, Ifrit  
- Ultima
3. Vit - Quezo, Shiva, Ifrit  
- Meltdown
4. Mag - Quezo, Shiva, Ifrit  
- Tornado
5. Spr - Quezo, Shiva, Ifrit  
- Full-life
6. Spd - Quezo, Shiva, Ifrit  
- Haste
7. Eva - Quezo, Shiva, Ifrit  
- Triple
8. Hit - Diablos, Cerberus  
- Double
9. Luck - Quezo, Shiva, Ifrit  
- Aura
10. El.Att.J - Quezo, Shiva, Ifrit  
- \*no\* AC
11. El.Def.J - Quezo, Shiva, Ifrit  
- No magic needed
12. El.Def.Jx2 - Quezo, Shiva, Ifrit  
- No magic needed
13. El.Def.Jx4 - Quezo, Shiva, Ifrit  
- No magic needed
14. St.Att.J - Quezo, Shiva, Ifrit  
- No magic needed
15. St.Def.J - Quezo, Shiva, Ifrit  
- Death
16. St.Def.Jx2 - Quezo, Shiva, Ifrit  
- Death
17. St.Def.Jx4 - Quezo, Shiva, Ifrit  
- Death

## III. COMMAND ABILITIES

Squall

- Slot 1 - Attack - N/A
- Slot 2 - Item - Siren
- Slot 3 - Recover - Quezo
- Slot 4 - Revive - Quezo

Quistis / Zell

- Slot 1 - Attack - N/A
- Slot 2 - Magic - Cerberus
- Slot 3 - Defend - Bros
- Slot 4 - Revive - Shiva

Irvine

- Slot 1 - Attack - N/A
- Slot 2 - Item - Diablos
- Slot 3 - Recover - Ifrit
- Slot 4 - Defend - Cactuar

## IV. CHARACTER ABILITIES

## Squall

Slot 1 - Auto-Haste / HP+??% (if MAX HP isn't 9999) - Siren / Carbuncle

Slot 2 - Str+60% - Siren

Slot 3 - Vit+60% - Siren

Slot 4 - Spr+60% - Siren

## Quistis / Zell

Slot 1 - Auto-Haste / HP+??% (if MAX HP isn't 9999) - Cerberus / Bros

Slot 2 - Str+60% - Cerberus

Slot 3 - Vit+60% - Cerberus

Slot 4 - Spr+60% - Cerberus

## Irvine

Slot 1 - Auto-Haste / HP+??% (if MAX HP isn't 9999) - Diablos / Diablos

Slot 2 - Str+60% - Diablos

Slot 3 - Med Data - Alexander

Slot 4 - Spr+60% - Diablos

## ----- STRATEGY -----

1. Your MAX HP must be 9999 HP.
2. If your junctions are not as the one mentioned above, leave and return later. Defend command is invaluable.
3. Have a decent supply of Megalixirs. Get those from Bahamut card.
4. You must have Death on St.Def.J if you're at levels that are multiple of 5.
5. Get rid of any elemental magic you might have on El.Att.J.
6. Aura Stones will assist you greatly. Do not waste Aura magic!
7. Turn the battle speed to slowest. You're gonna need time to input commands-
8. Make sure you have 100x AP Ammo.
9. Squall's and Irvine's Str-J should exceed 220 - preferably 255.
10. Have Eva-J at least at 25% - that way you won't be bothered much by Omega's physical potshots (especially concentrate on Irvine).

Also note that Omega Weapon is quite possible to conquer without use of Hero or Holy War items.

First thing to consider is that Omega's attack pattern is a fixed one! Only exception are its physical attacks which are randomly thrown here and there.

Not counting physical attacks here's how Omega's pattern looks like...

- Lv5 Death
- Meteor
- Megido Flame
- Graviija
- Terra Break
- Ultima
- Light Pillar
- Meteor
- Megido Flame
- and so on...

### A) LV5 DEATH

When you commence battle with Omega, its first 'serious' attack will be Lv5 Death. Death on St.Def.J will take care of this.

### B) METEOR

Will be used after Lv5 Death. Since it's no-element class magic, only high Spr and Shell status will cut the damage - but if Spr status is high, you won't even be bothered.

After the animation is finished, do the following: have Squall use Megalixir to heal to full health, have Quistis (or Zell) cast Meltdown on Omega. Irvine is at standby.

#### C) MEGIDO FLAME

Will be used after Meteor. Your health must be at 9999 HP. If it's a single digit lower, such member is KOed.

All three members will now be at 1 HP. Have Squall unleash Renzokuken, have Irvine open Armor Shot at Omega, have Quistis use Shockwave Pulsar (have Zell use Duel).

#### D) GRAVIJA

Will be used after Megido Flame. Good thing about Gravija is that it can't kill you no matter how hard you try. Member with 1 HP will take zero (0) damage from Gravija.

Have Squall unleash Renzokuken, have Irvine use Defend, have Quistis use Defend (same if using Zell).

#### E) TERRA BREAK

Will be used after Gravija. This is Omega's most fearsome attack - which is actually quite easy to 'bypass'. Since Quistis and Irvine are Defending from Omega's last move, they will survive. Why? Because Terra Break is physical attack and Defend will totally nullify the damage. Terra Break does 12 hits (I think so) and they are randomly distributed among your members.

Chances are Squall was KOed - have Quistis (same if using Zell) cast Life on Squall, have Irvine use Mega-Potion (will restore 2000 HP to all members).

Squall somehow survived - have Squall unleash Renzokuken, have Quistis use Shockwave Pulsar (if using Zell have him unleash Duel), have Irvine use Mega-Potion (will restore 2000 HP to all members).

#### F) ULTIMA

Will be used after Terra Break. Since it's no-element class magic, only high Spr and Shell status will cut the damage - but if Spr status is high, you won't even be bothered. Ultima won't cause more than 1200 damage to a single member - meaning they will still be in yellow.

Have Squall unleash Renzokuken, have Quistis cast Shockwave Pulsar (if using Zell start Dueling), have Irvine open Armor Shot.

#### G) LIGHT PILLAR

Will be used after Ultima. If you're not Invincible, there's nothing you can do to survive Light Pillar. One member is sure to get KOed.

If Squall was KOed - have Quistis (same if using Zell) Revive Squall, have Irvine use 1x Megalixir.

If Quistis (or Zell) was KOed - have Squall Revive Quistis (or Zell), have Irvine use 1x Megalixir.

If Irvine was KOed - have Quistis (same if using Zell) Revive Irvine, have Squall use 1x Megalixir.

#### H) METEOR

Will now be used after Light Pillar. Since it's no-element class magic, only high Spr and Shell status will cut the damage - but if Spr status is high, you won't even be bothered.

Have Squall use 1x Megalixir to heal to full health, have Quistis (same if using Zell) and Irvine on standby.

I) MEGIDO FLAME

Will be used after Meteor. Your health must be at 9999 HP. If it's a single digit lower, such member is KOed.

All three members will now be at 1 HP. Have Squall unleash Renzokuken, have Irvine open Armor Shot at Omega, have Quistis use Shockwave Pulsar (have Zell use Duel).

J) AND SO ON UNTIL OMEGA'S MISERABLE DEFEAT

But it will take quite a long time, since it has over one million HP and it won't split so fast as you want it to.

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

\*\*\*\*\*  
Only final bosses await their defeat!  
\*\*\*\*\*

-----  
Guardian Forces - Advice on learning abilities  
-----

- Card Mod 1x Alexander card in 3x Moon Curtain. Then distribute Moon Curtains: use them on Siren, Cerberus and Diablos.

- With Omega Weapon gone return to Master Room.

[Ultimécia Castle - Master Room]

- Save at the end of the bridge, and bring it on!

----- HERE COME NEW CHALLENGERS! -----

ROUND 1: ULTIMECIA

ROUND 2: GRIEVER

ROUND 3: ULTIMECIA (junctioned onto Griever) & 2x HELIX

ROUND 4: ULTIMECIA (final form) & ULTIMECIA (lower part)

----- HERE COME NEW CHALLENGERS! -----

ULTIMECIA -----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 65 | 4600 ~ 43000 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	x 1	x 1,5	x 1	x 1	immune	yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	4600	---	---	---	---	---	---
10	10000	---	---	---	---	---	---
20	16000	---	---	---	---	---	---
30	22000	---	---	---	---	---	---
40	28000	---	---	---	---	---	---
50	34000	---	---	---	---	---	---
60	40000	---	---	---	---	---	---
65	43000	---	---	---	---	---	---

----- STATUS AFFINITIES -----



KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | - | - | - | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Haste, Slow, Reflect, Demi | Couldn't Devour!  
L20~29 | Haste, Slow, Reflect, Demi | Couldn't Devour!  
L30~65 | Haste, Slow, Reflect, Demi | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | has nothing  
L20~29 | has nothing  
L30~65 | has nothing

----- DROPPED ITEMS ---- Card drop: none

L 1~19 | none  
L20~29 | none  
L30~65 | none

----- SCAN -----

A sorceress trying to change the world by compressing time and taking power from all sorceresses.

----- ATTACK LIST -----

01. Maelstrom - AE Gravity class & Status class MA  
EF - tears off 62,5% current HP + adds Curse  
CM - Shell, Defend, Aura or Pain on SDJ
02. Tornado - AE Wind class MA  
CM - Higher Spr, Shell, Defend, Wind class magic on EDJ
03. Quake - AE Earth class MA  
CM - Higher Spr, Shell, Defend, Earth class magic on EDJ
04. Bio - SE Poison class & Status class MA  
EF - adds Poison + some Poison class magic damage  
CM - Higher Spr, Shell, Reflect, Defend, Poison class magic on EDJ, Pain or Bio on SDJ to nullify Poison
05. Blizzaga - SE Ice class MA  
CM - Higher Spr, Shell, Reflect, Defend, Ice class magic on EDJ
06. Thundaga - SE Thunder class MA  
CM - Higher Spr, Shell, Reflect, Defend, Thunder class magic on EDJ
07. Holy - SE Holy class MA  
CM - Higher Spr, Shell, Reflect, Defend, Holy class magic on EDJ
08. Meltdown - ST No-element and Status class MA  
EF - adds Vit 0 (lowers Vit and Spr to 0) + No-element class magic damage  
CM - Higher Spr, Shell, Defend, Reflect; to remove Vit 0, cast Esuna or use Treatment
09. Double - SA Support class magic  
EF - adds Double  
CM - Dispel, Reflect on Ultimecia
10. Dispel - ST Status class MA  
EF - removes any helpful statuses  
CM - None
11. 'Absorbed into time...' - SE 'move'  
SP - if one of your members is KOed for too long, Ultimecia will remove KOed member  
CM - revive KOed members ASAP

----- GRIEVER -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 65 | 16750 ~ 115950 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 |mag-miss| x(-1) | x 2 | x 1 | x 2,5 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	16750	---	---	---	---	---	---
10	30700	---	---	---	---	---	---
20	46200	---	---	---	---	---	---
30	61700	---	---	---	---	---	---
40	77200	---	---	---	---	---	---
50	92700	---	---	---	---	---	---
60	108200	---	---	---	---	---	---
65	115950	---	---	---	---	---	---

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	100	100
----- The End: yes -----												
DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- |----- DEVOUR TASTE -----

L 1~19	Bio, Quake, Tornado		Couldn't Devour!
L20~29	Bio, Quake, Tornado		Couldn't Devour!
L30~65	Bio, Quake, Tornado		Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19	has nothing
L20~29	has nothing
L30~65	has nothing

----- DROPPED ITEMS ----- Card drop: none

L 1~19	none
L20~29	none
L30~65	none

----- SCAN -----

In Squall's mind, the strongest GF. Through Ultimecia's power, continues fighting without vanishing. [Fly Monster]

----- ATTACK LIST -----

01. Doom - SE Status class MA
  - EF - adds Doom
  - CM - Higher Spr, to heal Doom use Remedy+, Elixir, Megalixir, Treatment
02. Pain - SE Status class MA
  - EF - adds Darkness, Silence and Poison
  - CM - Higher Spr, Reflect, Blind on SDJ will nullify Darkness, Silence on SDJ will nullify Silence, Bio on SDJ will nullify Poison, Pain on SDJ will nullify all three statuses
03. Triple - SA Support class magic
  - EF - adds Triple
  - CM - Dispel, Reflect on Griever
04. 'Absorbed into time...' - SE 'move'
  - SP - if one of your members is KOed for too long, Griever will remove KOed member
  - CM - revive KOed members ASAP
05. (Blow away stocked magic) - SE move
  - SP - every so often Griever will blow away randomly selected magic from randomly selected member's magic stock; if junctioned magic is blown away, that junction no longer exists (for example, you have Regen on HP-J; Regen is blown away and HP-J will drop to basic level, as if nothing was junctioned)
  - CM - defeat Griever as quickly as you can
06. (Claw swipe) - SE no-name PA
  - CM - Higher Vit, Protect, Defend
07. Gravija - AE Gravity class MA
  - EF - tears off 75% current HP
  - CM - Shell, Defend
08. Draw - SE Command class move

SP - Griever will draw any type of magic from targetted member's magic stock and cast it immediately afterwards  
 EF - attack class magic on your members, support and healing class magic on itself  
 CM - Having no magic at all

09. Flare - SE No-element class MA

CM - Higher Spr, Shell, Reflect, Defend

10. Shockwave Pulsar - AE No-element class MA, Desperation class move

SP - somewhere in the middle of the battle Griever will start using this; if you kill Griever before it even uses it for the first time, it'll use Shockwave Pulsar as a last attempt to defeat your members  
 CM - Higher Spr, Shell, Defend

-----  
 ULTIMECIA (junctioned onto Griever) -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 65 | 13050 ~ 176250 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 2	mag-miss	immune	x 1	x 2	x(-1)	no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	13050	---	---	---	---	---	---
10	36000	---	---	---	---	---	---
20	61500	---	---	---	---	---	---
30	87000	---	---	---	---	---	---
40	112500	---	---	---	---	---	---
50	138000	---	---	---	---	---	---
60	163500	---	---	---	---	---	---
65	176250	---	---	---	---	---	---

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19	Firaga, Thundaga, Blizzaga	Couldn't Devour!
L20~29	Firaga, Thundaga, Blizzaga	Couldn't Devour!
L30~65	Firaga, Thundaga, Blizzaga	Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | has nothing  
 L20~29 | has nothing  
 L30~65 | has nothing

----- DROPPED ITEMS ----- Card drop: none

L 1~19 | none  
 L20~29 | none  
 L30~65 | none

----- SCAN -----

Ultimecia junctioned to Griever. A powerful monster that combines Ultimecia's and Griever's forces. [Fly Monster]

----- ATTACK LIST -----

01. (Helix summon) - NEA 'move'

SP - one Helix will appear; after two Helixes appear, Ultimecia gains access to Great Attractor, Ultima and Meteor

CM - None

02. Great Attractor - AE Special class PA

IG - ignores Vit

CM - Protect, Defend

03. Holy - SE Holy class MA

- CM - Higher Spr, Shell, Reflect, Defend, Holy class magic on EDJ
04. Meteor - AE No-element class MA  
CM - Higher Spr, Shell, Defend
05. Ultima - AE No-element class MA  
CM - Higher Spr, Shell, Defend
06. 'Absorbed into time...' - SE 'move'  
SP - if one of your members is KOed for too long, Ultimecia will remove KOed member  
CM - revive KOed members ASAP
07. (GF lethal strike) - SE no-name & Instant-death class move  
SP - if you try summoning a GF at this battle phase, there is a possibility that this GF will be KOed  
CM - don't summon any GF
08. Dispel - SE Status class MA  
EF - removes any helpful statuses  
CM - None
09. (Lower body fall off) - NEA 'move'  
SP - knock away about 65% of HP and she lose lower part of the body; Helixes disappear; Ultimecia gains access to Quake and Tornado
10. Tornado - AE Wind class MA  
CM - Higher Spr, Shell, Defend, Wind class magic on EDJ
11. Quake - AE Earth class MA  
CM - Higher Spr, Shell, Defend, Earth class magic on EDJ
12. (Claw swipe) - SE no-name PA  
SP - always deals critical damage  
CM - Higher Vit, Protect, Defend

-----  
HELIX -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 65 | 4400 ~ 30000 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | mag-miss | x 1 | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	4400	---	---	---	---	---	---
10	8000	---	---	---	---	---	---
20	12000	---	---	---	---	---	---
30	16000	---	---	---	---	---	---
40	20000	---	---	---	---	---	---
50	24000	---	---	---	---	---	---
60	28000	---	---	---	---	---	---
65	30000	---	---	---	---	---	---

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	-

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19 | Esuna, Dispel  
L20~29 | Esuna, Dispel  
L30~65 | Esuna, Dispel

----- DEVOUR TASTE -----  
| Couldn't Devour!  
| Couldn't Devour!  
| Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | has nothing  
L20~29 | has nothing  
L30~65 | has nothing

----- DROPPED ITEMS ----- Card drop: none

L 1~19 | none

L20~29 | none

L30~65 | none

----- SCAN -----

Ultimecia's magic power amplifier. By combining the 2 amplifiers, her power can be increased greatly... [Fly Monster]

----- ATTACK LIST -----

- 01. (Double laser) - ST no-name PA, counter
  - SP - used sometimes when struck by any type of attack
  - CM - Higher Vit, Protect, Defend

ULTIMECIA (final form) -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 65 | 16500 ~ 278900 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	mag-miss	x 1	x 1	x 1	x 1	no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	16500	---	---	---	---	---	---
10	53400	---	---	---	---	---	---
20	94400	---	---	---	---	---	---
30	135400	---	---	---	---	---	---
40	176400	---	---	---	---	---	---
50	217400	---	---	---	---	---	---
60	258400	---	---	---	---	---	---
65	278900	---	---	---	---	---	---

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19 | Flare, Holy  
 L20~29 | Flare, Holy  
 L30~65 | Flare, Holy

----- DEVOUR TASTE -----

| Couldn't Devour!  
 | Couldn't Devour!  
 | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | has nothing  
 L20~29 | has nothing  
 L30~65 | has nothing

----- DROPPED ITEMS ----- Card drop: none

L 1~19 | none  
 L20~29 | none  
 L30~65 | none

----- SCAN -----

Ultimecia, transformed to absorb all time and space. Absorbing all existence as we speak. [Fly Monster]

----- ATTACK LIST -----

- 01. Flare - SE No-element class MA
  - CM - Higher Spr, Shell, Reflect, Defend
- 02. Holy - SE Holy class MA
  - CM - Higher Spr, Shell, Reflect, Defend, Holy class magic on EDJ
- 03. Dispel - SE Status class MA
  - EF - removes any helpful statuses
  - CM - None
- 04. 'Absorbed into time...' - SE 'move'
  - SP - if one of your members is KOed for too long, Ultimecia will remove KOed member
  - CM - revive KOed members ASAP

- 05. Meteor - AE No-element class MA  
CM - Higher Spr, Shell, Defend
- 06. Ultima - AE No-element class MA  
CM - Higher Spr, Shell, Defend
- 07. (Single claw swipe) - SE no-name PA  
CM - Higher Vit, Protect, Defend
- 08. (Double claw swipe) - SE no-name PA  
SP - always deals critical damage  
CM - Higher Vit, Protect, Defend
- 09. (Blow away stocked magic) - SE move  
SP - every so often Ultimecia will blow away randomly selected magic from randomly selected member's magic stock; if junctioned magic is blown away, that junction no longer exists (for example, you have Regen on HP-J; Regen is blown away and HP-J will drop to basic level, as if nothing was junctioned)  
CM - defeat Ultimecia as quickly as you can
- 10. (GF lethal strike) - SE no-name & Instant-death class move  
EF - if you try summoning a GF at this battle phase, there is a possibility that this GF will be KOed  
CM - do not summon any GF
- 11. Hell's Judgement - AE Special class MA  
IG - ignores Spr  
EF - reduces HP to 1  
CM - None, except Invincible
- 12. (Lower Ultimecia appear) - NEA 'move'  
SP - once around 70% boss' HP is gone, lower part of Ultimecia will become exposed; next move by upper part will be 'Draw Apocalypse'  
CM - None
- 13. Draw Apocalypse - SA Command class move  
SP - once lower part is exposed, few turns pass before Ultimecia uses Draw  
CM - Destroy lower part before she has a chance to 'Draw Apocalypse'
- 14. Apocalypse - AE No-element class MA  
CM - Higher Spr, Shell, Defend

-----  
 ULTIMECIA (lower part) -----  
 LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 65 | 2300 ~ 21500 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----  
 FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1 | mag-miss | x 1 | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0  
 LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
 1 | 2300 | --- | --- | --- | --- | --- | ---  
 10 | 5000 | --- | --- | --- | --- | --- | ---  
 20 | 8000 | --- | --- | --- | --- | --- | ---  
 30 | 11000 | --- | --- | --- | --- | --- | ---  
 40 | 14000 | --- | --- | --- | --- | --- | ---  
 50 | 17000 | --- | --- | --- | --- | --- | ---  
 60 | 20000 | --- | --- | --- | --- | --- | ---  
 65 | 21500 | --- | --- | --- | --- | --- | ---

----- STATUS AFFINITIES -----  
 KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
 - | - | - | - | - | - | - | - | - | - | - | - | 100  
 - - - - - The End: yes - - - - -

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
 - | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----  
 L 1~19 | Apocalypse | Couldn't Devour!  
 L20~29 | Apocalypse | Couldn't Devour!

L30~65 | Apocalypse

| Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | has nothing

L20~29 | has nothing

L30~65 | has nothing

----- DROPPED ITEMS ---- Card drop: none

L 1~19 | none

L20~29 | none

L30~65 | none

----- SCAN -----

The point from which Ultimecia's power generates. Casts the ultimate magic through power generated here. [Fly Monster]

----- ATTACK LIST -----

none

----- PREPARATION -----

## I. GFS JUNCTIONED

Squall - Quezo, Siren

Quistis - Shiva, Cerberus

Zell / Irvine - Ifrit, Diablos

## II. JUNCTION ABILITIES

1. HP - Quezo, Shiva, Ifrit  
- Regen
2. Str - Quezo, Shiva, Ifrit  
- Ultima
3. Vit - Quezo, Shiva, Ifrit  
- Meltdown
4. Mag - Quezo, Shiva, Ifrit  
- Tornado
5. Spr - Quezo, Shiva, Ifrit  
- Reflect
6. Spd - Quezo, Shiva, Ifrit  
- Haste
7. Eva - Quezo, Shiva, Ifrit  
- Triple
8. Hit - Diablos, Cerberus  
- Double
9. Luck - Quezo, Shiva, Ifrit  
- Aura
10. El.Att.J - Quezo, Shiva, Ifrit  
- Poison class, \*no\* Holy class
11. El.Def.J - Quezo, Shiva, Ifrit  
- Flare
12. El.Def.Jx2 - Quezo, Shiva, Ifrit  
- Flare and Shell
13. El.Def.Jx4 - Quezo, Shiva, Ifrit  
- Flare, Meteor, Full-life, Life
14. St.Att.J - Quezo, Shiva, Ifrit  
- No magic needed
15. St.Def.J - Quezo, Shiva, Ifrit  
- Pain
16. St.Def.Jx2 - Quezo, Shiva, Ifrit  
- Pain, Confuse
17. St.Def.Jx4 - Quezo, Shiva, Ifrit  
- Pain, Sleep, Confuse, Berserk

## III. COMMAND ABILITIES

Squall

Slot 1 - Attack - N/A  
Slot 2 - Item - Siren  
Slot 3 - Recover - Quezo  
Slot 4 - Revive - Quezo

Quistis

Slot 1 - Attack - N/A  
Slot 2 - Magic - Cerberus  
Slot 3 - Treatment - Shiva  
Slot 4 - Revive - Shiva

Zell / Irvine

Slot 1 - Attack - N/A  
Slot 2 - Item - Diablos  
Slot 3 - Recover - Ifrit  
Slot 4 - Treatment - Ifrit

#### IV. CHARACTER ABILITIES

Squall

Slot 1 - Auto-Haste - Siren  
Slot 2 - Str+60% - Siren  
Slot 3 - Auto-Shell - Siren  
Slot 4 - Spr+60% - Siren

Quistis

Slot 1 - Auto-Haste - Cerberus  
Slot 2 - Str+60% - Cerberus  
Slot 3 - Auto-Shell - Cerberus  
Slot 4 - Spr+60% - Cerberus

Zell / Irvine

Slot 1 - Auto-Haste - Diablos  
Slot 2 - Str+60% - Diablos  
Slot 3 - Auto-Shell - Diablos  
Slot 4 - Spr+60% - Diablos

#### ----- STRATEGY -----

Junctioning properly will prove mightily useful in this first part of the fight. Almost everything can be absorbed, however... If Ultimecia uses Double on herself, Dispel it. If Ultimecia uses Maelstrom, be sure to have Aura or Pain on St.Def.J so that you won't be inflicted with Curse as well. If a character of yours gets Vit 0-ed, Esuna or Treatment will take care of it. Anyway, Ultimecia is not too strong and will fall quickly...

Ultimecia: 'The most powerful GF...'  
'...You shall...'  
'...SUFFER...!'  
'HAHAHA...'

Draw is pretty annoying as Griever can steal some useful magic from you - only way to prevent it from doing that is defeating it quickly and swiftly. (Blow away stocked magic) is even more annoying as it can seriously screw up your junctions if say Ultima gets blown away... Doom will be countered by Treatment, Elixir or Megalixir - no biggie. If Griever Triples itself, Dispel it ASAP!

If you don't have high enough Spr (that would mean that you're worried about your HP), make sure you keep 'em up most of the time. Casting Shell will help



tremendously. Again, assign one member to be a medic for this fight.

You'll see a change in background when Griever is about to use Shockwave Pulsar (if you defeat it before it's even able to use it, Shockwave Pulsar will be used as a desperation move)...

Ultimecia: 'The GF's true power...'

'Allow me...'

'To show you...!'

'Griever! Make them bleed!'

If you don't have a decent Spr-J, you'll be wiped out by Shockwave Pulsar. You know the drill - Meltdown on Griever, Aura on Squall, Renzo on Griever (might need three or four if no finisher appears), take Shockwave Pulsar punishment and sayonara to Griever...

Ultimecia: 'I shall junction myself...'

'...Unto Griever!'

This form of Ultimecia is rather dangerous if you dawdle around too long. If you let two Helixes appear, Ultimecia will start using Great Attractor every other turn. She also gains access to Ultima and Meteor. So why would you joke around and be pummelled endlessly, when you don't need to?

If Great Attractor is imminent, cast Protect on your members to halve the damage you'll suffer. Basically it's again - Meltdown on Ultimecia, Aura on Squall, Renzo on Ultimecia and sayonara... oh, only half of it is gone... oh well, another Renzo and...

Griever: 'Rghaah...'

She won't quite give up yet.

Ultimecia: 'I am Ultimecia.'

'Time shall compress...'

'...All existence denied.'

This is the simplest strategy for her defeat... Hell's Judgment is her cheapshot move to bring everyone down to 1 HP. Have every member at standby until she uses Hell's Judgment. Then have two members unleash their limits, whilst third one heals with Megalixir. Then be on standby again until next Hell's Judgment is used - have Squall and Irvine use their limits and heal with Quistis. Repeat until Ultimecia's HP is gone...

Sometime during the fight lower part of Ultimecia will become exposed. If you don't kill it, upper part will Draw Apocalypse and will then use it against your members - it's a beefed up version of Ultima - nothing serious for your junctions.

When you waste last ounce of Ultimecia's HP...

Ultimecia: 'Reflect on your...'

'Childhood...'

She has more HP to lose...

Ultimecia: 'Your sensation...'

'Your words...'

'Your emotions...'

Still more...

Ultimecia: 'Time...'

'It will not wait...'

And more...

Ultimecia: 'No matter...'

'...how hard you hold on.'

'It escapes you...'

More...

Ultimecia: 'And...'

----- CONGRATULATIONS! YOU ARE VICTORIOUS! -----

----- CONGRATULATIONS! -----

----- YOU HAVE SUCCESSFULLY -----

----- COMPLETED THE GAME! -----

=====  
09.) BESTIARY - G0900  
=====

ABADON

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 34 | 510 ~ 17010 | 40 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 2 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 2 | no

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality\*1 | Magic | Spirit\*1 | Speed | Luck  
1 | 510 | 39 | 2/141 | 61 | 2/41 | 16 | 8  
10 | 5010 | 52 | 6/145 | 69 | 6/45 | 18 | 9  
20 | 10010 | 66 | 12/150 | 79 | 12/50 | 20 | 11  
30 | 15010 | 80 | 17/155 | 87 | 14/55 | 22 | 12  
34 | 17010 | 85 | 19/157 | 91 | 19/57 | 22 | 12

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | 40 | - | - | - | - | - | - | - | 50 | -

----- The End: no -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19 | Cure, Esuna, Dispel | Couldn't Devour!  
L20~29 | Cura, Esuna, Dispel | Couldn't Devour!  
L30~34 | Curaga, Esuna, Dispel, Flare | Couldn't Devour!

Base chance: 32/256 ----- MUGGED ITEMS -----

L 1~19 | Power Wrist, Power Wrist, Power Wrist, Power Wrist  
L20~29 | Power Wrist, Power Wrist, Power Wrist, Power Wrist  
L30~34 | Power Wrist, Power Wrist, Power Wrist, Power Wrist

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19 | 10x Flare Stone, 10x Flare Stone, 10x Flare Stone, 10x Flare Stone  
L20~29 | 10x Flare Stone, 10x Flare Stone, 10x Flare Stone, 10x Flare Stone  
L30~34 | 10x Flare Stone, 10x Flare Stone, 10x Flare Stone, 10x Flare Stone

----- SCAN -----

A monster born of ancient bones deep in Great Salt Lake. It's assumed that it

came to life after the Great Salt Lake has dried up. [Undead Monster]

----- ATTACK LIST -----

- 01. (Double hand-strike) - SE no-name PA  
 SP - always deals critical damage  
 CM - Higher Vit, Protect, Defend
- 02. (Lick) - SE no-name & Status class PA  
 EF - adds Curse + some physical damage  
 CM - Higher Vit, Protect, Defend, Curse on SDJ
- 03. (Stand up) - NEA no-name move  
 AP - is used after about three or four turns of boss (Sitting down)  
 EF - boss' Vit and Spr become immense in this form  
 CM - None
- 04. (Sit down) - NEA no-name move  
 AP - is used after about three or four turns of boss (Standing up)  
 EF - boss' Vit and Spr return to normal  
 CM - None
- 05. Esuna - SA Support class magic  
 EF - removes negative statuses  
 CM - None
- 06. Silence - SE Status class MA  
 EF - adds Silence  
 CM - Higher Spr, Reflect, Silence or Pain on SDJ
- 07. Blind - SE Status class MA  
 EF - adds Darkness  
 CM - Higher Spr, Reflect, Blind or Pain on SDJ
- 08. Confuse - SE Status class MA  
 EF - adds Confuse on targetted member  
 CM - Higher Spr, Reflect, Confuse on SDJ
- 09. Dispel - SE Status class MA  
 EF - removes any helpful statuses  
 CM - None

----- NOTES -----

\*1 - Digits before [/] denote boss' stats while it's sitting down. When it stands up, refer to digits after [/].

----- ABYSS WORM -----

LV RANGE	HP RANGE	AP	Common card: Abyss Worm	LV-UD
1 ~ 100	210 ~ 26000	6	Rare card : Abadon	yes

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	immune	x 1	x 2	x 2,2	x 1	yes

----- BASIC STATISTICS ----- EXP: 100 (+10)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	210	11	2	3	8	3	0
10	2150	24	7	9	9	4	0
20	4400	38	13	15	10	6	1
30	6750	52	19	21	11	7	1
40	9200	66	26	27	13	8	2
50	11750	80	32	33	14	9	2
60	14400	93	38	38	15	11	3
70	17150	107	44	44	16	12	3
80	20000	120	51	49	18	13	3
90	22950	132	57	54	19	14	4
100	26000	145	63	59	20	16	4

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
70	80	70	80	80	-	-	80	-	-	-	100	100

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
80 | 70 | - | - | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Aero | Delicious!!!  
L20~29 | Aero | Delicious!!!  
L30~100| Aero, Tornado, Quake | Delicious!!!

Base chance: 64/256 ----- MUGGED ITEMS -----

L 1~19 | 3x Magic Stone, Windmill, Windmill, Windmill  
L20~29 | 2x Windmill, 2x Windmill, 2x Windmill, 2x Windmill  
L30~100| 2x Windmill, 2x Windmill, 2x Windmill, 2x Windmill

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: Abyss Worm

L 1~19 | 6x M-Stone Piece, 3x Magic Stone, Windmill, Windmill  
L20~29 | 6x Magic Stone, 4x Wizard Stone, 2x Windmill, 2x Windmill  
L30~100| 2x Windmill, Windmill, 3x Windmill, 4x Windmill

----- SCAN -----

A head protruding from the earth. Only a part of the body is exposed. Uses Earthquake when attacked by enemies.

----- ATTACK LIST -----

1. Protect - SA Support class magic - Abyss Worm can use it on itself - Protect status on affected target

CM - Reflect on Abyss Worm, Dispel, Silence on Abyss Worm

2. Shell - SA Support class magic - Abyss Worm can use it on itself - Shell status on affected target

CM - Reflect on Abyss Worm, Dispel, Silence on Abyss Worm

3. Sandshake - AE Earth & Special class MA - Counter [Physical counter] & Succession class - will be used as counter if Abyss Worm is physically attacked - is sometimes used immediately [as a second attack] after Abyss Worm casted Shell or Protect on itself - if Sandshake is first attack in the string, second Sandshake will not be used

CM - Higher Spr, Shell, Defend, Invincible, Earth class magic on EDJ, don't use physical attacks

4. (Lift head) - NEA Special class 'attack' - Tactic change class - after Abyss Worm has been a target of anything for four times, it will (Lift head) - Shell, Protect and Sandshake are no longer used - Abyss Worm now has access to Saliva, Aero and (Head Swing)

5. (Head swing) - AE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Abyss Worm

6. Aero - SE Wind class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Wind class magic on EDJ, Silence on Abyss Worm

7. Saliva - SE No-element & Status class MA - possible Curse status on affected member along with some No-element class magic damage

CM - Higher Spr, Shell, Defend, Invincible, Aura or Pain on SDJ

-----  
ADAMANTOISE

-----  
LV RANGE | HP RANGE | AP | Common card: Adamantoise | LV-UD  
1 ~ 100 | 573 ~ 42500 | 4 | Rare card : Sphinxara | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 2 | x 2 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 50 (+0)

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 573 | 13 | 210 | 2 | 151 | 3 | 3  
10 | 1550 | 27 | 210 | 10 | 155 | 4 | 3  
20 | 3300 | 42 | 210 | 17 | 160 | 4 | 3

30	5750	56	210	25	166	5	3
40	8900	70	210	32	171	6	3
50	12750	85	210	39	176	7	3
60	17300	99	210	46	182	7	3
70	22550	113	210	52	187	8	3
80	28500	127	210	59	192	9	3
90	35150	141	210	65	198	9	3
100	42500	155	210	70	203	10	3

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	80	-	60	-	-	100	90	-	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	60	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19	Blizzard	Refreshing!
L20~29	Blizzara, Shell, Protect	Refreshing!
L30~100	Blizzaga, Shell, Protect, Reflect	Feel healthier

Base chance: 32/256 ----- MUGGED ITEMS -----

L 1~19	Whisper, Whisper, Whisper, Whisper
L20~29	Whisper, Whisper, 2x Whisper, 2x Whisper
L30~100	3x Orihalcon, 3x Whisper, 4x Whisper, 4x Whisper

Base chance: 192/256 ----- DROPPED ITEMS ----- Card drop: Adamantoise

L 1~19	Turtle Shell, 2x Turtle Shell, Whisper, Orihalcon
L20~29	2x Turtle Shell, Orihalcon, Orihalcon, Adamantine
L30~100	Adamantine, Adamantine, Adamantine, Adamantine

----- SCAN -----

Its high defense capability makes it difficult to defeat. Owns rare items that make it worth the effort.

----- ATTACK LIST -----

- (Bite) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Adamantoise
- (Slap) - SE no-name & Special class PA - Critical strike class - will always inflict critical damage  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Adamantoise
- Shell - SA Support class magic - Adamantoise can use it either on itself or its partner (if any) - Shell status on affected target  
CM - Reflect on Adamantoise, Dispel
- Protect - SA Support class magic - Adamantoise can use it either on itself or its partner (if any) - Protect status on affected target  
CM - Reflect on Adamantoise, Dispel
- Berserk - SE Status class magic - Berserk status on affected target  
CM - Higher Spr, Reflect, Invincible, Berserk on SDJ
- White Wind - AA Healing & Special class MA - Spirit killer class - when Adamantoise uses White Wind, it'll restore a certain amount of HP to all monsters - the amount of HP restored depends on caster's Level  
CM - Shell on Adamantoise will reduce effectiveness of White Wind by 50%
- Sand Storm - AE Status class PA - carries Darkness status - possible Darkness status to targetted members along with some physical damage  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Blind on SDJ

-----  
ADEL

LV RANGE	HP RANGE	AP	Common card: Can't turn into a card!	LV-UD
1 ~ 46	6000 ~ 51000	0	Rare card : Can't turn into a card!	no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1,5 | x 1 | x(-1) | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	6000	46	32	59	42	35	0
10	15000	64	47	78	61	40	1
20	25000	83	65	98	82	44	1
30	35000	101	82	118	103	49	2
40	45000	120	100	137	124	53	2
46	51000	131	110	148	136	56	2

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- |----- DEVOUR TASTE -----

L 1~19	Fire, Thunder, Blizzard		Couldn't Devour!
L20~29	Fira, Thundara, Blizzara		Couldn't Devour!
L30~46	Firaga, Thundaga, Blizzaga		Couldn't Devour!

Base chance: 16/256 ----- MUGGED ITEMS -----

L 1~19	Samantha Soul, Samantha Soul, Samantha Soul, Samantha Soul
L20~29	Samantha Soul, Samantha Soul, Samantha Soul, Samantha Soul
L30~46	Samantha Soul, Samantha Soul, Samantha Soul, Samantha Soul

Base chance: 0/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19	none
L20~29	none
L30~46	none

----- SCAN -----

Esthar's ruler before Laguna and company confined her. Released by Ultimecia, and regaining strength.

----- ATTACK LIST -----

01. (Drain) - SA Status class MA  
SP - Adel will continuously (Drain) Rinoa's HP; once HP is drained, Adel will use one of her attacks - if Rinoa's HP reaches 0, it's Game Over  
CM - Cast Cure, Cura, Curaga, Regen on Rinoa, use Recover command on Rinoa
02. Meteor - AE No-element class MA  
CM - Higher Spr, Shell, Defend
03. Quake - AE Earth class MA  
CM - Higher Spr, Shell, Defend, Earth class magic on EDJ
04. Flare - SE No-element class MA  
CM - Higher Spr, Shell, Reflect, Defend
05. Energy Bomber - SE PA  
SP - always deals critical damage  
CM - Higher Vit, Protect, Defend
06. 'Magical powers are concentrated on Adel!' - NEA move  
SP - when this message pops up, next attack Adel will execute is Ultima  
CM - None
07. Ultima - AE No-element class MA  
SP - used a few turns after 'Magical powers are concentrated on Adel!' message popped up  
CM - Higher Spr, Shell, Defend
08. Holy - SE Holy class MA  
CM - Higher Spr, Shell, Reflect, Defend, Holy on EDJ

----- ANACONDAUR -----

LV RANGE | HP RANGE | AP | Common card: Anacondaur | LV-UD

1 ~ 100 | 842 ~ 24800 | 4 | Rare card : Mobile Type 8 | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 0,5 | x 2 | x 1 | x 1 | x(-0,5) | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 60 (+10)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	842	18	10	2	2	10	0
10	1400	30	15	13	9	11	1
20	2400	42	20	26	17	12	1
30	3800	55	25	38	26	13	2
40	5600	67	30	50	34	14	2
50	7800	79	35	62	42	15	3
60	10400	91	40	75	51	16	3
70	13400	103	45	86	59	17	4
80	16800	115	50	98	67	18	4
90	20600	126	55	110	76	19	5
100	24800	138	60	122	84	20	6

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
50 | - | 40 | 70 | 40 | 40 | - | 40 | 40 | 40 | 40 | 40 | 40

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
40 | 60 | 40 | 40 | 40 | 40 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Fire, Cure | Tastes awful!!!  
L20~29 | Fira, Cura | Tastes awful!!!  
L30~100| Firaga, Curaga, Bio |Shouldn't have...eaten...it

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19 | 2x Venom Fang, 2x Venom Fang, 2x Venom Fang, 2x Venom Fang  
L20~29 | 4x Venom Fang, 4x Venom Fang, 4x Venom Fang, 4x Venom Fang  
L30~100| 8x Venom Fang, 8x Venom Fang, 8x Venom Fang, 8x Venom Fang

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: Anacondaur

L 1~19 | 4x M-Stone Piece, Venom Fang, 2x Venom Fang, 2x Dragon Skin  
L20~29 | 2x Venom Fang, 3x Venom Fang, 4x Venom Fang, 2x Dragon Skin  
L30~100| 4x Dragon Skin, 6x Dragon Skin, 8x Dragon Skin, Star Fragment

----- SCAN -----

A large venomous snake that uses squeeze attacks. Use caution when its HP are low; it spits poisonous fluid.

----- ATTACK LIST -----

- (Head bonk) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- Squeeze - SE PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- Poison Mist - SE No-element & Status & Special class MA - HP count class - once Anacondaur loses 50% of its HP, it will start using Poison Mist - possible Poison status on affected member along with some No-element class magic damage  
CM - Higher Spr, Shell, Defend, Invincible, Bio or Pain on SDJ, defeat Anacondaur without crossing 50% HP lost limit [Degenerator]
- Dark Mist - SE No-element & Status & Special class MA - HP count class - once Anacondaur loses 50% of its HP, it will start using Dark Mist - possible Darkness status on affected member along with some No-element class magic damage  
CM - Higher Spr, Shell, Defend, Invincible, Blind or Pain on SDJ, defeat Anacondaur without crossing 50% HP lost limit [Degenerator]

----- ARMADODO -----

LV RANGE | HP RANGE | AP | Common card: Armadodo | LV-UD

1 ~ 100 | 731 ~ 18700 | 3 | Rare card : Catoblepas | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 80 (+15)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	731	12	120	1	4	4	0
10	1150	23	120	10	5	5	0
20	1900	34	121	18	6	6	1
30	2950	45	122	27	7	7	1
40	4300	56	123	35	9	8	2
50	5950	67	124	43	10	9	2
60	7900	77	125	50	11	10	3
70	10150	87	125	58	12	11	3
80	12700	97	126	65	14	12	3
90	15550	107	127	72	15	13	4
100	18700	116	128	79	16	14	4

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
70	80	70	80	80	60	70	80	100	90	0	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
80	70	100	-	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19	Protect	Delicious!!!
L20~29	Protect, Shell	Delicious!!!
L30~100	Protect, Shell, Quake	Delicious!!!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19	Turtle Shell, Turtle Shell, Turtle Shell, Turtle Shell
L20~29	2x Turtle Shell, 2x Turtle Shell, 2x Turtle Shell, 2x Turtle Shell
L30~100	3x Turtle Shell, 3x Turtle Shell, 3x Turtle Shell, 3x Turtle Shell

Base chance: 128/256 ----- DROPPED ITEMS ----- Card drop: Armadodo

L 1~19	2x M-Stone Piece, Sharp Spike, Sharp Spike, 2x Sharp Spike
L20~29	3x Magic Stone, 2x Sharp Spike, 2x Sharp Spike, 2x Turtle Shell
L30~100	Turtle Shell, 2x Sharp Spike, 3x Sharp Spike, 2x Turtle Shell

----- SCAN -----

The legs are small compared to the body, and it falls easily when attacked with force.

----- ATTACK LIST -----

- (Swipe) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- (Roll attack) - SE no-name & Special class PA - Critical strike class - will always inflict critical damage  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- Earthquake - AE Earth & Special class MA - Desperation class - Armadodo may use Earthquake during battle with it - however, it may also use it as a last ditch attempt to kill your members  
CM - Higher Spr, Shell, Defend, Float, Invincible, Earth class magic on EDJ
- [Armadodo fell over!] - NEA Special class 'attack' - Counter [Physical counter & Stat loser class] & Round count class - if Armadodo is struck with a physical type attack, there is a small chance it may fell over - this 'status' lasts for four turns before [Armadodo got up!] - Vit and Spr statistics drop for 50%  
CM - Critical (more likely) or normal (less likely) physical type attacks
- [Armadodo got up!] - NEA Special class 'attack' - Stat booster & Succession class - once four turns of [Armadodo fell over!] pass, [Armadodo got up!] - Vit and Spr statistics return to normal  
CM - Defeat Armadodo before it gets up



-----  
BAHAMUT  
-----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100 | 10800 ~ 90000 | 40 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | immune | mag-miss | x 0,5 | immune | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	10800	59	71	62	16	10	0
10	18000	100	80	83	25	14	2
20	26000	146	90	105	36	18	4
30	34000	191	100	126	46	22	5
40	42000	236	110	146	57	26	7
50	50000	255	120	166	67	30	8
60	58000	255	130	185	78	34	10
70	66000	255	140	203	88	38	12
80	74000	255	150	220	99	42	14
90	82000	255	160	236	110	46	15
100	90000	255	170	251	120	50	17

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	50	-	-	-	-	100	90	-	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

Level	Flare	Curaga	Full-life	Dispel	Couldn't Devour!
L 1~19	Flare	Curaga	Full-life	Dispel	Couldn't Devour!
L20~29	Flare	Curaga	Full-life	Dispel	Couldn't Devour!
L30~100	Flare	Curaga	Full-life	Dispel	Couldn't Devour!

Base chance: 32/256 ----- MUGGED ITEMS -----

Level	Hyper Wrist	Hyper Wrist	Hyper Wrist	Hyper Wrist
L 1~19	Hyper Wrist	Hyper Wrist	Hyper Wrist	Hyper Wrist
L20~29	Hyper Wrist	Hyper Wrist	Hyper Wrist	Hyper Wrist
L30~100	Hyper Wrist	Hyper Wrist	Hyper Wrist	Hyper Wrist

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: Bahamut

Level	Hyper Wrist	Hyper Wrist	Hyper Wrist	Hyper Wrist
L 1~19	Hyper Wrist	Hyper Wrist	Hyper Wrist	Hyper Wrist
L20~29	Hyper Wrist	Hyper Wrist	Hyper Wrist	Hyper Wrist
L30~100	Hyper Wrist	Hyper Wrist	Hyper Wrist	Hyper Wrist

----- SCAN -----

Called the King of GF; its Mega Flare ignores all defense, giving a powerful blo Gives assistance freely to those who show their power.\*1 [Fly Monster]

----- ATTACK LIST -----

01. (Claw swipe) - SE no-name PA  
CM - Higher Vit, Protect, Defend
02. Thundaga - SE Thunder class MA  
CM - Higher Spr, Shell, Reflect, Defend, Thunder class magic on EDJ
03. Tornado - AE Wind class MA  
CM - Higher Spr, Shell, Defend, Wind class magic on EDJ
04. Stop - ST Status class MA  
EF - adds Stop  
CM - Higher Spr, Reflect, Stop on SDJ, Auto-Haste
05. Mega Flare - AT Special class MA  
IG - ignores Spr  
CM - Shell, Defend

----- NOTES -----

\*1 - There's info missing in its scan screen.  
-----  
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BASE LEADER

-----  
 LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 100 | 806 ~ 4400 | 2 | Rare card : Can't turn into a card! | yes  
 -----

ELEMENTAL AFFINITIES

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1 | x 1 | x 1,5 | x 1 | x 1 | x 1 | yes  
 -----

BASIC STATISTICS EXP: 30 (+5)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	806	6	31	9	45	6	2
10	890	22	37	24	49	7	3
20	1040	38	44	41	54	7	4
30	1250	54	51	57	60	8	5
40	1520	70	58	74	65	9	5
50	1850	86	65	90	70	10	6
60	2240	102	72	106	76	10	7
70	2690	118	79	122	81	11	8
80	3200	133	86	138	86	12	9
90	3770	148	93	154	92	12	10
100	4400	163	100	170	97	13	10

STATUS AFFINITIES

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	80	100	-	-	80	100	90	-	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VI0
-	-	100	-	100	-	100	100	100	-	100	100	100

DRAWABLE MAGIC

Level	Thunder	Confuse	Slow	Reflect	Couldn't Devour!
L 1~19	Thunder	Confuse	Slow	Reflect	Couldn't Devour!
L20~29	Thundara	Confuse	Slow	Reflect	Couldn't Devour!
L30~100	Thundaga	Confuse	Slow	Reflect	Couldn't Devour!

Base chance: 128/256 MUGGED ITEMS

L 1~19	Tent, Tent, Cottage, Cottage
L20~29	Tent, Tent, Cottage, Cottage
L30~100	Tent, Tent, Cottage, Cottage

Base chance: 192/256 DROPPED ITEMS Card drop: none

L 1~19	2x Potion, Phoenix Down, 8x Shotgun Ammo, Cottage
L20~29	Potion, Phoenix Down, Hi-Potion, Cottage
L30~100	3x Potion, Hi-Potion, Cottage, Cottage

SCAN

Galbadia Missile Base security leader. Stronger than regular Galbadian soldiers.

ATTACK LIST

01. (Machine Gun fire) - SE no-name PA  
 CM - Higher Vit, Protect, Defend, Darkness on Base Leader
02. (Arm charge) - SE no-name PA, counter  
 SP - used if either Base Soldier is killed before killing Base Leader  
 CM - Higher Vit, Protect, Defend, Darkness on Base Leader
03. Cura - SA Healing class magic  
 SP - used when one of Base Soldiers is low on HP  
 EF - medium HP recovery  
 CM - Reflect on Base Leader / Base Soldiers, kill Base Leader ASAP, Silence on Base Leader
04. Thundara - SE Thunder class MA  
 CM - Higher Spr, Shell, Defend, Reflect, Thunder class magic on EDJ, Silence on Base Leader
05. Confuse - SE Status class MA  
 EF - adds Confuse  
 CM - Higher Spr, Reflect, Confuse on SDJ, Silence Base Leader
06. Remedy - SA Item class move  
 EF - removes negative statuses

- CM - Sleep on Base Leader
07. Protect - SA Support class magic  
 EF - adds Protect  
 CM - Reflect on Base Leader / Base Soldiers, kill Base Leader ASAP, Silence on Base Leader, Dispel
08. Shell - SA Support class magic  
 EF - adds Shell  
 CM - Reflect on Base Leader / Base Soldiers, kill Base Leader ASAP, Silence on Base Leader, Dispel

Special 'moves':

01. 'Go for the weak one!' - NEA 'move'  
 EF - when this message pops out, Base Leader and Base Soldiers will start attacking a member whose current HP is the lowest  
 CM - Kill Base Leader ASAP, higher Vit, Protect, Defend
02. 'Attack with magic!' - NEA 'move'  
 EF - when this message pops out, Base Leader and Base Soldiers will start using magical attacks against your members  
 CM - Kill Base Leader ASAP, higher Spr, Shell, Defend, Reflect, Thunder class and Ice class magic on EDJ

-----  
 -----  
 BASE SOLDIER  
 -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 100 | 217 ~ 10400 | 1 | Rare card : Can't turn into a card! | yes

-----  
 ELEMENTAL AFFINITIES  
 -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

-----  
 BASIC STATISTICS  
 ----- EXP: 30 (+5)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	217	7	12	4	32	4	0
10	455	18	29	13	32	5	1
20	880	30	36	23	32	5	2
30	1475	41	43	34	33	6	3
40	2240	52	50	44	33	7	3
50	3175	63	57	54	33	8	4
60	4280	74	64	63	34	8	5
70	5555	84	71	73	34	9	6
80	7000	94	78	83	34	10	7
90	8615	104	85	92	35	10	8
100	10400	114	92	101	35	11	8

-----  
 STATUS AFFINITIES  
 -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	80	-	80	80	-	-	80	100	90	-	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	100	-	100	-	100	100	100	-	100	100	100

-----  
 DRAWABLE MAGIC  
 -----

LV	Magic	Devour Taste
1~19	Blizzard, Silence, Confuse	Couldn't Devour!
20~29	Blizzara, Silence, Confuse	Couldn't Devour!
30~100	Blizzaga, Silence, Confuse	Couldn't Devour!

Base chance: 128/256 ----- MUGGED ITEMS -----

LV	Items
1~19	Hi-Potion, Hi-Potion, 8x Hi-Potion, Hi-Potion
20~29	Hi-Potion, Hi-Potion, 8x Hi-Potion, Hi-Potion
30~100	Hi-Potion, Hi-Potion, 8x Hi-Potion, Hi-Potion

Base chance: 192/256 ----- DROPPED ITEMS ----- Card drop: none

LV	Items
1~19	Potion, Potion, 8x Normal Ammo, Phoenix Down
20~29	Potion, Potion, 8x Normal Ammo, Phoenix Down

L30~100| Potion, Potion, 8x Normal Ammo, Phoenix Down

----- SCAN -----

Galbadia Missile Base security soldiers. Paid a little better than regular Galbadian soldiers.

----- ATTACK LIST -----

- 01. (Sword swipe) - SE no-name PA  
CM - Higher Vit, Protect, Defend
- 02. Blizzara - SE Ice class MA  
CM - Higher Spr, Shell, Defend, Reflect, Ice class magic on EDJ, Silence on Base Soldier
- 03. Remedy - SA Item class move  
EF - removes negative statuses  
CM - Sleep on Base Soldier
- 04. Potion - SA Item class move, counter  
SP - used sometimes if Base Soldier is attacked in any way  
EF - 200 HP recovery  
CM - none

-----  
BEHEMOTH

LV RANGE	HP RANGE*1	AP	Common card: Behemoth	LV-UD
1 ~ 100	35221 ~ 67000	12	Rare card : BGH251F2	yes

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	x 1	x 1	x 1	x 1	x 1	no

----- BASIC STATISTICS ----- EXP: 200 (+30)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	35221	64	12	3	3	3	0
10	37300	81	12	26	24	4	1
20	39800	101	13	51	46	4	1
30	42500	120	13	76	69	5	2
40	45400	138	14	101	91	6	3
50	48500	157	15	125	114	6	3
60	51800	176	15	149	136	7	4
70	55300	195	16	173	159	7	4
80	59000	213	17	197	181	8	5
90	62900	231	17	220	204	9	6
100	67000	250	18	243	226	9	6

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
40	40	70	70	40	40	40	40	100	40	-	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
40	70	-	-	100	50	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~29	Regen, Tornado	Delicious!!!
L30~39	Regen, Tornado	Delicious!!!
L40~100	Regen, Tornado, Flare	Clear head!

Base chance: 64/256 ----- MUGGED ITEMS -----

L 1~29	Barrier, Barrier, Barrier, Barrier
L30~39	Barrier, Barrier, Barrier, Barrier
L40~100	2x Barrier, 2x Barrier, 2x Barrier, 2x Barrier

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: Behemoth

L 1~29	3x Wizard Stone, 3x Wizard Stone, Barrier, Barrier
L30~39	Barrier, Giant's Ring, Energy Crystal, 2x Energy Crystal
L40~100	2x Barrier, Giant's Ring, Energy Crystal, 2x Energy Crystal

----- SCAN -----

Uses powerful magic, such as Meteor. A strong enemy that's hard to defeat.

----- ATTACK LIST -----

1. (Claw swipe) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Behemoth
2. Assault Horn - SE Special class PA - Critical strike class - will always inflict critical damage  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Behemoth
3. Thundaga - SE Thunder class MA  
CM - Higher Spr, Shell, Reflect, Invincible, Thunder class magic on EDJ, Silence on Behemoth
4. Tornado - AE Wind class MA  
CM - Higher Spr, Shell, Reflect, Invincible, Wind class magic on EDJ, Silence on Behemoth
5. Mighty Guard - AA Support & Special class MA - Counter class [HP count class] - once Behemoth loses 50% of its HP, it will use Mighty Guard on itself and its partner/s (if any) - Protect and Shell statuses on all monsters  
CM - Dispel, defeat Behemoth without crossing 50% HP limit [Degenerator]
6. Meteor - AE No-element & Special class MA - Counter [Physical counter] & Desperation class - Behemoth can use Meteor as counter if it is being attacked by a physical attack - Behemoth can also use Meteor as a last ditch attempt to kill your members when its HP is totally depleted  
CM - Higher Spr, Shell, Defend, Invincible, Silence on Behemoth, don't use physical attacks (for counter move), defeat Behemoth with special type attacks [Degenerator] (for desperation move)
7. Flare - SE No-element & Special class MA - Desperation class - Behemoth can use Flare as a last ditch attempt to kill one of your members when its HP is totally depleted  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Silence on Behemoth, defeat Behemoth with special type attacks [Degenerator]

----- NOTES -----

\*1 - According to Ultimania, in Japanese version Behemoth's HP range is 35263 ~ 91000 HP.

----- BELHELMEL -----

LV RANGE | HP RANGE | AP | Common card: Belhelmel | LV-UD  
1 ~ 100 | 369 ~ 5760 | 2 | Rare card : Tri-Point | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 0,5 |mag-miss| x 1 | x 1 | x 1 | x 2 | yes

----- BASIC STATISTICS ----- EXP: 10 (+6)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	369	4	30	5	10	10	0
10	495	14	30	14	11	12	0
20	720	25	30	23	12	13	1
30	1035	36	30	33	13	15	1
40	1440	46	31	42	15	17	2
50	1935	57	31	51	16	18	2
60	2520	67	31	60	17	20	3
70	3195	77	32	69	18	22	3
80	3960	87	32	78	20	23	4
90	4815	97	32	87	21	25	4
100	5760	106	33	95	22	27	5

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
70	80	70	80	80	-	70	-	-	90	50	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
80	70	-	-	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----  
L 1~19 | Sleep, Thunder | Can't see anything  
L20~29 | Confuse, Thundara | Can't see anything  
L30~100| Confuse, Thundaga | Can't see anything

Base chance: 128/256 ----- MUGGED ITEMS -----  
L 1~19 | Saw Blade, Saw Blade, Saw Blade, Saw Blade  
L20~29 | 2x Saw Blade, 2x Saw Blade, 2x Saw Blade, 2x Saw Blade  
L30~100| 6x Saw Blade, 6x Saw Blade, 6x Saw Blade, 6x Saw Blade  
Base chance: 152/256 ----- DROPPED ITEMS ----- Card drop: Belhelmel  
L 1~19 | M-Stone Piece, Saw Blade, Saw Blade, M-Stone Piece  
L20~29 | Magic Stone, 2x Saw Blade, Saw Blade, 2x Magic Stone  
L30~100| 3x Wizard Stone, 4x Saw Blade, 6x Saw Blade, Laser Cannon

----- SCAN -----  
Has a rotating blade around its face. Its battle tactics change when its face changes. [Fly Monster] [It's laughing!] [It's scowling!]

----- ATTACK LIST -----

1. Thunder - SE Thunder class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ, Silence on Belhelmel
2. Thundara - SE Thunder class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ, Silence on Belhelmel
3. Thundaga - SE Thunder class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ, Silence on Belhelmel
4. (Slice) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Belhelmel
5. Counter Slice - SE Special class PA - Counter class [Physical counter] - will be used when Belhelmel is attacked with physical type attack during Belhelmel's \*It's scowling!\* mode  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Belhelmel
6. Confuse - SE Status class magic - Confuse status on affected target  
CM - Higher Spr, Reflect, Invincible, Confuse on SDJ, Silence on Belhelmel
7. Sleep - SE Status class magic - Sleep status on affected target  
CM - Higher Spr, Reflect, Invincible, Sleep on SDJ, Silence on Belhelmel
8. Berserk - SE Status class magic - Berserk status on affected target  
CM - Higher Spr, Reflect, Invincible, Berserk on SDJ, Silence on Belhelmel
9. Counter Laser Eye - SE Special class MA - Counter class [Magic counter] - will be used when Belhelmel is attacked with magic type attack during Belhelmel's \*It's laughing!\* mode  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Belhelmel
10. [Belhelmel is furious!] - NEA Special class 'attack' - Tactic change & Counter class [Command & Magic & Physical counter] - sometimes if Belhelmel is tampered with some sort of attack, it may change tactics - it no longer uses magic type attacks, but instead attacks physically  
CM - Um, defeat Belhelmel with one hit?
11. [Belhelmel laughed!] - NEA Special class 'attack' - Tactic change class - after some turns of Belhelmel's \*It's scowling!\* mode pass, Belhelmel may return to \*It's laughing!\* mode - physical attacks are no longer used, but instead uses magic attacks  
CM - Um, defeat Belhelmel with one hit?

-----  
BGH251F2 (1st)  
-----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 22 | 4200 ~ 8400 | 10 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----  
FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY

x 1 | x 1 | x 1,5 | x 1,5 | immune | x 1 | x 1,5 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	4200	40	52	65	130	7	0
10	6000	62	65	82	131	7	1
20	8000	87	80	101	132	7	3
22	8400	91	83	105	132	7	3

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	50	-	-	-	-	100	90	-	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Shell, Protect, Stop | Couldn't Devour!

L20~22 | Shell, Protect, Stop | Couldn't Devour!

Base chance: 0/256 ----- MUGGED ITEMS -----

L 1~19 | has nothing

L20~22 | has nothing

Base chance: 0/256 ----- DROPPED ITEMS ---- Card drop: none

L 1~19 | none\*1

L20~22 | none\*1

----- SCAN -----

Named Iron Clad for its defensive capabilities. Main cannon is more powerful than X-ATM092's Ray Bomb.

----- ATTACK LIST -----

- 01. (Chaingun fire) - SE no-name PA
  - CM - Higher Vit, Protect, Defend, Darkness on BGH251F2
- 02. Beam Cannon - SE No-element class MA
  - AP - used every four turns
  - IG - ignores Shell
  - CM - Higher Spr, Defend (halves)

Special 'moves':

- 01. 'Standby for beam cannon!' - NEA 'move'
  - SP - when this (or other messages) pops up, this is a warning that boss' next move will be Beam Cannon
  - CM - none

----- NOTES -----

\*1 - Fixed drop: Weapons Mon June (Weapons Monthly, June Issue)

BGH251F2 (2nd)

LV RANGE	HP RANGE	AP	Common card: Can't turn into a card!	LV-UD
1 ~ 28	5100 ~ 7800	20	Rare card : Can't turn into a card!	no

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1,5	x 1,5	immune	x 1	x 2	x 1	no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	5100	27	52	13	130	20	0
10	6000	47	65	35	131	21	1
20	7000	69	80	57	132	22	3
28	7800	87	93	74	133	23	4

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	50	-	-	-	-	100	90	-	100	100

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Shell, Protect, Stop | Couldn't Devour!

L20~28 | Shell, Protect, Stop | Couldn't Devour!

Base chance: 32/256 ----- MUGGED ITEMS -----

L 1~19 | Adamantine, Adamantine, Adamantine, Adamantine

L20~28 | Adamantine, Adamantine, Adamantine, Adamantine

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: none

L 1~19 | 8x Running Fire, 8x Missile, 8x Missile, 8x Missile

L20~28 | 8x Running Fire, 8x Missile, 8x Missile, 8x Missile

----- SCAN -----

Out of control after being destroyed at the Missile Base. Can only fight for a short amount of time.

----- ATTACK LIST -----

01. (Chaingun fire) - SE no-name PA

CM - Higher Vit, Protect, Defend, Darkness on BGH251F2

02. Beam Cannon - SE No-element class MA

CM - Higher Spr, Shell, Defend

-----  
BIGGS (1st)

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 10 | 467 ~ 705 | 4 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 467 | 6 | 31 | 8 | 45 | 6 | 2  
10 | 705 | 18 | 37 | 17 | 49 | 7 | 3

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | - | - | - | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~10 | Fire, Thunder, Blizzard, Esuna | Couldn't Devour!

Base chance: \*1 /256 ----- MUGGED ITEMS -----

L 1~10 | 3x Elixir, 3x Elixir, 3x Elixir, 3x Elixir

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: none

L 1~10 | 2x Elixir, 2x Elixir, 2x Elixir, 2x Elixir

----- SCAN -----

A Galbadian Major. Activated the Dollet Communication Tower. Very short-tempered.

----- ATTACK LIST -----

01. (Machine Gun fire) - SE no-name PA

CM - Higher Vit, Protect

02. (Arm charge) - SE no-name PA, counter

SP - used sometimes if Biggs is physically or magically attacked

CM - Higher Vit, Protect, don't attack Biggs

03. Cure - SA Healing class magic

CM - Kill Biggs first before Wedge

04. Thunder - SE Thunder class MA

CM - Higher Spr, Shell, Reflect, Thunder class magic on EDJ

----- NOTES -----

\*1 - Initially you aren't supposed to be able to steal from Biggs. I was able



to nab Elixirs thanks to help of Action Replay V2, hence I can't provide you with the exact base chance of mugging Biggs.

-----  
BIGGS (2nd)  
-----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 22 | 1467 ~ 2235 | 10 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1467	6	31	9	45	6	2
10	1705	22	37	24	49	7	3
20	2130	38	44	41	54	7	4
22	2235	41	45	44	55	8	4

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	80	-	80	80	-	70	-	100	90	-	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	100	60	100	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- |----- DEVOUR TASTE -----

L 1~19 | Cure, Haste, Slow, Regen | Couldn't Devour!  
L20~22 | Cure, Haste, Slow, Regen | Couldn't Devour!

Base chance: 64/256 ----- MUGGED ITEMS -----

L 1~19 | Regen Ring, Regen Ring, Regen Ring, Regen Ring  
L20~22 | Regen Ring, Regen Ring, Regen Ring, Regen Ring

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19 | 3x Elixir, 3x Elixir, 3x Elixir, 3x Elixir  
L20~22 | 3x Elixir, 3x Elixir, 3x Elixir, 3x Elixir

----- SCAN -----

He was a major during the Dollet communication tower operation, but was demoted after the operation failed. Hates Seed.

----- ATTACK LIST -----

- (Machine Gun fire) - SE no-name PA  
CM - Higher Vit, Protect, Defend, Darkness on Biggs
- (Arm charge) - SE no-name PA  
CM - Higher Vit, Protect, Defend, Darkness on Biggs
- Cure - SA Healing class magic  
EF - minor HP recovery  
CM - Silence Biggs, cast Reflect on Biggs and Wedge
- Thundara - SE Thunder class MA  
CM - Silence Biggs, higher Spr, Shell, Defend, Reflect, Thunder class magic on EDJ
- Haste - SA Support class magic  
EF - adds Haste  
CM - Silence Biggs, cast Reflect on Biggs and Wedge, Dispel
- Slow - SE Status class magic  
EF - adds Slow  
CM - Silence Biggs, higher Spr, Reflect, Slow on SDJ
- Regen - SA Support class magic  
EF - adds Regen  
CM - Silence Biggs, cast Reflect on Biggs and Wedge, Dispel

-----  
BITE BUG

-----  
LV RANGE | HP RANGE | AP | Common card: Bite Bug | LV-UD  
1 ~ 100 | 114 ~ 2510 | 1 | Rare card : Elvoret | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 2 | x 1 | mag-miss | x 1 | x 2 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 15 (+5)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	114	2	4	1	2	4	2
10	170	9	4	7	3	5	3
20	270	17	4	13	5	5	4
30	410	24	4	19	7	6	4
40	590	32	4	24	8	6	5
50	810	39	5	30	10	7	6
60	1070	46	5	35	12	7	6
70	1370	53	5	40	13	8	7
80	1710	59	5	44	15	8	8
90	2090	65	5	49	17	9	8
100	2510	72	6	53	18	9	9

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
70	80	70	80	80	60	70	80	100	90	0	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
80	70	100	60	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19 | Fire, Scan  
L20~29 | Fira, Scan  
L30~100 | Fira, Scan

----- DEVOUR TASTE -----  
| Tastes okay...  
| Tastes okay...  
| Tastes okay...

Base chance: 128/256

----- MUGGED ITEMS -----

L 1~19 | 2x M-Stone Piece, 2x M-Stone Piece, 2x M-Stone Piece, 2x M-Stone Piece  
L20~29 | 2x Magic Stone, 2x Magic Stone, 2x Magic Stone, 2x Magic Stone  
L30~100 | 2x Wizard Stone, 2x Wizard Stone, 2x Wizard Stone, 2x Wizard Stone

Base chance: 128/256

----- DROPPED ITEMS -----

Card drop: Bite Bug

L 1~19 | M-Stone Piece, M-Stone Piece, 2x M-Stone Piece, 2x M-Stone Piece  
L20~29 | 4x M-Stone Piece, Magic Stone, 2x Magic Stone, 2x Magic Stone  
L30~100 | Wizard Stone, Wizard Stone, 2x Wizard Stone, 2x Wizard Stone

----- SCAN -----

A bug monster that flies. Stay calm and attack precisely. It's not a very strong enemy. [Fly Monster]

----- ATTACK LIST -----

1. (Bite) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
2. Needle - SE Status class PA - carries Poison status - possible Poison status on targetted member along with some physical damage  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Bio or Pain on SDJ
3. Fart - SE No-element & Status class MA - possible Berserk status on affected character along with some No-element class magic damage  
CM - Higher Spr, Shell, Defend, Invincible, Berserk on SDJ

----- BLITZ -----

LV RANGE | HP RANGE | AP | Common card: Blitz | LV-UD  
1 ~ 100 | 611 ~ 7200 | 2 | Rare card : Propagator | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x(-1) | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 20 (+10)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	611	9	35	57	25	2	0
10	765	18	35	60	25	4	1
20	1040	29	35	62	26	6	1
30	1425	39	36	65	26	7	2
40	1920	48	36	67	27	9	2
50	2525	58	37	69	28	10	3
60	3240	68	37	71	28	12	3
70	4065	77	37	73	29	14	4
80	5000	86	38	75	30	16	4
90	6045	95	38	76	30	17	5
100	7200	103	39	78	31	19	5

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
70	80	70	80	-	60	70	80	100	90	50	100	-

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VI0
80	70	100	-	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19 | Thunder | No good!  
L20~29 | Thunder, Thundara | No good!  
L30~100 | Thunder, Thundara, Thundaga | No good!

----- DEVOUR TASTE -----

Base chance: 128/256 ----- MUGGED ITEMS -----  
L 1~19 | 2x Betrayal Sword, 2x Betrayal Sword, 2x Betrayal Sword, 2x Betrayal Sword  
L20~29 | 4x Betrayal Sword, 4x Betrayal Sword, 4x Betrayal Sword, 4x Betrayal Sword  
L30~100 | 8x Betrayal Sword, 8x Betrayal Sword, 8x Betrayal Sword, Power Generator

----- DROPPED ITEMS -----

Base chance: 192/256 ----- Card drop: Blitz  
L 1~19 | M-Stone Piece, Betrayal Sword, Coral Fragment, Coral Fragment  
L20~29 | 2x Magic Stone, 3x Magic Stone, 2x Betrayal Sword, Betrayal Sword  
L30~100 | Dynamo Stone, 2x Dynamo Stone, 3x Dynamo Stone, 4x Dynamo Stone

----- SCAN -----

Becomes electrified when attacked with Thunder. Attacking it while electrified causes thunder damage. [Charging...]

----- ATTACK LIST -----

- Thunder - SE Thunder class MA - Blitz may cast Thunder on itself, which will lead to [Blitz charged itself up!] - in latter case this attack is considered as [SA Healing & Thunder class MA] as it will restore a bit of HP to Blitz  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ
- Thundara - SE Thunder class MA - Blitz may cast Thundara on itself, which will lead to [Blitz charged itself up!] - in latter case this attack is considered as [SA Healing & Thunder class MA] as it will restore a bit of HP to Blitz  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ
- Thundaga - SE Thunder class MA - Blitz may cast Thundaga on itself, which will lead to [Blitz charged itself up!] - in latter case this attack is considered as [SA Healing & Thunder class MA] as it will restore a bit of HP to Blitz  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ
- (Staff strike) - SE no-name PA - if under ['Charging...'], damage done is increased  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- [Blitz charged itself up!] - NEA Special class 'attack' - Stat booster class - Blitz's Str and Mag stat increase - from now on whenever Blitz is attacked, the attacker will suffer Thunder class magic damage (long range weapons are exceptions!) - status is noted in Scan screen by word [Charging...] in lower left corner  
CM - Drain on SAJ, Thunder class magic on EDJ, attack Blitz with members that are using long range weapons, attack Blitz with magic type attacks, defeat Blitz before he casts any Thunder magic on itself

-----  
BLOBRA  
-----

LV RANGE | HP RANGE | AP | Common card: Blobra | LV-UD  
1 ~ 100 | 246 ~ 3840 | 3 | Rare card : Granaldo | yes

----- ELEMENTAL AFFINITIES\*1 -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 40 (+8)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	246	8	240	9	170	6	0
10	330	15	240	23	171	6	1
20	480	22	241	38	172	7	2
30	690	29	241	53	173	7	3
40	960	36	242	67	174	7	4
50	1290	43	242	82	175	8	5
60	1680	49	243	96	176	8	6
70	2130	56	243	111	177	9	7
80	2640	62	244	125	178	9	8
90	3210	68	244	139	180	9	9
100	3840	74	245	153	181	10	10

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
70	80	80	80	80	60	70	100	100	90	50	100	100

- - - - - The End: yes - - - - -

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
80	70	-	40	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

----- DEVOUR TASTE -----

L 1~19 | Shell | Delicious!!!  
L20~29 | Shell, Blind, Berserk | Delicious!!!  
L30~100 | Shell, Reflect, Blind, Confuse | Delicious!!!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19 | 2x M-Stone Piece, 4x M-Stone Piece, Rune Armlet, Rune Armlet  
L20~29 | 4x Magic Stone, 4x Magic Stone, Rune Armlet, Rune Armlet  
L30~100 | 8x Wizard Stone, 8x Wizard Stone, Rune Armlet, Rune Armlet

Base chance: 192/256 ----- DROPPED ITEMS ----- Card drop: Blobra

L 1~19 | 2x M-Stone Piece, 4x M-Stone Piece, 6x M-Stone Piece, Rune Armlet  
L20~29 | 2x Magic Stone, 4x Magic Stone, Rune Armlet, Rune Armlet  
L30~100 | 3x Wizard Stone, 5x Wizard Stone, Rune Armlet, Rune Armlet

----- SCAN -----

A half-liquid creature resistant to physical attacks. Elemental weaknesses differ with each one that appears.

----- ATTACK LIST -----

1. Sticky Icky - SE Status class PA - possible Slow status on targetted member along with some physical damage  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Slow on SDJ, Auto-Haste
2. (Punch) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
03. Cure - SA Healing class magic  
EF - small HP recovery  
CM - Reflect on Blobra, Silence on Blobra
04. Cura - SA Healing class magic  
EF - medium HP recovery  
CM - Reflect on Blobra, Silence on Blobra
05. Curaga - SA Healing class magic  
EF - large HP recovery  
CM - Reflect on Blobra, Silence on Blobra
06. Esuna - SA Support class magic

- EF - removes negative statuses
- CM - Silence on Blobra
- 07. Slow - SE Status class magic
  - EF - adds Slow
  - CM - Silence on Blobra, higher Spr, Reflect, Slow on SDJ, Auto-Haste
- 08. Stop - SE Status class magic
  - EF - adds Stop
  - CM - Silence on Blobra, higher Spr, Reflect, Stop on SDJ
- 09. Berserk - SE Status class magic - Berserk status on affected target
  - CM - Higher Spr, Reflect, Invincible, Berserk on SDJ
- 10. Silence - SE Status class magic - Silence status on affected target
  - CM - Higher Spr, Reflect, Invincible, Silence or Pain on SDJ

----- NOTES -----

- \*1 - Lv1~19 Blobra can be weak to either fire, ice or thunder element.
- Lv20~29 Blobra can be weak to either fire, ice, thunder, earth, poison or wind element.
- Lv30+ Blobra can be weak to any element.
- Weakness can go up to [x 7] modifier.

-----  
BLOOD SOUL

-----  
LV RANGE | HP RANGE | AP | Common card: Blood Soul | LV-UD  
1 ~ 100 | 510 ~ 6500 | 1 | Rare card : Abadon | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 2 | x 1 | x 1 | mag-miss | x 0,5 | x 1 | x 1 | x 3 | yes

----- BASIC STATISTICS ----- EXP: 15 (+5)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	510	4	7	10	150	8	0
10	650	10	11	21	153	9	0
20	900	16	17	32	156	11	1
30	1250	23	22	44	160	12	1
40	1700	28	28	55	163	13	2
50	2250	34	34	66	166	14	2
60	2900	39	39	77	170	16	3
70	3650	45	45	88	173	17	3
80	4500	49	51	98	176	18	4
90	5450	54	56	109	180	19	4
100	6500	58	62	119	183	21	5

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
100	-	-	-	-	-	-	80	100	90	-	30	-

The End: no

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
80	-	-	60	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19	Zombie, Float	It's rotten...
L20~29	Zombie, Float, Silence	It's rotten...
L30~100	Zombie, Float, Silence, Dispel	It's rotten...

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19	Zombie Powder, Zombie Powder, Zombie Powder, Zombie Powder
L20~29	2x Zombie Powder, 2x Zombie Powder, 2x Zombie Powder, 2x Zombie Powder
L30~100	4x Zombie Powder, 4x Zombie Powder, 4x Zombie Powder, 4x Zombie Powder

Base chance: 192/256 ----- DROPPED ITEMS ----- Card drop: Blood Soul

L 1~19	M-Stone Piece, Zombie Powder, M-Stone Piece, M-Stone Piece
L20~29	Zombie Powder, Zombie Powder, 2x M-Stone Piece, 2x M-Stone Piece
L30~100	2x Zombie Powder, 2x Zombie Powder, 4x Magic Stone, 4x Magic Stone

----- SCAN -----

Floats with gas that fills its body. Looks weak, but its status-changing attacks may prove otherwise. [Undead Fly Monster]

----- ATTACK LIST -----

1. Blind - SE Status class magic - Darkness status on affected target  
CM - Higher Spr, Reflect, Invincible, Blind or Pain on SDJ
2. Zombie - SE Status class magic - Zombie status on affected target  
CM - Higher Spr, Reflect, Invincible, Zombie on SDJ
3. Sleep - SE Status class magic - Sleep status on affected target  
CM - Higher Spr, Reflect, Invincible, Sleep on SDJ
4. Silence - SE Status class magic - Silence status on affected target  
CM - Higher Spr, Reflect, Invincible, Silence or Pain on SDJ
5. Berserk - SE Status class magic - Berserk status on affected target  
CM - Higher Spr, Reflect, Invincible, Berserk on SDJ
6. Disease Breath - SE No-element & Status class MA - possible Silence status on affected member along with some No-element class magic damage  
CM - Higher Spr, Shell, Defend, Invincible, Silence or Pain on SDJ
7. Breath of Death - SE No-element class MA  
CM - Higher Spr, Shell, Defend, Invincible
8. Regen - SE Healing class magic - Regen status on affected target - Blood Soul will start using Regen on members that Blood Soul has successfully bestowed with Zombie - Zombied character will take damage from Regen  
CM - Don't be Zombied, Reflect, Dispel (on member that is Regened)
9. Cura - SE Healing class magic - Blood Soul will start using Cura on members that Blood Soul has successfully bestowed with Zombie  
CM - Don't be Zombied, Reflect
10. Curaga - SE Healing class magic - Blood Soul will start using Curaga on members that Blood Soul has successfully bestowed with Zombie  
CM - Don't be Zombied, Reflect
11. Dispel - SE Status class MA  
EF - removes any helpful statuses  
CM - None
12. (Bite) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

-----  
BLUE DRAGON

-----  
LV RANGE | HP RANGE | AP | Common card: Blue Dragon | LV-UD  
1 ~ 100 | 236 ~ 41000 | 6 | Rare card : Mobile Type 8 | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 2 | x 1 | x 1 | x(-1) | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 100 (+20)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	236	15	71	27	120	5	0
10	2525	29	76	46	125	8	1
20	5400	45	82	67	130	10	1
30	8625	60	88	87	135	13	2
40	12200	76	95	108	140	15	3
50	16125	91	101	128	145	18	3
60	20400	107	107	148	150	20	4
70	25025	122	113	167	155	23	4
80	30000	137	120	187	160	25	5
90	35325	151	126	206	165	28	6
100	41000	166	132	225	170	30	6

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
50	-	60	70	70	60	60	-	100	90	-	100	100

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
 70 | 60 | - | 60 | - | 80 | 100 | 100 | 100 | - | 100 | 100 | 100  
 ----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----  
 L 1~19 | Blind | Delicious!!!  
 L20~29 | Blind, Drain, Bio | Refreshing!  
 L30~100| Blind, Break, Death, Bio | Refreshing!

Base chance: 128/256 ----- MUGGED ITEMS -----  
 L 1~19 | Fury Fragment, Fury Fragment, 2x Fury Fragment, 2x Fury Fragment  
 L20~29 | Fury Fragment, Fury Fragment, 2x Fury Fragment, 2x Fury Fragment  
 L30~100| Fury Fragment, Fury Fragment, 2x Fury Fragment, 2x Fury Fragment  
 Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: Blue Dragon  
 L 1~19 | 4x Dragon Fang, 3x Dragon Skin, Fury Fragment, 2x Fury Fragment  
 L20~29 | 6x Dragon Fang, 6x Dragon Skin, 2x Fury Fragment, 2x Fury Fragment  
 L30~100| 8x Dragon Fang, 8x Dragon Skin, 4x Fury Fragment, 6x Fury Fragment

----- SCAN -----  
 A dragon that walks on 2 legs. Attacks with breath that causes status changes and drops a rare item called Fury Fragment.

----- ATTACK LIST -----  
 1. (Punch) - SE no-name PA  
 CM - Higher Vit, higher Eva, Protect, Defend, Invincible  
 2. (Tail whip) - SE no-name PA  
 CM - Higher Vit, higher Eva, Protect, Defend, Invincible  
 3. Grab Punch - SE Special class PA - Critical strike class - will always inflict critical damage  
 CM - Higher Vit, higher Eva, Protect, Defend, Invincible  
 4. Drain - SE Status class magic - Draining status on affected member  
 CM - Shell, Invincible, Drain on SDJ  
 5. Break - SE Status class magic - Petrify status on affected target  
 CM - Higher Spr, Reflect, Invincible, Break on SDJ  
 6. Bio - SE Poison & Status class MA - possible Poison status on affected target along with some Poison class magic damage  
 CM - Higher Spr, Shell, Reflect, Defend, Invincible, Poison class magic on EDJ, Bio or Pain on SDJ  
 7. Breath - AE No-element class MA  
 CM - Higher Spr, Shell, Defend, Invincible  
 8. Death - SE Status class magic - KO status on affected target  
 CM - Higher Spr, Reflect, Invincible, Death on SDJ, Zombie (Death will miss)  
 9. Reflect - SA Support class magic - Blue Dragon can use it on itself - Reflect status on affected target  
 CM - Dispel  
 10. Blind - SE Status class magic - Darkness status on affected target  
 CM - Higher Spr, Reflect, Invincible, Blind or Pain on SDJ

-----  
 BOMB  
 -----

LV RANGE | HP RANGE | AP | Common card: Bomb | LV-UD  
 1 ~ 100 | 288 ~ 5080 | 1 | Rare card : Krysta | yes

----- ELEMENTAL AFFINITIES -----  
 FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x(-1) | x 3 | x 1 |mag-miss| x 1 | x 1,5 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 30 (+5)  
 LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
 1 | 288 | 2 | 2 | 1 | 4 | 2 | 0  
 10 | 400 | 11 | 6 | 14 | 13 | 3 | 0  
 20 | 600 | 21 | 12 | 28 | 23 | 5 | 1  
 30 | 880 | 30 | 17 | 42 | 33 | 6 | 1  
 40 | 1240 | 40 | 23 | 56 | 44 | 7 | 2  
 50 | 1680 | 49 | 29 | 69 | 54 | 8 | 2

60	2200	58	34	82	64	10	3
70	2800	66	40	95	75	11	3
80	3480	75	46	108	85	12	4
90	4240	83	51	120	95	13	4
100	5080	91	57	132	105	15	5

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	80	40	80	80	60	70	80	100	90	50	100	100

- - - - - The End: yes - - - - -

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	40	-	0	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

----- DEVOUR TASTE -----

L 1~19 | Fire |Shouldn't have...eaten...it  
 L20~29 | Fire, Fira |Shouldn't have...eaten...it  
 L30~100| Fire, Fira, Firaga, Meltdown |Shouldn't have...eaten...it

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19 | Bomb Fragment, Bomb Fragment, Bomb Fragment, Bomb Fragment  
 L20~29 | 2x Bomb Fragment, 2x Bomb Fragment, 3x Bomb Fragment, 3x Bomb Fragment  
 L30~100| 2x Bomb Fragment, 2x Bomb Fragment, Bomb Spirit, Bomb Spirit

Base chance: 64/256 ----- DROPPED ITEMS ---- Card drop: Bomb

L 1~19 | M-Stone Piece, 2x M-Stone Piece, Bomb Fragment, 2x Bomb Fragment  
 L20~29 | Bomb Fragment, 2x Bomb Fragment, 2x Magic Stone, 2x Magic Stone  
 L30~100| 2x Bomb Fragment, 2x Bomb Fragment, 3x Bomb Fragment, 3x Bomb Fragment

----- SCAN -----

A monster powered by fire. Usually calm, but still a dangerous monster that becomes gigantic or explodes when attacked. [Fly Monster]

----- ATTACK LIST -----

1. Fire - SE Fire class MA  
 CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ
2. (Rolling strike) - SE no-name PA - if Bomb has (Grow)-n once, this attack deals more damage - it deals even more damage after Bomb has (Grow)-n for second time  
 CM - Higher Vit, higher Eva, Protect, Defend, Invincible
3. (Grow) - NEA Special class 'attack' - Round count & Stat booster & Counter class [Physical & Magic counter] - if Bomb is attacked in any way, it will (Grow) twice before it uses Suicide - each (Grow) increases Bomb's Str and Mag statistics  
 CM - Put it to Sleep and then use magic type attacks
4. Suicide - SE Special class PA - Counter [Physical & Magic counter] & Vitality killer & Succession class - after Bomb has (Grow)-n twice, be careful - if Bomb is attacked again in any way and you don't kill it with this attack, it will use Suicide - damage dealt is Bomb's MAX HP x 2 (roughly more or less) - always hits  
 CM - Protect, Defend, Invincible

----- BUEL -----

LV RANGE	HP RANGE	AP	Common card: Buel	LV-UD
1 ~ 100	43 ~ 1840	1	Rare card : Krysta	yes

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	mag-miss	x 1	x 2	x 1	x 2	yes

----- BASIC STATISTICS -----

EXP: 5 (+1)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	43	1	1	3	200	10	0
10	85	6	1	24	201	11	0
20	160	10	2	47	202	11	1
30	265	15	2	70	203	12	1



40	400	19	3	93	205	13	1
50	565	24	4	115	206	14	2
60	760	28	4	138	207	14	2
70	985	32	5	160	208	15	3
80	1240	36	6	183	210	16	3
90	1525	39	6	205	211	16	3
100	1840	43	7	227	212	17	4

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
70	80	70	80	80	60	70	80	100	90	50	100	100

- - - - - The End: yes - - - - -

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
80	70	100	60	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Fire, Thunder, Blizzard | Tastes okay...  
L20~29 | Fira, Thundara, Blizzara | Tastes okay...  
L30~100| Firaga, Thundaga, Blizzaga | Tastes okay...

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19 | 2x M-Stone Piece, 2x M-Stone Piece, 3x M-Stone Piece, 3x M-Stone Piece  
L20~29 | 2x Magic Stone, 2x Magic Stone, 3x Magic Stone, Circlet  
L30~100| 2x Wizard Stone, 2x Wizard Stone, Circlet, Circlet

Base chance: 64/256 ----- DROPPED ITEMS ---- Card drop: Buel

L 1~19 | 2x M-Stone Piece, M-Stone Piece, 2x M-Stone Piece, 3x M-Stone Piece  
L20~29 | Magic Stone, Magic Stone, 2x Magic Stone, 3x Magic Stone  
L30~100| Wizard Stone, Wizard Stone, 2x Wizard Stone, 3x Wizard Stone

----- SCAN -----

Any magic attacks are almost completely ineffective. However, very weak against physical attacks. [Fly Monster]

----- ATTACK LIST -----

1. Reflect - SA Support class magic - Buel can use it on itself - Reflect status on affected target  
CM - Silence on Buel, Dispel
2. Thunder - SE Thunder class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ
3. Thundara - SE Thunder class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ
4. Thundaga - SE Thunder class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ
5. Fire - SE Fire class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ
6. Fira - SE Fire class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ
7. Firaga - SE Fire class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ
8. Death - SE Status & Special class magic - Desperation class - KO status on affected target - Buel may use it as a last ditch attempt to kill one party member  
CM - Higher Spr, Reflect, Invincible, Death on SDJ, Zombie (Death will miss)
9. (Wing swipe) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

----- CACTUAR -----

LV RANGE	HP RANGE	AP	Common card: Cactuar	LV-UD
1 ~ 100	202 ~ 1400	20	Rare card : Gerogero	yes

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	x 1	x 1	x 1	x 2,9	x 1	yes

----- BASIC STATISTICS ----- EXP: 1 (+1)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	202	2	16	5	254	8	100
10	230	5	31	19	254	9	100
20	280	9	49	33	254	11	100
30	350	12	66	47	254	12	100
40	440	15	84	60	254	13	100
50	550	17	101	73	254	14	100
60	680	20	119	86	254	16	100
70	830	22	136	99	254	17	100
80	1000	24	154	111	254	18	100
90	1190	25	171	123	254	19	100
100	1400	27	189	134	254	21	100

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	80	70	80	80	-	-	80	100	90	50	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
80	70	100	-	100	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- |----- DEVOUR TASTE -----

L 1~19   Haste	Tastes okay...
L20~29   Haste	Delicious!!!
L30~100   Haste	Refreshing!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19   2x Cactus Thorn, 2x Cactus Thorn, 2x Cactus Thorn, 2x Cactus Thorn
L20~29   2x Cactus Thorn, 2x Cactus Thorn, 3x Cactus Thorn, 3x Cactus Thorn
L30~100   3x Cactus Thorn, 3x Cactus Thorn, 4x Cactus Thorn, 4x Cactus Thorn

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: Cactuar

L 1~19   Cactus Thorn, 2x Cactus Thorn, 3x Cactus Thorn, 2x Lightweight
L20~29   Cactus Thorn, 2x Cactus Thorn, 4x Cactus Thorn, 4x Lightweight
L30~100   2x Cactus Thorn, 3x Cactus Thorn, 4x Cactus Thorn, Jet Engine

----- SCAN -----

A speedy cactus of the desert. Damage always amounts to 1,000 units with its special skill, 1,000 Needles.

----- ATTACK LIST -----

- (Kick) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Cactuar
- 1000 Needles - SE Special class PA - Vitality killer class - ignores Protect and Defend statuses - damage done will always be 1000 HP damage - always hits CM - Invincible
- [Escaped...] - NEA 'attack' - Cactuar tends to run from battle often  
CM - Kill Cactuar before it is able to even react

----- CATERCHIPILLAR -----

LV RANGE	HP RANGE	AP	Common card: Caterchipillar	LV-UD
1 ~ 100	172 ~ 7360	2	Rare card : Trauma	yes

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1,5	x 2	x 1	x 0,5	x 1	x 1	x 1	x 1	yes

----- BASIC STATISTICS ----- EXP: 28 (+5)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	172	10	2	7	18	4	0
10	340	19	8	23	18	5	0
20	640	27	15	40	19	5	1
30	1060	36	21	58	19	6	1
40	1600	44	29	75	20	7	1
50	2260	53	36	92	20	8	2

60		3040		61		42		108		21		8		2
70		3940		69		50		125		21		9		3
80		4960		76		57		142		22		10		3
90		6100		84		63		158		22		10		3
100		7360		91		71		174		23		11		4

----- STATUS AFFINITIES -----

KO		POI		PTR		DAR		SIL		BER		ZOM		SLE		HAS		SLO		STO		REG		REF
70		80		70		80		80		60		70		80		100		-		-		100		100

- - - - - The End: yes - - - - -

DOO		PET		FLO		CON		DRA		DGN		PRO		SHE		AUR		INV		DOU		TRI		VIO
80		70		100		60		100		80		100		100		100		-		100		100		100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19		Thunder, Cure		Delicious!!!
L20~29		Thundara, Cura, Slow		Delicious!!!
L30~100		Thundaga, Curaga, Slow, Stop		Delicious!!!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19		Spider Web, Spider Web, Spider Web, Spider Web
L20~29		2x Spider Web, 2x Spider Web, 2x Spider Web, 2x Spider Web
L30~100		4x Spider Web, 4x Spider Web, 4x Spider Web, 4x Spider Web

Base chance: 192/256 ----- DROPPED ITEMS ---- Card drop: Caterchipillar

L 1~19		Spider Web, M-Stone Piece, M-Stone Piece, 2x M-Stone Piece
L20~29		2x Spider Web, Magic Stone, 2x Magic Stone, 2x Magic Stone
L30~100		4x Spider Web, 4x Spider Web, 8x Wizard Stone, 8x Wizard Stone

----- SCAN -----

Uses an attack called Ultra Waves that damages all enemies.

----- ATTACK LIST -----

- (Tail bang) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- (Head bash) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- Ultra Waves - AE No-element & Status class MA - possible Berserk status on affected members along with some No-element class magic damage  
CM - Higher Spr, Shell, Defend, Invincible, Berserk on SDJ
- Sticky Web - SE Status class MA - possible Stop status on affected member  
CM - Higher Spr, Invincible, Stop on SDJ, Auto-Haste

----- CATOBLEPAS -----

LV RANGE		HP RANGE		AP		Common card: Can't turn into a card!		LV-UD
1 ~ 57*1		10500 ~ 38500*2		30		Rare card : Can't turn into a card!		no

----- ELEMENTAL AFFINITIES -----

FIRE		ICE		THNDR		EARTH		POISN		WIND		WATER		HOLY		GRVTY
x 1		x 1		x(-1)		x 2		x 1		x 1		x 2		x 1		no

----- BASIC STATISTICS ----- EXP: 0

LV		HP		Strength		Vitality		Magic		Spirit		Speed		Evasion
1		10500		7		4		65		2		26		0
10		15000		29		11		83		6		28		1
20		20000		53		19		102		12		30		1
30		25000		78		26		122		17		32		2
40		30000		102		34		141		23		34		2
50		35000		126		42		160		28		35		3
57		38500		---		---		---		---		---		---
60		40000		150		49		179		34		38		3
70		45000		174		57		198		39		39		4
80		50000		197		65		216		45		41		4
90		55000		221		72		235		50		43		5
100		60000		244		80		254		56		45		5

----- STATUS AFFINITIES -----



DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | 80 | - | 100 | 100 | 100 | - | 100 | 100 | 100  
----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----  
L 1~19 | Quake, Double | Couldn't Devour!  
L20~29 | Quake, Double, Triple | Couldn't Devour!  
L30 | Quake, Double, Triple | Couldn't Devour!  
Base chance: 64/256 ----- MUGGED ITEMS -----  
L 1~19 | Spd-J Scroll, Spd-J Scroll, Spd-J Scroll, Spd-J Scroll  
L20~29 | Spd-J Scroll, Spd-J Scroll, Spd-J Scroll, Spd-J Scroll  
L30 | Spd-J Scroll, Spd-J Scroll, Spd-J Scroll, Spd-J Scroll  
Base chance: 192/256 ----- DROPPED ITEMS ----- Card drop: Cerberus  
L 1~19 | 8x G-Returner, 8x G-Returner, 8x G-Returner, 8x G-Returner  
L20~29 | 8x G-Returner, 8x G-Returner, 8x G-Returner, 8x G-Returner  
L30 | 8x G-Returner, 8x G-Returner, 8x G-Returner, 8x G-Returner

----- SCAN -----  
A 3-headed demon-dog of hell. In Triple, each of the 3 heads uses different magic. The tail is also powerful.

- ATTACK LIST -----
01. Tornado - AE Wind class MA  
CM - Higher Spr, Shell, Defend, Wind class magic on EDJ
  02. Quake - AE Earth class MA  
CM - Higher Spr, Shell, Defend, Earth class magic on EDJ
  03. Thundaga - SE Thunder class MA  
SP - only used if Cerberus is under Triple  
CM - Higher Spr, Shell, Reflect, Defend, Thunder class magic on EDJ
  04. (Tail whip) - SE no-name PA  
SP - under Triple (Tail whip) deals critical damage  
CM - Higher Vit, Protect, Defend
  05. Triple - SA Support class magic  
SP - under Triple boss casts Thundaga, Silence, Blind and Dispel; in addition to this (Tail whip) deals critical damage  
EF - adds Triple  
CM - Dispel
  06. Berserk - SE Status class MA  
EF - adds Berserk  
CM - Higher Spr, Reflect, Berserk on SDJ
  07. Silence - SE Status class MA  
SP - only used if Cerberus is under Triple  
EF - adds Silence  
CM - Higher Spr, Reflect, Silence or Pain on SDJ
  08. Blind - SE Status class MA  
SP - only used if Cerberus is under Triple  
EF - adds Darkness  
CM - Higher Spr, Reflect, Blind or Pain on SDJ
  09. Dispel - SE Status class MA  
SP - only used if Cerberus is under Triple  
EF - removes any helpful statuses  
CM - None
  10. Aero - SE Wind class MA  
CM - Higher Spr, Shell, Defend, Wind class magic on EDJ

-----  
CHIMERA

-----  
LV RANGE | HP RANGE | AP | Common card: Chimera | LV-UD  
1 ~ 100 | 352 ~ 60000 | 10 | Rare card : Red Giant | yes

----- ELEMENTAL AFFINITIES -----  
FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x(-1) | x 1 | immune | x(-1) | x(-1) | x 1,5 | yes

----- BASIC STATISTICS ----- EXP: 150 (+20)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	352	21	41	27	89	5	2
10	3750	38	49	46	97	7	3
20	8000	55	59	68	106	9	3
30	12750	73	67	90	115	11	4
40	18000	90	77	111	125	13	5
50	23750	107	86	133	134	15	5
60	30000	124	95	154	143	17	6
70	36750	141	104	175	152	19	6
80	44000	158	114	197	161	21	7
90	51750	174	122	217	170	23	8
100	60000	190	132	238	180	25	8

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	80	-	-	-	-	100	50	-	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	50	70	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19 | Water, Thunder, Esuna | Refreshing!  
 L20~29 | Water, Bio, Thundara, Esuna | Refreshing!  
 L30~100 | Water, Bio, Thundaga, Esuna | Refreshing!

----- MUGGED ITEMS -----

Base chance: 64/256  
 L 1~19 | 2x Red Fang, 2x Red Fang, 2x Red Fang, 2x Red Fang  
 L20~29 | 4x Red Fang, 4x Red Fang, 4x Red Fang, 4x Red Fang  
 L30~100 | 8x Red Fang, 8x Red Fang, 8x Red Fang, 8x Red Fang

----- DROPPED ITEMS ----- Card drop: Chimera

L 1~19 | Water Crystal, 2x Water Crystal, 2x Red Fang, 2x Red Fang  
 L20~29 | 2x Water Crystal, 4x Red Fang, Star Fragment, 2x Star Fragment  
 L30~100 | 6x Water Crystal, 6x Red Fang, 3x Regen Ring, 3x Star Fragment

----- SCAN -----

A monster with 4 heads that use magic, physical, attacks, status-changes, and their original skill, Aqua Breath.

----- ATTACK LIST -----

- Aqua Breath - AE Water class MA  
 CM - Higher Spr, Shell, Defend, Invincible, Water class magic on EDJ
- Confuse - SE Status class magic - Confuse status on affected target  
 CM - Higher Spr, Reflect, Invincible, Confuse on SDJ
- Stop - SE Status class magic - Stop status on affected target  
 CM - Higher Spr, Reflect, Invincible, Stop on SDJ, Auto-Haste
- (Bite) - SE no-name & Special class PA - Counter class [Physical counter] - is used sometimes as counter if Chimera is attacked with physical type attacks  
 CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- Thundaga - SE Thunder class MA  
 CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ
- Thundara - SE Thunder class MA  
 CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ
- Tornado - AE Wind class MA  
 CM - Higher Spr, Shell, Defend, Invincible, Wind class magic on EDJ
- Berserk - SE Status class magic - Berserk status on affected target  
 CM - Higher Spr, Reflect, Invincible, Berserk on SDJ
- Dispel - SE Status class magic - removes any helpful statuses from affected member - cannot remove Defend, Invincible, Angel Wing  
 CM - Invincible
- Aero - SE Wind class MA  
 CM - Higher Spr, Shell, Defend, Invincible, Wind class magic on EDJ
- Break - SE Status & Special class magic - Countdown class - Berserk status on affected target  
 CM - Higher Spr, Reflect, Invincible, Break on SDJ

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-----  
COCKATRICE  
-----

LV RANGE | HP RANGE | AP | Common card: Cockatrice | LV-UD  
1 ~ 100 | 1007 ~ 5200 | 2 | Rare card : Oilboyle | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | immune | x 1 | immune | x 2,5 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 40 (+10)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1007	9	9	14	91	12	2
10	1105	18	15	32	97	14	4
20	1280	28	22	52	105	15	6
30	1525	37	29	71	111	17	7
40	1840	46	36	90	119	19	9
50	2225	55	43	108	126	20	10
60	2680	64	50	127	133	22	12
70	3205	72	57	145	140	24	14
80	3800	80	64	163	148	25	16
90	4465	88	71	180	154	27	17
100	5200	96	78	198	162	29	19

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
60	-	-	80	80	60	70	80	100	90	50	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
10	-	100	70	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19	Thunder	Tastes funny...
L20~29	Thundara, Break	Tastes funny...
L30~100	Thundaga, Break	Delicious!!!

Base chance: 128/256

----- MUGGED ITEMS -----

L 1~19	Cockatrice Pinion, Cockatrice Pinion, Cockatrice Pinion, Cockatrice Pinion
L20~29	2x C. Pinion, 2x C. Pinion, 2x C. Pinion, 2x C. Pinion
L30~100	4x C. Pinion, 4x C. Pinion, 4x C. Pinion, 4x C. Pinion

Base chance: 192/256

----- DROPPED ITEMS -----

Card drop: none

L 1~19	Coral Fragment, Cockatrice Pinion, Cockatrice Pinion, Cockatrice Pinion
L20~29	Cockatrice Pinion, Coral Fragment, Dynamo Stone, Dynamo Stone
L30~100	2xCockatrice Pinion, 2xDynamo Stone, 3xCockatrice Pinion, 3xDynamo Stone

----- SCAN -----

Petrifies enemies with its stare. Uses thunder by flapping its wings. Uses Electrocute when fully grown.

----- ATTACK LIST -----

1. Electrocute - AE Thunder class MA  
CM - Higher Spr, Shell, Defend, Invincible, Thunder class magic on EDJ
2. Electric Discharge - AE Thunder & Special class MA - Desperation class -  
Cockatrice may use Electric Discharge as a last ditch attempt to kill your party members  
CM - Higher Spr, Shell, Defend, Invincible, Thunder class magic on EDJ
3. Upward Kick - SE PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
4. (Beak strike) - SE no-name & Special & Status class PA - Countdown class -  
carries Petrifying status - possible Petrifying status to targetted member along with some physical damage  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Break on SDJ
5. Petrify Stare - SE Special & Status class PA - Counter class [Magic counter]  
- carries Petrify status - possible Petrify status to targetted member  
CM - Higher Eva, Invincible, Break on SDJ

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-----  
CREEPS  
-----  
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LV RANGE | HP RANGE | AP | Common card: Creeps | LV-UD  
1 ~ 100 | 210 ~ 6200 | 2 | Rare card : Sphinxara | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | immune | x 1 | x 1 | x 1 | x 1 | x 2,5 | yes

----- BASIC STATISTICS ----- EXP: 35 (+8)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	210	6	3	7	171	25	30
10	350	13	3	16	175	26	31
20	600	20	4	26	180	28	32
30	950	28	4	35	185	29	33
40	1400	35	5	45	190	30	34
50	1950	42	5	55	195	31	35
60	2600	48	6	64	200	33	36
70	3350	55	6	73	205	34	37
80	4200	62	7	83	210	35	38
90	5150	68	8	92	215	36	39
100	6200	74	8	107	220	38	40

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
60	-	-	-	40	-	-	80	-	90	-	-	-

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
80	-	-	-	-	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19	Thunder	Couldn't Devour!
L20~29	Thundara, Life	Couldn't Devour!
L30~100	Thundaga, Death, Life	Couldn't Devour!

Base chance: 128/256 -----

----- MUGGED ITEMS -----

L 1~19	Coral Fragment, Coral Fragment, 2x Coral Fragment, Coral Fragment
L20~29	4x Coral Fragment, 4x Coral Fragment, 4x Coral Fragment, 4x Coral Fragment
L30~100	8x Coral Fragment, 8x Coral Fragment, 8x Coral Fragment, 8x Coral Fragment

Base chance: 192/256 -----

----- DROPPED ITEMS -----

Card drop: Creeps

L 1~19	M-Stone Piece, M-Stone Piece, 2x M-Stone Piece, Coral Fragment
L20~29	Curse Spike, Coral Fragment, Dynamo Stone, Dynamo Stone
L30~100	Dynamo Stone, Curse Spike, 2x Dynamo Stone, 2x Curse Spike

----- SCAN -----

Has a flat black body like a shadow. Said to be a living creature. Sometimes kills its opponent when it dies.

----- ATTACK LIST -----

1. Thunder - SE Thunder class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ
2. Thundara - SE Thunder class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ
3. Thundaga - SE Thunder & Special class MA - Desperation class - Creeps may use this as a last ditch attempt to kill one of your members  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ, defeat Creeps with special attacks [Degenerator]
4. Heartbreak - SE No-element MA  
CM - Higher Spr, Shell, Defend, Invincible
5. (Swipe) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
06. Protect - SA Support class magic  
EF - adds Protect  
CM - Dispel



DEATH CLAW

LV RANGE | HP RANGE | AP | Common card: Death Claw | LV-UD  
1 ~ 100 | 4231 ~ 22200 | 3 | Rare card : Granaldo | yes

ELEMENTAL AFFINITIES

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

BASIC STATISTICS EXP: 40 (+15)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	4231	11	45	11	8	4	0
10	4650	23	46	20	9	7	1
20	5400	37	47	30	11	9	1
30	6450	50	48	40	13	12	2
40	7800	63	50	50	14	14	2
50	9450	75	51	60	16	17	3
60	11400	88	52	69	18	19	3
70	13650	100	53	78	19	22	4
80	16200	112	55	87	21	24	4
90	19050	123	56	95	23	27	5
100	22200	135	57	103	24	29	5

STATUS AFFINITIES

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
70	80	70	80	80	60	70	80	100	90	50	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
80	70	100	60	100	80	100	100	100	-	100	100	100

DRAWABLE MAGIC

Level	Skills	Devour Taste
L 1~19	Aero	Delicious!!!
L20~29	Aero, Dispel	Delicious!!!
L30~100	Aero, Dispel, Reflect	Delicious!!!

Base chance: 128/256

MUGGED ITEMS

Level	Items
L 1~19	2x Shear Feather, 2x Shear Feather, 2x Shear Feather, 2x Shear Feather
L20~29	4x Shear Feather, 4x Shear Feather, 4x Shear Feather, 4x Shear Feather
L30~100	6x Shear Feather, 6x Shear Feather, 3x Missile, 3x Missile

Base chance: 192/256

DROPPED ITEMS

Card drop: Death Claw

Level	Items
L 1~19	2x M-Stone Piece, Sharp Spike, Sharp Spike, Windmill
L20~29	Sharp Spike, Shear Feather, Windmill, Windmill
L30~100	2x Sharp Spike, 2x Shear Feather, Windmill, 2x Windmill

SCAN

A monster with 4 sharp claws. Attacks with sheer power, but also uses gas attacks.

ATTACK LIST

- Gas - AE No-element & Special class MA - Counter class [Physical & Magic counter] - possible Sleep status on affected members along with some No-element class magic damage  
CM - Higher Spr, Shell, Defend, Invincible, Sleep on SDJ
- Death Claw - SE PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- Bear Hug - SE Special class PA - Critical strike class - will always inflict critical damage - always hits  
CM - Higher Vit, Protect, Defend, Invincible
- (Cross swipe) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- Explosion - AE Special class PA - Counter class [Physical & Magic & HP count class] - once Death Claw loses 50% of its HP as a result of being struck with any type of attack, it will use Explosion - always hits  
CM - Higher Vit, Protect, Defend, Invincible

DIABLOS

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100 | 1600 ~ 80800 | 20 | Rare card : Can't turn into a card! | no

ELEMENTAL AFFINITIES

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 |mag-miss| x 1 | x 1,5 | x 1 | x 1 | yes

BASIC STATISTICS EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1600	17	51	5	77	15	0
10	8800	57	56	28	90	20	1
20	16800	102	62	52	105	25	2
30	24800	146	68	76	120	30	2
40	32800	190	75	100	135	34	4
50	40800	234	81	122	150	39	4
60	48800	255	87	144	165	44	5
70	56800	255	93	166	180	48	6
80	64800	255	100	187	195	53	7
90	72800	255	106	207	210	58	8
100	80800	255	112	226	225	62	7

STATUS AFFINITIES

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | 50 | - | - | - | - | 100 | 90 | - | 100 | 100

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | 50 | - | 100 | 100 | 100 | - | 100 | 100 | 100

DRAWABLE MAGIC

DEVOUR TASTE

L 1~19 | Cure, Demi | Couldn't Devour!  
L20~29 | Cura, Demi | Couldn't Devour!  
L30~100| Curaga, Demi, Holy, Flare | Couldn't Devour!

Base chance: 0/256 MUGGED ITEMS

L 1~19 | has nothing  
L20~29 | has nothing  
L30~100| has nothing

Base chance: 255/256 DROPPED ITEMS Card drop: Diablos

L 1~19 | 8x G-Returner, 8x G-Returner, 8x G-Returner, 8x G-Returner  
L20~29 | 8x G-Returner, 8x G-Returner, 8x G-Returner, 8x G-Returner  
L30~100| 4x Hero, 4x Hero, 4x Hero, 4x Hero

SCAN

A mysterious GF living in another dimension. Uses a powerful gravity attack called Gravija. [Fly Monster]

ATTACK LIST

- (Charge) - SE no-name PA  
CM - Higher Vit, Protect, Defend
- Demi - SE Gravity class MA  
EF - tears off 25% of current HP  
CM - Shell, Reflect, Defend
- Gravija - AE Gravity class MA  
EF - tears off 75% of current HP  
CM - Shell, Defend
- Curaga - SE Healing class magic, counter  
SP - used if chr casts Demi on Diablos from that chr's magic stock  
CM - None

-----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 56 | 1010 ~ 3128 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | mag-miss | x 1 | x 2 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1010	12	8	12	5	50	10
10	1150	24	8	30	5	51	13
20	1400	37	8	50	5	51	15
30	1750	49	8	70	5	52	18
40	2200	62	8	89	5	52	20
50	2750	74	8	109	5	53	23
56	3128	82	8	121	5	53	24

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	90	-	-	-

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	100	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19	Esuna, Dispel	Couldn't Devour!
L20~29	Esuna, Dispel	Couldn't Devour!
L30~56	Esuna, Dispel	Couldn't Devour!

Base chance: 64/256 ----- MUGGED ITEMS -----

L 1~19	2x Meteor Stone, 2x Meteor Stone, 2x Meteor Stone, 2x Meteor Stone
L20~29	2x Meteor Stone, 2x Meteor Stone, 2x Meteor Stone, 2x Meteor Stone
L30~56	2x Meteor Stone, 2x Meteor Stone, 2x Meteor Stone, 2x Meteor Stone

Base chance: \*1 /256 ----- DROPPED ITEMS ---- Card drop: none

L 1~19	Elem Atk, Elem Atk, Elem Atk, Elem Atk
L20~29	Elem Atk, Elem Atk, Elem Atk, Elem Atk
L30~56	Elem Atk, Elem Atk, Elem Atk, Elem Atk

----- SCAN -----

Born from Trauma, a small support machine. Despite its small size, uses Pulse Cannon just like Trauma. [Fly Monster]

----- ATTACK LIST -----

01. (Head bonk) - SE no-name PA  
CM - Higher Vit, Protect, Defend
02. Mini Pulse Cannon - ST No-element & Special class MA  
IG - ignores Spr and Shell  
SP - 3x less powerful than Mega Pulse Cannon  
CM - Defend

----- NOTES -----

\*1 - During one of many battles I managed to nab Elem Atk after I escaped from Trauma. Trauma was not killed, but I did dispatch quite a few of Droma buddies. Unfortunately I cannot provide you with the base chance for Elem Atk drop.

-----  
EDEA (1st)

-----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 20 | 1300 ~ 7000 | 20 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
----	----	----------	----------	-------	--------	-------	---------

1	1300	3	16	45	76	6	1
10	4000	11	25	50	84	15	2
20	7000	19	35	55	94	24	2

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	100	-	-	100	-

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19	Cura, Dispel, Life, Double		Couldn't Devour!
L20	Cura, Dispel, Life, Double		Couldn't Devour!

Base chance: 32/256 ----- MUGGED ITEMS -----

L 1~19	Elixir, Elixir, Elixir, Elixir
L20	Elixir, Elixir, Elixir, Elixir

Base chance: 0/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19	none
L20	none

----- SCAN -----

A powerful sorceress and ruler of Galbadia. Her sorceress powers may be the most powerful in the world.

----- ATTACK LIST -----

- Astral Punch - SE PA  
CM - Higher Vit, Protect, Defend
- Firaga - SE Fire class MA  
CM - Higher Spr, Shell, Defend, Reflect, Fire class magic on EDJ
- Blizzaga - SE Ice class MA  
CM - Higher Spr, Shell, Defend, Reflect, Ice class magic on EDJ
- Thundaga - SE Thunder class MA  
CM - Higher Spr, Shell, Defend, Reflect, Thunder class magic on EDJ
- Dispel - SE Status class MA  
EF - removes any helpful statuses  
CM - None
- Protect - SA Support class magic  
EF - adds Protect  
CM - Dispel
- Shell - SA Support class magic  
EF - adds Shell  
CM - Dispel

-----  
EDEA (2nd)

LV RANGE	HP RANGE	AP	Common card: Can't turn into a card!	LV-UD
1 ~ 32	500 ~ 16000	30	Rare card : Can't turn into a card!	no

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	x 1	x 1	x 1	x 1	x 1	yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	500	5	41	64	151	20	0
10	5000	8	48	80	157	21	3
20	10000	10	56	98	165	23	5
30	15000	13	65	115	172	24	8
32	16000	13	66	118	174	24	8

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	80	-	-	-	80	100	90	-	100	100

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Blizzard, Demi, Esuna, Alexander | Couldn't Devour!  
L20~29 | Blizzara, Demi, Esuna, Alexander | Couldn't Devour!  
L30~32 | Blizzaga, Demi, Esuna, Alexander | Couldn't Devour!

Base chance: 32/256 ----- MUGGED ITEMS -----

L 1~19 | Royal Crown, Royal Crown, Royal Crown, Royal Crown  
L20~29 | Royal Crown, Royal Crown, Royal Crown, Royal Crown  
L30~32 | Royal Crown, Royal Crown, Royal Crown, Royal Crown

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19 | Force Armlet, Force Armlet, Force Armlet, Force Armlet  
L20~29 | Force Armlet, Force Armlet, Force Armlet, Force Armlet  
L30~32 | Force Armlet, Force Armlet, Force Armlet, Force Armlet

----- SCAN -----

A sorceress bent on conquering the world. Hired Galbadia Garden forces to  
destroy SeeD, which stands in her way.

----- ATTACK LIST -----

01. Blizzaga - SE Ice class MA  
CM - Higher Spr, Shell, Reflect, Defend, Ice class magic on EDJ
02. Death - SE Status class & Instant death class MA  
EF - adds KO  
CM - Higher Spr, Reflect, Death on SDJ, Zombie
03. Fira - SE Fire class MA  
CM - Higher Spr, Shell, Reflect, Defend, Fire class magic on EDJ
04. Thundara - SE Thunder class MA  
CM - Higher Spr, Shell, Reflect, Defend, Thunder class magic on EDJ
05. Silence - SE Status class MA  
EF - adds Silence  
CM - Higher Spr, Reflect, Silence or Pain on SDJ
06. Slow - SE Status class MA  
EF - adds Slow  
CM - Higher Spr, Reflect, Slow on SDJ, Auto-Haste
07. Reflect - SA Support class magic  
EF - adds Reflect  
CM - Dispel
08. Dispel - SE Status class MA  
EF - removes any helpful statuses  
CM - None
09. Maelstrom - AE Gravity class & Status class MA  
EF - tears off 50% current HP + adds Curse  
CM - Shell, Defend, Aura or Pain on SDJ

-----  
ELASTOID  
-----

LV RANGE | HP RANGE | AP | Common card: Elastoid | LV-UD  
1 ~ 100 | 531 ~ 18500 | 3 | Rare card : Ultima Weapon | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1,5 | mag-miss | immune | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 80 (+20)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	531	9	130	10	120	3	4
10	950	22	130	26	121	5	5
20	1700	36	130	44	122	8	7
30	2750	50	130	62	123	8	7
40	4100	63	130	79	125	10	7
50	5750	77	130	97	126	11	8



----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	x 1	x 1,5	x 1	x 1	x 1	yes

----- BASIC STATISTICS ----- EXP: 30 (+5)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	148	3	36	6	38	6	2
10	260	15	37	17	38	7	3
20	460	28	38	29	38	8	4
30	740	41	39	42	38	9	5
40	1100	54	41	54	39	9	5
50	1540	67	42	66	39	10	6
60	2060	79	43	77	39	11	7
70	2660	91	44	89	40	12	8
80	3340	103	46	101	40	13	9
90	4100	115	47	112	40	14	10
100	4940	127	48	123	41	14	10

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
60	60	70	80	35	35	35	35	35	35	35	35	35

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VI0
35	70	35	20	35	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19	Fire, Thunder, Blizzard, Scan	Couldn't Devour!
L20~29	Fira, Thundara, Blizzara, Scan	Couldn't Devour!
L30~100	Firaga, Thundaga, Blizzaga, Dispel	Couldn't Devour!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19	Tent, Tent, Cottage, Cottage
L20~29	Tent, Cottage, Cottage, Cottage
L30~100	Cottage, Cottage, Cottage, Cottage

Base chance: 152/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19	2x Potion, Phoenix Down, 8x Shotgun Ammo, Cottage
L20~29	Potion, Phoenix Down, Hi-Potion, Cottage
L30~100	3x Potion, Hi-Potion, Cottage, Cottage

----- SCAN -----

An officer acting together with Galbadian soldiers. Defeat him first, before he uses recovery magic on the other soldiers.

----- ATTACK LIST -----

- (Machine Gun fire) - SE no-name PA  
CM - Higher Vit, Protect, Defend
- (Arm charge) - SE no-name PA  
CM - Higher Vit, Protect, Defend
- Cure - SA Healing class magic  
EF - small HP recovery  
CM - Reflect on Elite Soldier, kill Elite Soldier ASAP
- Cura - SA Healing class magic  
EF - medium HP recovery  
CM - Reflect on Elite Soldier, kill Elite Soldier ASAP
- Curaga - SA Healing class magic  
EF - major HP recovery  
CM - Reflect on Elite Soldier, kill Elite Soldier ASAP
- Meltdown - SE No-element class and Status class MA  
EF - adds Vit 0 (lowers Vit and Spr to 0) + No-element class magic damage  
CM - Higher Spr, Shell, Defend, Reflect; to remove Vit 0, cast Esuna or use Treatment
- Shell - SA Support class magic  
EF - adds Shell  
CM - Reflect on all enemies, kill Elite Soldier ASAP, Dispel
- Protect - SA Support class magic  
EF - adds Protect

CM - Reflect on all enemies, kill Elite Soldier ASAP, Dispel

09. Aura - SA Support class magic

SP - used strictly on GIM52A

EF - GIM52A under Aura causes higher physical damage

CM - Kill Elite Soldier ASAP, Dispel

10. Reflect - SA Support class magic

EF - adds Reflect

CM - Kill Elite Soldier ASAP, Dispel

NOTES

\*1 - E-Soldier's highest LV when fought in D-Prison is lv70.

\*2 - E-Soldier's highest HP when fought in D-Prison is 2260 HP.

ELNOYLE

LV RANGE | HP RANGE\*1 | AP | Common card: Elnoyle | LV-UD
1 ~ 100 | 30421 ~ 82000 | 18 | Rare card : Catoblepas | no

ELEMENTAL AFFINITIES

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY
x 1 | x 1 | x 1 | mag-miss | x 1 | x 2 | x 1 | x 1 | no

BASIC STATISTICS EXP: 220 (+20)

Table with 8 columns: LV, HP, Strength, Vitality, Magic, Spirit, Speed, Evasion. Rows show values for levels 1, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100.

STATUS AFFINITIES

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF
20 | 30 | 1 | 20 | - | - | 20 | 20 | 100 | 50 | - | 70 | 100

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO
20 | 1 | - | - | - | 20 | 100 | 100 | 100 | - | 100 | 100 | 100

DRAWABLE MAGIC

L 1~29 | Pain, Double | Couldn't Devour!
L30~39 | Pain, Double | Couldn't Devour!
L40~100 | Pain, Double, Holy | Couldn't Devour!

MUGGED ITEMS

L 1~29 | Moon Stone, Moon Stone, Moon Stone, 2x Moon Stone
L30~39 | Moon Stone, Moon Stone, 2x Moon Stone, 2x Moon Stone
L40~100 | 2x Moon Stone, 2x Moon Stone, 4x Moon Stone, 4x Moon Stone

DROPPED ITEMS Card drop: Elnoyle

L 1~29 | 6x Wizard Stone, 6x Wizard Stone, Moon Stone, 2x Moon Stone
L30~39 | 8x Wizard Stone, Moon Stone, Energy Crystal, 2x Energy Crystal
L40~100 | 2x Energy Crystal, 2x Energy Crystal, 3x Energy Crystal, 4x Energy Crystal

SCAN

A powerful monster. Uses magic, but also uses Tail Needle, which causes heavy damage. [Fly Monster]

ATTACK LIST

1. Dispel - SE Status class magic - removes any helpful statuses from affected member - cannot remove Defend, Invincible, Angel Wing

CM - Invincible

2. (Swipe) - SE no-name & Special class PA - Counter class [Physical counter] -



apart from (Swipe) being used normally Elnoyle may also use (Swipe) as counter if attacked with physical type attack

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, use magic type attacks

3. Tail Needle - SE Special class PA - Critical strike class - will always inflict critical damage

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

4. Pain - SE Status class magic - Poison, Silence and Darkness statuses on affected target

CM - Higher Spr, Reflect, Invincible, Pain on SDJ

5. Holy - SE Holy class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Holy class magic on EDJ

6. Storm Breath - AE No-element & Special class MA - Round count class - used every sixth turn

CM - Higher Spr, Shell, Defend, Invincible

7. Death - SE Status & Special class magic - Instant Death & Succession class - KO status on affected target - is used every sixth turn right after Storm Breath

CM - Higher Spr, Reflect, Invincible, Death on SDJ, Zombie (Death will miss)

8. Meteor - AE No-element class MA

CM - Higher Spr, Shell, Defend, Invincible

----- NOTES -----

\*1 - According to Ultimania, in Japanese version Elnoyle's HP range is 30968 ~ 159000 HP.

ELVORET

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 11 | 1563 ~ 3523 | 10 | Rare card : Can't turn into a card! | no

ELEMENTAL AFFINITIES

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 |mag-miss| immune | x 1 | x 1 | x 1 | yes

BASIC STATISTICS

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 1563 | 17 | 2 | 10 | 127 | 8 | 0  
10 | 3300 | 27 | 4 | 27 | 130 | 10 | 1  
11 | 3523 | 28 | 4 | 28 | 130 | 10 | 1

STATUS AFFINITIES

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | 60 | - | - | - | - | 100 | 90 | - | 100 | 100

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100

DRAWABLE MAGIC

L 1~11 | Thunder, Cure, Double, Siren | Couldn't Devour!

Base chance: \*1 /256

L 1~11 | 6x G-Returner, 6x G-Returner, 6x G-Returner, 6x G-Returner

Base chance: 255/256

L 1~11 | 3x G-Returner, 4x G-Returner, 5x G-Returner, 6x G-Returner\*2

SCAN

A monster that lives in the abandoned Dollet Communication Tower. No one knows where it came from. [Fly Monster]

ATTACK LIST

01. (Arm swipe) - SE no-name PA

CM - Higher Vit, Protect

02. Fire - SE Fire class MA

CM - Higher Spr, Shell, Reflect, Fire class magic on EDJ

03. Thunder - SE Thunder class MA

CM - Higher Spr, Shell, Reflect, Thunder class magic on EDJ

04. Storm Breath - AE No-element class MA

AP - used every three turns

CM - Higher Spr, Shell

----- NOTES -----

\*1 - Initially you aren't supposed to be able to steal from Elvoret. I was able to nab G-Returners thanks to help of Action Replay V2, hence I can't provide you with the exact base chance of mugging Elvoret.

\*2 - Fixed drop: Weapons Mon Mar (Weapons Monthly, March Issue)

----- ESTHAR SOLDIER -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100 | 98 ~ 4890 | 1 | Rare card : Can't turn into a card! | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 2 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 20 (+3)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	98	3	1	1	5	5	0
10	210	13	2	8	6	7	1
20	410	22	3	16	7	9	3
30	690	32	3	24	8	10	4
40	1050	41	4	31	10	12	5
50	1490	50	5	39	11	13	6
60	2010	59	5	46	12	15	8
70	2610	68	6	54	13	17	9
80	3290	77	7	61	15	19	10
90	4050	85	7	68	16	20	11
100	4890	93	8	75	17	22	13

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
70 | 80 | 70 | 80 | 80 | 60 | 70 | 80 | 100 | 90 | 50 | 100 | 100

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
80 | 70 | 100 | 60 | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----

----- DEVOUR TASTE -----

L 1~19 | Fire, Thunder, Blizzard, Cure | Couldn't Devour!  
L20~29 | Fira, Thundara, Blizzara, Cura | Couldn't Devour!  
L30~100| Firaga, Thundaga, Blizzaga, Curaga | Couldn't Devour!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19 | Potion, Potion, Potion, Potion  
L20~29 | Potion, 2x Potion, 2x Potion, 2x Potion  
L30~100| Hi-Potion, Hi-Potion, Hi-Potion, Hi-Potion

Base chance: 128/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19 | Potion, Potion, Phoenix Down, Phoenix Down  
L20~29 | Potion, Potion, Phoenix Down, Phoenix Down  
L30~100| Potion, Hi-Potion, Phoenix Down, Phoenix Down

----- SCAN -----

Esthar soldier who uses both gun and sword. Shotgun attack can cause major damage. Not a strong enemy.

----- ATTACK LIST -----

1. (Sword strike) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible  
2. Shotgun - SE PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

-----  
ESTHAR SOLDIER (cyborg)  
-----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100 | 163 ~ 7950 | 1 | Rare card : Can't turn into a card! | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 2 | x 1 | immune | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 30 (+3)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	163	8	44	6	31	6	0
10	345	21	44	18	35	10	1
20	670	35	44	31	41	14	1
30	1125	49	44	44	46	18	2
40	1710	63	45	57	52	22	2
50	2425	76	45	69	57	26	3
60	3270	89	45	82	63	30	3
70	4245	102	46	94	68	34	4
80	5350	115	46	107	74	38	4
90	6585	128	46	119	79	42	5
100	7950	140	47	131	85	46	6

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	1	80	100	-	-	-	-	90	20	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	10	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19	Fire, Thunder, Blizzard	Couldn't Devour!
L20~29	Fira, Thundara, Blizzara	Couldn't Devour!
L30~100	Firaga, Thundaga, Blizzaga	Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19	Phoenix Down, Phoenix Down, Phoenix Down, Phoenix Down
L20~29	Phoenix Down, 2x Phoenix Down, 2x Phoenix Down, 2x Phoenix Down
L30~100	2x Phoenix Down, 2x Phoenix Down, 2x Phoenix Down, 2x Phoenix Down

----- DROPPED ITEMS ----- Card drop: none

L 1~19	2x Potion, Phoenix Down, Tent, Cottage
L20~29	2x Potion, Phoenix Down, Tent, Cottage
L30~100	2x Potion, Hi-Potion, Tent, Cottage

----- SCAN -----

A cyborg in the form of an Esthar soldier, but far stronger. It only uses physical attacks.

----- ATTACK LIST -----

- (Sword strike) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- Shotgun - SE PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- Death - SE Status class magic - Instant Death class - KO status on affected target  
CM - Higher Spr, Reflect, Invincible, Death on SDJ, Zombie (Death will miss)
- Blizzara - SE Ice class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Ice class magic on EDJ
- Boomerang Sword - AE Special class PA - Tactic change class - sometime during battle Esthar Soldier may use Boomerang Sword - from now on only attack used is (Punch) - always hits  
CM - Higher Vit, Protect, Defend, Invincible
- (Punch) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- Soul Crush - SE Special class PA  
EF - reduces target's HP to 1

08. Demi - SE Gravity class MA  
 EF - tears off 25% current HP  
 CM - Shell, Reflect, Defend, Silence on E-Soldier

-----  
 FAKE PRESIDENT  
 -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 12 | 52 ~ 778 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	52	5	46	26	51	6	0
10	610	23	50	37	55	8	1
12	778	27	51	40	57	8	1

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	100	90	-	-	-

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VI0
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- |----- DEVOUR TASTE -----

L 1~12 | Cure | Couldn't Devour!

Base chance: 0/256 ----- MUGGED ITEMS -----

L 1~12 | has nothing

Base chance: 0/256 ----- DROPPED ITEMS ---- Card drop: none

L 1~12 | none

----- SCAN -----

President Deling's double. Attacks in a strange way, but not very strong.  
 However...

----- ATTACK LIST -----

01. (Head bash) - SE no-name PA

CM - Higher Vit, Protect

-----  
 FASTITOCALON  
 -----

LV RANGE | HP RANGE | AP | Common card: Fastitocalon | LV-UD  
 1 ~ 100 | 215 ~ 9200 | 1 | Rare card : Tonberry King | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH\*1 | POISN | WIND | WATER | HOLY | GRVTY  
 x 0,8 | x 1 | x 2 | x 2,5 | x 1 | x 1 | x(-1) | x 1 | yes

----- BASIC STATISTICS ----- EXP: 60 (+10)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	215	6	40	36	58	3	5
10	425	16	43	50	60	5	6
20	800	27	46	65	62	7	7
30	1325	38	50	80	64	8	8
40	2000	49	53	95	66	10	9
50	2825	59	56	110	68	11	10
60	3800	70	60	124	70	13	11
70	4925	80	63	138	72	15	12
80	6200	90	66	153	74	17	13
90	7625	100	70	167	76	18	14
100	9200	110	73	181	78	20	15

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
70 | 80 | 70 | 80 | 80 | 60 | 70 | - | 100 | 90 | 50 | 100 | 100

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
80 | 70 | - | 60 | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Blizzard, Sleep, Scan | Delicious!!!  
L20~29 | Blizzara, Sleep, Scan | Delicious!!!  
L30~100| Blizzaga, Scan, Water | Delicious!!!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19 | Water Crystal, Water Crystal, Water Crystal, Water Crystal  
L20~29 | 4x Water Crystal, 4x Water Crystal, 4x Water Crystal, 4x Water Crystal  
L30~100| 8x Water Crystal, 8x Water Crystal, 8x Water Crystal, 8x Water Crystal

Base chance: 192/256 ----- DROPPED ITEMS ---- Card drop: Fastitocalon

L 1~19 | 3x Fish Fin, Water Crystal, 2x Water Crystal, 8x Fish Fin  
L20~29 | 6x Fish Fin, 2x Water Crystal, 4x Water Crystal, 8x Fish Fin  
L30~100| 8x Fish Fin, 4x Water Crystal, 4x Water Crystal, 8x Fish Fin

SCAN -----

A fish that swims in the ground. Only the fin can be seen. One theory says that it may be a shark.

ATTACK LIST -----

- (Underground bash) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- (Pop out) - NEA Special class 'attack' - Counter class [Physical & Magic counter & Stat loser class] - if Fastitocalon is attacked in any way while its fin is below the ground, it may (Pop out) - Vit and Spr statistics drop  
CM - Defeat Fastitocalon with special type attacks [Degenerator]
- (Flying bash) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- Sand Storm - AE No-element class MA  
CM - Higher Spr, Shell, Defend, Invincible

NOTES -----

\*1 - After Fasti pops out of the ground, it becomes immune to Earth damage.

FASTITOCALON-F

LV RANGE | HP RANGE | AP | Common card: Fastitocalon-F | LV-UD  
1 ~ 100 | 215 ~ 9200 | 3 | Rare card : none | yes

ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH\*1 | POISN | WIND | WATER | HOLY | GRVTY  
x 0,8 | x 1 | x 2 | x 2,5 | x 1 | x 1 | x(-1) | x 1 | yes

BASIC STATISTICS ----- EXP: 15 (+5)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	215	6	40	36	58	3	5
10	425	16	43	50	60	5	6
20	800	27	46	65	62	7	7
30	1325	38	50	80	64	8	8
40	2000	49	53	95	66	10	9
50	2825	59	56	110	68	11	10
60	3800	70	60	124	70	13	11
70	4925	80	63	138	72	15	12
80	6200	90	66	153	74	17	13
90	7625	100	70	167	76	18	14
100	9200	110	73	181	78	20	15

STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
70 | 80 | 70 | 80 | 80 | 60 | 70 | - | 100 | 90 | 50 | 100 | 100

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
80 | 70 | - | 60 | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Blizzard, Sleep, Scan | Tastes okay...  
L20~29 | Blizzara, Sleep, Scan | Tastes okay...  
L30~100| Blizzaga, Scan, Water | Tastes okay...

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19 | 2x Fish Fin, 2x Fish Fin, 2x Fish Fin, 2x Fish Fin  
L20~29 | 4x Fish Fin, 4x Fish Fin, 4x Fish Fin, 4x Fish Fin  
L30~100| 8x Fish Fin, 8x Fish Fin, 8x Fish Fin, 8x Fish Fin

Base chance: 192/256 ----- DROPPED ITEMS ----- Card drop: Fastitocalon-F

L 1~19 | Fish Fin, Fish Fin, 2x Fish Fin, 3x Fish Fin  
L20~29 | Fish Fin, 2x Fish Fin, Water Crystal, 2x Water Crystal  
L30~100| 2x Fish Fin, 3x Fish Fin, Water Crystal, 2x Water Crystal

----- SCAN -----

A fish that swims in the ground. Only the fin can be seen. One theory says that it may be a shark.

----- ATTACK LIST -----

- (Underground bash) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- (Pop out) - NEA Special class 'attack' - Counter class [Physical & Magic counter & Stat loser class] - if Fastitocalon-F is attacked in any way while its fin is below the ground, it may (Pop out) - Vit and Spr statistics drop  
CM - Defeat Fastitocalon-F with special type attacks [Degenerator]
- (Flying bash) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

----- NOTES -----

\*1 - After Fasti pops out of the ground, it becomes immune to Earth damage.

-----  
FORBIDDEN

-----  
LV RANGE | HP RANGE | AP | Common card: Forbidden | LV-UD  
1 ~ 100 | 221 ~ 22100 | 4 | Rare card : Red Giant | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 2 | x 1 | x 1 | x 1 | immune | x 1 | x 1 | x 3 | yes

----- BASIC STATISTICS ----- EXP: 85 (+15)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	221	14	25	1	200	11	2
10	1400	28	26	14	201	15	4
20	2900	43	27	28	202	20	6
30	4600	59	28	41	203	25	7
40	6500	74	30	54	205	30	9
50	8600	89	31	68	206	35	10
60	10900	104	32	81	207	40	12
70	13400	119	33	94	208	45	14
80	16100	134	35	107	210	50	16
90	19000	149	36	120	211	55	17
100	22100	163	37	133	212	60	19

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
100 | - | - | - | - | - | - | 70 | 100 | 90 | 20 | - | 100

----- The End: no -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Zombie | It's rotten...  
L20~29 | Zombie, Blind, Stop | It's rotten...

L30~100 | Zombie, Blind, Stop, Death | It's rotten...

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19 | Dead Spirit, Dead Spirit, Dead Spirit, Dead Spirit

L20~29 | 2x Dead Spirit, 2x Dead Spirit, 2x Dead Spirit, 2x Dead Spirit

L30~100 | 3x Dead Spirit, 3x Dead Spirit, 3x Dead Spirit, 3x Dead Spirit

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: Forbidden

L 1~19 | Betrayal Sword, Dead Spirit, Zombie Powder, 2x Zombie Powder

L20~29 | 2x Dead Spirit, 3x Zombie Powder, Curse Spike, 2x Curse Spike

L30~100 | 2x Curse Spike, 5x Zombie Powder, 3x Curse Spike, Force Armlet

----- SCAN -----

Undead soldier. Not afraid of death. Its death blow kills enemies with 1 hit.

[Undead Monster]

----- ATTACK LIST -----

1. Death - SE Status & Special class magic - Instant death class - KO status on affected target

CM - Higher Spr, Reflect, Invincible, Death on SDJ, Zombie status

2. Blind - SE Status class magic - Darkness status on affected target

CM - Higher Spr, Reflect, Invincible, Blind or Pain on SDJ

3. Stop - SE Status class magic - Stop status on affected target

CM - Higher Spr, Reflect, Invincible, Stop on SDJ, Auto-Haste

4. Sleep - SE Status class magic - Sleep status on affected target

CM - Higher Spr, Reflect, Invincible, Sleep on SDJ

5. Silence - SE Status class magic - Silence status on affected target

CM - Higher Spr, Reflect, Invincible, Silence or Pain on SDJ

6. (Sword swipe) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

7. Thrust - SE Special class PA - Critical strike class - will always inflict critical damage

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

8. Double Sword - SE PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

9. (Stance change) - NEA Special class 'attack' - HP count & Tactic change class - once Forbidden loses [estimated] about 85% of its HP, it will change its stance - gains access to Iai Blow - all the other attacks are no longer used

CM - Defeat Forbidden without crossing 85% of lost HP limit [Degenerator, multiple strike Limit Break]

10. Iai Blow - SE Status class PA - carries Instant death status - possible KO status to targetted member along with some physical damage - if targetted character is protected against Instant death, he/she will only take some physical damage - always hits

CM - Higher Vit, Protect, Invincible, Death on SDJ

-----  
FUJIN (1st)

-----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD

1 ~ 29 | 300 ~ 8700 | 10 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1,5 | x(-1) | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	300	23	6	8	121	15	10
10	3000	39	10	27	128	18	11
20	6000	57	15	48	136	20	12
29	8700	72	20	67	144	22	13

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF

```

- | - | - | 60 | - | - | - | 60 | 100 | 60 | - | 100 | 100
- - - - - The End: yes - - - - -
DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO
- | - | - | - | 40 | - | 100 | 100 | 100 | - | 100 | 100 | 100

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----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----
L 1~19 | Aero, Cura, Life, Pandemona | Couldn't Devour!
L20~29 | Aero, Cura, Life, Pandemona | Couldn't Devour!

```

Base chance: 64/256 ----- MUGGED ITEMS -----

```

L 1~19 | Megalixir, Megalixir, Hero, Hero
L20~29 | Megalixir, Megalixir, Hero, Hero

```

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: none

```

L 1~19 | Megalixir, Megalixir, Megalixir, Megalixir
L20~29 | Megalixir, Megalixir, Megalixir, Megalixir

```

----- SCAN -----

Looking for Ellone under Seifer's command. Uses wind magic and attacks with Pinwheel.

----- ATTACK LIST -----

01. Tornado - AE Wind class MA
  - SP - after you Draw Pandemona, Fujin can't use Tornado anymore
  - CM - Higher Spr, Shell, Defend, Wind class magic on EDJ
02. Aero - SE Wind class MA
  - CM - Higher Spr, Shell, Reflect, Defend, Wind class magic on EDJ
03. Zan - SE PA
  - CM - Higher Vit, Protect, Defend
04. Sai - SE Special class PA
  - IG - ignores Vitality
  - EF - lowers HP to 1, 100% hit rate
  - CM - None
05. Remedy - SA Item class move
  - EF - removes negative statuses
  - CM - Sleep on Fujin
06. Hi-Potion - SA Item class move, counter
  - SP - used sometimes when Fujin has low HP
  - EF - 1000 HP recovery
  - CM - Sleep on Fujin

-----

FUJIN (2nd)

-----

```

LV RANGE | HP RANGE          | AP | Common card: Can't turn into a card! | LV-UD
1 ~ 43*1 | 5300 ~ 17900*2    | 8  | Rare card : Can't turn into a card! | no

```

----- ELEMENTAL AFFINITIES -----

```

FIRE      | ICE      | THNDR   | EARTH    | POISN    | WIND     | WATER   | HOLY     | GRVTY
x 1       | x 1      | x 1     | x 1      | x 1,5    | x(-1)   | x 1     | x 1      | yes

```

----- BASIC STATISTICS ----- EXP: 0

```

LV | HP      | Strength | Vitality | Magic   | Spirit   | Speed   | Evasion
1  | 5300    | 24       | 31       | 8       | 121      | 30      | 10
10 | 8000   | 43       | 37       | 27      | 128      | 33      | 11
20 | 11000  | 63       | 44       | 48      | 136      | 35      | 12
30 | 14000  | 83       | 50       | 69      | 145      | 38      | 14
40 | 17000  | 103      | 58       | 90      | 153      | 40      | 14
43 | 17900  | ---      | ---      | ---     | ---     | ---     | ---
44 | 18200  | 110      | 61       | 99      | 156      | 41      | 15

```

----- STATUS AFFINITIES -----

```

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF
-  | -   | -   | 40  | -   | -   | -   | 50  | 100 | 40  | -   | 100 | 10

```

----- The End: yes -----

```

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO
-   | -   | -   | -   | 70  | -   | 100 | 100 | 100 | -   | 100 | 100 | 100

```



```

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----
L 1~19 | Aero, Cure, Life | Couldn't Devour!
L20~29 | Aero, Cura, Life | Couldn't Devour!
L30~43 | Aero, Curaga, Full-life, Tornado | Couldn't Devour!
Base chance: 64/256 ----- MUGGED ITEMS -----
L 1~19 | 2x Megalixir, 2x Megalixir, 2x Megalixir, 2x Megalixir
L20~29 | 2x Megalixir, 2x Megalixir, 2x Megalixir, 2x Megalixir
L30~43 | 2x Megalixir, 2x Megalixir, 2x Megalixir, 2x Megalixir
Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: none
L 1~19 | Megalixir, Megalixir, Megalixir, Megalixir
L20~29 | Megalixir, Megalixir, Megalixir, Megalixir
L30~43 | Megalixir, Megalixir, Megalixir, Megalixir

```

```

----- SCAN -----
Assisting Seifer inside Lunatic Pandora. Uses support magic, as well as attack magic.

```

```

----- ATTACK LIST -----

```

01. Tornado - AE Wind class MA  
CM - Higher Spr, Shell, Defend, Wind class magic on EDJ
02. Meteor - AE No-element class MA  
CM - Higher Spr, Shell, Defend
03. Pain - SE Status class MA  
EF - adds Darkness, Silence and Poison  
CM - Higher Spr, Reflect, Blind on SDJ, Silence on SDJ, Bio on SDJ, Pain on SDJ
04. Sai - SE Special class PA  
IG - ignores Vit and always hits  
EF - lowers HP to 1  
CM - None, except defeating Fujin
05. Zan - SE PA  
SP - always hits  
CM - Higher Vit, Protect, Defend
06. Metsu - AE PA  
SP - always hits  
CM - Higher Vit, Protect, Defend
07. Regen - SA Support class magic  
EF - adds Regen  
CM - Dispel, Reflect on Fujin and/or Raijin
08. Haste - SA Support class magic  
EF - adds Haste  
CM - Dispel, Reflect on Fujin and/or Raijin
09. Confuse - SE Status class MA  
EF - adds Confuse  
CM - Higher Spr, Reflect, Confuse on SDJ
10. Slow - SE Status class MA  
EF - adds Slow  
CM - Higher Spr, Reflect, Slow on SDJ, Auto-Haste
11. Blind - SE Status class MA  
EF - adds Darkness  
CM - Higher Spr, Reflect, Blind or Pain on SDJ
12. Esuna - SA Support class magic  
EF - removes negative statuses  
CM - None

```

----- NOTES -----

```

- \*1 - According to Ultimania, in Japanese version Fujin's highest level is lv44.
- \*2 - According to Ultimania, in Japanese version Fujin's highest HP is 18200 HP.

```

-----
-----
FUNGUAR

```

-----  
LV RANGE | HP RANGE | AP | Common card: Funguar | LV-UD  
1 ~ 100 | 303 ~ 2100 | 1 | Rare card : Wedge, Biggs | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 20 (+3)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	303	5	2	1	2	2	0
10	345	11	6	8	6	3	0
20	420	18	12	16	12	3	1
30	525	24	17	24	17	4	1
40	660	30	23	31	23	5	2
50	825	36	28	38	28	5	2
60	1020	42	34	45	34	6	3
70	1245	47	39	52	39	6	3
80	1500	52	45	59	45	7	3
90	1785	57	50	66	50	8	4
100	2100	62	56	72	56	8	4

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
100	80	70	-	-	-	70	-	100	90	50	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
80	70	-	60	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19	L 20~29	L 30~100
Sleep, Scan	Sleep, Scan, Silence	Sleep, Scan, Silence, Confuse

----- DEVOUR TASTE -----

Can't see anything
Tastes awful!!!
Barf...bwahhh!!!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19	L 20~29	L 30~100
Sleep Powder, Sleep Powder, Sleep Powder, Sleep Powder	2x Sleep Powder, 2x Sleep Powder, 2x Sleep Powder, 2x Sleep Powder	6x Sleep Powder, 6x Sleep Powder, 6x Sleep Powder, 6x Sleep Powder

Base chance: 128/256 ----- DROPPED ITEMS ----- Card drop: Funguar

L 1~19	L 20~29	L 30~100
M-Stone Piece, M-Stone Piece, Sleep Powder, Sleep Powder	Magic Stone, Magic Stone, 2x Sleep Powder, 2x Sleep Powder	Wizard Stone, Sleep Powder, 3x Sleep Powder, 4x Sleep Powder

----- SCAN -----

A giant walking mushroom. Uses status change attacks with damage attacks.

----- ATTACK LIST -----

1. Sleep - SE Status class magic - Sleep status on affected target  
CM - Higher Spr, Reflect, Invincible, Sleep on SDJ
2. Confuse - SE Status class magic - Confuse status on affected target  
CM - Higher Spr, Reflect, Invincible, Confuse on SDJ
3. Bio - SE Poison & Status class MA - possible Poison status on affected target along with some Poison class magic damage  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Poison class magic on EDJ, Bio or Pain on SDJ
4. Demi - SE Gravity & Special class MA - Spirit killer - rips off 25% of affected target's current HP  
CM - Shell, Reflect, Defend, Invincible
5. Fire - SE Fire class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ
6. (Laser shot) - SE no-name PA - funny thing is that it \*only\* targets females in your fighting party  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

-----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 54 | 10100 ~ 15400 | 42 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	10100	26	180	5	0	26	0
10	11000	41	180	37	0	28	1
20	12000	57	180	70	0	30	1
30	13000	76	180	100	0	32	2
40	14000	89	180	127	0	34	2
50	15000	104	180	151	0	35	3
54	15400	111	180	160	0	36	3

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
20	-	-	-	-	-	50	-	-	-	-	-	-

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19	Bio, Quake, Reflect, Cerberus	Couldn't Devour!
L20~29	Bio, Quake, Reflect, Cerberus	Couldn't Devour!
L30~54	Bio, Quake, Reflect, Cerberus	Couldn't Devour!

Base chance: 0/256 ----- MUGGED ITEMS -----

L 1~19 | has nothing  
L20~29 | has nothing  
L30~54 | has nothing

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: none

L 1~19 | Magic Armlet, Magic Armlet, Magic Armlet, Magic Armlet  
L20~29 | Magic Armlet, Magic Armlet, Magic Armlet, Magic Armlet  
L30~54 | Magic Armlet, Magic Armlet, Magic Armlet, Magic Armlet

----- SCAN -----

A large monster, but it mainly uses magic to attack. Physical attacks anger it, and may counter-attack.

----- ATTACK LIST -----

01. Counter Twist - SE PA, counter  
SP - Gargantua will counter whenever hit by any physical attack; always deals critical damage  
CM - Higher Vit, Protect, Defend
02. (Power punch) - SE no-name PA  
SP - always deals critical damage  
CM - Higher Vit, Protect, Defend
03. Evil-Eye - AE No-element & Status class MA  
EF - adds Slow and Curse + some No-element class magic damage  
CM - Higher Spr, Shell, Defend, Pain and Slow on SDJ, Auto-Haste (nulls Slow)
04. Quake - AE Earth class MA  
CM - Higher Spr, Shell, Defend, Earth class magic on EDJ
05. Demi - SE Gravity class MA  
EF - tears off 25% current HP  
CM - Shell, Reflect, Defend
06. Silence - SE Status class MA  
EF - adds Silence  
CM - Higher Spr, Reflect, Silence on SDJ
07. Berserk - SE Status class MA  
EF - adds Berserk  
CM - Higher Spr, Reflect, Berserk on SDJ

-----  
 GAYLA  
 -----

LV RANGE | HP RANGE | AP | Common card: Gayla | LV-UD  
 1 ~ 100 | 1021 ~ 13000 | 2 | Rare card : Gerogero | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1 | mag-miss | x 1 | x 2 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 30 (+5)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1021	5	15	7	34	10	1
10	1300	14	20	17	40	13	2
20	1800	24	25	29	48	15	3
30	2500	33	30	39	54	18	4
40	3400	42	35	50	62	20	4
50	4500	51	40	61	69	23	5
60	5800	59	45	71	76	25	6
70	7300	68	50	82	83	28	7
80	9000	76	55	92	91	30	8
90	10900	84	60	102	98	33	9
100	13000	93	65	112	105	35	9

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
 70 | 80 | 70 | 80 | 80 | 60 | 70 | - | 100 | 90 | 50 | 100 | 100

- - - - - The End: yes - - - - -

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
 80 | 70 | - | - | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----

L 1~19 | Sleep, Thunder | Delicious!!!  
 L20~29 | Sleep, Thundara | Delicious!!!  
 L30~100 | Sleep, Thundaga, Meltdown | Delicious!!!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19 | Mystery Fluid, Mystery Fluid, Mystery Fluid, Mystery Fluid  
 L20~29 | Mystery Fluid, Mystery Fluid, 2x Mystery Fluid, 2x Mystery Fluid  
 L30~100 | 3x Mystery Fluid, 3x Mystery Fluid, 4x Mystery Fluid, 4x Mystery Fluid

Base chance: 192/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19 | 2x M-Stone Piece, 2x M-Stone Piece, Mystery Fluid, Mystery Fluid  
 L20~29 | 2x Magic Stone, Mystery Fluid, 2x Mystery Fluid, Magic Stone  
 L30~100 | 3x Wizard Stone, 2x Mystery Fluid, 3x Mystery Fluid, 4x Mystery Fluid

----- SCAN -----

Puts enemies to sleep, then attacks. Spits fluid which removes an enemy's strength while asleep. [Fly Monster]

----- ATTACK LIST -----

- Hypnotize - SE Status class MA - possible Sleep status on affected member  
 CM - Higher Spr, Invincible, Sleep on SDJ
- Gastric Juice - SE Gravity & Special class PA - Vitality killer - tears off 50% of targetted member's current HP  
 CM - Higher Eva, Protect, Defend, Invincible
- (Head bang) - SE no-name PA  
 CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- (Tail whip) - SE no-name PA  
 CM - Higher Vit, higher Eva, Protect, Defend, Invincible

-----  
 GEEZARD  
 -----

LV RANGE | HP RANGE | AP | Common card: Geezard | LV-UD  
 1 ~ 100 | 43 ~ 1840 | 1 | Rare card : none | yes

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	x 1	x 1	x 1	x 1	x 1	yes

----- BASIC STATISTICS ----- EXP: 10 (+5)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	43	5	4	1	1	3	0
10	85	12	4	6	2	4	1
20	160	19	4	11	4	5	1
30	265	25	4	16	6	6	2
40	400	32	5	21	7	6	3
50	565	38	5	26	9	7	4
60	760	44	5	30	11	8	4
70	985	50	6	34	12	9	5
80	1240	55	6	37	14	10	6
90	1525	60	6	41	16	11	6
100	1840	65	7	44	17	11	7

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
70	80	70	80	80	60	70	100	100	90	50	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VI0
80	70	100	60	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19	Thunder, Cure	No good!
L20~29	Thunder, Thundara, Cure, Cura	Tastes awful!!!
L30~100	Thunder, Thundara, Cure, Cura	Tastes awful!!!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19	8x Screw, 8x Screw, 8x Screw, 8x Screw
L20~29	12x Screw, 12x Screw, 12x Screw, 12x Screw
L30~100	16x Screw, 16x Screw, 16x Screw, 16x Screw

Base chance: 128/256 ----- DROPPED ITEMS ----- Card drop: Geezard

L 1~19	2x Screw, 4x Screw, Healing Water, Healing Water
L20~29	4x Screw, Magic Stone, 2x Healing Water, 2x Healing Water
L30~100	6x Screw, Wizard Stone, 2x Healing Water, 2x Healing Water

----- SCAN -----

Lives in humid places. It sneak-attacks humans that pass by. Uses status attack when fully grown.

----- ATTACK LIST -----

- Bad Breath - AE No-element & Status class MA - possible Slow status on affected members along with some No-element class magic damage  
CM - Higher Spr, Shell, Defend, Invincible, Slow on SDJ or Auto-Haste
- Fira - SE Fire class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ, Silence on Geezard
- Fire - SE Fire class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ, Silence on Geezard
- (Swipe) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Geezard
- (Head attack) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Geezard

----- GEROGERO -----

LV RANGE	HP RANGE	AP	Common card: Can't turn into a card!	LV-UD
1 ~ 12	350 ~ 3650	20	Rare card : Can't turn into a card!	no

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
------	-----	-------	-------	-------	------	-------	------	-------

x 2 | x 1 | x 1 | x 2 | immune | x 1 | x 1 | x 3 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	350	35	17	61	36	9	5
10	3050	41	35	75	40	19	6
12	3650	43	39	78	41	21	6

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
100	-	-	-	-	-	-	-	100	90	-	100	100

- - - - - The End: no - - - - -

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
80	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- |----- DEVOUR TASTE -----

L 1~12 | Esuna, Double, Berserk, Zombie | Couldn't Devour!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~12 | 2x Phoenix Down, 2x Phoenix Down, 2x Phoenix Down, 2x Phoenix Down

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~12 | 8x Zombie Powder, 8x Zombie Powder, 8x Zombie Powder, 8x Zombie Powder

----- SCAN -----

A monster that posed as President Deling. Attacks with its deformed arms and status attacks. [Undead Monster]

----- ATTACK LIST -----

- 01. (Arm smash) - SE no-name PA  
CM - Higher Vit, Protect
- 02. Silence - SE Status class MA  
EF - adds Silence  
CM - Higher Spr, Reflect, Silence OR Pain on SDJ
- 03. Berserk - SE Status class MA  
EF - adds Berserk  
CM - Higher Spr, Reflect, Berserk on SDJ
- 04. 'Brrawghh!' - SE No-element and Status class MA  
EF - adds Slow, Curse and Blind + No-element class magic damage  
CM - Higher Spr, Shell, Slow AND Pain on SDJ
- 05. Dispel - SE Status class MA  
EF - removes any helpful statuses  
CM - None
- 06. Sleep - SE Status class MA  
EF - adds Sleep  
CM - Higher Spr, Reflect, Sleep on SDJ

-----  
GESPER

LV RANGE	HP RANGE	AP	Common card: Gesper	LV-UD
1 ~ 100	525 ~ 14900	2	Rare card : Iguion	yes

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	x 1	x 2	x 1	x 1	x 1	yes

----- BASIC STATISTICS ----- EXP: 32 (+8)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	525	6	10	51	60	4	2
10	750	16	10	62	61	7	3
20	1460	26	11	75	62	9	4
30	2300	37	12	87	63	12	4
40	3380	48	13	100	64	14	4
50	4700	58	14	112	65	17	5
60	6260	69	15	124	66	19	5
70	8060	79	15	135	67	22	5
80	10100	89	16	147	68	24	6

90 | 12380 | 99 | 17 | 158 | 69 | 27 | 6  
100 | 14900 | 109 | 18 | 169 | 70 | 29 | 6

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
70 | 80 | 70 | 80 | 80 | 60 | 70 | 80 | 100 | 90 | 50 | 100 | 100

- - - - - The End: yes - - - - -

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
80 | 70 | 100 | 60 | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Shell, Protect | Tastes okay...  
L20~29 | Shell, Protect, Float | Tastes okay...  
L30~100| Shell, Protect, Confuse, Float | Tastes okay...

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19 | Black Hole, Black Hole, Black Hole, Black Hole  
L20~29 | 2x Black Hole, 2x Black Hole, 2x Black Hole, 2x Black Hole  
L30~100| 2x Black Hole, 2x Black Hole, 2x Black Hole, 2x Black Hole

Base chance: 192/256 ----- DROPPED ITEMS ---- Card drop: Gesper

L 1~19 | Black Hole, 4x M-Stone Piece, Remedy, Remedy  
L20~29 | 2x Black Hole, 2x Black Hole, 2x Remedy, 2x Remedy  
L30~100| Black Hole, 4x Wizard Stone, 2x Remedy, 4x Remedy

----- SCAN -----

Esthar's defective weapon. Attacks enemies and allies alike. Degenerator destroys opponents.

----- ATTACK LIST -----

1. Cure - SEA Healing class magic  
CM - in case of Gesper - Shell on Gesper, Reflect on Gesper, Silence on Gesper  
CM - in case of member - none
2. Telekinesis - SE PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
3. Protect - SEA Support class magic - Protect status on affected target  
CM - in case of Gesper - Reflect on Gesper, Silence on Gesper  
CM - in case of member - none
4. Shell - SEA Support class magic - Shell status on affected target  
CM - in case of Gesper - Reflect on Gesper, Silence on Gesper  
CM - in case of member - none
5. (Punch) - SEA no-name PA  
CM - in case of Gesper - none  
CM - in case of member - CM - Higher Vit, higher Eva, Protect, Defend, Invincible
6. Degenerator - SE Special class MA - Instant Death & Member count class - Degenerated character is gone from current battle and is KOed - Degenerator cannot be used anymore if only onemember is left alive  
CM - Have only one member alive, Invincible
7. Silence - SE Status class magic - Silence status on affected target  
CM - Higher Spr, Reflect, Invincible, Silence or Pain on SDJ
8. Confuse - SE Status class magic - Confuse status on affected target  
CM - Higher Spr, Reflect, Invincible, Confuse on SDJ
9. Blind - SE Status class magic - Darkness status on affected target  
CM - Higher Spr, Reflect, Invincible, Blind or Pain on SDJ
10. Float - SE Support class magic - Float status on affected target  
CM - None
11. Slow - SE Status class magic - Slow status on affected target  
CM - Higher Spr, Reflect, Invincible, Slow on SDJ
12. Berserk - SE Status class MA  
EF - adds Berserk  
CM - Higher Spr, Reflect, Berserk on SDJ

-----  
LV RANGE | HP RANGE | AP | Common card: GIM47N | LV-UD  
1 ~ 100 | 310 ~ 6300 | 3 | Rare card : Oilboyle | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1,5 | x 1,5 | immune | x 1 | x 2 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 30 (+5)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	310	11	40	2	6	2	0
10	450	21	40	3	7	3	1
20	700	32	41	5	8	3	1
30	1050	43	41	6	9	4	2
40	1500	53	41	7	11	5	3
50	2050	62	43	9	12	5	3
60	2700	71	43	10	13	6	4
70	3450	80	44	11	14	6	4
80	4300	88	45	12	16	7	5
90	5250	95	45	13	17	8	6
100	6300	102	46	13	18	8	6

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	60	-	50	-	40	100	90	50	-	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	60	-	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19 | Cure, Esuna

| No good!

L20~29 | Esuna, Life

| No good!

L30~100 | Curaga, Esuna, Life

| Tastes awful!!!

Base chance: 128/256

----- MUGGED ITEMS -----

L 1~19 | 2x Steel Orb, 2x Steel Orb, 2x Steel Orb, 2x Steel Orb

L20~29 | 3x Steel Orb, 3x Steel Orb, 3x Steel Orb, 3x Steel Orb

L30~100 | 6x Steel Orb, 6x Steel Orb, 6x Steel Orb, 6x Steel Orb

Base chance: 192/256

----- DROPPED ITEMS -----

Card drop: GIM47N

L 1~19 | Steel Orb, 4x Screw, Steel Pipe, Steel Pipe

L20~29 | 2x Steel Orb, 6x Screw, Steel Pipe, 2x Dynamo Stone

L30~100 | 4x Steel Orb, 8x Screw, 3x Dynamo Stone, 3x Dynamo Stone

----- SCAN -----

An older type of Galbadian support weapon. Has a laser cannon, but mostly punches using the steel orbs on both hands.

----- ATTACK LIST -----

1. Reflect - SA Support class magic - GIM47N can use it on itself - Reflect status on affected target

CM - Dispel

2. Snipe Laser - SE No-element class MA

CM - Higher Spr, Shell, Defend, Invincible

3. (Punch) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

4. Chain Gun - AE PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

----- GIM52A -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100\*1 | 1431 ~ 19400 | 3 | Rare card : Can't turn into a card! | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1,5 | x 1,5 | immune | x 1 | x 1,5 | x 1 | yes



----- BASIC STATISTICS ----- EXP: 30 (+8)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1431	13	3	5	120	5	0
10	1850	26	12	15	121	6	1
20	2600	39	22	26	122	8	1
30	3650	53	32	37	123	9	2
40	5000	66	43	47	125	10	2
50	6650	79	53	57	126	11	3
60	8600	91	63	67	127	13	3
70	10850	104	73	77	128	14	4
80	13400	116	84	86	130	15	4
90	16250	128	94	95	131	16	5
100	19400	140	104	104	132	18	5

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	100	90	50	-	-

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19	Haste, Slow	No good!
L20~29	Haste, Slow, Dispel	No good!
L30~100	Haste, Slow, Esuna, Dispel	Tastes awful!!!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19	Missile, Missile, Missile, Missile
L20~29	Missile, Missile, Missile, Missile
L30~100	2x Missile, 2x Missile, 2x Missile, 2x Missile

Base chance: 192/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19	4x Screw, Missile, Windmill, 2x Fuel
L20~29	8x Screw, Missile, Windmill, 6x Fuel
L30~100	2x Missile, 3x Fuel, 2x Windmill, 6x Fuel

----- SCAN -----

A Galbadian machine that attacks with magic and missiles. The more advanced models use high-powered beams.

----- ATTACK LIST -----

01. (Dash punch) - SE no-name PA  
CM - Higher Vit, Protect, Defend
02. Thundara - SE Thunder class MA  
CM - Higher Spr, Shell, Defend, Reflect, Thunder class magic on EDJ
03. Thundaga - SE Thunder class MA  
CM - Higher Spr, Shell, Defend, Reflect, Thunder class magic on EDJ
04. Micro Missiles - SE Gravity-class PA  
EF - tears off 50% of current HP, doesn't ignore Protect  
CM - Protect (halves), Defend (nullifies)
05. Ray Bomb - AE No-element class MA  
CM - Higher Spr, Shell, Defend

----- NOTES -----

- \*1 - GIM52A's highest LV when fought in D-Prison is lv70.
- \*2 - GIM52A's highest HP when fought in D-Prison is 10850 HP.

----- GLACIAL EYE -----

LV RANGE	HP RANGE	AP	Common card: Glacial Eye	LV-UD
1 ~ 100	205 ~ 3200	1	Rare card : Jumbo Cactuar	yes

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1,5	immune	x 1	mag-miss	x 1	x 1	x 1	x 1	yes

----- BASIC STATISTICS ----- EXP: 15 (+5)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	205	3	12	5	100	10	0
10	275	9	15	12	100	10	0
20	400	15	18	20	101	11	1
30	575	21	22	28	101	11	1
40	800	26	25	36	102	12	1
50	1075	31	28	43	103	12	2
60	1400	35	32	51	103	13	2
70	1775	39	35	58	104	13	2
80	2200	42	38	65	105	13	3
90	2675	45	42	72	105	14	3
100	3200	47	45	79	106	14	3

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	80	70	80	30	50	70	100	100	90	50	100	100

- - - - - The End: yes - - - - -

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VI0
80	70	100	60	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19	Blizzard, Cure, Scan	Tastes okay...
L20~29	Blizzara, Cura, Scan	Tastes okay...
L30~100	Blizzara, Cura, Scan	Tastes okay...

----- DEVOUR TASTE -----

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19	Vampire Fang, Arctic Wind, Arctic Wind, Arctic Wind
L20~29	Vampire Fang, North Wind, North Wind, North Wind
L30~100	2x Vampire Fang, 2x North Wind, 2x North Wind, 3x North Wind

Base chance: 192/256 ----- DROPPED ITEMS ----- Card drop: Glacial Eye

L 1~19	M-Stone Piece, 2x M-Stone Piece, Vampire Fang, Arctic Wind
L20~29	Vampire Fang, North Wind, 2x Arctic Wind, 3x Arctic Wind
L30~100	2x Vampire Fang, North Wind, 2x North Wind, 2x North Wind

----- SCAN -----

A floating monster that uses Ice magic. When running low on HP, uses Vampire to suck HP from opponents. [Fly Monster]

----- ATTACK LIST -----

1. Reflect - SA Support class magic - Glacial Eye can use it on itself - Reflect status on affected target  
CM - Silence on Glacial Eye, Dispel
2. Blizzara - SE Ice class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Ice class magic on EDJ, Silence on Glacial Eye
3. Blizzaga - SE Ice class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Ice class magic on EDJ, Silence on Glacial Eye
4. Silence - SE Status class magic - Silence status on affected target  
CM - Higher Spr, Reflect, Invincible, Silence on SDJ, Silence on Glacial Eye
5. Petrify Stare - SE Status class MA - Petrify status on affected target  
CM - Higher Spr, Invincible, Break on SDJ
6. (Tail strike) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Glacial Eye
7. Vampire - SA Healing & Special class PA - HP count class - once Glacial Eye loses about 75% of its HP, there is a possibility it will use Vampire to suck HP out of targetted member and restoring same amount of HP to itself  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Glacial Eye, Zombie (Vampire will cause damage to both Glacial Eye and targetted member)

-----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100\*1 | 1314 ~ 9700\*2 | 5 | Rare card : Can't turn into a card! | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | mag-miss | x 1 | x 2 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 40 (+10)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1314	2	3	2	3	10	0
10	1510	14	26	20	22	11	2
20	1860	26	51	40	43	13	3
30	2350	39	76	60	64	14	5
40	2980	51	101	79	86	15	7
50	3750	63	126	98	107	16	8
60	4660	74	151	117	128	18	10
70	5710	86	176	135	149	19	12
80	6900	97	201	153	171	20	13
90	8230	108	226	170	192	21	15
100	9700	118	251	188	213	23	17

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
10	40	-	-	-	-	-	40	100	90	10	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
40	-	-	-	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19	Sleep, Blind, Shell	Couldn't Devour!
L20~29	Sleep, Blind, Shell	Couldn't Devour!
L30~100	Sleep, Confuse, Shell, Pain	Couldn't Devour!

Base chance: 64/256 ----- MUGGED ITEMS -----

L 1~19	8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone
L20~29	8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone
L30~100	8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19	4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone
L20~29	4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone
L30~100	4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone

----- SCAN -----

A large insect-type monster that is a survivor of some ancient race. Uses its large spikes and tail to attack. [Fly Monster]

----- ATTACK LIST -----

- (Raldo bowling ball) - SE no-name PA  
CM - Higher Vit, Protect
- (Raldo air raid) - SE no-name PA  
CM - Higher Vit, Protect
- (Claw swipe) - SE no-name PA  
SP - used when no Raldos are left  
CM - Higher Vit, Protect

----- NOTES -----

- \*1 - Granaldo's highest LV when fought in Training Center is lv11.
- \*2 - Granaldo's highest HP when fought in Training Center is 1538 HP.

----- GRAND MANTIS -----

LV RANGE | HP RANGE | AP | Common card: Grand Mantis | LV-UD  
1 ~ 100 | 5213 ~ 13000 | 4 | Rare card : BGH251F2 | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY

x 1 | x 2 | x 2 | x 1 | x 1 | x 1 | x 0,5 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 80 (+20)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	5213	8	150	2	2	3	0
10	5395	18	152	3	6	4	0
20	5720	28	155	5	12	5	1
30	6175	37	157	6	17	6	1
40	6760	47	160	7	23	7	1
50	7475	56	162	9	28	8	2
60	8320	65	165	10	34	9	2
70	9295	73	167	11	39	10	3
80	10400	81	170	12	45	11	3
90	11635	89	172	13	50	12	3
100	13000	97	175	13	56	13	4

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
70	80	70	-	80	60	70	80	100	90	50	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
80	70	100	60	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19 | Water, Esuna | Delicious!!!  
L20~29 | Water, Esuna | Delicious!!!  
L30~100 | Water, Esuna, Life | Delicious!!!

----- MUGGED ITEMS -----

Base chance: 128/256  
L 1~19 | 2x Sharp Spike, 2x Sharp Spike, 2x Sharp Spike, 2x Sharp Spike  
L20~29 | 4x Sharp Spike, 4x Sharp Spike, 4x Sharp Spike, 4x Sharp Spike  
L30~100 | 8x Sharp Spike, 8x Sharp Spike, 8x Sharp Spike, 8x Sharp Spike

----- DROPPED ITEMS ----- Card drop: Grand Mantis

L 1~19 | Sharp Spike, 2x Sharp Spike, Curse Spike, Water Crystal  
L20~29 | 3x Sharp Spike, 4x Sharp Spike, 2x Curse Spike, 2x Water Crystal  
L30~100 | 6x Sharp Spike, 2x Water Crystal, 3x Water Crystal, 4x Water Crystal

----- SCAN -----

Used to live in water, but now lives above ground. Skewers enemies with its large claw and causes major damage.

----- ATTACK LIST -----

- Melting Bubbles - SE No-element & Status class MA - possible Silence status on affected member along with some No-element class magic damage  
CM - Higher Spr, Shell, Defend, Invincible, Silence or Pain on SDJ
- Super Arm - SE Special class PA - Critical strike class - will always inflict critical damage  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- (Claw strike) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

----- GRAT -----

LV RANGE	HP RANGE	AP	Common card: Grat	LV-UD
1 ~ 100	209 ~ 5600	2	Rare card : Shumi Tribe	yes

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1,3	x 1,3	x 1	x 1	x 1	x 1	x 1	x 1	yes

----- BASIC STATISTICS ----- EXP: 38 (+10)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	209	3	3	2	8	8	0
10	335	14	3	12	9	9	0
20	560	26	4	24	10	10	1
30	875	38	4	35	11	11	1

40	1280	50	5	46	12	11	2
50	1775	61	6	57	13	12	2
60	2360	73	6	68	14	13	3
70	3035	84	7	78	15	14	3
80	3800	96	8	89	16	15	4
90	4655	107	8	99	17	16	4
100	5600	118	9	110	18	16	5

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	50	40	-	-	-	-	70	-	-	-	-	-

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	50	-	70	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19	Sleep, Silence		Tastes awful!!!
L20~29	Sleep, Silence, Berserk		Tastes awful!!!
L30~100	Sleep, Silence, Berserk, Confuse		Tastes awful!!!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19	2x Silence Powder, 2x Silence Powder, 2x Silence Powder, 2x Silence Powder
L20~29	4x Silence Powder, 4x Silence Powder, 4x Silence Powder, 4x Silence Powder
L30~100	8x Silence Powder, 8x Silence Powder, 8x Silence Powder, 8x Silence Powder

Base chance: 180/256 ----- DROPPED ITEMS ---- Card drop: Grat

L 1~19	Sleep Powder, Silence Powder, Poison Powder, Poison Powder
L20~29	2x Sleep Powder, 2x Silence Powder, 3x Poison Powder, 2x Poison Powder
L30~100	6x Sleep Powder, 6x Silence Powder, 8x Poison Powder, 8x Poison Powder

----- SCAN -----

It's body is mostly a digestive bag. Digests enemies by catching them with its vine. Uses a gas attack that causes Sleep.

----- ATTACK LIST -----

- (Vine strike) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- Gastric Juice - SE Status class PA - carries Poison status - possible Poison status on targetted member along with some physical damage  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Bio or Pain on SDJ
- Vampire - SA Healing class PA - any time during battle with Grat there is a possibility it will use Vampire to suck HP out of targetted member and restoring same amount of HP to itself  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Zombie (Vampire will cause damage to both Grat and targetted member)
- Sleeping Gas - AE Status & Special class MA - Counter class [Physical & Magic counter] - if Grat is attacked in any way, it may counter with Sleeping Gas - possible Sleep status on affected members  
CM - Sleep on SDJ

----- GRENDEL -----

LV RANGE	HP RANGE		AP		Common card: Grendel		LV-UD
1 ~ 100	2131 ~ 30000		6		Rare card : Tiamat		yes

----- ELEMENTAL AFFINITIES -----

FIRE		ICE		THNDR		EARTH		POISN		WIND		WATER		HOLY		GRVTY
x 1		x 1		x 1		x 1,5		x 1		x 1,5		x 1		x 1,5		yes

----- BASIC STATISTICS ----- EXP: 80 (+15)

LV		HP		Strength		Vitality		Magic		Spirit		Speed		Evasion
1		2131		22		51		52		121		10		2
10		3450		41		58		70		127		11		3
20		5200		62		66		89		135		12		3
30		7250		83		73		109		141		13		4
40		9600		103		81		128		149		14		5

50		12250		124		89		147		156		15		6
60		15200		145		96		165		163		16		6
70		18450		165		104		184		170		17		7
80		22000		185		112		202		178		18		8
90		25850		206		119		220		185		19		8
100		30000		226		127		238		192		20		9

----- STATUS AFFINITIES -----

KO		POI		PTR		DAR		SIL		BER		ZOM		SLE		HAS		SLO		STO		REG		REF
30		-		20		80		80		60		70		80		100		90		50		100		100

- - - - - The End: yes - - - - -

DOO		PET		FLO		CON		DRA		DGN		PRO		SHE		AUR		INV		DOU		TRI		VIO
5		20		100		60		100		80		100		100		100		-		100		100		100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19		Fire, Blizzard, Double		Delicious!!!
L20~29		Fira, Blizzara, Double		Delicious!!!
L30~100		Firaga, Blizzaga, Double		Delicious!!!

Base chance: 255/256 ----- MUGGED ITEMS -----

L 1~19		Dragon Fin, Dragon Fin, Dragon Fin, Dragon Fin
L20~29		2x Dragon Fin, 2x Dragon Fin, 2x Dragon Fin, 2x Dragon Fin
L30~100		4x Dragon Fin, 4x Dragon Fin, Power Wrist, Power Wrist

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: Grendel

L 1~19		Dragon Fang, Dragon Fin, Dragon Skin, 2x Dragon Fang
L20~29		2x Dragon Fin, 2x Dragon Fang, Fury Fragment, Fury Fragment
L30~100		2x Dragon Fin, 4x Dragon Fin, 2x Fury Fragment, 2x Fury Fragment

----- SCAN -----

A smaller type of dragon, sometimes appears in groups of 2. May be more dangerous than other dragons.

----- ATTACK LIST -----

1. Breath - AE Thunder class MA  
CM - Higher Spr, Shell, Defend, Invincible, Thunder class magic on EDJ
2. Thunder - SE Thunder class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ
3. (Cross swipe) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
4. (Bite) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
5. Tail Blade - SE PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

----- GRIEVER -----

LV RANGE		HP RANGE		AP		Common card: Can't turn into a card!		LV-UD
1 ~ 65		16750 ~ 115950		0		Rare card : Can't turn into a card!		no

----- ELEMENTAL AFFINITIES -----

FIRE		ICE		THNDR		EARTH		POISN		WIND		WATER		HOLY		GRVTY
x 1		x 1		x 1		mag-miss		x(-1)		x 2		x 1		x 2,5		no

----- BASIC STATISTICS ----- EXP: 0

LV		HP		Strength		Vitality		Magic		Spirit		Speed		Evasion
1		16750		---		---		---		---		---		---
10		30700		---		---		---		---		---		---
20		46200		---		---		---		---		---		---
30		61700		---		---		---		---		---		---
40		77200		---		---		---		---		---		---
50		92700		---		---		---		---		---		---
60		108200		---		---		---		---		---		---
65		115950		---		---		---		---		---		---

----- STATUS AFFINITIES -----

KO		POI		PTR		DAR		SIL		BER		ZOM		SLE		HAS		SLO		STO		REG		REF
----	--	-----	--	-----	--	-----	--	-----	--	-----	--	-----	--	-----	--	-----	--	-----	--	-----	--	-----	--	-----

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- | - | - | - | - | - | - | - | - | - | - | - | 100 | 100
- - - - - The End: yes - - - - -
DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100
----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----
L 1~19 | Bio, Quake, Tornado | Couldn't Devour!
L20~29 | Bio, Quake, Tornado | Couldn't Devour!
L30~65 | Bio, Quake, Tornado | Couldn't Devour!
Base chance: 0/256 ----- MUGGED ITEMS -----
L 1~19 | has nothing
L20~29 | has nothing
L30~65 | has nothing
Base chance: 0/256 ----- DROPPED ITEMS ---- Card drop: none
L 1~19 | none
L20~29 | none
L30~65 | none

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----- SCAN -----
In Squall's mind, the strongest GF. Through Ultimecia's power, continues
fighting without vanishing. [Fly Monster]

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----- ATTACK LIST -----

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01. Doom - SE Status class MA
  - EF - adds Doom
  - CM - Higher Spr, to heal Doom use Remedy+, Elixir, Megalixir, Treatment
02. Pain - SE Status class MA
  - EF - adds Darkness, Silence and Poison
  - CM - Higher Spr, Reflect, Blind on SDJ will nullify Darkness, Silence on SDJ will nullify Silence, Bio on SDJ will nullify Poison, Pain on SDJ will nullify all three statuses
03. Triple - SA Support class magic
  - EF - adds Triple
  - CM - Dispel, Reflect on Griever
04. 'Absorbed into time...' - SE 'move'
  - SP - if one of your members is KOed for too long, Griever will remove KOed member
  - CM - revive KOed members ASAP
05. (Blow away stocked magic) - SE move
  - SP - every so often Griever will blow away randomly selected magic from randomly selected member's magic stock; if junctioned magic is blown away, that junction no longer exists (for example, you have Regen on HP-J; Regen is blown away and HP-J will drop to basic level, as if nothing was junctioned)
  - CM - defeat Griever as quickly as you can
06. (Claw swipe) - SE no-name PA
  - CM - Higher Vit, Protect, Defend
07. Gravija - AE Gravity class MA
  - EF - tears off 75% current HP
  - CM - Shell, Defend
08. Draw - SE Command class move
  - SP - Griever will draw any type of magic from targetted member's magic stock and cast it immediately afterwards
  - EF - attack class magic on your members, support and healing class magic on itself
  - CM - Having no magic at all
09. Flare - SE No-element class MA
  - CM - Higher Spr, Shell, Reflect, Defend
10. Shockwave Pulsar - AE No-element class MA, Desperation class move
  - SP - somewhere in the middle of the battle Griever will start using this; if you kill Griever before it even uses it for the first time, it'll use Shockwave Pulsar as a last attempt to defeat your members
  - CM - Higher Spr, Shell, Defend

GUARD

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100 | 45 ~ 3040 | 1 | Rare card : Can't turn into a card! | yes

ELEMENTAL AFFINITIES

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 2 | x 1 | x 1 | x 1 | yes

BASIC STATISTICS EXP: 20 (+3)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	45	3	1	1	2	5	0
10	115	11	2	8	3	6	1
20	240	18	3	16	4	6	2
30	415	26	4	24	5	7	3
40	640	33	6	31	7	8	3
50	915	40	7	39	8	9	4
60	1240	47	8	46	9	9	5
70	1615	54	9	54	10	10	6
80	2040	61	11	61	12	11	7
90	2515	67	12	68	13	11	8
100	3040	73	13	75	14	12	8

STATUS AFFINITIES

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
70	80	70	80	80	60	70	80	100	90	50	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
80	70	100	60	100	80	100	100	100	-	100	100	100

DRAWABLE MAGIC

DEVOUR TASTE

L 1~19	Sleep, Silence, Blind, Cure	Couldn't Devour!
L20~29	Sleep, Silence, Blind, Cura	Couldn't Devour!
L30~100	Sleep, Silence, Blind, Curaga	Couldn't Devour!

Base chance: 192/256 MUGGED ITEMS

L 1~19	Potion, Phoenix Down, Remedy, Remedy
L20~29	Potion, Phoenix Down, Remedy, Remedy
L30~100	Potion, Phoenix Down, Remedy, Remedy

Base chance: 192/256 DROPPED ITEMS Card drop: none

L 1~19	Potion, Phoenix Down, Remedy, Remedy
L20~29	Potion, Phoenix Down, Remedy, Remedy
L30~100	Potion, Phoenix Down, Remedy, Remedy

SCAN

Prison security guard. A Galbadian soldier trained in sleep magic to capture escapees.

ATTACK LIST

- (Sword swipe) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- Sleep - SE Status class magic - Sleep status on affected target  
CM - Higher Spr, Reflect, Invincible, Sleep on SDJ

G-SOLDIER

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100 | 45 ~ 3040 | 1 | Rare card : Can't turn into a card! | yes

ELEMENTAL AFFINITIES

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 2 | x 1 | x 1 | x 1 | yes

BASIC STATISTICS EXP: 20 (+3)



LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	43	3	1	1	2	4	0
10	115	11	2	8	3	5	1
20	240	18	3	16	4	5	2
30	415	26	4	24	5	6	3
40	640	33	6	31	7	7	3
50	915	40	7	39	8	8	4
60	1240	47	8	46	9	8	5
70	1615	54	9	54	10	9	6
80	2040	61	11	61	12	10	7
90	2515	67	12	68	13	10	8
100	3040	73	13	75	14	11	8

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
70	80	70	80	80	60	70	80	100	90	50	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VI0
80	70	100	60	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19 | Fire, Thunder, Blizzard, Cure | Couldn't Devour!  
L20~29 | Fira, Thundara, Blizzara, Cura | Couldn't Devour!  
L30~100| Firaga, Thundaga, Blizzaga, Curaga | Couldn't Devour!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19 | Potion, Potion, Phoenix Down, Phoenix Down  
L20~29 | Potion, Phoenix Down, Hi-Potion, Hi-Potion  
L30~100| Hi-Potion, 2x Phoenix Down, 2x Phoenix Down, 2x Phoenix Down

Base chance: 128/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19 | Potion, Potion, 8x Normal Ammo, Phoenix Down  
L20~29 | Potion, Potion, Phoenix Down, Phoenix Down  
L30~100| 2x Potion, 2x Potion, 2x Phoenix Down, 2x Phoenix Down

----- SCAN -----

Galbadian soldier that uses magic with a sword. Strong enough, but nowhere near as strong as any Seed member.

----- ATTACK LIST -----

- (Sword swipe) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- Fira - SE Fire class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ
- Fire - SE Fire class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ

----- HELIX -----

LV RANGE	HP RANGE	AP	Common card: Can't turn into a card!	LV-UD
1 ~ 65	4400 ~ 30000	0	Rare card : Can't turn into a card!	no

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	mag-miss	x 1	x 1	x 1	x 1	no

----- BASIC STATISTICS -----

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	4400	---	---	---	---	---	---
10	8000	---	---	---	---	---	---
20	12000	---	---	---	---	---	---
30	16000	---	---	---	---	---	---
40	20000	---	---	---	---	---	---
50	24000	---	---	---	---	---	---
60	28000	---	---	---	---	---	---
65	30000	---	---	---	---	---	---

EXP: 0

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
 - | - | - | - | - | - | - | - | - | - | - | - | -

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
 - | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----

L 1~19 | Esuna, Dispel | Couldn't Devour!  
 L20~29 | Esuna, Dispel | Couldn't Devour!  
 L30~65 | Esuna, Dispel | Couldn't Devour!

Base chance: 0/256 ----- MUGGED ITEMS -----

L 1~19 | has nothing  
 L20~29 | has nothing  
 L30~65 | has nothing

Base chance: 0/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19 | none  
 L20~29 | none  
 L30~65 | none

----- SCAN -----

Ultimecia's magic power amplifier. By combining the 2 amplifiers, her power can be increased greatly... [Fly Monster]

----- ATTACK LIST -----

01. (Double laser) - ST no-name PA, counter  
 SP - used sometimes when struck by any type of attack  
 CM - Higher Vit, Protect, Defend

----- HEXADRAGON -----

LV RANGE | HP RANGE | AP | Common card: Hexadragon | LV-UD  
 1 ~ 100 | 10052 ~ 40000 | 8 | Rare card : Tiamat | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x(-1) | x 1 | x 1 | x 1 | x(-1) | x 1 | x 2 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 240 (+30)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	10052	52	71	47	51	10	0
10	10750	70	75	65	57	11	1
20	12000	89	81	85	64	12	1
30	13750	109	87	104	71	13	2
40	16000	129	92	124	78	13	2
50	18750	148	98	143	85	14	3
60	22000	167	104	162	92	15	3
70	25750	186	110	181	99	16	4
80	30000	205	115	200	106	17	4
90	34750	224	121	219	113	18	5
100	40000	243	127	238	120	18	5

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
 - | - | - | - | - | - | - | - | - | - | - | - | 100

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
 - | - | - | - | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----

L 1~19 | Fire, Shell, Protect | Delicious!!!  
 L20~29 | Fira, Shell, Protect | Delicious!!!  
 L30~100 | Firaga, Dispel, Shell, Protect | Delicious!!!

Base chance: 64/256 ----- MUGGED ITEMS -----

L 1~19 | 2x Red Fang, 2x Red Fang, 2x Red Fang, 2x Red Fang

L20~29 | 4x Red Fang, 4x Red Fang, 4x Red Fang, 4x Red Fang

L30~100| 8x Red Fang, 8x Red Fang, 8x Red Fang, 8x Red Fang

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: Hexadragon

L 1~19 | 2x Dragon Fang, 2x Red Fang, 2x Dragon Skin, 2x Dragon Skin

L20~29 | 6x Dragon Fang, 3x Red Fang, 2x Inferno Fang, 2x Inferno Fang

L30~100| 6x Red Fang, 4x Inferno Fang, Star Fragment, 2x Star Fragment

----- SCAN -----

A type of mutated dragon born with six eyes. Uses fire magic and special breath attacks.

----- ATTACK LIST -----

1. Fira - SE Fire class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ

2. Firaga - SE Fire class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ

3. (Stomp) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

4. Breath - SE No-element class MA

CM - Higher Spr, Shell, Defend, Invincible

5. Melt-Eye - AE Fire class MA

CM - Higher Spr, Shell, Defend, Invincible, Fire class magic on EDJ

----- IFRIT -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
6 | 1068 | 20 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x(-1) | x 2 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
6 | 1068 | 37 | 44 | 9 | 183 | 3 | 0

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | - | - | - | -

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 6 | Fire, Cure, Scan | Couldn't Devour!

Base chance: ---/256 ----- MUGGED ITEMS -----

L 6 | has nothing

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: Ifrit

L 6 | 3x G-Returner, 4x G-Returner, 5x G-Returner, 6x G-Returner

----- SCAN -----

Fire GF; uses fire magic. It's a strong opponent, but as it is a part of Garden's exam, not impossible to defeat.

----- ATTACK LIST -----

01. Fire - SE Fire class MA

CM - Higher Spr, Fire class magic on EDJ

02. (Jump and punch) - SE no-name PA

CM - Higher Vit

----- IGUION -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 19 | 127 ~ 1747 | 10 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
immune	x 1	x 1	x 2	immune	x 1	x 1	x 2,5	yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	127	14	52	10	10	3	0
10	755	21	70	17	15	6	0
19	1747	28	88	23	19	8	1

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	-*1

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VI0
-	-	-	-	100	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Cure, Esuna, Break, Carbuncle | Couldn't Devour!

Base chance: 64/256 ----- MUGGED ITEMS -----

L 1~19 | 6x G-Returner, 6x G-Returner, 6x G-Returner, 6x G-Returner

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19 | 4x G-Returner, 4x G-Returner, 4x G-Returner, 4x G-Returner

----- SCAN -----

A mutation of the gateway decoration. Uses Petrify attacks. Someone has given it the Reflect power.

----- ATTACK LIST -----

- 01. (Claw swipe) - SE no-name PA  
CM - Higher Vit, Protect, Defend
- 02. Resonance - AE No-element class MA  
SP - used only if both Iguions are alive  
CM - Higher Spr, Shell, Defend
- 03. Magma Breath - SE Fire class and Status class MA  
EF - Petrifying status + Fire class magic damage  
CM - Higher Spr, Shell, Defend, Fire class magic on EDJ + Break on SDJ

----- NOTES -----

\*1 - For as long as you don't Draw Carbuncle from one of Iguions, they have Reflect status on.

----- IMP -----

LV RANGE	HP RANGE	AP	Common card: Imp	LV-UD
1 ~ 100	4212 ~ 11400	3	Rare card : Gargantua	yes

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	immune	x 0,5	x 1	x 1	x 2	yes

----- BASIC STATISTICS ----- EXP: 60 (+10)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	4212	6	8	9	121	4	30
10	4380	13	10	21	126	8	32
20	4680	21	13	33	132	13	33
30	5100	28	15	45	138	18	35
40	5640	36	18	57	144	23	36
50	6300	43	20	68	150	28	38
60	7080	50	23	80	156	33	39
70	7980	57	25	91	162	38	41
80	9000	63	28	102	168	43	42
90	10140	69	30	113	174	48	44
100	11400	76	33	124	180	53	45

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

- | - | 20 | - | 1 | - | - | - | - | 50 | 1 | - | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO

1 | 20 | - | - | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~29 | Blind, Silence, Confuse, Break | Tastes okay...

L30~39 | Blind, Silence, Confuse, Break | Tastes okay...

L40~100| Blind, Silence, Confuse, Break | Tastes okay...

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~29 | 4x Poison Powder, 4x Poison Powder, 4x Poison Powder, 4x Poison Powder

L30~39 | 8x Poison Powder, 8x Poison Powder, 8x Poison Powder, 8x Poison Powder

L40~100|12x Poison Powder,12x Poison Powder,12x Poison Powder,12x Poison Powder

Base chance: 192/256 ----- DROPPED ITEMS ---- Card drop: Imp

L 1~29 | 2x Dead Spirit, 2x Curse Spike, 2x Curse Spike, 2x Curse Spike

L30~39 | 4x Dead Spirit, 4x Curse Spike, 6x Dead Spirit, 6x Dead Spirit

L40~100| 4x Dead Spirit, 4x Curse Spike, 2x Moon Stone, 2x Moon Stone

----- SCAN -----

A devilish-looking monster with wings. Uses powerful magic despite its small size.

----- ATTACK LIST -----

1. Confuse - SE Status class magic - Confuse status on affected target

CM - Higher Spr, Reflect, Invincible, Confuse on SDJ

2. Berserk - SE Status class magic - Berserk status on affected target

CM - Higher Spr, Reflect, Invincible, Berserk on SDJ

3. Blind - SE Status class magic - Darkness status on affected target

CM - Higher Spr, Reflect, Invincible, Blind or Pain on SDJ

4. Silence - SE Status class magic - Silence status on affected target

CM - Higher Spr, Reflect, Invincible, Silence or Pain on SDJ

5. Firaga - SE Fire class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ

6. Blizzaga - SE Ice class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Ice class magic on EDJ

7. Thundaga - SE Thunder class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ

8. (Fly) - NEA Special class 'attack' - Tactic change class - Firaga, Blizzaga and Thundaga are no longer used - Imp is now able to use Tornado, Quake and Meteor

CM - Defeat Imp before it decides to (Fly)

9. Quake - AE Earth class MA

CM - Higher Spr, Shell, Float, Defend, Invincible, Earth class magic on EDJ

10. Tornado - AE Wind class MA

CM - Higher Spr, Shell, Defend, Invincible, Wind class magic on EDJ

11. Meteor - AE No-element class MA

CM - Higher Spr, Shell, Defend, Invincible

12. Holy - SE Holy & Special class MA - Desperation class - Imp may use it as a last ditch attempt to kill one of your members

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Holy class magic on EDJ, defeat Imp with special type attacks [Degenerator]

13. (Swipe) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

14. Dispel - SE Status class magic - removes any helpful statuses from affected member - cannot remove Defend, Invincible, Angel Wing

CM - Invincible

-----  
IRON GIANT

LV RANGE | HP RANGE\*1 | AP | Common card: Iron Giant | LV-UD

1 ~ 100 | 631 ~ 78000 | 8 | Rare card : Fujin, Raijin | yes

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1,5	x 1	immune	x 1	x 1	x 1	yes

----- BASIC STATISTICS ----- EXP: 140 (+30)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	631	14	120	3	1	7	0
10	6450	32	120	5	2	8	0
20	13200	52	121	7	3	10	1
30	20250	72	121	9	4	11	1
40	27600	91	122	11	6	12	2
50	35250	111	123	13	7	13	2
60	43200	130	123	15	8	15	3
70	51450	150	124	16	9	16	3
80	60000	169	125	18	11	17	4
90	68850	188	125	19	12	18	4
100	78000	207	126	20	13	20	5

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	60	-	-	-	80	100	90	1	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VI0
-	-	-	-	100	70	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~29	Haste, Shell, Reflect	No good!
L30~39	Haste, Quake, Shell, Reflect	No good!
L40~100	Haste, Quake, Shell, Reflect	No good!

Base chance: 64/256

----- MUGGED ITEMS -----

L 1~29	Star Fragment, Star Fragment, Star Fragment, Star Fragment
L30~39	Star Fragment, 2x Star Fragment, 2x Star Fragment, 3x Star Fragment
L40~100	2x Star Fragment, 2x Star Fragment, 4x Star Fragment, 4x Star Fragment

Base chance: 255/256

----- DROPPED ITEMS -----

Card drop: Iron Giant

L 1~29	3x Wizard Stone, 3x Wizard Stone, Star Fragment, Star Fragment
L30~39	4x Running Fire, Star Fragment, 2x Star Fragment, 3x Star Fragment
L40~100	8x Running Fire, 2x Star Fragment, 4x Star Fragment, 4x Star Fragment

----- SCAN -----

Hard to damage due to the steel armor. Doesn't use magic, but its sword causes significant damage.

----- ATTACK LIST -----

1. (Sword slice) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Iron Giant
2. Grand Sword - AE PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Iron Giant
3. Mighty Guard - SA Support & Special class MA - Counter class [HP count class] - once Iron Giant loses 50% of its HP, it will use Mighty Guard on itself - Protect and Shell statuses  
CM - Dispel, defeat Iron Giant without crossing 50% HP limit [Degenerator]

----- NOTES -----

\*1 - According to Ultimania, in Japanese version Iron Giant's HP range is 663 ~ 96000 HP.

----- JELLEYE -----

LV RANGE	HP RANGE	AP	Common card: Jelleye	LV-UD
1 ~ 100	510 ~ 6500	1	Rare card : Fujin, Raijin	yes

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
------	-----	-------	-------	-------	------	-------	------	-------

x 1 | x 1 | x 1 |mag-miss| x 1 | x 1,5 | x 1 | x 3 | yes

----- BASIC STATISTICS ----- EXP: 30 (+5)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	510	5	6	21	80	10	0
10	650	10	9	39	85	11	0
20	900	16	12	58	90	11	1
30	1250	22	16	77	95	12	1
40	1700	27	19	96	100	13	2
50	2250	32	22	115	105	13	2
60	2900	37	26	134	110	14	3
70	3650	42	29	153	115	14	3
80	4500	47	32	172	120	15	4
90	5450	52	36	190	125	16	4
100	6500	56	39	208	130	16	5

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
70	80	70	80	80	60	70	80	100	90	0	100	100

- - - - - The End: yes - - - - -

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
80	70	-	-	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Fire, Thunder, Blizzard | Tastes okay...

L20~29 | Fira, Thundara, Blizzara | Tastes okay...

L30~100| Firaga, Thundaga, Blizzaga | Tastes okay...

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19 | Healing Water, Healing Water, 2x Healing Water, 2x Healing Water

L20~29 | 2x Healing Water, 2x Healing Water, 4x Healing Water, 4x Healing Water

L30~100| 4x Healing Water, 4x Healing Water, 8x Healing Water, 8x Healing Water

Base chance: 192/256 ----- DROPPED ITEMS ---- Card drop: Jelleye

L 1~19 | M-Stone Piece, 2 M-Stone Piece, 3x M-Stone Piece, 4x M-Stone Piece

L20~29 | Magic Stone, 2x Magic Stone, 3x Magic Stone, 4x Magic Stone

L30~100| Wizard Stone, 2x Wizard Stone, 3x Wizard Stone, 4x Wizard Stone

----- SCAN -----

Changes tactics as the battle progresses. Its magic also changes from fire to ice, to thunder, etc. [Fly Monster] [Physical Defense Morph] [Magic Defense Morph] [Complete Defense Morph]

----- ATTACK LIST -----

1. Thunder - SE Thunder & Special class MA - Counter class [Magic counter] - used if Jelleye is under [Magic Defense Morph] or [Complete Defense Morph] and is attacked with magic type attack

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ

2. Thundara - SE Thunder & Specialclass MA - Counter class [Magic counter] - used if Jelleye is under [Magic Defense Morph] or [Complete Defense Morph] and is attacked with magic type attack

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ

3. Thundaga - SE Thunder & Special class MA - Counter class [Magic counter] - used if Jelleye is under [Magic Defense Morph] or [Complete Defense Morph] and is attacked with magic type attack

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ

4. Fire - SE Fire & Special class MA - Counter class [Magic counter] - used if Jelleye is under [Magic Defense Morph] or [Complete Defense Morph] and is attacked with magic type attack

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ

5. Fira - SE Fire & Special class MA - Counter class [Magic counter] - used if Jelleye is under [Magic Defense Morph] or [Complete Defense Morph] and is attacked with magic type attack

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ

6. Firaga - SE Fire & Special class MA - Counter class [Magic counter] - used if Jelleye is under [Magic Defense Morph] or [Complete Defense Morph] and is attacked with magic type attack

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ  
7. Blizzard - SE Ice & Special class MA - Counter class [Magic counter] - used if Jellee is under [Magic Defense Morph] or [Complete Defense Morph] and is attacked with magic type attack

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Ice class magic on EDJ  
8. Blizzara - SE Ice & Special class MA - Counter class [Magic counter] - used if Jellee is under [Magic Defense Morph] or [Complete Defense Morph] and is attacked with magic type attack

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Ice class magic on EDJ  
9. Blizzaga - SE Ice & Special class MA - Counter class [Magic counter] - used if Jellee is under [Magic Defense Morph] or [Complete Defense Morph] and is attacked with magic type attack

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Ice class magic on EDJ  
10. Morph - NEA Special class 'attack' - Tactic change & Stat booster class - sometime in the battle Jellee will use this - it can be used up to three times - Jellee's status can change to one of following three possible statuses

a) [Physical Defense Morph] raises Jellee's Vit tremendously - magic attacks are not used during this status - only (Tentacle hug) is used - (Tentacle hug) is also used as counter if Jellee is attacked with physical type attack  
CM - Use magic type attacks

b) [Magic Defense Morph] raises Jellee's Spr tremendously - physical attacks are not used during this status - only magic attacks are used - magic attacks are also used as counter if Jellee is attacked with magic type attacks  
CM - Use physical type attacks

c) [Complete Defense Morph] raises Jellee's Vit and Spr tremendously - all type attacks are used during this status - (Tentacle hug) is also used as counter if Jellee is attacked with physical type attack - magic attacks are also used as counter if Jellee is attacked with magic type attacks  
CM - Use special type attacks [Degenerator, multiple strike Limit Break]

11. (Tentacle hug) - SE no-name & Special class PA - Counter class [Physical counter] - used if Jellee is under [Physical Defense Morph] or [Complete Defense Morph] and is attacked with physical type attack  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

-----  
-----  
JUMBO CACTUAR  
-----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100 | 33000 ~ 330000 | 20 | Rare card : Can't turn into a card! | no

-----  
ELEMENTAL AFFINITIES  
-----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 2,9 | x 1 | no

-----  
BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	33000	21	26	13	13	5	0
10	60000	35	30	23	25	6	0
20	90000	50	36	35	38	8	1
30	120000	65	42	46	51	9	1
40	150000	80	47	57	64	10	1
50	180000	94	53	69	77	11	2
60	210000	108	59	80	90	13	2
70	240000	121	64	91	103	14	2
80	270000	135	70	102	116	15	3
90	300000	148	76	113	129	16	3
100	330000	160	81	123	142	18	3

-----  
STATUS AFFINITIES  
-----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | 50 | 50 | - | - | -

-----  
The End: yes -----



DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VI0  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100  
----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----  
L 1~19 | Meltdown, Demi, Tornado | Couldn't Devour!  
L20~29 | Meltdown, Demi, Tornado | Couldn't Devour!  
L30~100| Meltdown, Demi, Tornado | Couldn't Devour!  
Base chance: 32/256 ----- MUGGED ITEMS -----  
L 1~19 | 3x Cactus Thorn, 3x Cactus Thorn, 4x Cactus Thorn, 4x Cactus Thorn  
L20~29 | 3x Cactus Thorn, 3x Cactus Thorn, 4x Cactus Thorn, 4x Cactus Thorn  
L30~100| 3x Cactus Thorn, 3x Cactus Thorn, 4x Cactus Thorn, 4x Cactus Thorn  
Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: none  
L 1~19 | Gaea's Ring, Gaea's Ring, Gaea's Ring, Gaea's Ring  
L20~29 | Gaea's Ring, Gaea's Ring, Gaea's Ring, Gaea's Ring  
L30~100| Gaea's Ring, Gaea's Ring, Gaea's Ring, Gaea's Ring

----- SCAN -----  
Some Cactuars live long lives and grow huge. This Jumbo Cactuar is one of those.

----- ATTACK LIST -----

01. (Leg stomp) - SE no-name PA  
SP - always deals critical damage  
CM - Higher Vit, Protect, Defend
02. Ker Plunk - AE PA  
CM - Higher Vit, Protect, Defend
03. 10000 Needles - SE PA, counter  
SP - after Jumbo takes damage for 5th time (10th, 15th and-so-on), Jumbo will counter by using 10000 Needles on member who dealt fifth strike  
CM - None, except Invincible
04. 'Jumbo Cactuar is hesitating...' - NEA no-class 'move'  
SP - Jumbo Cactuar is close to being defeated with 5% or less HP remaining  
CM - None
05. (Run away) - NEA no-class 'move'\*1  
SP - Jumbo will run away when it has less than 2% HP remaining  
CM - When 'Jumbo C. is hesitating' pops on the screen, you have to take him down with multiple hit Limit Break or execute something that deals significant amount of damage - Kamikaze, Shockwave Pulsar

----- NOTES -----  
\*1 - According to Ultimania, in Japanese version Jumbo Cactuar's HP range is 6000 ~ 600000 HP.  
\*2 - If Jumbo Cactuar runs away from battle, you'll have to encounter it again and begin working from scratch.

-----  
KRYSTA

-----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 55 | 5200 ~ 16000 | 30 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----  
FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | immune | x 1 |mag-miss| x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0  
LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 5200 | 52 | 201 | 70 | 0 | 5 | 0  
10 | 7000 | 70 | 205 | 128 | 0 | 5 | 1  
20 | 9000 | 91 | 211 | 193 | 0 | 5 | 1  
30 | 11000 | 111 | 216 | 255 | 0 | 5 | 2  
40 | 13000 | 131 | 222 | 255 | 0 | 5 | 2  
50 | 15000 | 151 | 227 | 255 | 0 | 5 | 3  
55 | 16000 | 160 | 230 | 255 | 0 | 5 | 3

----- STATUS AFFINITIES -----

```

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF
- | - | - | - | - | - | - | - | - | 100 | 90 | - | - | -
----- The End: yes -----
DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100
----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----
L 1~19 | Holy, Carbuncle | Couldn't Devour!
L20~29 | Holy, Carbuncle | Couldn't Devour!
L30~55 | Holy, Carbuncle | Couldn't Devour!
Base chance: 0/256 ----- MUGGED ITEMS -----
L 1~19 | has nothing
L20~29 | has nothing
L30~55 | has nothing
Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: none
L 1~19 | Elem Guard, Elem Guard, Elem Guard, Elem Guard
L20~29 | Elem Guard, Elem Guard, Elem Guard, Elem Guard
L30~55 | Elem Guard, Elem Guard, Elem Guard, Elem Guard
----- SCAN -----
Born of a jewel in Ultimecia's Castle. Responds quickly to attacks.
Counter-attacks immediately. [Fly Monster]
----- ATTACK LIST -----
01. (Counter rocket) - SE no-name PA, counter
    SP - Krysta counters whenever she's hit in any way; Krysta has two
        different (Counter rocket) animations (one for magic attack, the other
        for physical attack)
    CM - Higher Vit, Protect, Defend
02. (Dashing strike) - SE no-name PA
    SP - always deals critical damage
    CM - Higher Vit, Protect, Defend
03. (Dashing slap) - SE no-name PA
    CM - Higher Vit, Protect, Defend
04. Ultima - AE No-element class MA, Desperation class move
    SP - used by Krysta as a last attempt to kill your members
    CM - Higher Spr, Shell, Defend
-----
-----
LEFT ORB
-----
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD
1 ~ 27 | 57 ~ 2865 | 0 | Rare card : Can't turn into a card! | no
----- ELEMENTAL AFFINITIES -----
FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY
immune | immune | immune | immune | immune | immune | immune | immune | no
----- BASIC STATISTICS ----- EXP: 0
LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion
1 | 57 | 11 | 255 | 4 | 255 | 41 | 0
10 | 685 | 27 | 255 | 22 | 255 | 49 | 0
20 | 1810 | 43 | 255 | 42 | 255 | 58 | 1
27 | 2865 | 55 | 255 | 56 | 255 | 65 | 1
----- STATUS AFFINITIES -----
KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF
- | - | - | - | - | - | - | - | - | - | - | - | -
----- The End: no -----
DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO
- | - | - | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100
----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----
L 1~19 | Thunder, Life | Couldn't Devour!
L20~27 | Thundara, Life, Bio | Couldn't Devour!
Base chance: 128/256 ----- MUGGED ITEMS -----

```

L 1~19 | Mag Up, 2x Mag Up, 3x Mag Up, 4x Mag Up

L20~27 | Mag Up, 2x Mag Up, 3x Mag Up, 4x Mag Up

Base chance: 0/256 ----- DROPPED ITEMS ---- Card drop: none

L 1~19 | none

L20~27 | none

----- SCAN -----  
NORG's support system with auto-recover functions that restore any damage. Uses attack magic.

----- ATTACK LIST -----

- 01. Fira - SE Fire class MA  
CM - Higher Spr, Shell, Defend, Reflect, Fire class magic on EDJ
- 02. Thundara - SE Thunder class MA  
CM - Higher Spr, Shell, Defend, Reflect, Thunder class magic on EDJ
- 03. Bio - SE Poison class and Status class MA  
EF - adds Poison + Poison class magic damage  
CM - Higher Spr, Shell, Defend, Reflect, Poison class magic on EDJ, Bio or Pain on SDJ
- 04. Tornado - AE Wind class MA  
CM - Higher Spr, Shell, Defend, Wind class magic on EDJ

-----  
LEFT PROBE

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 41 | 5100 ~ 9100 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	mag-miss	x 1	x 1	x 1	x 1	no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	5100	12	255	9	255	50	15
10	6000	24	255	31	255	52	17
20	7000	37	255	54	255	53	19
30	8000	50	255	77	255	55	20
40	9000	62	255	100	255	57	22
41	9100	64	255	102	255	57	22

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	-

----- The End: no -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19   Cure, Esuna	Couldn't Devour!
L20~29   Cura, Esuna	Couldn't Devour!
L30~41   Curaga, Esuna	Couldn't Devour!

Base chance: 32/256 ----- MUGGED ITEMS -----

L 1~19 | 2x Vit Up, 2x Vit Up, 4x Vit Up, 4x Vit Up

L20~29 | 2x Vit Up, 2x Vit Up, 4x Vit Up, 4x Vit Up

L30~41 | 2x Vit Up, 2x Vit Up, 4x Vit Up, 4x Vit Up

Base chance: 0/256 ----- DROPPED ITEMS ---- Card drop: none

L 1~19 | none

L20~29 | none

L30~41 | none

----- SCAN -----

Mobile Type 8's left shoulder. Acts on its own as a machine. Has auto-recovery and attack functions. [Fly Monster]

----- ATTACK LIST -----

- 01. (Spin dash) - SE no-name PA

SP - used in \*MOBILE OFF, SUPPORT ON\*

CM - Higher Vit, Protect, Defend

02. Homing Laser - SE No-element MA, counter

SP - used when Left Probe is attacked during \*MOBILE OFF, SUPPORT ON\*

CM - Higher Spr, Shell, Defend

03. Twin Homing Laser - AE No-element MA, joined counter

SP - used in conjunction with Right Probe whenever MT8 is attacked during \*MOBILE ON, SUPPORT OFF\*

CM - Higher Spr, Shell, Defend

LEFTY

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD
1 ~ 100 | 1821 ~ 13800 | 3 | Rare card : Can't turn into a card! | yes

ELEMENTAL AFFINITIES

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 2 | yes

BASIC STATISTICS EXP: 40 (+10)

Table with 8 columns: LV, HP, Strength, Vitality, Magic, Spirit, Speed, Evasion. Rows show values for levels 1, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100.

STATUS AFFINITIES

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF
- | 80 | - | 80 | 80 | - | - | - | - | - | - | 100 | 100

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO
- | - | - | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100

DRAWABLE MAGIC

DEVOUR TASTE

L 1~19 | Blind, Drain | Couldn't Devour!
L20~29 | Blind, Drain, Slow | Couldn't Devour!
L30~100 | Bio, Demi, Quake, Regen | Couldn't Devour!

MUGGED ITEMS

Base chance: 64/256
L 1~19 | Life Ring, Life Ring, Life Ring, Life Ring
L20~29 | Life Ring, Life Ring, Life Ring, Life Ring
L30~100 | 2x Life Ring, 2x Life Ring, 2x Life Ring, 2x Life Ring

DROPPED ITEMS

Card drop: Vysage

L 1~19 | 3x M-Stone Piece, 4x M-Stone Piece, Life Ring, Life Ring
L20~29 | Life Ring, 4x Magic Stone, 6x Magic Stone, Regen Ring
L30~100 | 2x Life Ring, 4x Wizard Stone, Regen Ring, 2x Regen Ring

SCAN

A large left hand protruding from the earth. Sometimes cures party members with status abnormalities.

ATTACK LIST

1. Draw - SE Special class MA - Command class - Lefty will Draw any type of stocked magic from affected member's magic stock and cast it immediately afterwards - attack and status class magic on your members, support and healing class magic on itself

CM - Having no magic stocked at all, Reflect on all targets will screw up Lefty's attempts royally, higher Spr, Shell, Defend, Invincible, Silence on

Lefty

2. Meteor - AE No-element class MA

CM - Higher Spr, Shell, Defend, Invincible, Silence on Lefty

3. Quake - AE Earth class MA

CM - Higher Spr, Shell, Defend, Invincible, Earth class magic on EDJ, Silence on Lefty

4. Esuna - SA Support class magic - Lefty can use it either on itself or its partner/s (if any) - removes negative statuses done to affected target

CM - Silence on Lefty, Reflect on all monsters (Vysage, Lefty, Righty)

5. Reflect - SA Support class magic - Lefty can use it either on itself or its partner/s (if any) - Reflect status on affected target

CM - Silence on Lefty, Reflect on all monsters (Vysage, Lefty, Righty), Dispel

6. Thunder - SE Thunder class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ, Silence on Lefty

7. Slow - SE Status class magic - Slow status on affected target

CM - Higher Spr, Reflect, Invincible, Slow on SDJ, Silence on Lefty

8. Drain - SE Status class magic - Draining status on affected member

CM - Shell, Invincible, Drain on SDJ, Silence on Lefty

09. Regen - SA Support class magic

EF - adds Regen

CM - Silence Lefty, Reflect on all enemies, Dispel

10. Thundaga - SE Thunder class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ, Silence on Lefty

11. Stop - ST Status class MA

EF - adds Stop

CM - Higher Spr, Reflect, Stop on SDJ, Auto-Haste, Silence on Lefty

12. Demi - SE Gravity class MA

EF - tears off 25% of current HP

CM - Shell, Reflect, Defend, Silence on Lefty

13. Bio - SE Poison class and Status class MA

EF - adds Poison + Poison class magic damage

CM - Higher Spr, Shell, Defend, Reflect, Poison class magic on EDJ, Bio or Pain on SDJ, Silence on Lefty

14. Blind - SE Status class MA

EF - adds Darkness

CM - Higher Spr, Reflect, Blind or Pain on SDJ

MALBORO

LV RANGE | HP RANGE | AP | Common card: Malboro | LV-UD  
1 ~ 100 | 1410 ~ 146000 | 12 | Rare card : Tonberry King | yes

ELEMENTAL AFFINITIES

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 2 | x 1,5 | x 1 | immune | x(-1) | x 1 | x 1 | x 1 | yes

BASIC STATISTICS EXP: 220 (+40)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1410	26	10	4	7	4	0
10	14150	39	11	27	9	6	1
20	28400	53	12	52	10	7	1
30	42750	67	13	78	11	8	2
40	57200	80	15	102	13	10	2
50	71750	94	16	127	14	11	3
60	86400	107	17	152	15	12	3
70	101150	120	18	177	16	14	4
80	116000	133	20	202	18	15	4
90	130950	145	21	226	19	16	5

100 | 146000 | 158 | 22 | 251 | 20 | 18 | 6

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | - | - | - | 100

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- |----- DEVOUR TASTE -----

L 1~19 | Bio |Shouldn't have...eaten...it  
L20~29 | Bio, Demi |Shouldn't have...eaten...it  
L30~100| Bio, Demi, Quake | Increased morale

Base chance: 64/256 ----- MUGGED ITEMS -----

L 1~19 |Malboro Tentacle,Malboro Tentacle,2xMalboro Tentacle,2xMalboro Tentacle  
L20~29 | Malboro Tentacle, 2x M. Tentacle, 3x M. Tentacle, 4x M. Tentacle  
L30~100| 2x Malboro Tentacle, 2x M. Tentacle, 4x M. Tentacle, 4x M. Tentacle

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: Malboro

L 1~19 | Malboro Tentacle, 2x Curse Spike, 3x Curse Spike, 4x Curse Spike  
L20~29 | 2x Malboro Tentacle, 3x Curse Spike, 4x Curse Spike, 5x Curse Spike  
L30~100| 8x Malboro Tentacle, 10x Curse Spike, Hypno Crown, 2x Hypno Crown

----- SCAN -----

Uses Bad Breath, which causes all status abnormalities. Be ready with status defenses before fighting.

----- ATTACK LIST -----

1. Bad Breath - AE Status & Special class MA - First strike & Countdown class (Petrifying) - possible Darkness, Confuse, Berserk, Slow, Silence, Sleep, Petrifying, Poison and Curse statuses on all members  
CM - Pain on SDJ eliminates Darkness, Silence, Poison and Curse; Confuse on SDJ eliminates Confuse; Berserk on SDJ eliminates Berserk; Sleep on SDJ eliminates Sleep; Break on SDJ eliminates Petrifying; Auto-Haste character ability or Slow on SDJ eliminates Slow
2. Eerie Sound Wave - AE No-element class MA  
CM - Higher Spr, Shell, Defend, Invincible
3. Dissolving Acid - SE Gravity & Status class PA - carries Vit 0 status - possible Vit 0 status to targetted member - tears off 37,5% of targetted member's current HP  
CM - Higher Eva, Protect, Defend, Invincible

-----  
MESMERIZE

LV RANGE | HP RANGE | AP | Common card: Mesmerize | LV-UD  
1 ~ 100 | 460 ~ 6450 | 2 | Rare card : Propagator | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 15 (+4)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	460	5	11	6	26	12	0
10	600	13	16	15	33	16	1
20	850	20	22	25	41	20	1
30	1200	28	28	35	50	24	2
40	1650	36	34	45	58	27	3
50	2200	43	40	55	66	31	4
60	2850	50	46	64	75	35	4
70	3600	58	52	74	83	39	5
80	4450	65	58	83	91	42	6
90	5400	72	64	92	100	46	6
100	6450	78	70	101	108	50	7

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
70 | 80 | 70 | 80 | - | - | 70 | - | 100 | 90 | - | 100 | 100  
----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
80 | 70 | - | 60 | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100  
----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Cure, Esuna | Delicious!!!

L20~29 | Cura, Esuna, Life | Refreshing!

L30~100| Curaga, Esuna, Dispel, Life | Refreshing!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19 | Mesmerize Blade, Mesmerize Blade, Mesmerize Blade, Mesmerize Blade

L20~29 |2xMesmerize Blade,2xMesmerize Blade,2xMesmerize Blade,2xMesmerize Blade

L30~100|6xMesmerize Blade,6xMesmerize Blade,6xMesmerize Blade,6xMesmerize Blade

Base chance: 192/256 ----- DROPPED ITEMS ---- Card drop: Mesmerize

L 1~19 | Life Ring, Mesmerize Blade, 2x Healing Water, 3x Healing Water

L20~29 | Life Ring, 2x Mesmerize Blade, 2x Healing Mail, 3x Healing Mail

L30~100| 4x Mesmerize Blade, 2x Life Ring, 2x Regen Ring, 6x Healing Mail

----- SCAN -----

Has a large blade for a horn. This blade has a healing effect when used as an item or to make magic.

----- ATTACK LIST -----

1. Blade Shot - SE Special class PA - Counter class [Magic Counter] - will be used by Mesmerize if you attack it with any magic type attack

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Mesmerize

2. Blade Slice - SE PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Mesmerize

3. (Slice) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Mesmerize

4. [The horn broke off!] - NEA Special class 'attack' - Tactic change class - after Mesmerize is hit by a certain type of attack, its horn may break off - Blade Shot, Blade Slice and (Slice) are no longer used - gains access to Hind Kick and (Bash)

CM - Defeat Mesmerize with one hit kill attacks or attacks exceeding 6450 HP of damage

5. Hind Kick - SE PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Mesmerize

6. (Bash) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Mesmerize

-----  
MINOTAUR

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 75 | 855 ~ 36375 | 20 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x(-1) | x 2 | x 2 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	855	12	60	36	31	10	0
10	2250	35	61	48	40	15	1
20	4750	60	62	61	51	19	2
30	8250	85	63	74	61	24	2
40	12750	110	65	86	72	28	4
50	18250	134	66	99	82	32	4
60	24750	158	67	111	93	37	5
70	32250	182	68	124	103	41	6
75	36375	194	69	130	108	43	6

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | - | - | - | 100 | 100

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | 50 | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Shell, Protect, Berserk, Double | Couldn't Devour!

L20~29 | Shell, Protect, Berserk, Double | Couldn't Devour!

L30~75 | Shell, Protect, Berserk, Double | Couldn't Devour!

Base chance: 0/256 ----- MUGGED ITEMS -----

L 1~19 | has nothing

L20~29 | has nothing

L30~75 | has nothing

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: Sacred

L 1~19 | 8x G-Returner, 8x G-Returner, 8x G-Returner, 8x G-Returner

L20~29 | 8x G-Returner, 8x G-Returner, 8x G-Returner, 8x G-Returner

L30~75 | 8x G-Returner, 8x G-Returner, 8x G-Returner, 8x G-Returner

----- SCAN -----

Sacred's older brother. This Earth GF has healing ability, as long as his feet are on the ground.

----- ATTACK LIST -----

01. (Steel orb smash) - SE no-name PA

CM - Higher Vit, Protect

02. Mad Cow Special - AE Earth class MA

SP - used only if Sacred and Minotaur are both alive

CM - Higher Spr, Shell, Float, Earth class magic on EDJ

03. Mower - AE PA

CM - Higher Vit, Protect

Special 'moves':

01. (Earth regeneration) - no-name boss move

AP - used at regular intervals, as long as boss' is standing on the ground

EF - minor HP recovery

CM - Cast Float on Minotaur

-----  
MOBILE TYPE 8

-----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 41 | 30300 ~ 42300\*1 | 40 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 2 |mag-miss| x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	30300	23	10	64	10	50	0
10	33000	40	10	80	10	52	0
20	36000	58	11	97	10	53	1
30	39000	76	11	114	10	55	1
40	42000	94	12	131	10	57	1
41	42300	96	12	133	10	57	1

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | - | - | - | 100 | 100

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Fire, Blizzard, Thunder, Flare | Couldn't Devour!



L20~29 | Fira, Blizzara, Thundara, Flare | Couldn't Devour!  
 L30~41 | Firaga, Blizzaga, Thundaga, Flare | Couldn't Devour!  
 Base chance: 32/256 ----- MUGGED ITEMS -----  
 L 1~19 | 2x Laser Cannon, 2x Laser Cannon, 3x Laser Cannon, 4x Laser Cannon  
 L20~29 | Laser Cannon, 2x Laser Cannon, 3x Laser Cannon, 4x Laser Cannon  
 L30~41 | Laser Cannon, 2x Laser Cannon, 3x Laser Cannon, 4x Laser Cannon  
 Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: none  
 L 1~19 | Laser Cannon, 2x Laser Cannon, 3x Laser Cannon, 4x Laser Cannon  
 L20~29 | Laser Cannon, 2x Laser Cannon, 3x Laser Cannon, 4x Laser Cannon  
 L30~41 | Laser Cannon, 2x Laser Cannon, 3x Laser Cannon, 4x Laser Cannon

----- SCAN -----  
 Its beam and laser attacks go far beyond the damage of any modern weapons. [Fly Monster]

- ATTACK LIST -----
01. (Laser whip) - SE no-name PA  
 SP - used in \*MOBILE ON, SUPPORT OFF\*  
 CM - Higher Vit, Protect, Defend
  02. Corona - AE Special class PA  
 IG - ignores Vit  
 SP - first move used when boss changes into \*MOBILE OFF, SUPPORT ON\*  
 EF - reduces HP to 1  
 CM - None, except Invincible
  03. Megido Flame - AE Special class & No-element MA  
 IG - ignores Spr  
 SP - last move used before boss returns to \*MOBILE ON, SUPPORT OFF\*  
 CM - Shell, Defend

Special 'moves':

01. 'Mobile Weaponry attack mode ON' & 'Support Weaponry attack mode OFF'  
 SP - Mobile Type 8 will be the one doing the attacks for a few turns.  
 Attacking MT8 will result in MT8 countering with Twin Homing Laser.
02. 'Mobile Weaponry attack mode OFF' & 'Support Weaponry attack mode ON'  
 SP - MT8 will discontinue the attacks for a while. First attack used will be Corona which drops everybody's HP to 1 - heal immediately or Probes will strike you down. Last attack used before modes change again will be Megido Flame. Attacking any Probe in this mode will result in that Probe countering by Homing Laser.

----- NOTES -----  
 \*1 - According to Ultimania, in Japanese version Type 8's HP range is 30400 ~ 46400 HP.

NORG

-----  
 LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 27 | 4400 ~ 12200 | 20 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----  
 FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1 | x 1 | immune | x 2 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0  
 LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
 1 | 4400 | 17 | 4 | 52 | 11 | 5 | 0  
 10 | 7100 | 40 | 5 | 70 | 18 | 10 | 1  
 20 | 10100 | 66 | 7 | 91 | 25 | 14 | 3  
 27 | 12200 | 83 | 8 | 105 | 31 | 17 | 3

----- STATUS AFFINITIES -----  
 KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
 - | - | - | - | - | - | - | - | - | 90 | - | - | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VI0  
- | - | - | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Shell, Protect, Esuna, Leviathan | Couldn't Devour!

L20~27 | Shell, Protect, Esuna, Leviathan | Couldn't Devour!

Base chance: 64/256 ----- MUGGED ITEMS -----

L 1~19 | Circlet, Circlet, Circlet, Circlet

L20~27 | Circlet, Circlet, Circlet, Circlet

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19 | 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone

L20~27 | 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone

----- SCAN -----

Master of Balamb Garden. Opposes Headmaster Cid in trying to control Balamb Garden.

----- ATTACK LIST -----

01. Water - SE Water class MA

SP - NORG can't use this anymore once you Draw Leviathan

CM - Higher Spr, Shell, Defend, Reflect, Water class magic on EDJ

02. Blizzara - SE Ice class MA

CM - Higher Spr, Shell, Defend, Reflect, Ice class magic on EDJ

03. Slow - SE Status class MA

EF - adds Slow

CM - Higher Spr, Reflect, Auto-Haste, Slow on SDJ

04. Silence - SE Status class MA

EF - adds Silence

CM - Higher Spr, Reflect, Silence or Pain on SDJ

05. Protect - SA Support class magic

EF - adds Protect

CM - Dispel

06. Shell - SA Support class magic

EF - adds Shell

CM - Dispel

07. Psycho Blast - SE PA

CM - Higher Vit, Protect, Defend

-----  
NORG POD

-----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD

1 ~ 27 | 2000 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY

x 1 | x 1 | x 0,5 | x 1 | immune | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion

1 | 2000 | 1 | 150 | 1 | 171 | 56 | 1

10 | 2000 | 3 | 152 | 7 | 178 | 64 | 1

20 | 2000 | 4 | 155 | 13 | 186 | 73 | 1

27 | 2000 | 6 | 156 | 17 | 192 | 80 | 1

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF

- | - | - | - | - | - | - | - | - | - | - | - | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VI0

- | - | - | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Cure | Couldn't Devour!

L20~27 | Cura | Couldn't Devour!

Base chance: 0/256 ----- MUGGED ITEMS -----

L 1~19 | has nothing

L20~27 | has nothing

Base chance: 0/256 ----- DROPPED ITEMS ---- Card drop: none

L 1~19 | none

L20~27 | none

----- SCAN -----

A defense shelter protecting Master NORG. The shelter must be destroyed in order to attack NORG, who is inside the shelter.

----- ATTACK LIST -----

none

OCHU

LV RANGE | HP RANGE | AP | Common card: Ochu | LV-UD  
1 ~ 100 | 152 ~ 40000 | 7 | Rare card : Elvoret | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1,5 | x 1,5 | x 1 | immune | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 140 (+20)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	152	19	20	9	16	4	0
10	1750	35	22	30	16	5	1
20	4000	53	24	52	17	6	1
30	6750	70	26	74	17	7	2
40	10000	88	28	96	18	8	2
50	13720	105	30	118	19	9	3
60	18000	122	32	140	19	10	3
70	22750	139	34	162	20	11	4
80	28000	155	36	183	21	12	4
90	33750	171	38	205	21	13	5
100	40000	188	40	226	22	14	5

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | 100 | 90 | - | 100 | 100

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19 | Silence, Blind | Barf...bwahhh!!!

L20~29 | Silence, Blind, Confuse | Barf...bwahhh!!!

L30~100 | Silence, Blind, Confuse, Pain | Barf...bwahhh!!!

Base chance: 64/256 ----- MUGGED ITEMS -----

L 1~19 | 2x Ochu Tentacle, 2x Ochu Tentacle, 2x Ochu Tentacle, 2x Ochu Tentacle

L20~29 | 4x Ochu Tentacle, 4x Ochu Tentacle, 4x Ochu Tentacle, 4x Ochu Tentacle

L30~100 | 8x Ochu Tentacle, 8x Ochu Tentacle, 8x Ochu Tentacle, 8x Ochu Tentacle

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: Ochu

L 1~19 | 2x Magic Stone, Ochu Tentacle, 3x Magic Stone, 2x Ochu Tentacle

L20~29 | 3x Ochu Tentacle, 4x Ochu Tentacle, 6x Magic Stone, 8x Magic Stone

L30~100 | 8x Ochu Tentacle, 8x Wizard Stone, 8x Wizard Stone, Force Armlet

----- SCAN -----

Likes to live in forests. Attacks with its tentacles and also uses status-changing attacks.

----- ATTACK LIST -----

1. Drink Magic - SE Special class 'MA' - Counter class [Magic counter] - will be used by Ochu if it's been attacked with magic type attack - random member will lose one unit of any magic from that member's magic stock permanently

CM - Don't use magic type attacks, have no magic stocked at all

2. Ochu Dance - AE Special & Status class MA - First strike class - possible

Slow and Curse statuses on affected members

CM - Pain or Aura on SDJ [for Curse], Slow on SDJ or Auto-Haste [for Slow]

3. (Tentacle whip) - SE Status class PA - carries Poison status - possible Poison status on targetted member along with some physical damage

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Bio or Pain on SDJ [for Poison]

4. Earthquake - AE Earth class MA

CM - Higher Spr, Float, Shell, Defend, Invincible, Earth class magic on EDJ

5. Blind - SE Status class magic - Darkness status on affected target

CM - Higher Spr, Reflect, Defend, Invincible, Blind or Pain on SDJ

6. Sleep - SE Status class magic - Sleep status on affected target

CM - Higher Spr, Reflect, Defend, Invincible, Sleep on SDJ

7. Dispel - SE Status class magic - removes any helpful statuses from affected member - cannot remove Defend, Invincible, Angel Wing

CM - Invincible

ODIN

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD
1 ~ 100 | 1300 ~ 31000 | 20 | Rare card : Can't turn into a card! | no

ELEMENTAL AFFINITIES

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | no

BASIC STATISTICS EXP: 0

Table with 8 columns: LV, HP, Strength, Vitality, Magic, Spirit, Speed, Evasion. Rows show values for levels 1, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100.

STATUS AFFINITIES

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF
- | - | - | - | - | - | - | - | - | - | - | - | -

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

DRAWABLE MAGIC

DEVOUR TASTE

L 1~19 | Stop, Death, Double, Triple | Couldn't Devour!
L20~29 | Stop, Death, Double, Triple | Couldn't Devour!
L30~100 | Stop, Death, Double, Triple | Couldn't Devour!

MUGGED ITEMS

L 1~19 | Luck-J Scroll, Luck-J Scroll, Luck-J Scroll, Luck-J Scroll
L20~29 | Luck-J Scroll, Luck-J Scroll, Luck-J Scroll, Luck-J Scroll
L30~100 | Luck-J Scroll, Luck-J Scroll, Luck-J Scroll, Luck-J Scroll

DROPPED ITEMS Card drop: Odin

L 1~19 | 8x G-Mega-Potion, 8x G-Mega-Potion, 8x G-Mega-Potion, 8x G-Mega-Potion
L20~29 | 8x G-Mega-Potion, 8x G-Mega-Potion, 8x G-Mega-Potion, 8x G-Mega-Potion
L30~100 | 8x G-Mega-Potion, 8x G-Mega-Potion, 8x G-Mega-Potion, 8x G-Mega-Potion

SCAN

A legendary GF that sleeps in a dungeon. Zantetsuken cuts anything that stands in its way.

ATTACK LIST

01. Zantetsuken - AE Instant-death class PA

SP - used if the timer runs out while your members are fighting Odin

EF - 100% guaranteed Death

CM - None

OILBOYLE

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD
1 ~ 100\*1 | 2136 ~ 15360\*2 | 10 | Rare card : Can't turn into a card! | yes

ELEMENTAL AFFINITIES

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY
x 2 | x 1 | x 1 | x 1 | x 1 | x 1 | immune | x 1 | yes

BASIC STATISTICS EXP: 40 (+10)\*3

Table with 8 columns: LV, HP, Strength, Vitality, Magic, Spirit, Speed, Evasion. Rows for levels 1, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100.

STATUS AFFINITIES

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF
- | 50 | - | - | 80 | - | - | 80 | - | 90 | - | 100 | 100

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO
- | - | - | - | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

DRAWABLE MAGIC

DEVOUR TASTE

L 1~19 | Esuna, Blind, Cure, Confuse | Couldn't Devour!
L20~29 | Esuna, Blind, Cura, Confuse | Couldn't Devour!
L30~100 | Esuna, Curaga, Confuse, Dispel | Couldn't Devour!

Base chance: 64/256 MUGGED ITEMS

L 1~19 | 4x Fuel, 4x Fuel, 4x Fuel, 4x Fuel
L20~29 | 4x Fuel, 4x Fuel, 4x Fuel, 4x Fuel
L30~100 | 8x Fuel, 8x Fuel, 2x Orihalcon, 2x Orihalcon

Base chance: 255/256 DROPPED ITEMS Card drop: none

L 1~19 | 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone
L20~29 | 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone
L30~100 | 8x Wizard Stone, 8x Wizard Stone, Orihalcon, Orihalcon

SCAN

This creature lives underground. Its slimy body is full of oil. Attacks by spitting oil.

ATTACK LIST

01. (Suck) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

02. Oil Shot - SE Status class PA

EF - adds Darkness + some physical damage

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

03. Oil Blast - SE Gravity & Special class PA, counter

SP - when Oilboyle loses 66,6% of its HP and is then attacked in any way, chances are it may use Oil Blast

EF - rips off 62,5% of current HP - always hits

CM - Protect, Defend, Invincible

04. Sonic Wave - AE No-element & Status class MA

EF - adds Curse + some No-element class magic damage

CM - Higher Spr, Shell, Defend, Invincible, Aura or Pain on SDJ

----- NOTES -----

\*1 - Oilboyle's highest LV when fought in MD Level is lv26.

\*2 - Oilboyle's highest HP when fought in MD Level is 4988 HP.

\*3 - Oilboyle doesn't drop any EXP in MD Level.

-----  
OMEGA WEAPON

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100\*1 | 111105 ~ 1161000 | 250 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x(-1) | x(-1) | x(-1) | x(-1) | x(-1) | x(-1) | x(-1) | x(-1) | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	111105	67	61	70	121	61	0
10	202500	113	65	128	125	61	1
20	305000	163	70	193	131	61	1
30	408500	213	76	255	136	61	2
40	513000	255	81	255	142	61	2
50	618500	255	86	255	147	61	3
60	725000	255	92	255	153	61	3
70	832500	255	97	255	158	61	4
80	941000	255	102	255	164	61	4
90	1050500	255	108	255	169	61	5
100	1161000	255	113	255	175	61	0

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | - | - | - | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----

----- DEVOUR TASTE -----

L 1~19 | Flare, Holy, Meteor, Ultima | Couldn't Devour!

L20~29 | Flare, Holy, Meteor, Ultima | Couldn't Devour!

L30~100 | Flare, Holy, Meteor, Ultima | Couldn't Devour!

Base chance: 0/256 ----- MUGGED ITEMS -----

L 1~19 | has nothing

L20~29 | has nothing

L30~100 | has nothing

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19 | Three Stars, Three Stars, Three Stars, Three Stars

L20~29 | Three Stars, Three Stars, Three Stars, Three Stars

L30~100 | Three Stars, Three Stars, Three Stars, Three Stars

----- SCAN -----

Stronger than Ultima Weapon, Omega Weapon is the strongest monster. It is bad luck to run into this monster.

----- ATTACK LIST -----

01. Lv5 Death - AE Instant-death class MA

EF - adds KO on targets whose level is a multiple of 5

CM - Be at level that is not multiple of 5, Death on SDJ, Zombie

02. Meteor - AE No-element class MA

CM - Higher Spr, Shell, Defend

03. Megido Flame - AE Special class PA

IG - ignores Vit

EF - always deals 9998 HP of damage

CM - Have all characters at 9999 HP before this attack is used

- 04. Graviija - AE Gravity class MA  
EF - tears off 75% current HP  
CM - Shell, Defend
- 05. Terra Break - AE Special class PA  
IG - ignores Vit - 12 hits are randomly distributed among targets  
CM - Protect, Defend
- 06. Ultima - AE No-element class MA  
CM - Higher Spr, Shell, Defend
- 07. Light Pillar - SE PA  
IG - ignores Vit  
EF - always deals 9999 HP of damage  
CM - None, except Invincible
- 08. (Swipe) - SE no-name PA  
CM - Higher Vit, Protect, Defend

----- NOTES -----

\*1 - Omega Weapon is always lv100 in PSX version. In PC version its level is variable.

-----  
PARATROOPER

-----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100 | 607 ~ 4800 | 3 | Rare card : Can't turn into a card! | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 2 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 30 (+5)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	607	11	36	11	45	11	5
10	705	28	37	30	45	12	6
20	880	45	38	49	45	13	7
30	1125	63	39	69	45	14	9
40	1440	80	41	89	46	14	9
50	1825	97	42	108	46	15	11
60	2280	114	43	127	46	16	12
70	2805	131	44	147	47	17	13
80	3400	148	46	166	47	18	14
90	4065	164	47	185	47	19	15
100	4800	180	48	203	48	19	16

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
100 | 100 | 100 | 80 | 100 | 100 | 100 | 100 | 100 | 90 | 50 | 100 | 100

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VI0  
80 | 100 | 100 | - | 35 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----

L 1~19 | Aero, Water, Esuna | Couldn't Devour!  
L20~29 | Aero, Water, Esuna | Couldn't Devour!  
L30~100 | Aero, Water, Esuna | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | Remedy, Remedy, Remedy, Remedy  
L20~29 | Remedy, Remedy, Remedy, Remedy  
L30~100 | Remedy, Remedy, Remedy, Remedy

----- DROPPED ITEMS ----- Card drop: none

L 1~19 | Potion, Phoenix Down, Remedy, Remedy  
L20~29 | Potion, Phoenix Down, Remedy, Remedy  
L30~100 | Potion, Phoenix Down, Remedy, Remedy

----- SCAN -----

Soldier assigned to Galbadia Garden. Specializes in sneak attacks. Much

stronger than regular soldiers.

----- ATTACK LIST -----

- 1. Demi - SE Gravity & Special class MA - Spirit killer - tears off 25% of affected target's current HP  
CM - Shell, Reflect, Defend, Invincible
- 2. Remedy - SA Item class 'attack' - Paratrooper may use Remedy either on itself or its partners (if any) - removes harmful statuses done to target that Remedy is being used on  
CM - none
- 3. Silence - SE Status class magic - Silence status on affected target  
CM - Higher Spr, Reflect, Invincible, Silence on SDJ
- 4. Slow - SE Status class magic - Slow status on affected target  
CM - Higher Spr, Reflect, Invincible, Slow on SDJ, Auto-Haste
- 5. (Sword swipe) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

----- PROPAGATOR -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 100\*2 | 1100 ~ 11000\*3 | 5 | Rare card : Can't turn into a card! | yes

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	x 1	x 1	x 1	x 1	x 1	yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1100	42	36	1	38	76	0
10	2000	60	37	8	38	77	1
20	3000	81	38	16	38	78	2
30	4000	101	39	24	38	79	3
40	5000	122	41	31	39	79	3
42	5200	126	41	33	39	80	4
50	6000	---	---	---	---	---	---
60	7000	---	---	---	---	---	---
70	8000	---	---	---	---	---	---
80	9000	---	---	---	---	---	---
90	10000	---	---	---	---	---	---
100	11000	---	---	---	---	---	---

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
70	80	70	80	80	60	70	80	100	90	50	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
80	70	100	-	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19 | Thunder, Cure, Esuna, Life | Couldn't Devour!

L20~29 | Thundara, Cura, Esuna, Life | Couldn't Devour!

L30~100 | Thundaga, Curaga, Esuna, Life | Couldn't Devour!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19 | 6x Wizard Stone, 8x Wizard Stone, 10x Wizard Stone, 12x Wizard Stone

L20~29 | 6x Wizard Stone, 8x Wizard Stone, 10x Wizard Stone, 12x Wizard Stone

L30~100 | 6x Wizard Stone, 8x Wizard Stone, 10x Wizard Stone, 12x Wizard Stone

Base chance: 192/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19 | SS, DS, FS, AS; PS, HS, MS, DS; AS, US, US, US; DS, US, US, US\*4

L20~29 | SS, DS, FS, AS; PS, HS, MS, DS; AS, US, US, US; DS, US, US, US\*4

L30~100 | SS, DS, FS, AS; PS, HS, MS, DS; AS, US, US, US; DS, US, US, US\*4

----- SCAN -----

A monster living in the spaceship Ragnarok. Very violent in nature, it attacks anything that moves within the ship.



----- ATTACK LIST -----

- 01. BiteBite - SE PA  
 SP - always deals critical damage  
 CM - Higher Vit, Protect, Defend
- 02. Thundaga - SE Thunder class MA  
 CM - Higher Spr, Shell, Reflect, Defend, Thunder class magic on EDJ
- 03. (Punch) - SE no-name PA  
 CM - Higher Vit, Protect, Defend
- 04. Silence - SE Status class MA  
 EF - adds Silence  
 CM - Higher Spr, Reflect, Silence or Pain on SDJ
- 05. Blind - SE Status class MA  
 EF - adds Darkness  
 CM - Higher Spr, Reflect, Blind or Pain on SDJ

----- NOTES -----

- \*1 - According to Ultimania, in Japanese version Propagator's highest level is lv42. Based on that, I also assume it also cannot be leveled up or leveled down.
- \*2 - Propagator's highest LV when fought in Ragnarok is lv42.
- \*3 - Propagator's highest HP when fought in Ragnarok is 5200 HP.
- \*4 - SS - Shell Stone, DS - Death Stone, FS - Flare Stone, AS - Aura Stone, PS - Protect Stone, HS - Holy Stone, MS - Meteor Stone, US - Ultima Stone

----- PUPU -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 100 | 10 | 0 | Rare card : Can't turn into a card! | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	10	3	2	2	2	26	0
10	10	11	6	3	6	28	1
20	10	18	12	5	12	30	1
30	10	26	17	6	17	32	2
40	10	33	23	7	23	34	2
50	10	40	28	9	28	35	3
60	10	47	34	10	34	38	3
70	10	54	39	11	39	39	4
80	10	61	45	12	45	41	4
90	10	67	50	13	50	43	5
100	10	73	56	13	56	45	5

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	-

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L	Fire, Thunder, Blizzard, Cure	No good!
L1~19	Fire, Thunder, Blizzard, Cure	No good!
L20~29	Fira, Thundara, Blizzara, Cura	Barf...Bwahhh!!!
L30~100	Firaga, Thundaga, Blizzaga, Curaga	Light on my feet!

Base chance: 0/256 ----- MUGGED ITEMS -----

L 1~19 | has nothing  
 L20~29 | has nothing  
 L30~100 | has nothing

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: PuPu\*1

L 1~19 | Accelerator, Accelerator, Accelerator, Accelerator\*2  
L20~29 | Accelerator, Accelerator, Accelerator, Accelerator\*2  
L30~100| Accelerator, Accelerator, Accelerator, Accelerator\*2

----- SCAN -----

An alien from another planet. Someone destroyed its UFO, and the alien is in need of help.

----- ATTACK LIST -----

1. 'Elixir please!' - NEA Special class 'attack' - First strike class - PuPu asks that you give him your Elixirs

CM - None

2. 'More Elixir please!' - NEA 'attack' - after PuPu has been fed one or more Elixirs, he'll still ask for more - give him 5x Elixir

CM - None

3. 'Thank you!' - NEA 'attack' - after PuPu has been fed 5x Elixir, he'll give you his card and thus this subquest is complete

CM - None

----- NOTES -----

\*1 - You obtain Pupu's card only if you give it 5x Elixir.

\*2 - You obtain Accelerator only if you kill PuPu.

-----  
RAIJIN (1st)

-----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100 | 400 ~ 40000 | 10 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x(-1) | x 1 | x 1,5 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS -----

EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	400	32	42	3	1	10	2
10	4000	50	57	13	3	12	3
20	8000	70	75	24	6	13	3
29	11600	88	91	34	8	15	3
30	12000	---	---	---	---	---	---
40	16000	---	---	---	---	---	---
50	20000	---	---	---	---	---	---
60	24000	---	---	---	---	---	---
70	28000	---	---	---	---	---	---
80	32000	---	---	---	---	---	---
90	36000	---	---	---	---	---	---
100	40000	---	---	---	---	---	---

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	60	20	-	-	60	100	60	-	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	40	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

----- DEVOUR TASTE -----

L 1~19 | Thunder, Thundara, Shell, Protect | Couldn't Devour!  
L20~29 | Thunder, Thundara, Shell, Protect | Couldn't Devour!  
L30~100| Thunder, Thundara, Shell, Protect | Couldn't Devour!

Base chance: 64/256 ----- MUGGED ITEMS -----

L 1~19 | 2x Str Up, 2x Str Up, 2x Str Up, 2x Str Up  
L20~29 | 2x Str Up, 2x Str Up, 2x Str Up, 2x Str Up  
L30~100| 2x Str Up, 2x Str Up, 2x Str Up, 2x Str Up

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19 | Str Up, Str Up, Str Up, Str Up  
L20~29 | Str Up, Str Up, Str Up, Str Up

L30~100 | Str Up, Str Up, Str Up, Str Up

----- SCAN -----

Looking for Ellone with Fujin. Good at physical attacks. Tries to act cool around other people.

----- ATTACK LIST -----

01. (Pole strike) - SE no-name PA  
CM - Higher Vit, Protect, Defend, Darkness on Raijin

----- NOTES -----

\*1 - According to Ultimania, in Japanese version Raijin's highest level in first battle against him is lv29.

-----  
RAIJIN (2nd)

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 29 | 400 ~ 11600 | 10 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x(-1) | x 1 | x 1,5 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	400	32	42	3	1	10	2
10	4000	50	57	13	3	12	3
20	8000	70	75	24	6	13	3
29	11600	88	91	34	8	15	3

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	60	20	-	-	60	100	60	-	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VI0
-	-	-	-	40	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19 | Thunder, Thundara, Shell, Protect | Couldn't Devour!  
L20~29 | Thunder, Thundara, Shell, Protect | Couldn't Devour!

Base chance: 64/256 ----- MUGGED ITEMS -----

L 1~19 | 2x Str Up, 2x Str Up, 2x Str Up, 2x Str Up  
L20~29 | 2x Str Up, 2x Str Up, 2x Str Up, 2x Str Up

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19 | Str Up, Str Up, Str Up, Str Up\*1  
L20~29 | Str Up, Str Up, Str Up, Str Up\*1

----- SCAN -----

Looking for Ellone with Fujin. Good at physical attacks. Tries to act cool around other people.

----- ATTACK LIST -----

01. (Pole strike) - SE no-name PA  
CM - Higher Vit, Protect, Defend, Darkness on Raijin

02. Hi-Potion - SA Item class move, counter  
SP - used sometimes when Raijin has low HP  
EF - 1000 HP recovery  
CM - Sleep on Raijin

03. Raijin Special - SE PA  
SP - used when Raijin has low HP, 100% critical, 100% hit rate  
CM - Higher Vit, Protect, Defend

----- NOTES -----

\*1 - Fixed drop: Combat King 002

-----  
RAIJIN (3rd)

-----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 43\*1 | 5400 ~ 22200\*2 | 12 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x(-1) | x 1 | x 1,5 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	5400	32	52	3	1	30	2
10	9000	53	69	13	3	32	3
20	13000	75	88	24	6	33	3
30	17000	98	106	36	8	35	4
40	21000	120	125	47	11	37	4
43	22200	---	---	---	---	---	---
44	22600	129	132	51	12	37	4

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	40	-	-	-	50	100	40	-	100	10

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	70	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

Level	Thunder	Protect	Shell	Couldn't Devour!	
L 1~19	Thunder	Protect	Shell	Couldn't Devour!	
L20~29	Thunder	Thundara	Protect	Shell	Couldn't Devour!
L30~43	Thundara	Thundaga	Protect	Shell	Couldn't Devour!

Base chance: 64/256

----- MUGGED ITEMS -----

Level	Power Wrist
L 1~19	Power Wrist, Power Wrist, Power Wrist, Power Wrist
L20~29	Power Wrist, Power Wrist, Power Wrist, Power Wrist
L30~43	Power Wrist, Power Wrist, Power Wrist, Power Wrist

Base chance: 255/256

----- DROPPED ITEMS -----

Card drop: none

Level	3x Str Up	4x Str Up	5x Str Up	6x Str Up
L 1~19	3x Str Up	4x Str Up	5x Str Up	6x Str Up
L20~29	3x Str Up	4x Str Up	5x Str Up	6x Str Up
L30~100	3x Str Up	4x Str Up	5x Str Up	6x Str Up

----- SCAN -----

Works with Fujin and Seifer. Still relies on his strength, but can now use support magic as well.

----- ATTACK LIST -----

- (Pole strike) - SE no-name PA  
CM - Higher Vit, Protect, Defend, put Darkness on Raijin
- (Powered-up fist blow) - SE no-name PA  
CM - Higher Vit, Protect, Defend
- Aura - SA Support class magic  
SP - under Aura Raijin's Str is doubled  
EF - adds Aura  
CM - Dispel, Reflect on Raijin
- Raijin Special - SE PA  
SP - always deals critical damage and always hits  
CM - Higher Vit, Protect, Defend

----- NOTES -----

- \*1 - According to Ultimania, in Japanese version Raijin's highest level is lv44.
- \*2 - According to Ultimania, in Japanese version Raijin's highest HP is 22600 HP.

-----  
RALDO

-----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100\*1 | 111 ~ 6700\*2 | 3 | Rare card : Can't turn into a card! | yes

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	x 1	x 1	x 1	x 1	x 1	yes

----- BASIC STATISTICS ----- EXP: 40 (+10)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	111	2	32	2	57	30	0
10	265	8	54	22	74	32	0
20	540	16	78	43	94	33	1
30	925	23	102	65	113	35	1
40	1420	30	12	86	132	37	1
50	2025	37	149	107	151	38	2
60	2740	44	173	128	171	40	2
70	3565	51	197	149	190	42	2
80	4500	58	220	170	209	43	3
90	5545	65	244	191	228	45	3
100	6700	72	268	212	248	47	3

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
20	40	-	60	-	-	-	-	100	90	10	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VI0
40	-	-	-	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC ----- DEVOUR TASTE -----

L 1~19	Fire, Thunder, Protect	Couldn't Devour!
L20~29	Fira, Thundara, Protect	Couldn't Devour!
L30~100	Firaga, Thundaga, Protect	Couldn't Devour!

Base chance: 64/256 ----- MUGGED ITEMS -----

L 1~19	8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone
L20~29	8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone
L30~100	8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19	4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone
L20~29	4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone
L30~100	4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone

----- SCAN -----

May look slow due to its stone-like body, but it is actually quite fast. May appear in numbers.

----- ATTACK LIST -----

01. (Claw swipe) - SE no-name PA  
 SP - used when Granaldo is killed  
 CM - Higher Vit, Protect

----- NOTES -----

\*1 - Raldo's highest LV when fought in B-Garden' Training Center is lv11.  
 \*2 - Raldo's highest LV when fought in B-Garden' Training Center is 287 HP.

----- RED BAT -----

LV RANGE	HP RANGE	AP	Common card: Red Bat	LV-UD
1 ~ 100	23 ~ 1820	1	Rare card : X-ATM092	yes

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	mag-miss	x 1	x 2	x 1	x 1	yes

----- BASIC STATISTICS ----- EXP: 8 (+3)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	23	1	2	1	4	6	10
10	65	10	6	5	6	7	12
20	140	19	12	10	8	9	13
30	245	27	17	14	10	10	15

40		380		34		23		18		12		11		17
50		545		40		28		22		14		12		18
60		740		44		34		26		16		12		20
70		965		48		39		30		18		15		22
80		1220		50		45		33		20		16		23
90		1505		51		50		36		22		17		25
100		1820		51		56		40		24		19		27

----- STATUS AFFINITIES -----

KO		POI		PTR		DAR		SIL		BER		ZOM		SLE		HAS		SLO		STO		REG		REF
70		80		70		-		80		60		70		80		100		90		50		100		100

- - - - - The End: yes - - - - -

DOO		PET		FLO		CON		DRA		DGN		PRO		SHE		AUR		INV		DOU		TRI		VIO
80		70		-		60		100		80		100		100		100		-		100		100		100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Thunder, Scan | Tastes okay...  
L20~29 | Thundara, Scan, Drain | Tastes okay...  
L30~100| Thundara, Scan, Drain | Tastes okay...

Base chance: 192/256 ----- MUGGED ITEMS -----

L 1~19 | Vampire Fang, Vampire Fang, Vampire Fang, Vampire Fang  
L20~29 | Vampire Fang, 2x Vampire Fang, 2x Vampire Fang, 2x Vampire Fang  
L30~100| 2x Vampire Fang, 2x Vampire Fang, 2x Vampire Fang, 2x Vampire Fang

Base chance: 192/256 ----- DROPPED ITEMS ---- Card drop: Red Bat

L 1~19 | M-Stone Piece, M-Stone Piece, Vampire Fang, Vampire Fang  
L20~29 | Magic Stone, Vampire Fang, 2x Magic Stone, 2x Vampire Fang  
L30~100| Wizard Stone, Vampire Fang, 2x Wizard Stone, 2x Vampire Fang

----- SCAN -----

A type of bat with a huge mouth. Lurks in dark places. Dives quickly from the air to bite its target. [Fly Monster]

----- ATTACK LIST -----

1. (Bite) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
2. Vampire - SA Healing & Special class PA - HP count class - once Red Bat loses about 50% of its HP, there is a possibility it will use Vampire to suck HP out of targetted member and restoring same amount of HP to itself  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Zombie (Vampire will cause damage to both Red Bat and targetted member)
3. Ultrasonic Waves - SE No-element & Status class MA - possible Confuse status on affected member along with some No-element class magic damage

-----  
RED GIANT

LV RANGE		HP RANGE		AP		Common card: Can't turn into a card!		LV-UD
1 ~ 52		30000		30		Rare card : Can't turn into a card!		no

----- ELEMENTAL AFFINITIES -----

FIRE		ICE		THNDR		EARTH		POISN		WIND		WATER		HOLY		GRVTY
x 1		x 1		x 1		x 1		x 1		x 1		x 1		x 1		yes

----- BASIC STATISTICS ----- EXP: 0

LV		HP		Strength		Vitality		Magic		Spirit		Speed		Evasion
1		30000		26		255		2		255		4		0
10		30000		44		255		3		255		5		0
20		30000		63		255		5		255		7		1
30		30000		82		255		6		255		8		1
40		30000		101		255		7		255		9		2
50		30000		119		255		9		255		10		2
52		30000		123		255		9		255		11		2

----- STATUS AFFINITIES -----

KO		POI		PTR		DAR		SIL		BER		ZOM		SLE		HAS		SLO		STO		REG		REF
-		-		-		80		-		-		-		-		-		30		-		-		-

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Demi, Pandemona | Couldn't Devour!  
L20~29 | Demi, Pandemona | Couldn't Devour!  
L30~52 | Demi, Pandemona | Couldn't Devour!

Base chance: 0/256 ----- MUGGED ITEMS -----

L 1~19 | has nothing  
L20~29 | has nothing  
L30~52 | has nothing

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: none

L 1~19 | Diamond Armor, Diamond Armor, Diamond Armor, Diamond Armor  
L20~29 | Diamond Armor, Diamond Armor, Diamond Armor, Diamond Armor  
L30~52 | Diamond Armor, Diamond Armor, Diamond Armor, Diamond Armor

----- SCAN -----

A giant machine powered by magic. Its high defensive power makes it difficult to damage, except with magic or GF.

----- ATTACK LIST -----

- 01. (Sword strike) - SE no-name PA  
CM - Higher Vit, Protect, Defend, Darkness on Red Giant
- 02. Gigantic Sword - AE PA  
CM - Higher Vit, Protect, Defend, Darkness on Red Giant
- 03. (Lose sword) - NEA 'move'  
SP - when Red Giant's HP falls below 9000, it loses the sword  
CM - None
- 04. (Punch) - SE no-name PA  
SP - used when Red Giant loses its sword  
CM - Higher Vit, Protect, Defend

-----  
RIGHT ORB

-----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 27 | 57 ~ 2865 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
immune | immune | immune | immune | immune | immune | immune | immune | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	57	11	255	4	255	21	0
10	685	27	255	22	255	29	0
20	1810	43	255	42	255	38	1
27	2865	55	255	56	255	45	1

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | - | - | - | -

----- The End: no -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Dispel, Confuse, Slow | Couldn't Devour!  
L20~27 | Dispel, Confuse, Slow | Couldn't Devour!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19 | Spr Up, 2x Spr Up, 3x Spr Up, 4x Spr Up  
L20~27 | Spr Up, 2x Spr Up, 3x Spr Up, 4x Spr Up

Base chance: 0/256 ----- DROPPED ITEMS ---- Card drop: none

L 1~19 | none  
L20~27 | none

----- SCAN -----

NORG's support system with auto-recover functions that restore any damage. Uses status-changing attacks.

----- ATTACK LIST -----

- 01. Slow - SE Status class MA
  - EF - adds Slow
  - CM - Higher Spr, Reflect, Auto-Haste, Slow on SDJ
- 02. Silence - SE Status class MA
  - EF - adds Silence
  - CM - Higher Spr, Reflect, Silence or Pain on SDJ
- 03. Dispel - SE Status class MA
  - EF - removes any helpful statuses
  - CM - None

-----  
RIGHT PROBE

-----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 41 | 5100 ~ 9100 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | mag-miss | x 1 | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	5100	12	255	9	255	50	15
10	6000	24	255	31	255	52	17
20	7000	37	255	54	255	53	19
30	8000	50	255	77	255	55	20
40	9000	62	255	100	255	57	22
41	9100	64	255	102	255	57	22

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	-

The End: no

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L	Range	Item	Devour Taste
1~19	Cure, Demi		Couldn't Devour!
L20~29	Cura, Demi		Couldn't Devour!
L30~41	Curaga, Demi		Couldn't Devour!

----- Base chance: 32/256 ----- MUGGED ITEMS -----

L	Items
1~19	2x Str Up, 2x Str Up, 4x Str Up, 4x Str Up
L20~29	2x Str Up, 2x Str Up, 4x Str Up, 4x Str Up
L30~41	2x Str Up, 2x Str Up, 4x Str Up, 4x Str Up

----- Base chance: 0/256 ----- DROPPED ITEMS ----- Card drop: none

L	Drop
1~19	none
L20~29	none
L30~41	none

----- SCAN -----

Mobile Type 8's right shoulder. Acts on its own as a machine. Has auto-recovery and attack functions. [Fly Monster]

----- ATTACK LIST -----

- 01. (Spin dash) - SE no-name PA
  - SP - used in \*MOBILE OFF, SUPPORT ON\*
  - CM - Higher Vit, Protect, Defend
- 02. Homing Laser - SE No-element MA, counter
  - SP - used when Right Probe is attacked during \*MOBILE OFF, SUPPORT ON\*
  - CM - Higher Spr, Shell, Defend
- 03. Twin Homing Laser - AE No-element MA, joined counter



SP - used in conjunction with Left Probe whenever MT8 is attacked during  
\*MOBILE ON, SUPPORT OFF\*  
CM - Higher Spr, Shell, Defend

-----  
RIGHTY  
-----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100 | 1821 ~ 13800 | 3 | Rare card : Can't turn into a card! | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 2 | yes

----- BASIC STATISTICS ----- EXP: 40 (+10)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1821	12	80	1	5	2	0
10	2100	24	82	4	5	3	1
20	2600	38	85	8	6	4	1
30	3300	52	87	11	6	5	2
40	4200	65	90	15	7	6	2
50	5300	78	92	18	8	7	2
60	6600	91	95	21	8	8	3
70	8100	105	97	24	9	9	4
80	9800	118	100	26	10	10	4
90	11700	130	102	29	10	11	5
100	13800	143	105	31	11	12	5

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	80	-	80	80	-	70	-	-	-	-	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VI0
-	-	-	-	100	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19 | Shell, Protect  
L20~29 | Shell, Protect  
L30~100 | Shell, Protect

----- DEVOUR TASTE -----  
| Couldn't Devour!  
| Couldn't Devour!  
| Couldn't Devour!

Base chance: 64/256 ----- MUGGED ITEMS -----

L 1~19 | 4x Magic Stone, 4x Magic Stone, 4x Magic Stone, 4x Magic Stone  
L20~29 | 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone  
L30~100 | Rune Armlet, Rune Armlet, Rune Armlet, Rune Armlet

Base chance: 192/256 ----- DROPPED ITEMS ----- Card drop: Vysage

L 1~19 | 3x M-Stone Piece, 4x M-Stone Piece, 6x M-Stone Piece, Rune Armlet  
L20~29 | 3x Magic Stone, 4x Magic Stone, 6x Magic Stone, Rune Armlet  
L30~100 | 3x Wizard Stone, 5x Wizard Stone, Rune Armlet, 2x Rune Armlet

----- SCAN -----

A large right hand protruding from the earth. Can't use magic. Uses its strength to attack with force.

----- ATTACK LIST -----

1. (Slap) - ST no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Righty
2. (Shake wildly) - ST no-name & Special class PA - Critical strike class - will always inflict critical damage  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Righty

-----  
RINOA  
-----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 46 | 6021 ~ 9036 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	6021	4	1	65	1	20	0
10	6300	7	1	83	2	20	1
20	6800	10	1	102	3	20	1
30	7500	13	1	122	4	20	2
40	8400	15	1	141	6	20	2
46	9036	17	1	152	6	20	2

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	80	-	80	80	-	-	-	-	-	-	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VI0
80	-	-	-	100	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

Level	Skills	Devour Taste
L 1~19	Esuna, Dispel, Regen	Couldn't Devour!
L20~29	Esuna, Dispel, Regen	Couldn't Devour!
L30~46	Esuna, Dispel, Regen	Couldn't Devour!

Base chance: 64/256 ----- MUGGED ITEMS -----

Level	Items
L 1~19	8x Megalixir, 8x Megalixir, 8x Megalixir, 8x Megalixir
L20~29	8x Megalixir, 8x Megalixir, 8x Megalixir, 8x Megalixir
L30~46	8x Megalixir, 8x Megalixir, 8x Megalixir, 8x Megalixir

Base chance: 0/256 ----- DROPPED ITEMS ----- Card drop: none

Level	Items
L 1~19	none
L20~29	none
L30~46	none

----- SCAN -----

Rinoa is being junctioned by Adel. Immobile, because Adel is absorbing her powers. Can be released by defeating Adel.

----- ATTACK LIST -----

none

----- RUBY DRAGON -----

LV RANGE	HP RANGE	AP	Common card: Ruby Dragon	LV-UD
1 ~ 100	668 ~ 89100	14	Rare card : none	yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x(-1) | x 1,5 | x 1 | x 1 | x 1 | x(-1) | x 1 | x 1,5 | yes

----- BASIC STATISTICS ----- EXP: 210 (+40)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	668	27	81	65	151	2	0
10	6075	48	90	81	157	3	1
20	12700	71	100	100	164	5	1
30	19975	93	110	117	171	6	2
40	27900	116	120	135	178	7	3
50	36475	138	130	153	186	8	3
60	45700	161	140	170	192	10	4
70	55575	183	150	188	200	11	4
80	66100	206	160	205	207	12	5
90	77275	228	170	222	214	13	6
100	89100	250	180	240	221	15	6

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	20	-	-	-	-	20	-	50	-	-	100

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | 40 | - | - | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~34 | Aero, Fira | Delicious!!!

L35~44 | Aero, Firaga, Demi | Delicious!!!

L45~100| Firaga, Reflect, Flare, Meteor | All systems go!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~34 | Inferno Fang, Inferno Fang, 2x Inferno Fang, 2x Inferno Fang

L35~44 | 2x Inferno Fang, 2x Inferno Fang, 3x Inferno Fang, 3x Inferno Fang

L45~100| 4x Inferno Fang, 4x Inferno Fang, 5x Inferno Fang, 5x Inferno Fang

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: Ruby Dragon

L 1~34 | Inferno Fang, 2x Inferno Fang, 2x Fury Fragment, Star Fragment

L35~44 | 2x Inferno Fang, 2x Fury Fragment, Star Fragment, Energy Crystal

L45~100|2x Fury Fragment, 2x Energy Crystal, 3x Fury Fragment, 4x Fury Fragment

----- SCAN -----

Strong and smart dragon. If enemies are using Reflect, it casts Reflect on itself to mirror the attack.

----- ATTACK LIST -----

1. Breath - AE Special class PA - Member count class - will not be used if two or less members are alive - always hits

CM - Higher Vit, Protect, Defend, Invincible

2. Flare - SE No-element class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible

3. Firaga - SE Fire class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ

4. Fira - SE Fire class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ

5. Demi - SE Gravity & Special class MA - Spirit killer - tears off 25% of affected target's current HP

CM - Shell, Reflect, Defend, Invincible

6. Aero - SE Wind class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Wind class magic on EDJ

7. Meteor - AE No-element class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible

8. (Claw swipe) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Ruby Dragon

9. Reflect - SA Support class magic - Ruby Dragon can use it on itself -

Reflect status on affected target - Ruby Dragon will only cast Reflect on itself if one or more of your members are Reflected

CM - Dispel, do not be under Reflect

-----  
SACRED (1st & 2nd)

-----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD

1 ~ 75 | 578 ~ 27218 | 20 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY

x 1 | x 1 | x 1 | immune | x 2 | x 2 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion

1 | 578 | 9 | 40 | 26 | 31 | 10 | 0

10 | 1625 | 28 | 40 | 38 | 35 | 15 | 1

20 | 3500 | 48 | 41 | 51 | 41 | 19 | 2

30 | 6125 | 68 | 41 | 64 | 46 | 24 | 2

40 | 9500 | 87 | 42 | 76 | 52 | 28 | 3

50 | 13625 | 107 | 42 | 89 | 57 | 32 | 4

60		18500		126		43		101		63		37		4
70		24125		145		43		114		68		41		5
75		27218		154		43		120		71		43		6

----- STATUS AFFINITIES -----

KO		POI		PTR		DAR		SIL		BER		ZOM		SLE		HAS		SLO		STO		REG		REF		
-		-		-		-		-		-		-		-		-		-		-		-		100		100

The End: yes

DOO		PET		FLO		CON		DRA		DGN		PRO		SHE		AUR		INV		DOU		TRI		VIO
-		-		70		-		100		-		100		100		100		-		100		100		100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19		Shell, Protect, Berserk, Life		Couldn't Devour!
L20~29		Shell, Protect, Berserk, Life		Couldn't Devour!
L30~75		Shell, Protect, Berserk, Life		Couldn't Devour!

Base chance: 0/256 ----- MUGGED ITEMS -----

L 1~19		has nothing
L20~29		has nothing
L30~100		has nothing

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19		8x G-Hi-Potion, 8x G-Hi-Potion, 8x G-Hi-Potion, 8x G-Hi-Potion
L20~29		8x G-Hi-Potion, 8x G-Hi-Potion, 8x G-Hi-Potion, 8x G-Hi-Potion
L30~75		8x G-Hi-Potion, 8x G-Hi-Potion, 8x G-Hi-Potion, 8x G-Hi-Potion

----- SCAN -----

Earth GF in Tomb of the Unknown King. Recovers by the power of the earth.  
Attacks with a large steel orb.

----- ATTACK LIST -----

01. (Steel orb smash) - SE no-name PA  
CM - Higher Vit, Protect
02. Mad Cow Special - AE Earth class MA  
SP - used only if Sacred and Minotaur are both alive  
CM - Higher Spr, Shell, Float, Earth class magic on EDJ

Special 'moves':

01. (Earth regeneration) - no-name boss move  
AP - used at regular intervals, as long as boss' is standing on the ground  
EF - minor HP recovery  
CM - Cast Float on Sacred

-----  
SAM08G

LV RANGE		HP RANGE		AP		Common card: SAM08G		LV-UD
1 ~ 100		747 ~ 27700		4		Rare card : X-ATM092		yes

----- ELEMENTAL AFFINITIES -----

FIRE		ICE		THNDR		EARTH		POISN		WIND		WATER		HOLY		GRVTY
x 1		x 1		x 1,3		x 1		x 2		x 1		x 1		x 1		yes

----- BASIC STATISTICS ----- EXP: 30 (+5)

LV		HP		Strength		Vitality		Magic		Spirit		Speed		Evasion
1		747		9		25		8		15		8		0
10		1375		23		27		14		15		9		1
20		2500		37		30		20		15		9		1
30		4075		51		32		26		16		10		2
40		6100		64		35		32		16		10		3
50		8575		77		37		37		17		11		4
60		11500		89		40		42		17		11		4
70		14875		101		42		47		17		12		5
80		18700		112		45		52		18		12		6
90		22975		123		47		57		18		13		6
100		27700		133		50		61		19		13		7

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | 80 | 70 | 80 | 30 | - | - | - | 100 | 90 | 50 | - | 100

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
60 | - | - | - | - | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Shell, Protect | Delicious!!!

L20~29 | Shell, Protect, Life | Delicious!!!

L30~100| Shell, Protect, Reflect, Life | Delicious!!!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19 | Running Fire, Running Fire, Running Fire, Running Fire

L20~29 | Running Fire, Running Fire, 2x Running Fire, 2x Running Fire

L30~100| 3x Running Fire, 3x Running Fire, 4x Running Fire, 4x Running Fire

Base chance: 192/256 ----- DROPPED ITEMS ---- Card drop: SAM08G

L 1~19 | 2x M-Stone Piece, Running Fire, Dragon Fin, Dragon Fang

L20~29 | Dragon Fin, Running Fire, Dragon Fang, Dragon Fang

L30~100| 2x Dragon Fin, 2x Running Fire, 2x Dragon Fang, 2x Dragon Fang

----- SCAN -----

A living weapon made by Galbadia. Carries a 155mm cannon on both shoulders and a 60mm Vulcan cannon in its mouth.

----- ATTACK LIST -----

1. Store - NEA Special class 'attack' - Monster count & Round count class - if you engage a battle with SAM08G and \*any\* monster, this is also First strike class - Store is only used if you engage SAM08G in battle with \*any\* monster other than second SAM08G - Store lasts for three rounds - after three rounds pass, SAM08G will use either Cannon Blow or Wild Cannon Blow - as long as other monsters are alive, SAM08G will keep using Store after either Cannon Blow took place

CM - Defeat SAM08G before Store lasts for three rounds

2. Cannon Blow - SE Special class PA - Succession & Monster count class - this attack can be used after Store lasted thru three rounds - if SAM08G is only monster on battlefield, Cannon Blow will no longer be used

CM - Higher Vit, Protect, Defend, Invincible

3. Wild Cannon Blow - AE Special class PA - Succession & Monster count class - this attack can be used after Store lasted thru three rounds - if SAM08G is only monster on battlefield, Wild Cannon Blow will no longer be used

CM - Higher Vit, Protect, Defend, Invincible

4. Shoulder Charge - SE PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

5. (Swipe) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

6. Gatling gun - SE PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

SEIFER (1st)

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 20 | 176 ~ 1150 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1,5 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 176 | 18 | 82 | 14 | 121 | 5 | 2  
10 | 525 | 23 | 97 | 35 | 129 | 8 | 3  
20 | 1150 | 28 | 114 | 57 | 139 | 10 | 4

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF

```

- | - | - | - | - | - | - | 20 | 100 | 90 | - | 100 | 100
- - - - - The End: yes - - - - -
DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO
- | - | - | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100
----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----
L 1~19 | Fire, Cure, Life | Couldn't Devour!
L20 | Fira, Cura, Life | Couldn't Devour!
Base chance: 16/256 ----- MUGGED ITEMS -----
L 1~19 | Hero, Hero, Hero, Hero
L20 | Hero, Hero, Hero, Hero
Base chance: 0/256 ----- DROPPED ITEMS ---- Card drop: none
L 1~19 | none
L20 | none

```

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----- SCAN -----
Decided to become a Sorceress' Knight under Edea. Uses fire magic in
conjunction with sword attacks.

```

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----- ATTACK LIST -----
01. (Sword swipe) - SE no-name PA
    CM - Higher Vit, Protect, Defend
02. Fira - SE Fire class MA
    CM - Higher Spr, Shell, Defend, Reflect, Fire class magic on EDJ
-----

```

SEIFER (2nd)

```

-----
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD
1 ~ 31 | 1300 ~ 10300 | 20 | Rare card : Can't turn into a card! | no

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----- ELEMENTAL AFFINITIES -----
FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY
x 1 | x 1 | x 1 | x 1 | x 1,5 | x 1 | x 1 | x 1 | yes

```

```

----- BASIC STATISTICS ----- EXP: 0
LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion
1 | 1300 | 31 | 14 | 27 | 136 | 31 | 2
10 | 4000 | 48 | 32 | 46 | 145 | 39 | 3
20 | 7000 | 66 | 52 | 67 | 154 | 48 | 4
30 | 10000 | 84 | 72 | 88 | 164 | 57 | 4
31 | 10300 | 85 | 74 | 90 | 165 | 58 | 4

```

```

----- STATUS AFFINITIES -----
KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF
- | - | - | 80 | 80 | - | - | 70 | - | - | - | 100 | 100

```

```

- - - - - The End: yes - - - - -
DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO
- | - | - | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100
----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----
L 1~19 | Fire, Thunder, Dispel, Haste | Couldn't Devour!
L20~29 | Fira, Thundara, Dispel, Haste | Couldn't Devour!
L30~31 | Firaga, Thundaga, Dispel, Haste | Couldn't Devour!
Base chance: 32/256 ----- MUGGED ITEMS -----
L 1~19 | 8x Mega-Phoenix, 8x Mega-Phoenix, 8x Mega-Phoenix, 8x Mega-Phoenix
L20~29 | 8x Mega-Phoenix, 8x Mega-Phoenix, 8x Mega-Phoenix, 8x Mega-Phoenix
L30~31 | 8x Mega-Phoenix, 8x Mega-Phoenix, 8x Mega-Phoenix, 8x Mega-Phoenix
Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: none
L 1~19 | 8x Mega-Potion, 8x Mega-Potion, 8x Mega-Potion, 8x Mega-Potion
L20~29 | 8x Mega-Potion, 8x Mega-Potion, 8x Mega-Potion, 8x Mega-Potion
L30~31 | 8x Mega-Potion, 8x Mega-Potion, 8x Mega-Potion, 8x Mega-Potion

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----- SCAN -----
Attacks with Edea to destroy Seed. His sword skills have been refined, and he
has gained more skills.

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----- ATTACK LIST -----

```

01. (Sword swipe) - SE no-name PA  
CM - Higher Vit, Protect, Defend
02. Demon Slice - SE PA  
CM - Higher Vit, Protect, Defend
03. Fira - SE Fire class MA  
CM - Higher Spr, Shell, Reflect, Defend, Fire class magic on EDJ
04. Firaga - SE Fire class MA  
CM - Higher Spr, Shell, Reflect, Defend, Fire class magic on EDJ
05. Hi-Potion - SA Item class move  
SP - Seifer uses it when low on HP  
EF - 1000 HP recovery  
CM - Defeat Seifer
06. Remedy - SA Item class move  
EF - removes negative statuses  
CM - Sleep on Seifer

-----  
SEIFER (3rd)  
-----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 32 | 1200 ~ 7400 | 20 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	x 1	x 1,5	x 1	x 1	x 1	yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1200	16	81	27	131	9	4
10	3000	34	90	47	139	18	5
20	5000	52	101	68	148	28	6
30	7000	70	111	90	158	37	8
32	7400	73	113	94	159	39	8

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	20	100	90	-	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	100	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

LV	Magic	Devour
1~19	Fire, Thunder, Dispel, Haste	Couldn't Devour!
20~29	Fira, Thundara, Dispel, Haste	Couldn't Devour!
30~32	Firaga, Thundaga, Dispel, Haste	Couldn't Devour!

Base chance: 32/256 ----- MUGGED ITEMS -----

LV	Items
1~19	Hero, Hero, Holy War, Holy War
20~29	Hero, Hero, Holy War, Holy War
30~32	Hero, Hero, Holy War, Holy War

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: none

LV	Items
1~19	Hero, Hero, Holy War, Holy War
20~29	Hero, Hero, Holy War, Holy War
30~32	Hero, Hero, Holy War, Holy War

----- SCAN -----

Defeated once, and still trying to fight to save his pride. HP is lower due to the defeat, but skills are higher.

----- ATTACK LIST -----

01. (Sword swipe) - SE no-name PA  
CM - Higher Vit, Protect, Defend
02. Fira - SE Fire class MA  
CM - Higher Spr, Shell, Reflect, Defend, Fire class magic on EDJ

SEIFER (4th)

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 45 | 3700 ~ 34500 | 40 | Rare card : Can't turn into a card! | no

ELEMENTAL AFFINITIES

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1 | x 1 | x 1,5 | x 1 | x 1 | x 1 | no

BASIC STATISTICS EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	3700	38	101	9	121	45	0
10	10000	56	105	52	125	48	1
20	17000	76	111	94	131	50	1
30	24000	96	116	132	136	52	2
40	31000	115	122	164	142	54	2
45	34500	124	125	179	145	55	2

STATUS AFFINITIES

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
 - | - | - | - | - | - | - | - | - | - | - | - | -

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
 - | - | - | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100

DRAWABLE MAGIC

DEVOUR TASTE

L 1~19 | Fire, Thunder, Blizzard | Couldn't Devour!  
 L20~29 | Fira, Thundara, Blizzara | Couldn't Devour!  
 L30~45 | Firaga, Thundaga, Blizzaga, Aura | Couldn't Devour!

Base chance: 32/256 MUGGED ITEMS

L 1~19 | Hero, Hero, Holy War, Holy War  
 L20~29 | Hero, Hero, Holy War, Holy War  
 L30~45 | Hero, Hero, Holy War, Holy War

Base chance: 255/256 DROPPED ITEMS Card drop: none

L 1~19 | Hero, Hero, Holy War, Holy War  
 L20~29 | Hero, Hero, Holy War, Holy War  
 L30~45 | Hero, Hero, Holy War, Holy War

SCAN

To retain his pride as a Sorceress' Knight, he is determined to win. His skills are even more deadly.

ATTACK LIST

- (Sword swipe) - SE no-name PA  
 CM - Higher Vit, Protect, Defend
- Firaga - SE Fire class MA  
 CM - Higher Spr, Shell, Reflect, Defend, Fire class magic on EDU
- Bloodfest - AE PA  
 SP - will be used more often as Seifer nears his defeat  
 CM - Higher Vit, Protect, Defend
- Flare - SE No-element class MA  
 CM - Higher Spr, Shell, Reflect, Defend
- Zantetsuken Reverse  
 SP - used against somebody specific

SLAPPER

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 100 | 44 ~ 8340 | 3 | Rare card : Can't turn into a card! | yes

ELEMENTAL AFFINITIES

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

BASIC STATISTICS EXP: 40 (+10)



LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	44	8	36	7	40	20	20
10	240	21	37	20	40	22	21
20	590	34	38	33	40	24	22
30	1080	47	39	47	40	26	24
40	1710	60	41	60	41	28	24
50	2480	72	42	73	41	30	26
60	3390	85	43	86	41	32	27
70	4440	97	44	99	42	34	28
80	5630	109	46	112	42	36	29
90	6960	121	47	125	42	38	30
100	8430	133	48	137	43	40	31

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
70	80	70	80	80	60	70	80	100	90	50	100	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VI0
80	70	100	60	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~19 | Blizzard | Couldn't Devour!  
L20~29 | Blizzard, Blizzara, Water | Couldn't Devour!  
L30~100| Blizzard, Blizzara, Blizzaga, Water | Couldn't Devour!

----- DEVOUR TASTE -----

----- MUGGED ITEMS -----

L 1~19 | 2x Hi-Potion, 2x Hi-Potion, 2x Hi-Potion, 2x Hi-Potion  
L20~29 | 2x Hi-Potion, 2x Hi-Potion, 2x Hi-Potion, 2x Hi-Potion  
L30~100| 2x Hi-Potion, 2x Hi-Potion, 2x Hi-Potion, 2x Hi-Potion

----- DROPPED ITEMS -----

Card drop: none

L 1~19 | Hi-Potion, Hi-Potion, 2x Hi-Potion, 2x Hi-Potion  
L20~29 | Hi-Potion, Hi-Potion, 2x Hi-Potion, 2x Hi-Potion  
L30~100| Hi-Potion, Hi-Potion, 2x Hi-Potion, 2x Hi-Potion

----- SCAN -----

A member of Galbadia Garden's demi-human ice-hockey club. Attacks with speed and team work.

----- ATTACK LIST -----

- Blizzara - SE Ice class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Ice class magic on EDJ
- [Formation M! Go!!!] - NEA Special class 'attack' - Tactic change & Round count & Monster count class - one of Slappers will say this - your members will get struck with Blizzara x Y x Z, where Y is number of Slappers remaining alive and Z is 1 (that is one turn per Slapper - exceptions apply) - it is possible for any single Slapper to cast one, two or three more Blizzaras instead of its buddy/ies, but then these Slappers\*don't\* cast Blizzara - most amount of Blizzara/s cast against your members possible after this message pops up is four  
CM - None that I would figure out yet
- [Formation G! Go!!!] - NEA Special class 'attack' - Tactic change & Round count & Monster count class - one of Slappers will say this - your members will get struck with (Stick strike) x Y x Z, where Y is number of Slappers remaining alive and Y is any number between 1 and 4 (that is any number of turns ranging from 1 to 4 turns per Slapper) - it is possible for any single Slapper to do any number of (Stick strike)-s instead of its buddy/ies, but then these Slappers \*don't\* get to perform that amount of (Stick strike)-s - most amount of (Stick strike)-s against your members possible after this message pops up is sixteen  
CM - None that I would figure out yet
- (Stick strike) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
- [We have heart! Go, Galbadia!] - SE Special class PA - Vitality killer & Critical strike class - will always inflict extreme critical damage - always hits - damage done is fixed

SNOW LION

LV RANGE | HP RANGE | AP | Common card: Snow Lion | LV-UD  
 1 ~ 100 | 1063 ~ 136000 | 8 | Rare card : Wedge, Biggs | yes

ELEMENTAL AFFINITIES

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 2,5 | x(-1) | x 1 | x 1,5 | x 1 | x 1,5 | x 1 | x 1 | yes

BASIC STATISTICS EXP: 150 (+20)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1063	16	25	1	8	10	0
10	10900	31	28	13	9	11	0
20	22400	46	31	27	11	13	1
30	34500	62	35	40	13	14	1
40	47200	77	38	53	14	15	2
50	60500	92	41	66	16	16	2
60	74400	107	45	79	18	18	3
70	88900	122	48	92	19	19	3
80	104000	136	51	104	21	20	3
90	119700	150	55	116	23	21	4
100	136000	164	58	128	24	23	4

STATUS AFFINITIES

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
 1 | - | 1 | 80 | 80 | 60 | - | 80 | 100 | 90 | - | 100 | 100

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
 10 | 10 | - | 60 | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

DRAWABLE MAGIC

L 1~19 | Blizzard, Berserk | Delicious!!!  
 L20~29 | Blizzard, Blizzara, Berserk | Delicious!!!  
 L30~100 | Blizzard, Blizzara, Blizzaga, Berserk | Delicious!!!

Base chance: 128/256 MUGGED ITEMS

L 1~19 | Healing Mail, Healing Mail, 2x Healing Mail, 2x Healing Mail  
 L20~29 | 3x Healing Mail, 3x Healing Mail, 4x Healing Mail, 4x Healing Mail  
 L30~100 | 8x Healing Mail, 8x Healing Mail, 8x Healing Mail, 8x Healing Mail

Base chance: 255/256 DROPPED ITEMS Card drop: Snow Lion

L 1~19 | 2x North Wind, 2x North Wind, 2x Healing Mail, 2x Healing Mail  
 L20~29 | 4x North Wind, 4x North Wind, 4x Healing Mail, Silver Mail  
 L30~100 | 6x North Wind, 6x North Wind, Silver Mail, 2x Silver Mail

SCAN

Lives in the northern snow fields. Takes time to defeat because of its high HP.  
 Uses Ice Breath when angry.

ATTACK LIST

- (Tail slap) - SE no-name PA  
 CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Snow Lion
- (Slide bash) - SE no-name & Special class PA - Critical strike class - will always inflict critical damage  
 CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Snow Lion
- Ice Breath - AE Ice class MA  
 CM - Higher Spr, Shell, Defend, Invincible, Ice class magic on EDJ

SORCERESS A

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 45 | 3390 | 0 | Rare card : Can't turn into a card! | no



----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
45 | 4496 | 98 | 10 | 176 | 1 | 40 | 2

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
80 | 80 | - | 80 | 40 | - | 70 | 80 | 100 | - | - | 100 | 100

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
80 | - | - | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L45 | Haste, Double | Couldn't Devour!

Base chance: 128/256 ----- MUGGED ITEMS -----

L45 | Meteor Stone, Ultima Stone, Ultima Stone, Ultima Stone

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: none

L45 | Flare Stone, Holy Stone, Meteor Stone, Ultima Stone

----- SCAN -----

Sorceress from beyond time who appeared due to Time Compression. Uses magic, but it is not very powerful.

----- ATTACK LIST -----

Note: All four Sorceresses B know (Telekinetic punch). However, each particular Sorceress B knows one or two specific magics. These magics are listed in the exact order as the Sorceresses B keep pouring down.

- 01. (Telekinetic punch) - SE no-name PA  
CM - Higher Vit, Protect, Defend
- 02. Double - SA Support class magic  
EF - adds Double (first and fourth Sorceress B can use this)  
CM - Dispel
- 03. Thundaga - SE Thunder class MA  
CM - Higher Spr, Shell, Reflect, Defend, Thunder class magic on EDJ
- 04. Quake - AE Earth class MA  
CM - Higher Spr, Shell, Defend, Earth class magic on EDJ
- 05. Meltdown - SE No-element and Status class MA  
EF - adds Vit 0 (lowers Vit and Spr to 0) + No-element class magic damage  
CM - Higher Spr, Shell, Defend, Reflect; to remove Vit 0, cast Esuna or use Treatment
- 06. Meteor - AE No-element class MA  
CM - Higher Spr, Shell, Defend
- 07. Flare - SE No-element class MA  
CM - Higher Spr, Shell, Reflect, Defend
- 08. (Summon next Sorceress) - NEA move  
CM - None
- 09. Esuna - SA Support class magic  
EF - removes negative statuses  
CM - Silence on Sorceress B

-----

-----  
SORCERESS C

-----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
45 | 32498\*1 | 55 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
45 | 32498 | 125 | 119 | 267 | 30 | 50 | 2

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | - | - | - | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L45 | Flare, Holy | Couldn't Devour!

Base chance: 128/256 ----- MUGGED ITEMS -----

L45 | Meteor Stone, Ultima Stone, Ultima Stone, Ultima Stone

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: none

L45 | Flare Stone, Holy Stone, Meteor Stone, Ultima Stone

----- SCAN -----

Sorceress from beyond time who appeared due to Time Compression. Uses magic,  
but it is not very powerful.

----- ATTACK LIST -----

01. (Creepy touch) - SE no-name PA, counter

SP - used when attacked while \*not\* counting down to Ultima; always deals  
critical damage

CM - Higher Vit, Protect, Defend

02. "5" - "4" - "3" - "2" - "1" - NEA move

SP - when these numbers start popping up at the screen, Ultima is  
approaching and will be used after "1" is displayed; during countdown  
Sorceress C won't counterattack

CM - None

03. Ultima - AE No-element class MA

CM - Higher Spr, Shell, Defend

----- NOTES -----

\*1 - According to Ultimania, in Japanese version of the game Sorceress C has  
32500 HP at lv45.

-----  
SPHINXAUR\*1

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 50\*2 | 10000 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 2 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	10000	4	8	3	61	6	0
10	10000	18	8	12	69	10	1
20	10000	33	9	22	79	14	1
30	10000	48	10	32	87	18	2
40	10000	63	10	41	97	22	2
50	10000	78	11	51	106	26	3
60	10000	93	12	61	115	30	3
70	10000	107	12	70	124	34	4
80	10000	121	13	79	134	38	4
90	10000	135	14	88	142	42	5
100	10000	149	14	97	152	46	5

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | 70 | - | 70 | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Fire, Thunder, Blizzard, Cure | Couldn't Devour!

L20~29 | Fira, Thundara, Blizzara, Cura | Couldn't Devour!

L30~50 | Firaga, Thundaga, Blizzaga, Curaga | Couldn't Devour!

Base chance: 64/256 ----- MUGGED ITEMS -----  
 L 1~19 | Elixir, Elixir, Elixir, Elixir  
 L20~29 | Elixir, Elixir, Elixir, Elixir  
 L30~50 | Elixir, Elixir, Elixir, Elixir  
 Base chance: 0/256 ----- DROPPED ITEMS ---- Card drop: none  
 L 1~19 | none  
 L20~29 | none  
 L30~50 | none

----- SCAN -----  
 Protects the hall of Ultimecia Castle. Defeated many enemies whose abilites were sealed.

----- ATTACK LIST -----  
 01. Thundaga - SE Thunder class MA  
     CM - Higher Spr, Shell, Reflect, Defend, Thunder class magic on EDJ  
 02. Firaga - SE Fire class MA  
     CM - Higher Spr, Shell, Reflect, Defend, Fire class magic on EDJ  
 03. Blizzaga - SE Ice class MA  
     CM - Higher Spr, Shell, Reflect, Defend, Ice class magic on EDJ

----- NOTES -----  
 \*1 - You must defeat Sphinxaur first in order for Sphinxara to appear.  
 \*2 - According to Ultimania, in Japanese version Sphinxaur's level can go as high as lv100.

-----  
 SPHINXARA\*1  
 -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 50\*2 | 10000 | 30 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----  
 FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 2 | yes

----- BASIC STATISTICS ----- EXP: 0  

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	10000	4	8	3	61	4	0
10	10000	18	8	12	69	8	1
20	10000	33	9	22	79	12	1
30	10000	48	10	32	87	16	2
40	10000	63	10	41	97	19	2
50	10000	78	11	51	106	23	3
60	10000	93	12	61	115	27	3
70	10000	107	12	70	124	31	4
80	10000	121	13	79	134	34	4
90	10000	135	14	88	142	38	5
100	10000	149	14	97	152	42	5

----- STATUS AFFINITIES -----  
 KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
 - | - | - | - | - | - | - | - | - | 70 | - | 70 | -

----- The End: yes -----  
 DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
 - | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----  
 L 1~19 | Fire, Thunder, Blizzard, Cure | Couldn't Devour!  
 L20~29 | Fira, Thundara, Blizzara, Cura | Couldn't Devour!  
 L30~50 | Firaga, Thundaga, Blizzaga, Curaga | Couldn't Devour!

Base chance: 0/256 ----- MUGGED ITEMS -----  
 L 1~19 | has nothing  
 L20~29 | has nothing  
 L30~50 | has nothing  
 Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: none

L 1~19 | Megalixir, Megalixir, 2x Megalixir, 2x Megalixir  
 L20~29 | Megalixir, Megalixir, 2x Megalixir, 2x Megalixir  
 L30~50 | Megalixir, Megalixir, 2x Megalixir, 2x Megalixir

----- SCAN -----

Sphinx's true form. Attack tactics change completely in this form. Summons other monsters and uses Doom.

----- ATTACK LIST -----

01. Doom - SE Status class MA  
 EF - adds Doom  
 CM - Higher Spr, Zombie, to remove Doom use Remedy+, Elixir, Megalixir or Treatment
02. Slow - SE Status class MA  
 EF - adds Slow  
 CM - Higher Spr, Reflect, Slow on SDJ, Auto-Haste
03. Sleep - SE Status class MA  
 EF - adds Sleep  
 CM - Higher Spr, Reflect, Sleep on SDJ
04. Zombie - SE Status class MA  
 EF - adds Zombie  
 CM - Higher Spr, Reflect, Zombie on SDJ
05. Magic Summon - NEA move  
 SP - Sphinxara first summons Jelleye, then Forbidden, then Tri-Face  
 CM - None

----- NOTES -----

- \*1 - Sphinxara is able to summon Jelleye, then Forbidden, then Tri-Face.
- \*2 - According to Ultimania, in Japanese version Sphinxara's level can go as high as lv100.

----- THRUSTAEVIS -----

LV RANGE | HP RANGE | AP | Common card: Thrustaevis | LV-UD  
 1 ~ 100 | 310 ~ 6300 | 3 | Rare card : Gargantua | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1 | mag-miss | x 1 | x 2 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 20 (+8)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	310	8	6	1	12	20	20
10	450	17	10	4	12	23	21
20	700	27	15	7	13	25	22
30	1050	36	20	10	13	28	23
40	1500	46	26	12	14	31	23
50	2050	55	31	15	15	33	24
60	2700	64	36	17	15	36	25
70	3450	73	42	18	16	39	26
80	4300	81	47	20	17	41	27
90	5250	89	52	21	17	44	28
100	6300	98	58	22	18	47	28

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
 70 | 80 | 70 | 80 | 80 | 60 | 70 | 100 | 100 | 90 | 50 | 100 | 100

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
 80 | 70 | - | 60 | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- |----- DEVOUR TASTE -----

L 1~19 | Blizzard, Scan, Float | Delicious!!!  
 L20~29 | Blizzara, Aero, Scan, Float | Delicious!!!  
 L30~100 | Blizzaga, Aero, Tornado, Float | Delicious!!!

Base chance: 128/256 ----- MUGGED ITEMS -----

L 1~19 | Shear Feather, 2x Shear Feather, Windmill, Windmill  
L20~29 | 2x Shear Feather, 3x Shear Feather, 2x Windmill, 3x Windmill  
L30~100| 2x Windmill, 2x Windmill, 3x Windmill, 4x Windmill

Base chance: 192/256 ----- DROPPED ITEMS ---- Card drop: Thrustaevis

L 1~19 | Shear Feather, Shear Feather, 2x M-Stone Piece, Windmill  
L20~29 | 2x Shear Feather, 2x Shear Feather, 2x Windmill, 2x Windmill  
L30~100| 4x Shear Feather, 2x Windmill, 3x Windmill, 4x Windmill

----- SCAN -----

A monster on the Galbadia continent. Usually swoops down to attack enemies, but also bites and causes wind gusts when in danger. [Fly Monster]

----- ATTACK LIST -----

1. (Bite) - SE no-name PA  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Thrustaevis
2. (Dive bash) - SE no-name & Special class PA - Critical strike class - will always inflict critical damage  
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Thrustaevis
3. Wind Blast - AE Wind & Special class MA - HP count class - once Thrustaevis loses 70% of its HP, it may start using Wind Blast  
CM - Higher Spr, Shell, Defend, Invincible, Wind class magic on EDJ, defeat Thrustaevis without crossing 70% of HP lost limit

-----  
TIAMAT

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 58 | 21200 ~ 89600 | 30 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 0,5 | x 1 | x 0,5 |mag-miss| x 1 | immune | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	21200	57	81	62	4	20	0
10	32000	75	90	83	22	20	1
20	44000	96	100	105	42	20	3
30	56000	116	110	126	62	20	4
40	68000	136	120	146	83	20	5
50	80000	156	130	166	103	20	6
58	89600	172	138	181	119	20	7

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | 20 | - | - | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19 | Flare, Eden | Couldn't Devour!  
L20~29 | Flare, Eden | Couldn't Devour!  
L30~58 | Flare, Eden | Couldn't Devour!

Base chance: 0/256 ----- MUGGED ITEMS -----

L 1~19 | has nothing  
L20~29 | has nothing  
L30~58 | has nothing

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: none

L 1~19 | Status Guard, Status Guard, Status Guard, Status Guard  
L20~29 | Status Guard, Status Guard, Status Guard, Status Guard  
L30~58 | Status Guard, Status Guard, Status Guard, Status Guard



----- SCAN -----

Used to be a GF. Became a monster under Ultimecia's power. Its Dark Flare destroys all enemies. [Fly Monster]

----- ATTACK LIST -----

- 01. "D" - "A" - "R" - "KF" - "LA" - "RE" - NEA 'move'  
 SP - countdown to Dark Flare attack  
 CM - None
- 02. Dark Flare - AE Multi-element class & Special class MA  
 IG - ignores Spr  
 SP - used after Tiamat finishes the countdown; this magic carries Fire, Ice and Thunder elements  
 CM - Shell, Defend, Flare and Protect on EDJ (nulls damage)

-----  
 TONBERRY

LV RANGE | HP RANGE | AP | Common card: Tonberry | LV-UD  
 1 ~ 100 | 15200 ~ 35000 | 1 | Rare card : Iguion | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	15200	19	32	8	37	12	1
10	17000	36	47	26	52	15	1
20	19000	55	65	46	70	17	1
30	21000	73	82	66	87	20	1
40	23000	92	100	86	105	22	1
50	25000	110	117	105	122	25	1
60	27000	128	135	124	140	27	1
70	29000	146	152	143	157	30	1
80	31000	164	170	162	175	32	1
90	33000	181	187	181	192	35	1
100	35000	198	205	200	210	37	1

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
 - | - | - | - | - | - | - | - | - | - | - | - | -

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
 - | - | - | - | 0 | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----

----- DEVOUR TASTE -----

L 1~19 | Death | Refreshing!  
 L20~29 | Death | Refreshing!  
 L30~100 | Death | Refreshing!

Base chance: 16/256 ----- MUGGED ITEMS -----

L 1~19 | Chef's Knife, Chef's Knife, Chef's Knife, Chef's Knife  
 L20~29 | Chef's Knife, Chef's Knife, Chef's Knife, Chef's Knife  
 L30~100 | Chef's Knife, Chef's Knife, Chef's Knife, Chef's Knife

Base chance: 128/256 ----- DROPPED ITEMS ----- Card drop: Tonberry

L 1~19 | Chef's Knife, Chef's Knife, Chef's Knife, Chef's Knife  
 L20~29 | Chef's Knife, Chef's Knife, Chef's Knife, Chef's Knife  
 L30~100 | Chef's Knife, Chef's Knife, Chef's Knife, Chef's Knife

----- SCAN -----

Mysterious being living in dungeons. Walks slowly towards the enemy and kills that enemy with the Chef's Knife.

----- ATTACK LIST -----

- 1. (Walk forward) - NEA no-name & Special class 'attack' - Round count class - Tonberry will slowly walk toward your members - this will be used for five turns

CM - None

2. Everyone's Grudge - SE Special class MA - Counter [Magic counter & Physical counter] & Round count & Monster count class - is used by Tonberry if you attack it in \*any\* way for the first two Tonberry's turns since the battle started - deals damage based on following [amount of affected member's killed monsters multiplied by 20] - if specific member has killed over 500 monsters, this attack will KO him/her - Everyone's Grudge \*cannot\* be used anymore once Tonberry took two (Walk forward)

CM - Don't attack Tonberry until it takes two turns, make a member with low kill count attack Tonberry, Invincible

3. 'Tonberry fell over...' - NEA Special class 'attack' - Round count class - after Tonberry took five turns of (Walk forward), it may fell over - this will waste one of Tonberry's turns

CM - None

4. Chef's Knife - SE Special class PA - Round count class - always hits - Tonberry can only execute this attack once Tonberry took five turns of (Walk forward)

CM - Higher Vit, Protect, Defend, Invincible

-----  
TONBERRY KING  
-----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100 | 2500 ~ 250000 | 20 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	2500	7	81	21	20	2	0
10	25000	27	87	41	22	5	0
20	50000	49	95	62	25	7	1
30	75000	71	102	84	27	10	1
40	100000	93	110	104	30	12	1
50	125000	114	117	124	32	15	2
60	150000	135	125	143	35	17	2
70	175000	156	132	162	37	20	2
80	200000	177	140	180	40	22	3
90	225000	197	147	197	42	25	3
100	250000	217	155	214	45	27	3

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | - | - | - | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----

L 1~19 | Death, Cure, Life | Couldn't Devour!  
L20~29 | Death, Cura, Life | Couldn't Devour!  
L30~100 | Death, Curaga, Full-life | Couldn't Devour!

Base chance: 0/256 ----- MUGGED ITEMS -----

L 1~19 | has nothing  
L20~29 | has nothing  
L30~100 | has nothing

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19 | Royal Crown, Royal Crown, Royal Crown, Royal Crown  
L20~29 | Royal Crown, Royal Crown, Royal Crown, Royal Crown  
L30~100 | Royal Crown, Royal Crown, Royal Crown, Royal Crown

----- SCAN -----

The king of the Tonberries. Appears to seek revenge for all defeated Tonberries.

----- ATTACK LIST -----

- 01. (Knife stab) - SE no-name PA  
CM - Higher Vit, Protect, Defend
- 02. It's Sharp! - SE Special class PA  
IG - ignores Vitality  
SP - does damage which equals [(number of killed enemies) x 30]  
CM - Protect, Defend
- 03. Junk - AE PA, counter  
SP - used whenever boss has been hit for 5th, 10th, 15th and so on time  
CM - Higher Vit, Protect, Defend

----- TORAMA -----

LV RANGE | HP RANGE\*1 | AP | Common card: Torama | LV-UD  
1 ~ 100 | 221 ~ 32000 | 4 | Rare card : Tri-Point | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 100 (+10)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	221	11	39	64	111	10	10
10	2300	20	44	80	115	11	13
20	4800	30	50	97	121	13	15
30	7500	40	56	114	127	14	18
40	10400	50	63	131	133	15	20
50	13500	60	69	149	139	16	23
60	16800	69	75	166	145	18	25
70	20300	79	81	183	150	19	28
80	24000	88	88	199	156	20	30
90	27900	96	94	216	162	21	33
100	32000	105	100	233	168	23	35

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	20	20	-	-	20	80	100	90	1	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
20	20	-	-	100	80	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L 1~29 | Death, Demi, Life  
L30~39 | Death, Demi, Life  
L40~100 | Death, Demi, Life

----- DEVOUR TASTE -----

| Delicious!!!  
| Refreshing!  
| Refreshing!

Base chance: 64/256

----- MUGGED ITEMS -----

L 1~29 | Regen Ring, Regen Ring, Regen Ring, Regen Ring  
L30~39 | 2x Regen Ring, 2x Regen Ring, 2x Regen Ring, 2x Regen Ring  
L40~100 | 4x Regen Ring, 4x Regen Ring, 4x Regen Ring, 4x Regen Ring

Base chance: 255/256

----- DROPPED ITEMS -----

Card drop: Torama

L 1~29 | 2x Wizard Stone, 2x Wizard Stone, 2x Life Ring, 2x Life Ring  
L30~39 | Regen Ring, 2x Regen Ring, Moon Stone, 2x Moon Stone  
L40~100 | 2x Regen Ring, Moon Stone, 3x Regen Ring, 2x Moon Stone

----- SCAN -----

Uses multiple magic attacks while sitting down. Even more powerful when it stands up to use its Blaster attacks.

----- ATTACK LIST -----

- 1. Thunder - SE Thunder class MA  
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ
- 2. Bio - SE Poison & Status class MA - possible Poison status on affected

target along with some Poison class magical damage  
 CM - Higher Spr, Shell, Reflect, Defend, Invincible, Poison class magic on EDJ, Bio or Pain on SDJ

3. Confuse - SE Status class magic - possible Confuse status on affected target  
 CM - Higher Spr, Reflect, Invincible, Confuse on SDJ

4. Death - SE Status & Special class MA - Instant Death class - possible KO status on affected target  
 CM - Higher Spr, Reflect, Invincible, Zombie (Death will miss), Death on SDJ

5. Demi - SE Gravity & Special class MA - Spirit killer - tears off 25% of affected target's current HP  
 CM - Shell, Reflect, Defend, Invincible

6. Aero - SE Wind class MA  
 CM - Higher Spr, Shell, Reflect, Defend, Invincible, Wind class magic on EDJ

7. Lv5 Death - AE Status & Special class MA - Instant Death class - guaranteed KO status on affected member/s whose levels are multiple of 5  
 CM - Invincible, Zombie (Death will miss), Death on SDJ, be at level that is not multiple of 5

8. Meteor - AE No-element class MA  
 CM - Higher Spr, Shell, Defend, Invincible

9. Holy - SE Holy class MA  
 CM - Higher Spr, Shell, Reflect, Defend, Invincible, Holy class magic on EDJ

10. Esuna - SA Support class magic - Torama can use it on itself - removes negative statuses done to affected target  
 CM - Reflect on Torama

11. (Stand up) - NEA Special class 'attack' - Counter class [Tactic change & HP count class] - after Torama loses 60% of its HP, it will (Stand up) - magical attacks are no longer used - Torama now has access to Blaster and (Bite)  
 CM - Defeat Torama without going over 60% HP lost limit [Degenerator]

12. Blaster - SE Status class PA & MA (believe it or not, but it alternates between the two types randomly) - possible Petrify status on affected member  
 CM - Break on SDJ

13. (Bite) - SE no-name PA  
 CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Torama

14. Dispel - SE Status class MA  
 EF - removes any helpful statuses  
 CM - None

----- NOTES -----

\*1 - According to Ultimania, in Japanese version Torama's HP range is 231 ~ 38000 HP.

-----  
 TRAUMA  
 -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 56 | 5555 ~ 34114 | 30 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1 | mag-miss | x 1 | x 2 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	5555	22	180	12	36	36	3
10	10125	40	180	35	36	36	3
20	15250	60	180	60	36	36	3
30	20425	80	180	85	36	36	3
40	25650	99	180	110	36	36	3
50	30925	119	180	134	36	36	3
56	34114	130	180	149	36	36	3

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF

- | - | - | - | - | - | - | - | - | - | 90 | - | - | -  
 - - - - - The End: yes - - - - -  
 DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
 - | - | - | - | 100 | - | 100 | 100 | 100 | - | 100 | 100 | 100  
 ----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----  
 L 1~19 | Meltdown, Leviathan | Couldn't Devour!  
 L20~29 | Meltdown, Leviathan | Couldn't Devour!  
 L30~56 | Meltdown, Leviathan | Couldn't Devour!  
 Base chance: 0/256 ----- MUGGED ITEMS -----  
 L 1~19 | has nothing  
 L20~29 | has nothing  
 L30~56 | has nothing  
 Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: none  
 L 1~19 | Elem Atk, Elem Atk, Elem Atk, Elem Atk  
 L20~29 | Elem Atk, Elem Atk, Elem Atk, Elem Atk  
 L30~56 | Elem Atk, Elem Atk, Elem Atk, Elem Atk

----- SCAN -----  
 Ultimecia gave partial life to this weapon of the future. Pulse Cannon destroys any enemies in its way. [Fly Monster]

- ATTACK LIST -----
01. (Create Droma) - NEA 'move'  
 SP - Trauma will first create two Dromas  
 CM - None
  02. Drain - SA Status & Special class MA, Desperation class move  
 SP - when Trauma runs out of HP, it'll Drain any Dromas you haven't offed; it'll use Drain every time you knock its HP down to 0, but it won't be able to Drain if no Dromas are alive  
 CM - Defeat Trauma
  03. (Spin slap) - SE no-name PA  
 CM - Higher Vit, Protect, Defend
  04. Mega Pulse Cannon - AE No-element & Special class MA  
 IG - ignores Spr and Shell  
 SP - used when two Dromas are wasted, and will be used again before creating two new Dromas; 3x more powerful than Mini Pulse Cannon  
 CM - Defend

-----  
 TRI-FACE  
 -----

LV RANGE | HP RANGE | AP | Common card: Tri-Face | LV-UD  
 1 ~ 100 | 6027 ~ 21600 | 8 | Rare card : Ultima Weapon | yes

----- ELEMENTAL AFFINITIES -----  
 FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 2,5 | x 1 | x 1 | x 1 | x(-1) | x 1 | x 1 | x 3 | yes

----- BASIC STATISTICS ----- EXP: 130 (+40)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	6027	16	41	10	20	5	0
10	6390	31	45	33	20	8	0
20	7040	47	50	59	21	10	1
30	7950	62	56	84	21	13	1
40	9120	78	61	109	22	15	2
50	10550	93	67	134	22	18	2
60	12240	108	72	158	23	20	3
70	14190	122	77	182	23	23	3
80	16400	137	83	206	24	25	4
90	18870	151	88	230	25	28	4
100	21600	165	94	253	25	30	5

----- STATUS AFFINITIES -----  
 KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF

40 | - | - | 0 | - | - | 60 | 80 | 100 | 90 | 20 | 100 | 100  
 - - - - - The End: yes - - - - -  
 DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
 80 | - | - | - | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100  
 ----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----  
 L 1~19 | Silence, Blind | It's rotten...  
 L20~29 | Silence, Blind, Slow, Bio | It's rotten...  
 L30~100| Stop, Bio, Pain, Flare | Barf...Bwahhh!!!  
 Base chance: 64/256 ----- MUGGED ITEMS -----  
 L 1~19 | Curse Spike, Curse Spike, 2x Curse Spike, 2x Curse Spike  
 L20~29 | 2x Curse Spike, 2x Curse Spike, 3x Curse Spike, 3x Curse Spike  
 L30~100| 6x Curse Spike, 6x Curse Spike, 8x Curse Spike, 8x Curse Spike  
 Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: Tri-Face  
 L 1~19 | 3x Poison Powder, 2x Dead Spirit, 2x Curse Spike, 2x Curse Spike  
 L20~29 | 6x Poison Powder, 4x Dead Spirit, 2x Curse Spike, 2x Curse Spike  
 L30~100| 8x Poison Powder, 8x Curse Spike, 3x Star Fragment, 3x Star Fragment  
 ----- SCAN -----  
 A monster with 3 heads. The 2 heads on the side are not real, but they bite and spit poison as if they were.

----- ATTACK LIST -----  
 1. (Bite) - SE no-name PA  
 CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Tri-Face  
 2. Bite - SE PA - twice as powerful as (Bite)  
 CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Tri-Face  
 3. Poison Gas - AE Poison & Status class MA - possible Poison and Confuse statuses on affected member/s along with some Poison class magic damage  
 CM - Higher Spr, Shell, Defend, Invincible, Bio on EDJ + Pain and Confuse on SDJ will nullify the effects completely  
 4. Acid - SE Special class PA - HP count & Member count class - once Tri-Face loses 50% of its HP, it will start using Acid - always hits - once only one member is alive, Acid is no longer used  
 CM - Higher Vit, Protect, Defend, Invincible

-----  
 TRI-POINT  
 -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 51 | 2400 ~ 22400 | 30 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE\*1 | ICE\*1 | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 4 | x 4 | x(-1) |mag-miss| x 1 | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	2400	5	101	4	1	26	0
10	6000	24	105	27	2	31	1
20	10000	45	111	53	3	35	1
30	14000	66	116	78	4	40	2
40	18000	86	122	103	5	44	2
50	22000	107	127	128	6	48	3
51	22400	108	128	131	6	48	3

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	-
- - - - - The End: yes - - - - -												
DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100
----- DRAWABLE MAGIC ----- ----- DEVOUR TASTE -----												
L 1~19	Haste, Tornado, Blind, Siren							Couldn't Devour!				
L20~29	Haste, Tornado, Blind, Siren							Couldn't Devour!				

L30~51 | Haste, Tornado, Blind, Siren | Couldn't Devour!

Base chance: 0/256 ----- MUGGED ITEMS -----

L 1~19 | has nothing

L20~29 | has nothing

L30~51 | has nothing

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: none

L 1~19 | Rocket Engine, Rocket Engine, Rocket Engine, Rocket Engine

L20~29 | Rocket Engine, Rocket Engine, Rocket Engine, Rocket Engine

L30~51 | Rocket Engine, Rocket Engine, Rocket Engine, Rocket Engine

----- SCAN -----

A living weapon Ultimecia made out of a dragon. Fire or ice are its weak points, but they change when attacked. [Fly Monster]

----- ATTACK LIST -----

01. (Claw swipe) - ST no-name PA

CM - Higher Vit, Protect, Defend

02. Scan - ST 'MA'

SP - Tri-Point will Scan whomever it plans to attack next with Onrush

CM - None

03. Mega Spark - AT Thunder class & Special class MA, counter

IG - ignore Spr

SP - Tri-Point will counter\*2 any attack of yours by using Mega Spark

CM - Shell, Defend, Thunder class magic on EDJ

04. Onrush - ST Special class PA

IG - ignores Vit

AP - Tri-Point will use this on chr it scanned previously

CM - Protect, Defend

----- NOTES -----

\*1 - Weakness changes during the fight if Tri-Point is attacked with respective means of assault. If Tri is weak to ice, and you use an ice-based attack, Tri's weakness will shift to fire.

\*2 - Attacking Tri's weakness will not prompt a counter.

TURTAPOD

LV RANGE | HP RANGE | AP | Common card: Turtapod | LV-UD  
1 ~ 100 | 1205 ~ 4200 | 2 | Rare card : Trauma | yes

ELEMENTAL AFFINITIES

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

BASIC STATISTICS ----- EXP: 50 (+10)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1205	9	110	5	8	10	0
10	1275	18	112	9	9	11	0
20	1400	28	115	12	10	11	1
30	1575	37	117	16	11	12	1
40	1800	46	120	19	13	13	1
50	2075	55	122	23	14	13	1
60	2400	63	125	26	15	14	2
70	2775	71	127	29	16	14	2
80	3200	78	130	31	18	15	2
90	3675	86	132	34	19	16	3
100	4200	93	135	36	20	16	3

STATUS AFFINITIES

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
70 | 80 | 70 | 80 | 80 | 60 | 70 | 80 | 100 | 90 | 50 | 100 | 100

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
80 | 70 | 100 | 60 | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

```

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----
L 1~29 | Cure, Esuna, Dispel | Delicious!!!
L30~39 | Cura, Esuna, Dispel | Delicious!!!
L40~100| Cura, Esuna, Dispel | Delicious!!!

```

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Base chance: 128/256 ----- MUGGED ITEMS -----
L 1~29 | 2x Wizard Stone, 2x Wizard Stone, 2x Wizard Stone, 2x Wizard Stone
L30~39 | 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone, 4x Wizard Stone
L40~100| 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone, 8x Wizard Stone
Base chance: 192/256 ----- DROPPED ITEMS ----- Card drop: Turtapod
L 1~29 | Wizard Stone, Wizard Stone, Life Ring, Life Ring
L30~39 | 2x Life Ring, Healing Mail, Regen Ring, 2x Regen Ring
L40~100| 6x Life Ring, 3x Healing Mail, 2x Regen Ring, 3x Regen Ring

```

```

----- SCAN -----
Attacks with magic and sharp claws. When attacked, it may change defense mode
in order to protect itself from damage.

```

```

----- ATTACK LIST -----
1. (Spin bash) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Turtapod
2. (Protect) - NEA no-name & Special class 'attack' - Counter [Stat booster &
Physical counter] & Round count class - is used sometimes when Turtapod is
being attacked by a physical attack - Vitality and Spirit gain a huge boost in
this form - (Protect) lasts three turns
CM - Use magical attacks on Turtapod, Vit 0 on Turtapod (even under (Protect))
Turtapod's Vitality and Spirit will remain 0)
3. (Lose protect) - NEA no-name & Special class 'attack' - Round count & Stat
loser class - after three turns of being (Protect)-ed pass, Turtapod will (Lose
protect) - Vitality and Spirit return to normal value
CM - None

```

T-REXAUR

```

-----
LV RANGE | HP RANGE | AP | Common card: T-Rexaur | LV-UD
1 ~ 100 | 10363 ~ 76000 | 10 | Rare card : Shumi Tribe | yes

```

```

----- ELEMENTAL AFFINITIES -----
FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY
x 1 | x 2,5 | x 1 | x 1 | x 0,5 | x 1 | x 1 | x 1 | yes

```

```

----- BASIC STATISTICS ----- EXP: 160 (+10)
LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion
1 | 10363 | 17 | 6 | 1 | 35 | 3 | 0
10 | 13900 | 38 | 7 | 5 | 35 | 4 | 1
20 | 18400 | 61 | 8 | 8 | 35 | 5 | 1
30 | 23500 | 83 | 9 | 12 | 36 | 6 | 2
40 | 29200 | 106 | 11 | 14 | 36 | 7 | 2
50 | 35500 | 128 | 12 | 17 | 37 | 8 | 3
60 | 42400 | 151 | 13 | 19 | 37 | 9 | 3
70 | 49900 | 173 | 14 | 20 | 37 | 10 | 4
80 | 58000 | 195 | 16 | 21 | 38 | 11 | 4
90 | 66700 | 217 | 17 | 22 | 38 | 12 | 5
100 | 76000 | 239 | 18 | 22 | 39 | 13 | 5

```

```

----- STATUS AFFINITIES -----
KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF
30 | 80 | 40 | 80 | 80 | 60 | 70 | 50 | 100 | 90 | 20 | 100 | 100

```

```

----- The End: yes -----
DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO
10 | 50 | 70 | 40 | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100

```

```

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----
L 1~19 | Fire, Thunder | Delicious!!!
L20~29 | Fira, Thundara | Delicious!!!

```



L30~100| Firaga, Thundaga, Quake | Gained strength

Base chance: 64/256 ----- MUGGED ITEMS -----

L 1~19 | Dino Bone, Dino Bone, Dino Bone, 2x Dino Bone

L20~29 | 3x Dino Bone, 3x Dino Bone, 4x Dino Bone, 4x Dino Bone

L30~100| 8x Dino Bone, 8x Dino Bone, 10x Dino Bone, 10x Dino Bone

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: T-Rexaur

L 1~19 | Dino Bone, 8x M-Stone Piece, 4x Magic Stone, 2x Dino Bone

L20~29 | 3x Dino Bone, 6x Dragon Fang, 2x Dino Bone, 4x Dino Bone

L30~100| 6x Dino Bone, 2x Star Fragment, 8x Dino Bone, 6x Star Fragment

----- SCAN -----

Alive since the beginning of time, its power and HP are very high. It's better to run if you encounter one.

----- ATTACK LIST -----

1. (Tail whip) - AE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on T-Rexaur

2. (Bite) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on T-Rexaur

3. (Shake bite) - SE no-name & Special class PA - Counter [Magic counter] & Critical strike class - will be used by T-Rexaur (if attacked with magic type attack) against the member who executed the attack - will always inflict critical damage

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on T-Rexaur, do not use magic type attacks

-----  
UFO?

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 100 | 121 ~ 12100 | 0 | Rare card : Can't turn into a card! | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	121	3	2	2	2	26	0
10	400	11	6	3	6	28	1
20	900	18	12	5	12	30	1
30	1600	26	17	6	17	32	2
40	2500	33	23	7	23	34	2
50	3600	40	28	9	28	35	3
60	4900	47	34	10	34	38	3
70	6400	54	39	11	39	39	4
80	8100	61	45	12	45	41	4
90	10000	67	50	13	50	43	5
100	12100	73	56	13	56	45	5

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | - | - | - | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~19 | Demi | Couldn't Devour!

L20~29 | Demi | Couldn't Devour!

L30~100| Demi | Couldn't Devour!

Base chance: 0/256 ----- MUGGED ITEMS -----

L 1~19 | has nothing

L20~29 | has nothing

L30~100| has nothing

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: none

L 1~19 | Aegis Amulet, Aegis Amulet, Aegis Amulet, Aegis Amulet

L20~29 | Aegis Amulet, Aegis Amulet, Aegis Amulet, Aegis Amulet

L30~100| Aegis Amulet, Aegis Amulet, Aegis Amulet, Aegis Amulet

----- SCAN -----

An unidentified flying object from outer space.

----- ATTACK LIST -----

1. (Blow up) - NEA no-name 'attack'

CM - Defeat the thing

-----  
ULTIMA WEAPON

-----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD

1 ~ 100 | 51100 ~ 160000 | 100 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY

x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion

1 | 51100 | 40 | 12 | 8 | 127 | 27 | 0

10 | 61000 | 62 | 28 | 27 | 130 | 38 | 1

20 | 72000 | 87 | 45 | 48 | 133 | 50 | 1

30 | 83000 | 110 | 64 | 69 | 137 | 62 | 2

40 | 94000 | 133 | 81 | 90 | 140 | 74 | 2

50 | 105000 | 155 | 99 | 111 | 143 | 85 | 3

60 | 116000 | 177 | 117 | 132 | 147 | 98 | 3

70 | 127000 | 197 | 135 | 152 | 150 | 109 | 4

80 | 138000 | 217 | 152 | 173 | 153 | 121 | 4

90 | 149000 | 236 | 171 | 193 | 157 | 133 | 5

100 | 160000 | 254 | 188 | 213 | 160 | 145 | 5

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF

- | - | - | - | - | - | - | - | - | - | - | - | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO

- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----

L 1~19 | Regen, Dispel, Ultima, Eden

| Couldn't Devour!

L20~29 | Regen, Dispel, Ultima, Eden

| Couldn't Devour!

L30~100| Regen, Dispel, Ultima, Eden

| Couldn't Devour!

Base chance: 8/256 ----- MUGGED ITEMS -----

L 1~19 | Three Stars, Three Stars, Three Stars, Three Stars

L20~29 | Three Stars, Three Stars, Three Stars, Three Stars

L30~100| Three Stars, Three Stars, Three Stars, Three Stars

Base chance: 192/256 ----- DROPPED ITEMS ---- Card drop: Eden

L 1~19 | 100x Ultima Stone, 100x Ultima Stone, 100x Ultima Stone, 100x Ultima Stone

L20~29 | 100x Ultima Stone, 100x Ultima Stone, 100x Ultima Stone, 100x Ultima Stone

L30~100| 100x Ultima Stone, 100x Ultima Stone, 100x Ultima Stone, 100x Ultima Stone

----- SCAN -----

The strongest, ultimate monster. It's said to be impossible to defeat.

----- ATTACK LIST -----

01. (Sword swipe) - SE no-name PA

CM - Higher Vit, Protect, Defend

02. Quake - AE Earth class MA

CM - Higher Spr, Shell, Float, Defend, Earth class magic on EDJ

03. Meteor - AE No-element class MA

CM - Higher Spr, Shell, Defend

04. Gravija - AE Gravity class MA

EF - tears off 75% current HP  
 CM - Shell, Defend  
 05. Light Pillar - SE PA  
 IG - ignores Vit  
 EF - deals 9999 HP of damage  
 CM - None, except Invincible

-----  
 ULTIMECIA (1st)  
 -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 65 | 4600 ~ 43000 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1 | x 1 | x 1,5 | x 1 | x 1 | immune | yes

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	4600	---	---	---	---	---	---
10	10000	---	---	---	---	---	---
20	16000	---	---	---	---	---	---
30	22000	---	---	---	---	---	---
40	28000	---	---	---	---	---	---
50	34000	---	---	---	---	---	---
60	40000	---	---	---	---	---	---
65	43000	---	---	---	---	---	---

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	-

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

LV	Skills	Devour Taste
L 1~19	Haste, Slow, Reflect, Demi	Couldn't Devour!
L20~29	Haste, Slow, Reflect, Demi	Couldn't Devour!
L30~65	Haste, Slow, Reflect, Demi	Couldn't Devour!

Base chance: 0/256 ----- MUGGED ITEMS -----

L 1~19 | has nothing  
 L20~29 | has nothing  
 L30~65 | has nothing

Base chance: 0/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19 | none  
 L20~29 | none  
 L30~65 | none

----- SCAN -----

A sorceress trying to change the world by compressing time and taking power from all sorceresses.

----- ATTACK LIST -----

- Maelstrom - AE Gravity class & Status class MA  
 EF - tears off 62,5% current HP + adds Curse  
 CM - Shell, Defend, Aura or Pain on SDJ
- Tornado - AE Wind class MA  
 CM - Higher Spr, Shell, Defend, Wind class magic on EDJ
- Quake - AE Earth class MA  
 CM - Higher Spr, Shell, Defend, Earth class magic on EDJ
- Bio - SE Poison class & Status class MA  
 EF - adds Poison + some Poison class magic damage  
 CM - Higher Spr, Shell, Reflect, Defend, Poison class magic on EDJ, Pain or Bio on SDJ to nullify Poison
- Blizzaga - SE Ice class MA

- CM - Higher Spr, Shell, Reflect, Defend, Ice class magic on EDJ
06. Thundaga - SE Thunder class MA  
 CM - Higher Spr, Shell, Reflect, Defend, Thunder class magic on EDJ
07. Holy - SE Holy class MA  
 CM - Higher Spr, Shell, Reflect, Defend, Holy class magic on EDJ
08. Meltdown - ST No-element and Status class MA  
 EF - adds Vit 0 (lowers Vit and Spr to 0) + No-element class magic damage  
 CM - Higher Spr, Shell, Defend, Reflect; to remove Vit 0, cast Esuna or use Treatment
09. Double - SA Support class magic  
 EF - adds Double  
 CM - Dispel, Reflect on Ultimecia
10. Dispel - ST Status class MA  
 EF - removes any helpful statuses  
 CM - None
11. 'Absorbed into time...' - SE 'move'  
 SP - if one of your members is KOed for too long, Ultimecia will remove KOed member  
 CM - revive KOed members ASAP

-----  
 ULTIMECIA (2nd)  
 -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 65 | 13050 ~ 176250 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 2	mag-miss	immune	x 1	x 2	x(-1)	no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	13050	---	---	---	---	---	---
10	36000	---	---	---	---	---	---
20	61500	---	---	---	---	---	---
30	87000	---	---	---	---	---	---
40	112500	---	---	---	---	---	---
50	138000	---	---	---	---	---	---
60	163500	---	---	---	---	---	---
65	176250	---	---	---	---	---	---

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	100

----- The End: yes -----

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

----- DEVOUR TASTE -----

L 1~19 | Firaga, Thundaga, Blizzaga | Couldn't Devour!  
 L20~29 | Firaga, Thundaga, Blizzaga | Couldn't Devour!  
 L30~65 | Firaga, Thundaga, Blizzaga | Couldn't Devour!

Base chance: 0/256 ----- MUGGED ITEMS -----

L 1~19 | has nothing  
 L20~29 | has nothing  
 L30~65 | has nothing

Base chance: 0/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~19 | none  
 L20~29 | none  
 L30~65 | none

----- SCAN -----

Ultimecia junctioned to Griever. A powerful monster that combines Ultimecia's and Griever's forces. [Fly Monster]



```

- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100
----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----
L 1~19 | Flare, Holy | Couldn't Devour!
L20~29 | Flare, Holy | Couldn't Devour!
L30~65 | Flare, Holy | Couldn't Devour!
Base chance: 0/256 ----- MUGGED ITEMS -----
L 1~19 | has nothing
L20~29 | has nothing
L30~65 | has nothing
Base chance: 0/256 ----- DROPPED ITEMS ---- Card drop: none
L 1~19 | none
L20~29 | none
L30~65 | none

```

```

----- SCAN -----
Ultimecia, transformed to absorb all time and space. Absorbing all existence as
we speak. [Fly Monster]

```

```

----- ATTACK LIST -----

```

01. Flare - SE No-element class MA
  - CM - Higher Spr, Shell, Reflect, Defend
02. Holy - SE Holy class MA
  - CM - Higher Spr, Shell, Reflect, Defend, Holy class magic on EDJ
03. Dispel - SE Status class MA
  - EF - removes any helpful statuses
  - CM - None
04. 'Absorbed into time...' - SE 'move'
  - SP - if one of your members is KOed for too long, Ultimecia will remove KOed member
  - CM - revive KOed members ASAP
05. Meteor - AE No-element class MA
  - CM - Higher Spr, Shell, Defend
06. Ultima - AE No-element class MA
  - CM - Higher Spr, Shell, Defend
07. (Single claw swipe) - SE no-name PA
  - CM - Higher Vit, Protect, Defend
08. (Double claw swipe) - SE no-name PA
  - SP - always deals critical damage
  - CM - Higher Vit, Protect, Defend
09. (Blow away stocked magic) - SE move
  - SP - every so often Ultimecia will blow away randomly selected magic from randomly selected member's magic stock; if junctioned magic is blown away, that junction no longer exists (for example, you have Regen on HP-J; Regen is blown away and HP-J will drop to basic level, as if nothing was junctioned)
  - CM - defeat Ultimecia as quickly as you can
10. (GF lethal strike) - SE no-name & Instant-death class move
  - EF - if you try summoning a GF at this battle phase, there is a possibility that this GF will be KOed
  - CM - do not summon any GF
11. Hell's Judgement - AE Special class MA
  - IG - ignores Spr
  - EF - reduces HP to 1
  - CM - None, except Invincible
12. (Lower Ultimecia appear) - NEA 'move'
  - SP - once around 70% boss' HP is gone, lower part of Ultimecia will become exposed; next move by upper part will be 'Draw Apocalypse'
  - CM - None
13. Draw Apocalypse - SA Command class move
  - SP - once lower part is exposed, few turns pass before Ultimecia uses Draw
  - CM - Destroy lower part before she has a chance to 'Draw Apocalypse'
14. Apocalypse - AE No-element class MA

-----  
 ULTIMECIA (lower part of final form)  
 -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 65 | 2300 ~ 21500 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1 | mag-miss | x 1 | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	2300	---	---	---	---	---	---
10	5000	---	---	---	---	---	---
20	8000	---	---	---	---	---	---
30	11000	---	---	---	---	---	---
40	14000	---	---	---	---	---	---
50	17000	---	---	---	---	---	---
60	20000	---	---	---	---	---	---
65	21500	---	---	---	---	---	---

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	-	-	-	-	-	-	-	-	-	-	-	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VI0
-	-	-	-	-	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----

L	Level Range	Apocalypse	Couldn't Devour!
L	1~19	Apocalypse	Couldn't Devour!
L	20~29	Apocalypse	Couldn't Devour!
L	30~65	Apocalypse	Couldn't Devour!

----- MUGGED ITEMS -----

Base chance: 0/256  
 L 1~19 | has nothing  
 L20~29 | has nothing  
 L30~65 | has nothing

----- DROPPED ITEMS ----- Card drop: none

L 1~19 | none  
 L20~29 | none  
 L30~65 | none

----- SCAN -----

The point from which Ultimecia's power generates. Casts the ultimate magic through power generated here. [Fly Monster]

----- ATTACK LIST -----

none

-----  
 VYSAGE  
 -----

LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 100 | 3031 ~ 21000 | 6 | Rare card : Can't turn into a card! | yes

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1,5 | yes

----- BASIC STATISTICS ----- EXP: 100 (+15)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	3031	12	18	14	15	5	0
10	3450	23	20	23	20	6	1
20	4200	35	22	33	25	7	1
30	5250	46	24	43	30	8	2

40		6600		57		26		53		35		8		3
50		8250		68		28		62		40		9		3
60		10200		79		30		72		45		10		4
70		12450		89		32		81		50		11		4
80		15000		99		34		91		55		12		5
90		17850		109		36		100		60		13		6
100		21000		119		38		109		65		13		6

----- STATUS AFFINITIES -----

KO		POI		PTR		DAR		SIL		BER		ZOM		SLE		HAS		SLO		STO		REG		REF
-		80		-		80		80		-		70		-		-		-		-		100		100

- - - - - The End: yes - - - - -

DOO		PET		FLO		CON		DRA		DGN		PRO		SHE		AUR		INV		DOU		TRI		VIO
-		-		-		-		100		-		100		100		100		-		100		100		100

----- DRAWABLE MAGIC -----

L 1~19 | Esuna, Haste | Couldn't Devour!  
L20~29 | Esuna, Haste | Couldn't Devour!  
L30~100 | Esuna, Haste, Bio | Couldn't Devour!

----- MUGGED ITEMS -----

L 1~19 | Lightweight, Lightweight, Lightweight, Lightweight  
L20~29 | 2x Lightweight, 2x Lightweight, 2x Lightweight, 2x Lightweight  
L30~100 | 6x Lightweight, 6x Lightweight, 6x Lightweight, 6x Lightweight

----- DROPPED ITEMS ----- Card drop: Vysage

L 1~19 | 6x M-Stone Piece, 2x Lightweight, 6x M-Stone Piece, 6x M-Stone Piece  
L20~29 | 6x Magic Stone, 2x Lightweight, 6x Magic Stone, 6x Magic Stone  
L30~100 | 5x Wizard Stone, 4x Lighthweight, 6x Lightweight, 8x Lightweight

----- SCAN -----

A monster shaped like a face. Uses support magic and special attacks when attacking with Righty and Lefty together.

----- ATTACK LIST -----

1. Stare - SE Status class MA - possible Confuse, Silence, Darkness and Poison statuses on affected member  
CM - Higher Spr, Invincible, Confuse (nullifies Confuse) and Pain (nullifies the other statuses) on SDJ
2. Sigh - AE PA  
CM - Higher Vit, Protect, Defend, Invincible, Darkness on Vysage
3. Tornado --> AE Wind class MA  
CM - Higher Spr, Shell, Defend, Invincible, Silence on Vysage, Wind class magic on EDJ
4. Shell - SA Support class magic - Vysage can use it either on itself or its partner/s (if any) - Shell status on affected target  
CM - Silence on Vysage, Reflect on all monsters (Vysage, Lefty, Righty), Dispel
5. Protect - SA Support class magic - Vysage can use it either on itself or its partner/s (if any) - Protect status on affected target  
CM - Silence on Vysage, Reflect on all monsters (Vysage, Lefty, Righty), Dispel
6. Esuna - SA Support class magic - Vysage can use it either on itself or its partner/s (if any) - removes negative statuses done to affected target  
CM - Silence on Vysage, Reflect on all monsters (Vysage, Lefty, Righty)
7. Aero - SE Wind class MA  
CM - Higher Spr, Shell, Defend, Invincible, Silence on Vysage, Wind class magic on EDJ
8. Curse - SE No-Element & Status & Special class MA - Countdown & Monster count class - possible Doom status on affected member (shown by red timer above member's head) along with some No-element class magical damage - can only be used if Vysage, Lefty and Righty are all alive  
CM - Higher Spr, Shell, Defend, Zombie (nullifies Doom), remove Doom by using [Remedy+, Elixir, Megalixir, Treatment], Invincible, kill either Lefty or Righty
9. (Two hand squeeze) - SE no-name & Special class PA - Monster count class - Vysage with help of Lefty and Righty will attack targetted member and deal some physical damage - can only be used if Vysage, Lefty and Righty are all alive



CM - Higher Vit, Protect, Defend, Invincible

10. Dispel - SE Status class magic - removes any helpful statuses from affected member - cannot remove Defend, Invincible, Angel Wing

CM - Invincible, Silence on Vysage

11. Haste - SA Support class magic

EF - adds Haste

CM - Silence Vysage, cast Reflect on all foes, Dispel

-----  
WEDGE (1st)

-----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 10 | 416 ~ 640 | 4 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | immune\*1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 416 | 7 | 23 | 3 | 33 | 5 | 1  
10 | 640 | 14 | 29 | 11 | 37 | 6 | 2

----- STATUS AFFINITIES -----

KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
- | - | - | - | - | - | - | - | - | - | - | - | -

----- The End: yes -----

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
- | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC ----- | ----- DEVOUR TASTE -----

L 1~10 | Fire, Thunder, Blizzard, Cure | Couldn't Devour!

Base chance: \*2 /256 ----- MUGGED ITEMS -----

L 1~10 | 3x Cottage, 3x Cottage, 3x Cottage, 3x Cottage

Base chance: 255/256 ----- DROPPED ITEMS ----- Card drop: none

L 1~10 | 2x Cottage, 2x Cottage, 2x Cottage, 2x Cottage

----- SCAN -----

A Galbadian soldier assigned to Dollet Communication tower. Always picked on by his superior, Major Biggs.

----- ATTACK LIST -----

01. (Sword swipe) - SE no-name PA

CM - Higher Vit, Protect

02. Fire - SE Fire class MA

CM - Higher Spr, Shell, Reflect, Fire class magic on EDJ

----- NOTES -----

\*1 - According to Ultimania, in Japanese version Wedge takes normal damage from attacks with poison element.

\*2 - Initially you aren't supposed to be able to steal from Wedge. I was able to nab Cottages thanks to help of Action Replay V2, hence I can't provide you with the exact base chance of mugging Wedge.

-----  
WEDGE (2nd)

-----  
LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
1 ~ 22 | 1416 ~ 2139 | 0 | Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----

FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | x 1 | yes

----- BASIC STATISTICS ----- EXP: 0

LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
1 | 1416 | 7 | 23 | 4 | 33 | 5 | 1

10	1640	18	29	14	37	6	2
20	2040	30	36	26	42	6	2
22	2139	32	37	28	43	7	3

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
-	80	-	80	80	-	70	-	100	90	-	100	100

The End: yes

DOO	PET	FLO	CON	DRA	DGN	PRO	SHE	AUR	INV	DOU	TRI	VIO
-	-	100	60	100	-	100	100	100	-	100	100	100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----

L 1~19	Fire, Shell, Protect, Reflect		Couldn't Devour!
L20~22	Fira, Shell, Protect, Reflect		Couldn't Devour!

Base chance: 64/256 ----- MUGGED ITEMS -----

L 1~19	Strength Love, Strength Love, Strength Love, Strength Love
L20~22	Strength Love, Strength Love, Strength Love, Strength Love

Base chance: 255/256 ----- DROPPED ITEMS ---- Card drop: none

L 1~19	8x Remedy, 8x Remedy, 8x Remedy, 8x Remedy
L20~22	8x Remedy, 8x Remedy, 8x Remedy, 8x Remedy

----- SCAN -----

Demoted along with Biggs for his part in the Dollet communication tower operation. Unfortunately, still works under Biggs.

----- ATTACK LIST -----

- 01. (Sword swipe) - SE no-name PA
  - CM - Higher Vit, Protect, Defend, Darkness on Wedge
- 02. Fire - SE Fire class MA
  - CM - Higher Spr, Shell, Defend, Reflect, Silence Wedge, Fire class magic on EDJ

Special 'moves':

- 01. 'Wedge is pissed off!'
  - SP - remove 75% of Wedge's HP
  - EF - increase Wedge's stats
  - CM - defeat him quickly

----- WENDIGO -----

LV RANGE	HP RANGE	AP	Common card: Wendigo	LV-UD
1 ~ 100	1026 ~ 16000	2	Rare card : Jumbo Cactuar	yes

----- ELEMENTAL AFFINITIES -----

FIRE	ICE	THNDR	EARTH	POISN	WIND	WATER	HOLY	GRVTY
x 1	x 1	x 1	x 1	x 1	x 1	x 1	x 1	yes

----- BASIC STATISTICS ----- EXP: 30 (+5)

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Evasion
1	1026	7	3	3	4	12	1
10	1375	20	7	6	5	15	1
20	2000	33	13	9	6	17	2
30	2875	46	19	12	7	20	2
40	4000	59	25	15	9	22	3
50	5375	71	31	17	10	25	3
60	7000	83	37	20	11	27	4
70	8875	94	43	22	12	30	4
80	11000	105	49	25	14	32	4
90	13375	115	55	27	15	35	5
100	16000	124	61	29	16	37	5

----- STATUS AFFINITIES -----

KO	POI	PTR	DAR	SIL	BER	ZOM	SLE	HAS	SLO	STO	REG	REF
70	80	70	80	80	60	70	80	100	90	50	100	100

The End: yes

DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
 80 | 70 | 100 | 60 | 100 | 80 | 100 | 100 | 100 | - | 100 | 100 | 100  
 ----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----  
 L 1~19 | Berserk | Delicious!!!  
 L20~29 | Berserk, Protect | Delicious!!!  
 L30~100| Berserk, Protect | Delicious!!!

Base chance: 128/256 ----- MUGGED ITEMS -----  
 L 1~19 | Steel Pipe, Steel Pipe, Steel Pipe, Steel Pipe  
 L20~29 | 2x Steel Pipe, 2x Steel Pipe, 2x Steel Pipe, Strength Love  
 L30~100| Strength Love, 4x Steel Pipe, 4x Steel Pipe, 4x Steel Pipe

Base chance: 192/256 ----- DROPPED ITEMS ----- Card drop: Wendigo  
 L 1~19 | Steel Orb, Steel Pipe, Steel Pipe, Steel Orb  
 L20~29 | 2x Steel Orb, 2x Steel Pipe, Strength Love, 3x Steel Orb  
 L30~100| 6x Steel Orb, Strength Love, 2x Black Hole, 3x Black Hole

----- SCAN -----  
 A strong monster, but not good at using magic. Uses powerful physical attacks  
 relying on its strength instead.

----- ATTACK LIST -----  
 1. (Punch) - SE no-name PA  
 CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Wendigo  
 2. Arm Hug - SE Special class PA - Critical strike class - will always inflict  
 critical damage - always hits  
 CM - Higher Vit, Protect, Defend, Invincible  
 3. Power Bomb - SE PA - always hits  
 CM - Higher Vit, Protect, Defend, Invincible  
 4. Dribble - SE PA - always hits  
 CM - Higher Vit, Protect, Defend, Invincible  
 5. Shoot - AE Special class PA - Member count & Succession class - always hits  
 - cannot be used if two or less members are alive - always used as a second  
 move immediately after Wendigo uses either (Punch), Arm Hug, Power Bomb or  
 Dribble - if Shoot is the first move used, then Wendigo won't use second Shoot  
 CM - Higher Vit, Protect, Defend, Invincible, have two or less members alive

-----  
 X-ATM092

-----  
 LV RANGE | HP RANGE | AP | Common card: Can't turn into a card! | LV-UD  
 1 ~ 11\*1 | 5072 ~ 5872\*2 | 50\*3| Rare card : Can't turn into a card! | no

----- ELEMENTAL AFFINITIES -----  
 FIRE | ICE | THNDR | EARTH | POISN | WIND | WATER | HOLY | GRVTY  
 x 1 | x 1 | x 1,5 | x 1 | immune | x 1 | x 1 | x 1 | no

----- BASIC STATISTICS ----- EXP: 0  
 LV | HP | Strength | Vitality | Magic | Spirit | Speed | Evasion  
 1 | 5072 | 13 | 50 | 2 | 12 | 8 | 0  
 10 | 5770 | 22 | 51 | 9 | 15 | 9 | 0  
 11 | 5872 | --- | --- | --- | --- | --- | ---

----- STATUS AFFINITIES -----  
 KO | POI | PTR | DAR | SIL | BER | ZOM | SLE | HAS | SLO | STO | REG | REF  
 - | - | - | - | - | - | - | - | - | - | - | - | -

----- The End: yes -----  
 DOO | PET | FLO | CON | DRA | DGN | PRO | SHE | AUR | INV | DOU | TRI | VIO  
 - | - | - | - | - | - | 100 | 100 | 100 | - | 100 | 100 | 100

----- DRAWABLE MAGIC -----|----- DEVOUR TASTE -----  
 L 1~11 | Fire, Blizzard, Cure, Protect | Couldn't Devour!  
 Base chance: \*4 /256 ----- MUGGED ITEMS -----  
 L 1~11 | 2x Elixir, 2x Elixir, 2x Elixir, 2x Elixir  
 Base chance: 0/256 ----- DROPPED ITEMS ----- Card drop: none  
 L 1~11 | Orihalcon OR Power Wrist OR Hypno Crown OR Force Armlet\*5

----- SCAN -----



01. FIRE	100	10	4	10	4	8	6	10	8
02. FIRA	200	15	8	15	8	12	8	16	12
03. FIRAGA	1400	30	16	30	16	14	10	20	14
04. BLIZZARD	100	10	4	10	4	8	6	10	8
05. BLIZZARA	200	15	8	15	8	12	8	16	12
-----									
06. BLIZZAGA	1400	30	16	30	16	14	10	20	14
07. THUNDER	100	10	4	10	4	8	6	10	8
08. THUNDARA	200	15	8	15	8	12	8	16	12
09. THUNDAGA	1400	30	16	30	16	14	10	20	14
10. WATER	300	20	14	18	14	12	10	18	13
-----									
11. AERO	300	17	10	16	10	20	18	22	15
12. BIO	700	24	15	24	15	5	5	4	4
13. DEMI	1600	34	18	36	18	12	8	14	10
14. HOLY	3800	55	28	45	48	10	18	24	14
15. FLARE	3200	56	24	44	26	12	10	26	12
-----									
16. METEOR	4600	75	34	52	34	30	30	40	22
17. QUAKE	2600	40	20	40	20	7	7	30	12
18. TORNADO	3000	48	24	42	24	33	32	38	14
19. ULTIMA	6000	100	82	100	95	60	60	60	60
20. CURE	200	4	15	4	15	3	4	2	2
-----									
21. CURA	500	8	28	8	28	4	5	3	3
22. CURAGA	2200	20	65	20	65	10	10	10	10
23. LIFE	1200	8	50	10	50	4	3	3	4
24. FULL-LIFE	4800	20	80	20	85	8	10	8	20
25. REGEN	2600	18	70	18	60	8	8	8	8
-----									
MAGIC	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUCK
-----									
26. ESUNA	500	6	36	12	36	3	3	3	10
27. DISPEL	1000	12	38	16	60	8	8	8	14
28. PROTECT	400	6	40	10	18	3	3	3	14
29. SHELL	400	6	18	10	40	3	3	3	14
30. REFLECT	2000	14	46	20	72	10	10	8	16
-----									
31. AURA	3400	70	22	24	24	10	5	50	40
32. DOUBLE	200	15	6	18	6	10	10	40	2
33. TRIPLE	2400	70	10	70	10	70	40	150	30
34. HASTE	500	12	16	20	20	50	20	10	10
35. SLOW	500	12	16	20	20	40	20	10	10
-----									
36. STOP	800	18	20	30	24	48	25	20	10
37. BLIND	100	6	5	12	10	3	3	30	2
38. CONFUSE	700	22	18	28	18	18	8	8	8
39. SLEEP	100	6	5	12	10	4	10	3	2
40. SILENCE	100	6	5	12	10	4	3	3	2
-----									
41. BREAK	1000	20	20	34	35	10	10	10	12
42. DEATH	1800	22	22	38	58	10	10	10	38
43. DRAIN	400	13	30	20	24	6	5	5	4
44. PAIN	2800	42	38	60	45	4	4	4	40
45. BERSERK	300	13	8	14	8	5	5	4	3
-----									
46. FLOAT	200	8	15	8	15	16	8	12	20
47. ZOMBIE	800	15	24	15	12	2	2	2	2
48. MELTDOWN	1500	24	80	20	20	3	4	12	8
49. SCAN	100	5	5	5	5	3	3	3	3





25. REGEN	-	-	-	-	-	-	-	-	-	
-----										
MAGIC	AMT	FIRE	ICE	THND	ERTH	PSON	WIND	WATR	HOLY	
-----										
26. ESUNA	-	-	-	-	-	-	-	-	-	
27. DISPEL	-	-	-	-	-	-	-	-	-	
28. PROTECT	+20	X	X	X	-	-	-	-	-	
29. SHELL	+20	X	X	X	X	X	X	X	X	
30. REFLECT	-	-	-	-	-	-	-	-	-	
-----										
31. AURA	-	-	-	-	-	-	-	-	-	
32. DOUBLE	-	-	-	-	-	-	-	-	-	
33. TRIPLE	-	-	-	-	-	-	-	-	-	
34. HASTE	-	-	-	-	-	-	-	-	-	
35. SLOW	-	-	-	-	-	-	-	-	-	
-----										
36. STOP	-	-	-	-	-	-	-	-	-	
37. BLIND	-	-	-	-	-	-	-	-	-	
38. CONFUSE	-	-	-	-	-	-	-	-	-	
39. SLEEP	-	-	-	-	-	-	-	-	-	
40. SILENCE	-	-	-	-	-	-	-	-	-	
-----										
41. BREAK	-	-	-	-	-	-	-	-	-	
42. DEATH	-	-	-	-	-	-	-	-	-	
43. DRAIN	-	-	-	-	-	-	-	-	-	
44. PAIN	-	-	-	-	-	-	-	-	-	
45. BERSERK	-	-	-	-	-	-	-	-	-	
-----										
46. FLOAT	+50	-	-	-	X	-	-	-	-	
47. ZOMBIE	-	-	-	-	-	-	-	-	-	
48. MELTDOWN	-	-	-	-	-	-	-	-	-	
49. SCAN	-	-	-	-	-	-	-	-	-	
50. APOCALYPSE	-	-	-	-	-	-	-	-	-	

\*1 - If the number in "AMT" column is greater than 100, than you'll absorb that element's damage as HP recovery. For example, this happens if you junction 100x Tornado to EDJ.

-----  
 JUNCTION EFFECTS ON STATUS ATTACK  
 -----

AMT - Percentage of status attack gained\*1  
 -----

MAGIC	AMT	Status attack/s gained
-----		
01. FIRE	-	-
02. FIRA	-	-
03. FIRAGA	-	-
04. BLIZZARD	-	-
05. BLIZZARA	-	-
-----		
06. BLIZZAGA	-	-
07. THUNDER	-	-
08. THUNDARA	-	-
09. THUNDAGA	-	-
10. WATER	-	-
-----		
11. AERO	-	-
12. BIO	+100	Poison
13. DEMI	-	-
14. HOLY	-	-



15. FLARE	-	-
16. METEOR	-	-
17. QUAKE	-	-
18. TORNADO	-	-
19. ULTIMA	-	-
20. CURE	-	-
21. CURA	-	-
22. CURAGA	-	-
23. LIFE	-	-
24. FULL-LIFE	-	-
25. REGEN	-	-

MAGIC | AMT | Status attack/s gained

26. ESUNA	-	-
27. DISPEL	-	-
28. PROTECT	-	-
29. SHELL	-	-
30. REFLECT	-	-
31. AURA	-	-
32. DOUBLE	-	-
33. TRIPLE	-	-
34. HASTE	-	-
35. SLOW	+100	Slow
36. STOP	+100	Stop
37. BLIND	+100	Darkness
38. CONFUSE	+100	Confuse
39. SLEEP	+100	Sleep
40. SILENCE	+100	Silence
41. BREAK	+100	Petrify
42. DEATH	+100	Death
43. DRAIN	+100	Drain
44. PAIN	+100	Poison, Darkness, Silence
45. BERSERK	+100	Berserk
46. FLOAT	-	-
47. ZOMBIE	+100	Zombie
48. MELTDOWN	-	-
49. SCAN	-	-
50. APOCALYPSE	-	-

\*1 - For example, if the number in "AMT" column next to Bio is 100, then your physical attack has 100% chance to inflict Poison on the target, assuming target isn't immune to Poison status, and after target's status resistance is calculated.

JUNCTION EFFECTS ON STATUS DEFENSE

AMT - Percentage of status defense gained\*1

MAGIC | AMT | Status defense/s gained

01. FIRE	-	-
02. FIRA	-	-
03. FIRAGA	-	-

04.	BLIZZARD	-	-
05.	BLIZZARA	-	-
-----			
06.	BLIZZAGA	-	-
07.	THUNDER	-	-
08.	THUNDARA	-	-
09.	THUNDAGA	-	-
10.	WATER	-	-
-----			
11.	AERO	-	-
12.	BIO	+100	Poison
13.	DEMI	-	-
14.	HOLY	+40	Death, Poison, Berserk, Zombie, Sleep, Curse, Confuse, Drain
15.	FLARE	-	-
-----			
16.	METEOR	-	-
17.	QUAKE	-	-
18.	TORNADO	-	-
19.	ULTIMA	-	-
20.	CURE	-	-
-----			
21.	CURA	-	-
22.	CURAGA	-	-
23.	LIFE	+20	Death
24.	FULL-LIFE	+40	Death
25.	REGEN	-	-
-----			
MAGIC		AMT	Status defense/s gained
-----			
26.	ESUNA*2	+20	Poi., Pet., Ptr., Dar., Sil., Ber., Sle., Slo., Sto., Cur., Con.
27.	DISPEL	+50	Drain
28.	PROTECT	-	-
29.	SHELL	-	-
30.	REFLECT*3	+25	Poi., Pet., Ptr., Dar., Sil., Ber., Sle., Slo., Sto., Con.
-----			
31.	AURA	+200	Curse
32.	DOUBLE	-	-
33.	TRIPLE	-	-
34.	HASTE	-	-
35.	SLOW	+100	Slow
-----			
36.	STOP	+100	Stop
37.	BLIND	+100	Darkness
38.	CONFUSE	+100	Confuse
39.	SLEEP	+100	Sleep
40.	SILENCE	+100	Silence
-----			
41.	BREAK	+100	Petrifying, Petrify
42.	DEATH	+100	Death
43.	DRAIN	+100	Drain
44.	PAIN	+100	Poison, Darkness, Silence, Curse
45.	BERSERK	+100	Berserk
-----			
46.	FLOAT	-	-
47.	ZOMBIE	+100	Zombie
48.	MELTDOWN	-	-
49.	SCAN	-	-
50.	APOCALYPSE	-	-

\*1 - For example, if the number in "AMT" column next to Bio is 100, then your

chr has 100% immunity to Poison status, meaning chr will not be affected.

- \*2 - Expanded list of statuses you gain (partial) protection against:  
Poison, Petrify, Petrifying, Darkness, Silence, Berserk, Sleep, Slow,  
Stop, Curse, Confuse
- \*3 - Expanded list of statuses you gain (partial) protection against:  
Poison, Petrify, Petrifying, Darkness, Silence, Berserk, Sleep, Slow,  
Stop, Confuse

=====

11.) CARDS INFORMATION - G1100

=====

[db.gamefaqs.com/console/psx/file/final\\_fantasy\\_viii\\_cards\\_d.txt](http://db.gamefaqs.com/console/psx/file/final_fantasy_viii_cards_d.txt)

The link above is an excellent resource for learning to play Triple Triad. This guide will not contain any information about TT's basics - I'm limited with time I want to dedicate to this guide, and there's other things I'd like to cover. I'll include the brief information to get you started, though...

You can get cards in several ways:

- receive a card from defeated foe
- receive a card after you successfully use Card command on (crippled) foe
- receive a card from NPCs
- receive a card after winning a game of TT against NPC

Cards are especially useful because you can modify them into a bunch of stuff you can't easily get otherwise. Modification is done after you learn Card Mod RF ability from Quezo, and can be accessed thru Ability heading in main menu.

This section of the guide will contain info on card's four values (value can range from 1~A), elemental properties it may have, and how many cards is needed before successful modification can be made with Card Mod RF.

There's 110 different cards to be found in the game. Of those, only one is truly unique, and if you miss it (or modify it), it's gone for good. That is PuPu card, so be careful how you go about this card.

110 cards are divided into 10 levels, where each level has 11 cards.

- Lv1 ~ Lv5 are monster cards.
- Lv6 ~ Lv7 are boss cards.
- Lv8 ~ Lv9 are GF cards.
- Lv10 are player (chr) cards.

Once you collect 110th card, you receive a little yellow star next to Card heading in your main menu. It doesn't matter what you have done with other cards - it matters that you have (or had) them in your possession at one time while playing the game.

=====

CHART'S EXPLANATION

=====

- ST - Card's slot position
- C - Name of the card
- E - Card's element
- MOD - Item gained if card is modified\*1

VALUES - Card's values  
 WIN - Enemy you need to defeat to obtain the card  
 C-C - Enemy you need to card with Quezo's Card command to obtain the card  
 ENT - Receive the card as part of the event

```
-----
ST | C          | VALUES | WIN
   | E          |         | C-C
   | CM         |         | ENT
-----
```

\*1 - Let's assume you have one Geezard card and two Blobra cards. Modify the lone Geezard card; when modded, you get 5x Screw for one Geezard card, which is displayed as "MOD- 5x Screw" in the chart below. Now try modifying two Blobra cards; it won't work, since you don't have enough Blobra cards - you need to gain two more Blobra cards. Your total amount will then be four Blobra cards, and only then will you be able to modify them into Rune Armlet. Such cases are displayed as this example: "4 = Rune Armlet".

-----  
 LEVEL 1 MONSTER CARDS  
 -----

```
01 | C - Geezard      | 1 | WIN Geezard
   | E - none        | 5 4 | C-C Geezard
   | MOD- 5x Screw   | 1 | ENT [B-Garden - 2F Hallway]
-----
```

```
02 | C - Funguar     | 5 | WIN Funguar
   | E - none        | 3 1 | C-C Funguar
   | MOD- M-Stone Piece | 1 | ENT [B-Garden - 2F Hallway]
-----
```

```
03 | C - Bite Bug    | 1 | WIN Bite Bug
   | E - none        | 5 3 | C-C Bite Bug
   | MOD- M-Stone Piece | 3 | ENT na
-----
```

```
04 | C - Red Bat     | 6 | WIN Red Bat
   | E - none        | 2 1 | C-C Red Bat
   | MOD- Vampire Fang | 1 | ENT [B-Garden - 2F Hallway]
-----
```

```
05 | C - Blobra      | 2 | WIN Blobra
   | E - none        | 5 3 | C-C Blobra
   | MOD- 4 = Rune Armlet | 1 | ENT na
-----
```

```
06 | C - Gayla       | 2 | WIN Gayla
   | E - thunder     | 4 1 | C-C Gayla
   | MOD- Mystery Fluid | 4 | ENT [B-Garden - 2F Hallway]
-----
```

```
07 | C - Gesper      | 1 | WIN Gesper
   | E - none        | 1 5 | C-C Gesper
   | MOD- Black Hole   | 4 | ENT [B-Garden - 2F Hallway]
-----
```

```
08 | C - Fastitocalon-F | 3 | WIN Fastitocalon-F
   | E - earth       | 1 5 | C-C Fastitocalon-F
   | MOD- 5 = Water Crystal | 2 | ENT [B-Garden - 2F Hallway]
-----
```

```
09 | C - Blood Soul  | 2 | WIN Blood Soul
   | E - none        | 1 1 | C-C Blood Soul
   | MOD- Zombie Powder | 6 | ENT na
-----
```

```
10 | C - Caterchipillar | 4 | WIN Caterchipillar
   | E - none        | 3 2 | C-C Caterchipillar
   | MOD- Spider Web   | 4 | ENT [B-Garden - 2F Hallway]
-----
```

11	C - Cockatrice		2		WIN Cockatrice
	E - thunder		6	1	C-C Cockatrice
	MOD- Cockatrice Pinion		2		ENT na

-----  
LEVEL 2 MONSTER CARDS  
-----

01	C - Grat		7		WIN Grat
	E - none		1	1	C-C Grat
	MOD- Magic Stone		3		ENT na

02	C - Buel		6		WIN Buel
	E - none		3	2	C-C Buel
	MOD- Magic Stone		2		ENT [Timber - City Square]

03	C - Mesmerize		5		WIN Mesmerize
	E - none		4	3	C-C Mesmerize
	MOD- Mesmerize Blade		3		ENT na

04	C - Glacial Eye		6		WIN Glacial Eye
	E - ice		3	1	C-C Glacial Eye
	MOD- Arctic Wind		4		ENT na

05	C - Belhelmel		3		WIN Belhelmel
	E - none		3	4	C-C Belhelmel
	MOD- Saw Blade		5		ENT na

06	C - Thrustaevis		5		WIN Thrustaevis
	E - wind		5	3	C-C Thrustaevis
	MOD- Shear Feather		2		ENT na

07	C - Anacondaaur		5		WIN Anacondaaur
	E - poison		5	1	C-C Anacondaaur
	MOD- Venom Fang		3		ENT [Dollet Pub]

08	C - Creeps		5		WIN Creeps
	E - thunder		2	2	C-C Creeps
	MOD- Coral Fragment		5		ENT na

09	C - Grendel		4		WIN Grendel
	E - thunder		2	4	C-C Grendel
	MOD- Dragon Fin		5		ENT na

10	C - Jelleye		3		WIN Jelleye
	E - none		7	2	C-C Jelleye
	MOD- Magic Stone		1		ENT na

11	C - Grand Mantis		5		WIN Grand Mantis
	E - none		3	2	C-C Grand Mantis
	MOD- Sharp Spike		5		ENT na

-----  
LEVEL 3 MONSTER CARDS  
-----

01	C - Forbidden		6		WIN Forbidden
	E - none		2	6	C-C Forbidden
	MOD- Betrayal Sword		3		ENT [Timber Pub]

02	C - Armadodo		6		WIN Armadodo
	E - earth		6	3	C-C Armadodo
	MOD- Dino Bone		1		ENT na

03	C - Tri-Face	3	WIN Tri-Face
	E - poison	5 5	C-C Tri-Face
	MOD- Curse Spike	5	ENT na
-----			
04	C - Fastitocalon	7	WIN Fastitocalon
	E - earth	3 5	C-C Fastitocalon
	MOD- Water Crystal	1	ENT na
-----			
05	C - Snow Lion	7	WIN Snow Lion
	E - ice	3 1	C-C Snow Lion
	MOD- North Wind	5	ENT na
-----			
06	C - Ochu	5	WIN Ochu
	E - none	3 6	C-C Ochu
	MOD- Ochu Tentacle	3	ENT na
-----			
07	C - SAM08G	5	WIN SAM08G
	E - fire	4 6	C-C SAM08G
	MOD- Running Fire	2	ENT na
-----			
08	C - Death Claw	4	WIN Death Claw
	E - fire	2 4	C-C Death Claw
	MOD- Sharp Spike	7	ENT na
-----			
09	C - Cactuar	6	WIN Cactuar
	E - none	3 2	C-C Cactuar
	MOD- Cactus Thorn	6	ENT [Timber Pub]
-----			
10	C - Tonberry	3	WIN Tonberry
	E - none	4 6	C-C Tonberry
	MOD- Chef's Knife	4	ENT [Timber Pub]
-----			
11	C - Abyss Worm	7	WIN Abyss Worm
	E - earth	5 2	C-C Abyss Worm
	MOD- Windmill	3	ENT na

LEVEL 4 MONSTER CARDS

01	C - Turtapod	2	WIN Turtapod
	E - none	7 3	C-C Turtapod
	MOD- 5 = Healing Mail	6	ENT na
-----			
02	C - Vysage	6	WIN Vysage, Lefty, Righty
	E - none	5 5	C-C na
	MOD- Wizard Stone	4	ENT na
-----			
03	C - T-Rexaur	4	WIN T-Rexaur
	E - none	7 6	C-C T-Rexaur
	MOD- 2 = Dino Bone	2	ENT na
-----			
04	C - Bomb	2	WIN Bomb
	E - fire	3 7	C-C Bomb
	MOD- Bomb Fragment	6	ENT na
-----			
05	C - Blitz	1	WIN Blitz
	E - thunder	7 6	C-C Blitz
	MOD- Dynamo Stone	4	ENT na
-----			
06	C - Wendigo	7	WIN Wendigo
	E - none	6 3	C-C Wendigo

	MOD- Steel Orb		1		ENT na
07	C - Torama		7		WIN Torama
	E - none		4	4	C-C Torama
	MOD- 5 = Life Ring		4		ENT na
08	C - Imp		3		WIN Imp
	E - none		6	7	C-C Imp
	MOD- Wizard Stone		3		ENT na
09	C - Blue Dragon		6		WIN Blue Dragon
	E - poison		3	2	C-C Blue Dragon
	MOD- 4 = Fury Fragment		7		ENT na
10	C - Adamantoise		4		WIN Adamantoise
	E - earth		6	5	C-C Adamantoise
	MOD- 3 = Turtle Shell		5		ENT na
11	C - Hexadragon		7		WIN Hexadragon
	E - fire		3	5	C-C Hexadragon
	MOD- 3 = Red Fang		4		ENT na

LEVEL 5 MONSTER CARDS

01	C - Iron Giant		6		WIN Iron Giant
	E - none		5	5	C-C Iron Giant
	MOD- 3 = Star Fragment		6		ENT na
02	C - Behemoth		3		WIN Behemoth
	E - none		7	6	C-C Behemoth
	MOD- 10 = Barrier		5		ENT na
03	C - Chimera		7		WIN Chimera
	E - water		3	6	C-C Chimera
	MOD- 10 = Regen Ring		5		ENT na
04	C - PuPu		3		WIN na
	E - none		1	A	C-C na
	MOD- Hungry Cookpot		2		ENT [Balamb - Alcauld Plains]*1
05	C - Elastoid		6		WIN Elastoid
	E - none		7	2	C-C Elastoid
	MOD- Steel Pipe		6		ENT na
06	C - GIM47N		5		WIN GIM47N
	E - none		4	5	C-C GIM47N
	MOD- 10x Fast Ammo		7		ENT na
07	C - Malboro		7		WIN Malboro
	E - poison		2	7	C-C Malboro
	MOD- 4 = Malboro Tentacle		4		ENT na
08	C - Ruby Dragon		7		WIN Ruby Dragon
	E - fire		4	2	C-C Ruby Dragon
	MOD- 10 = Inferno Fang		7		ENT na
09	C - Elnoyle		5		WIN Elnoyle
	E - none		6	3	C-C Elnoyle
	MOD- 10 = Energy Crystal		7		ENT na

10	C - Tonberry King		4		WIN na
	E - none		4	6	C-C Fastitocalon, Malboro
	MOD- Chef's Knife		7		ENT na

11	C - Wedge, Biggs		6		WIN na
	E - none		7	6	C-C Funguar, Snow Lion
	MOD- X-Potion		2		ENT na

\*1 - Give PuPu 5x Elixir and you'll get its card. Do \*not\* defeat it, or else the card is lost forever.

LEVEL 6 BOSS CARDS

01	C - Fujin, Raijin		2		WIN na
	E - none		4	8	C-C Iron Giant, Jelleeye
	MOD- X-Potion		8		ENT na

02	C - Elvoret		7		WIN na
	E - wind		4	8	C-C Bite Bug, Ochu
	MOD- 10x Death Stone		3		ENT na

03	C - X-ATM092		4		WIN na
	E - none		3	8	C-C Red Bat, SAM08G
	MOD- 2 = Turtle Shell		7		ENT na

04	C - Grandaldo		7		WIN na
	E - none		5	2	C-C Blobra, Death Claw
	MOD- G-Returner		8		ENT na

05	C - Gerogero		1		WIN na
	E - poison		3	8	C-C Cactuar, Gayla
	MOD- 10 = Circlet		8		ENT na

06	C - Iguion		8		WIN na
	E - none		2	2	C-C Gesper, Tonberry
	MOD- Cockatrice Pinion		8		ENT na

07	C - Abadon		6		WIN na
	E - none		5	8	C-C Abyss Worm, Blood Soul
	MOD- 30x Dark Ammo		4		ENT na

08	C - Trauma		4		WIN na
	E - none		6	8	C-C Caterchipillar, Turtapod
	MOD- 30x Demolition Ammo		5		ENT na

09	C - Oilboyle		1		WIN na
	E - none		8	8	C-C Cockatrice, GIM47N
	MOD- 30x Fire Ammo		4		ENT na

10	C - Shumi Tribe		6		WIN na
	E - none		4	5	C-C Grat, T-Rexaur
	MOD- 5 = Gambler Spirit		8		ENT na

11	C - Krysta		7		WIN na
	E - none		1	5	C-C Bomb, Buel
	MOD- 10x Holy Stone		8		ENT na

LEVEL 7 BOSS CARDS

01	C - Propagator		8		WIN na
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	E - none	8	4	C-C Blitz, Mesmerize
	MOD- G-Mega-Potion		4	ENT na
-----				
02	C - Jumbo Cactuar	8		WIN na
	E - none	4	8	C-C Glacial Eye, Wendigo
	MOD- Cactus Thorn		4	ENT na
-----				
03	C - Tri-Point	8		WIN na
	E - thunder	8	5	C-C Belhelmel, Torama
	MOD- 40 = Jet Engine		2	ENT na
-----				
04	C - Gargantua	5		WIN na
	E - none	8	6	C-C Imp, Thrustaevis
	MOD- 10 = Strength Love		6	ENT na
-----				
05	C - Mobile Type 8	8		WIN na
	E - none	3	6	C-C Anacondaaur, Blue Dragon
	MOD- 10x Shell Stone		7	ENT na
-----				
06	C - Sphinxara	8		WIN na
	E - none	8	3	C-C Adamantoise, Creeps
	MOD- G-Mega-Potion		5	ENT na
-----				
07	C - Tiamat	8		WIN na
	E - none	4	8	C-C Grendel, Hexadragon
	MOD- 10x Flare Stone		5	ENT na
-----				
08	C - BGH251F2	5		WIN na
	E - none	5	7	C-C Behemoth, Grand Mantis
	MOD- 10x Protect Stone		8	ENT na
-----				
09	C - Red Giant	6		WIN na
	E - none	7	8	C-C Chimera, Forbidden
	MOD- 5x Meteor Stone		4	ENT na
-----				
10	C - Catoblepas	1		WIN na
	E - none	7	8	C-C Armadodo, Caterchipillar
	MOD- Rename Card		7	ENT na
-----				
11	C - Ultima Weapon	7		WIN na
	E - none	8	7	C-C Elastoid, Tri-Face
	MOD- Ultima Stone		2	ENT na
=====				
LEVEL 8 GF CARDS				
=====				
01	C - Chubby Chocobo	4		WIN na
	E - none	9	4	C-C na
	MOD- 100x LuvLuv G		8	ENT Part of Card Queen quest*1
-----				
02	C - Angelo	9		WIN na
	E - none	3	6	C-C na
	MOD- 100x Elixir		7	ENT TT game with Watts
-----				
03	C - Gilgamesh	3		WIN na
	E - none	6	7	C-C na
	MOD- 10x Holy War		9	ENT TT game w/ CCgroup King*2
-----				
04	C - MiniMog	9		WIN na
	E - none	2	3	C-C na
	MOD- 100x Pet House		9	ENT [B-Garden], boy running around

05	C - Chicobo	9	WIN na
	E - none	4 4	C-C na
	MOD- 100x Gysahl Greens	8	ENT Complete Chocobo Forest quest
06	C - Quezacotl	2	WIN na
	E - thunder	4 9	C-C na
	MOD- 100x Dynamo Stone	9	ENT [FH], mayor Dobe
07	C - Shiva	6	WIN na
	E - ice	9 7	C-C na
	MOD- 100x North Wind	4	ENT White SeeD Ship, Zone*2
08	C - Ifrit	9	WIN Ifrit
	E - fire	8 6	C-C na
	MOD- 3x Elem Atk	2	ENT [FH], Martine*3
09	C - Siren	8	WIN na
	E - none	2 9	C-C na
	MOD- 3x Status Atk	6	ENT [Dollet Pub],private room owner
10	C - Sacred	5	WIN Minotaur
	E - earth	9 1	C-C na
	MOD- 100x Dino Bone	9	ENT na
11	C - Minotaur	9	WIN na
	E - earth	9 5	C-C na
	MOD- 10x Adamantine	2	ENT Defeat Sacred&Minotaur for good

- \*1 - In TT game lose Chicobo card to Card Queen, and in turn she'll create Chubby Chocobo card. You can get this card from a guy in B-Garden, in front of library.
- \*2 - Locations you can get your mitts on Gilgamesh card include [B-Garden Cockpit], and Ragnarok's Airlock, provided King is at "special place".
- \*3 - Give Girl Next Door magazine to Zone for free, and you'll get Shiva card.
- \*4 - Lose Ifrit card to Caraway, so that you get a shot at Rinoa card. You can return Ifrit to your hand by nicking it from Martine.

#### LEVEL 9 GF CARDS

01	C - Carbuncle	8	WIN na
	E - none	4 4	C-C na
	MOD- 3x Glow Curtain	A	ENT TT game w/ CCgroup Queen*1
02	C - Diablos	5	WIN Diablos
	E - none	3 A	C-C na
	MOD- 100x Black Hole	8	ENT na
03	C - Leviathan	7	WIN na
	E - water	7 A	C-C na
	MOD- 3x Doc's Code	1	ENT TT game w/ CCgroup Joker*2
04	C - Odin	8	WIN Odin
	E - none	5 A	C-C na
	MOD- 100x Dead Spirit	3	ENT na
05	C - Pandemona	A	WIN na
	E - wind	7 1	C-C na
	MOD- 100x Windmill	7	ENT [Balamb], hotel's owner

06	C - Cerberus		7		WIN Cerberus
	E - none		A 4		C-C na
	MOD- 100x Lightweight		6		ENT na
-----					
07	C - Alexander		9		WIN na
	E - holy		2 A		C-C na
	MOD- 3x Moon Curtain		4		ENT[Lunar Base-Control Room],Piet*3
-----					
08	C - Phoenix		7		WIN na
	E - fire		A 2		C-C na
	MOD- 3x Phoenix Spirit		7		ENT Part of Card Queen quest*4
-----					
09	C - Bahamut		A		WIN Bahamut
	E - none		6 8		C-C na
	MOD- 100x Megalixir		2		ENT na
-----					
10	C - Doomtrain		3		WIN na
	E - poison		A 1		C-C na
	MOD- 3x Status Guard		A		ENT Part of Card Queen quest*5
-----					
11	C - Eden		4		WIN Ultima Weapon
	E - none		A 4		C-C na
	MOD- 3x Monk's Code		9		ENT na

- \*1 - Location you can get your mitts on Carbuncle card is [B-Garden Cockpit].
- \*2 - Location you can get your mitts on Leviathan card is [B-Garden - Training Center].
- \*3 - If you miss it on Lunar Base, then try again at Crash Site on Esthar Continent immediately after respective event.
- \*4 - In TT game lose Doomtrain card to Card Queen, and in turn she'll create Phoenix card. You can get this card from Presidential Aide in Esthar's Presidential Palace.
- \*5 - In TT game lose Alexander card to Card Queen, and in turn she'll create Doomtrain card. You can get this card from pub owner in Timber.

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LEVEL 10 PLAYER CARDS

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01	C - Ward		A		WIN na
	E - none		8 7		C-C na
	MOD- 3x Gaea's Ring		2		ENT [Esthar], Odine
-----					
02	C - Kiros		6		WIN na
	E - none		A 7		C-C na
	MOD- 3x Accelerator		6		ENT Part of Card Queen quest*1
-----					
03	C - Laguna		5		WIN na
	E - none		9 A		C-C na
	MOD- 100x Hero		3		ENT[Lunar Base-Control Room],Ellone
-----					
04	C - Selphie		A		WIN na
	E - none		4 8		C-C na
	MOD- 3x Elem Guard		6		ENT [T-Garden], Selphie's friend
-----					
05	C - Quistis		9		WIN na
	E - none		2 6		C-C na
	MOD- 3x Samantha Soul		A		ENT [B-Garden-Cafeteria],Trepie #1
-----					
06	C - Irvine		2		WIN na
	E - none		A 6		C-C na
	MOD- 3x Rocket Engine		9		ENT Part of Card Queen quest*2

07	C - Zell	8	WIN na
	E - none	6 5	C-C na
	MOD- 3x Hyper Wrist	A	ENT[Balamb - Dincht's],Zell's mom*3
08	C - Rinoa	4	WIN na
	E - none	A A	C-C na
	MOD- 3x Magic Armlet	2	ENT [Deling City], Caraway*4
09	C - Edea	A	WIN na
	E - none	3 A	C-C na
	MOD- 3x Royal Crown	3	ENT [Edea's House], Edea
10	C - Seifer	6	WIN na
	E - none	4 9	C-C na
	MOD- 3x Diamond Armor	A	ENT [B-Garden - Head.Office], Cid*5
11	C - Squall	A	WIN na
	E - none	9 4	C-C na
	MOD- 3x Three Stars	6	ENT [Ragnarok - Pass.Cabin], Laguna

- \*1 - In TT game lose MiniMog card to Card Queen, and in turn she'll create Kiros card. You can get this card from man in black in Deling City's Shopping Arcade.
- \*2 - In TT game lose Sacred card to Card Queen, and in turn she'll create Irvine card. You can get this card from Flo (mayor Dobe's wife) in FH.
- \*3 - Zell must be in your party, otherwise his mom will never play Zell card.
- \*4 - First you must lose Ifrit card to Caraway, only then he starts using Rinoa card.
- \*5 - Your second chance is to get Seifer card from Cid in disc 3, Edea's House.

12.) CHARACTER ANALYSIS - G1200

QUISTIS TREPE

STATISTICS GROWTH CHART

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Luck
1	216	1	1	1	1	19	14
10	582	8	6	8	8	21	15
20	980	15	11	14	13	22	15
30	1370	21	16	20	18	24	16
40	1753	26	20	25	22	25	17
50	2127	31	23	29	26	27	18
60	2494	36	26	33	29	28	18
70	2853	39	28	36	31	30	19
80	3205	42	29	39	33	31	20
90	3548	45	30	41	34	33	20
100	3883	46	30	42	34	34	21

-----  
HAWTNESS FACTOR  
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9 (nine) out of 10 (ten) stars!

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-----  
LIMIT BREAK SKILL  
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BLUE MAGIC

Use skills you've learned from items dropped by foes (or acquired by other means) in order to provide support for allies or attack foes with their own medicine.

New skills are learned once you use one (1) unit of correct item on Quisty.  
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-----  
OTHER VERY IMPORTANT INFO  
-----

Age: 18 years old

Height: 172 cm

Birthday: 4th October

Blood type: A

Weapon type: Whip (rawr!)  
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-----  
CONSIDERATION  
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Thanks to wide array of blue magic Quisty can learn, and considering how easy it is to achieve limit break conditions, she is a valuable asset to any party. Or could that be because I like girls so much? You'll never know...  
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RINOA HEARTILLY

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-----  
STATISTICS GROWTH CHART  
-----

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Luck
1	217	1	0	8	3	20	16
10	610	10	5	15	8	22	17
20	1038	19	10	22	14	24	17
30	1458	27	14	29	19	25	18
40	1871	35	18	35	24	27	19
50	2275	42	21	41	28	28	19
60	2672	48	24	46	31	30	20
70	3061	54	26	51	34	32	20
80	3443	59	28	55	36	33	21
90	3816	64	30	59	38	35	22
100	4181	67	31	63	39	36	22

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-----  
HAWTNESS FACTOR  
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-----  
6 (six) out of 10 (ten) stars!

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-----  
LIMIT BREAK SKILL  
-----

a) COMBINE

Use skills you've learned with Rinoa's dog Angelo in order to attack enemies, or provide support for allies. Note that four of the Angelo moves are done automatically, once specific conditions are met.

New Combine skills are learned by reading Pet Pals magazines.

b) ANGEL WING

Acquired later in the game on disc 3, this limit break allows Rinoa to cast offensive magic from her magic stock against your foes. Magic used this way inflicts five times greater damage than usual. Her magic stock also doesn't decrease - it's basically a free cast. During Angel Wing Rinoa is immune to Silence, Confuse and Berserk statuses.

Angel Wing limit break is learned automatically.  
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-----  
OTHER VERY IMPORTANT INFO  
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Age: 17 years old

Height: 163 cm

Birthday: 3rd March

Blood type: -

Weapon type: Pinwheel  
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CONSIDERATION  
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She packs one of the most useful limits which new players may rely upon a lot - Invincible Moon. That (in addition to Wishing Star) can make it a deadly combo. However, I'm not a fan of using Rinoa in battle since she takes so long to use a physical attack (yeah, weird reason). And Angelo tends to screw up my attempts at devouring the foe with its random appearances.  
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-----  
SELPHIE TILMITT  
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-----  
STATISTICS GROWTH CHART  
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LV	HP	Strength	Vitality	Magic	Spirit	Speed	Luck
1	211	1	1	5	2	15	18
10	559	7	6	11	8	17	19
20	937	14	10	17	13	20	20
30	1307	20	15	22	18	21	21
40	1670	25	18	27	23	24	21
50	2024	30	21	32	27	26	22
60	2371	34	24	36	30	28	23
70	2710	38	26	40	33	30	24
80	3042	41	27	43	35	33	25

90		3365		43		28		46		37		34		26
100		3680		45		28		49		38		37		26

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-----  
HAWTNESS FACTOR  
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7 (seven) out of 10 (ten) stars!

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-----  
LIMIT BREAK SKILL  
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SLOT

When activated, a reel appears with the name of one of 53 magics. 49 magics are the ones you can draw or refine, but four are exclusive to Selphie: Wall, Rapture, Full Cure and The End. If you're lucky enough, her limit break can be the most devastating thing in the game, felling even Omega Weapon in one swoop. Any magic, except unique, can be cast up to three times. Selphie can cast any of 49 + 4 unique magics from beginning of the game.  
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-----  
OTHER VERY IMPORTANT INFO  
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Age: 17 years old  
Height: 157 cm  
Birthday: 16th July  
Blood type: B  
Weapon type: Nunchakus  
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-----  
CONSIDERATION  
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With her weapon fully upgraded she has 255% hit rate, putting her on par with Squall's accuracy... and on my team. Damn, I wish I'd be able to kick Squall out. Due to randomness of Slot limit break, she may not be the best person to rely on in dire situations.  
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-----  
EDEA  
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-----  
STATISTICS GROWTH CHART  
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LV		HP		Strength		Vitality		Magic		Spirit		Speed		Luck
1		209		0		0		11		8		16		10
10		566		6		2		18		14		18		11
20		954		12		5		25		20		19		11
30		1334		18		7		31		25		21		12
40		1707		23		10		36		30		22		12
50		2071		27		12		41		34		24		13
60		2428		31		14		45		37		25		13
70		2777		34		16		48		40		27		14
80		3119		37		17		51		42		28		14

90		3452		39		18		54		44		30		15
100		3777		41		20		55		45		31		15

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-----  
HAWTNESS FACTOR  
-----  
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10 (ten) out of 10 (ten) stars!

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-----  
LIMIT BREAK SKILL  
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SORCERY -> ICE STRIKE

When activated, she conjures up some icicles and hurls them at target foe. Not very useful, and she only has one limit break to choose from (reason being she is a temporary character). Still, she's there for you to play with.  
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OTHER VERY IMPORTANT INFO (darn, there's no info available on her)  
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Age: -

Height: -

Birthday: -

Blood type: -

Weapon type: none  
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CONSIDERATION  
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Players tend to rely upon her a lot when playing challenge playthrus.

Otherwise, she's easily outshined by other party members, so you may decide to never even include her in your party.

Also, Edea does have a surname, but revealing it is one of the major spoilers in the game. You'll just have to wait and find it out for yourself.  
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SQUALL LEONHEART

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STATISTICS GROWTH CHART  
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LV		HP		Strength		Vitality		Magic		Spirit		Speed		Luck
1		273		1		1		2		1		20		15
10		616		8		8		8		7		22		16
20		1044		15		14		15		13		24		16
30		1464		21		19		21		18		25		17
40		1877		27		24		27		22		27		18
50		2281		32		28		31		26		29		19
60		2678		36		32		35		29		30		19
70		3067		40		35		39		32		32		20
80		3449		43		37		42		33		34		21
90		3822		46		39		44		35		35		21
100		4187		47		41		45		36		37		22



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## LIMIT BREAK SKILL

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### RENZOKUKEN

Choose the Renzo command, select your favorite target and let it rip - Squall delivers anywhere between 4~8 hits to the foe, possibly ending in a finisher move. There's a handful of foes which have specific Renzo animation, always delivering fixed amount of hits (example: Ultima Weapon, Bahamut).

New finisher moves are learned once you upgrade Squall's weapon.

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## CONSIDERATION

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Since you're forced to use Squall as party member for the majority of the game, make good use of him. You can acquire Lion Heart gunblade as early as disc 1, making dispatching bosses very easy. Squall is (aside Seifer) the only chr in the game, who can't make critical hits with normal physical attack. By pressing R1 button at correct time, you can inflict 150% of normal damage when attacking a foe.

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## ZELL DINCHT

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## STATISTICS GROWTH CHART

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LV	HP	Strength	Vitality	Magic	Spirit	Speed	Luck
1	252	2	1	1	0	20	14
10	627	9	7	7	5	22	15
20	1035	16	12	14	9	23	15
30	1435	22	17	19	14	25	16
40	1828	27	21	24	17	26	17
50	2212	32	25	29	20	28	17
60	2589	36	28	33	22	29	18
70	2958	40	30	36	24	31	18
80	3320	43	32	38	26	32	19
90	3673	45	33	40	26	34	20
100	4018	47	33	42	27	35	20

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## LIMIT BREAK SKILL

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### DUEL

Choose from a variety of combat moves and beat the foe into submission. If you're quick enough on your fingers, you can have two specific combat moves flow seamlessly into one another, thus performing what people call "Grand Calamity Symphony" and "Armageddon Fist".

New skills are learned by reading Combat King magazines, but you can perform all moves from start of game, provided you know the button combination.

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## CONSIDERATION

Thanks to the way Zell's Duel is used, he's usually prime choice on player's selection of party members.

IRVINE KINNEAS

STATISTICS GROWTH CHART

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Luck
1	213	1	1	1	0	19	13
10	579	8	6	8	6	21	14
20	977	14	12	14	11	23	15
30	1367	20	16	20	15	25	15
40	1750	25	20	25	19	27	17
50	2124	30	23	30	22	29	17
60	2491	34	26	33	25	31	18
70	2850	37	28	36	27	33	19
80	3202	40	30	39	28	35	20
90	3454	43	31	41	28	37	21
100	3880	45	31	42	28	39	21

LIMIT BREAK SKILL

SHOT

Choose a skill and start shooting one / all foes by rapidly pressing R1.  
New skills are learned once you possess correct bullet item.

CONSIDERATION

Like Zell, many players consider him very useful for dispatching foes thanks to nature of his limit break. The downside is that you'll need to supply him with ammo reserves, which usually isn't a problem if you have enough items to refine into ammo.

SEIFER ALMASY

STATISTICS GROWTH CHART

LV	HP	Strength	Vitality	Magic	Spirit	Speed	Luck
1	275	3	2	2	5	15	12
10	812	10	8	9	0	18	13
20	1400	17	14	15	16	21	13
30	1980	23	19	21	20	24	14
40	2553	29	24	26	25	27	15
50	3117	34	28	30	28	30	16
60	3674	38	32	34	32	33	16

70	4223	41	34	38	34	36	17
80	4765	44	37	41	36	39	18
90	5298	46	38	43	37	42	18
100	5823	48	39	45	38	45	19

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LIMIT BREAK SKILL  
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FIRE CROSS -> NO MERCY

Choose the skill and attack all foes.  
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CONSIDERATION  
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Seifer is quite unique - you can select his limit break if his HP falls below 84% of MAX HP (32% of MAX HP for all other chrs). As such it is a great help in many challenge playthrus, but alas... Seifer is only a temporary ally, available for small portion of the game. Make good use of him while he's available.  
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LAGUNA LOIRE  
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STATISTICS GROWTH CHART  
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LV	HP	Strength	Vitality	Magic	Spirit	Speed	Luck
1	184	2	1	2	1	22	14
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	41	35	39	32	33	19
80	3410	44	37	42	33	34	20
90	3783	46	39	42	33	34	20
100	4148	48	41	46	36	37	21

-----  
LIMIT BREAK SKILL  
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DESPERADO

Choose the skill and attack all foes.  
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CONSIDERATION  
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Nothing special to say, other that you get to control him five times thru the game at specific intermissions.  
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[AA = all allies]  
[S = self]

AP: Info on attack power of LB  
[first number is attack rating; second number (if present) is amount of hits delivered - will be accompanied by letter H (for hits)]  
[AP1 = attack power of LB at CL1]  
[AP2 = attack power of LB at CL2]  
[AP3 = attack power of LB at CL3]  
[AP4 = attack power of LB at CL4]

SECS: Amount of seconds it takes before firing next bullet

TYPE: Info on magical or physical property of LB  
[phys = physical; mag = magical]

ELEM: Info on element affinity of LB  
[F = fire, I = ice, T = thunder, E = earth, P = poison, WI = wind, WA = water, H = holy, G = gravity]

STATUS: Info on statuses LB may inflict

WHAT IT DOES?: Info on details on LB's effects

LEARNED FROM?: Info on how to acquire LB

BUTTON COMBO?: Info on which buttons need to be pressed to execute LB

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SQUALL LEONHEART - RENZOKUKEN  
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LIMIT NAME	TAR	AP	TYPE	ELEM	STATUS	WHAT IT DOES? & LEARNED FROM?
RENZOKUKEN	1F	22 x 4~8H	phys	none	none	Physical damage to one foe; delivers anywhere between 4~8 hits, depending on crisis level. Squall delivers fixed amount of hits to several enemies in the game regardless of his crisis level (for example Jumbo Cactuar). This LB is learned from the beginning.
ROUGH DIVIDE	1F	48	phys	none	none	Physical damage to one foe. This LB is learned from the beginning.
FATED CIRCLE	AF	38	phys	none	none	Physical damage to all foes. This LB is learned by upgrading Squall's weapon to Shear Trigger or Cutting Trigger.
BLASTING ZONE	AF	44	phys	none	none	Physical damage to all foes. This LB is learned by upgrading Squall's weapon to Flame Saber, Twin Lance or Punishment.
LION HEART	1F	100 x 17H	phys	none	none	Physical damage to one foe, delivers 17 hits. This LB is learned by upgrading Squall's weapon to Lion Heart.

-----  
MORE DETAILS ON LIMIT BREAK

Once you select Renzo, Squall rushed to targeted foe and begins slashing. At same time a gauge appears at bottom of the screen. A couple of bars will start to move from right to left - when they cross a small box in the gauge, press R1 to deliver a stronger Renzo blow. Even if you miss, don't sweat it - Squall still damages the enemy.

CL affects Squall's initial amount of hits during Renzo. After Renzo's

animation is finished, game runs a check to see if finisher appears. CL has no effect on selecting the finisher, it is pure luck; in other words, even if you have Squall on 1 HP with a myriad of status effects on him, with both allies dead, you may \*still not get Lionheart finisher\*.

If finisher appears, Squall has flat 25% at each. If he selects a finisher higher than what he has available, he downgrades to the highest available. This gives obvious results if he has either all four finishers available, or only Rough Divide. If he has Rough Divide and Fated Circle, the odds are 25/75. Rough Divide, Fated Circle and Blasting Zone, his odds are 25/25/50.

-----  
 QUISTIS TREPE - BLUE MAGIC  
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LIMIT NAME	TAR	AP1	AP2	AP3	AP4	TYPE	ELEM	STATUS
WHAT IT DOES? & LEARNED FROM?								
LASER EYE	1F	40	48	58	64	mag	none	none
Magic dmg to one foe.   This LB is learned from the beginning.								
ULTRA WAVES	AF	27	33	40	48	mag	none	none
Magic dmg to all foes.   This LB is learned by using Spider Web on Quisty.								
ELECTROCUTE	AF	30	36	44	50	mag	T	none
Thunder magic dmg to all foes.   This LB is learned by using Coral Fragment on Quisty.								
LV?DEATH	AF	-	-	-	-	mag	none	Death
Inflicts death to all foes, assuming there is no immunity.   CL1: kills all enemies with levels divisible by 4.   CL2: kills all enemies with levels divisible by 3.   CL3: kills all enemies with levels divisible by 2.   CL4: kills all enemies with levels divisible by 1.   This LB is learned by using Curse Spike on Quisty.								
DEGENERATOR	1F	0	0	0	0	mag	none	Remove*1
Removes one foe from battle permanently.   *1 A handful of enemies is immune to this effect: Tonberry,   Grat, Cactuar, Vysage, Lefty, Righty, E-Soldier (cyborg),   and majority of boss foes.   This LB is learned by using Black Hole on Quisty.								
AQUA BREATH	AF	50	70	80	100	mag	WA	none
Water magic dmg to all foes.   This LB is learned by using Water Crystal on Quisty.								
MICRO MISSILES	1F	-	-	-	-	mag	none	none
%dmg to one foe, assuming there is no immunity.   CL1: reduces HP of target foe by 50% of current HP.   CL2: reduces HP of target foe by 75% of current HP.   CL3: reduces HP of target foe by 87,5% of current HP.   CL4: reduces HP of target foe by 93,75% of current HP.   Maximum damage inflicted is 9999.   This LB is learned by using Missile on Quisty.								
ACID	1F	30	38	44	52	mag	none	see description
Non-element magic dmg to one foe, along with status change.   CL1: poison.   CL2: poison, darkness.								

| CL3: poison, darkness, silence, vitality 0.  
 | CL4: poison, darkness, silence, vitality 0, petrify.  
 | This LB is learned by using Mystery Fluid on Quisty.

-----  
 GATLING GUN | 1F | 60 | 80 | 100 | 120 | pyhs | none | none  
 | Physical dmg to one foe.  
 | This LB is learned by using Running Fire on Quisty.

-----  
 FIRE BREATH | AF | 70 | 90 | 100 | 120 | mag | F | none  
 | Fire magic dmg to all foes.  
 | This LB is learned by using Inferno Fang on Quisty.

-----  
 BAD BREATH | AF | 0 | 0 | 0 | 0 | mag | none | see description  
 | Negative status change/s to all foes.  
 | CL1: poison, darkness, silence, sleep, slow, confuse.  
 | CL2: poison, darkness, silence, sleep, slow, confuse,  
 | berserk, stop, petrifying.  
 | CL3: poison, darkness, silence, sleep, slow, confuse,  
 | berserk, stop, petrifying, petrify, zombie.  
 | CL4: poison, darkness, silence, sleep, slow, confuse,  
 | berserk, stop, petrifying, petrify, zombie, vitality 0,  
 | doom, insta-KO.  
 | This LB is learned by using Malboro Tentacle on Quisty.

-----  
 WHITE WIND | AA | - | - | - | - | - | none | none  
 | HP recovery to all allies, based on this formula:  
 | [Quisty MAX HP - current HP = recovery]. Don't use this if  
 | any ally is zombified, as you may KO him/her.  
 | This LB is learned by using Whisper on Quisty.

-----  
 HOMING LASER | 1F | 100 | 150 | 200 | 250 | mag | none | none  
 | Non-element magic dmg to one foe.  
 | This LB is learned by using Laser Cannon on Quisty.

-----  
 MIGHTY GUARD | AA | - | - | - | - | - | none | see description  
 | Positive status changes to all allies.  
 | CL1: protect, shell.  
 | CL2: protect, shell, regen, haste, float.  
 | CL3: protect, shell, regen, haste, float, aura.  
 | CL4: protect, shell, regen, haste, float, aura.  
 | This LB is learned by using Barrier on Quisty.

-----  
 RAY BOMB | AF | 80 | 90 | 100 | 110 | mag | none | none  
 | Non-element magic dmg to all foes.  
 | This LB is learned by using Power Generator on Quisty.

-----  
 SHOCKWAVE PULSAR | AF | 150 | 200 | 200 | 250 | mag | none | none  
 | Non-element magic dmg to all foes.  
 | Damage inflicted can exceed 9999 dmg.  
 | This LB is learned by using Dark Matter on Quisty.

-----  
 MORE DETAILS ON LIMIT BREAK

CL affects attack power of all but one of her LBs (White Wind) - the higher CL is, the stronger LB is.

-----  
 RINOA HEARTILLY - COMBINE

-----  
 LIMIT NAME | TAR | AP | TYPE | ELEM | STATUS  
WHAT IT DOES? & LEARNED FROM?



ANGELO RUSH | 1F | R's STR x 1,5 | phys | none | none  
| This LB works automatically, and triggers once Rinoa is hit  
| by specific amount of single-target attacks. [R] in attack  
| power column stands for [Rinoa].  
| Physical dmg to one foe; Rinoa must be in your party.  
| This LB is learned from the beginning.

-----  
ANGELO RECOVER | 1A | - | - | none | none  
| This LB works automatically.  
| HP recovery to one ally = [recovers 62,5% of chr's MAX HP];  
| Rinoa must be in your party.  
| This LB begins to be learned upon reading Pet Pals Vol.2,  
| and you must make 200 steps before LB is mastered.

-----  
ANGELO REVERSE | 1A | - | - | none | Life-effect  
| This LB works automatically.  
| Revives one KOed ally with 12,5% of MAX HP restored; Rinoa  
| must be in your party.  
| This LB begins to be learned upon reading Pet Pals Vol.4,  
| and you must make 260 steps before LB is mastered.

-----  
ANGELO SEARCH | - | - | - | none | none  
| This LB works automatically.  
| Angelo comes out and recovers an item from the battlefield;  
| Rinoa must be in your party. There's a complex guide on  
| Angelo search available here (I suggest you refer to it for  
| all info you need):  
| [gamefaqs.com/console/psx/file/197343/25194](http://gamefaqs.com/console/psx/file/197343/25194)  
| This LB begins to be learned upon reading Pet Pals Vol.5,  
| and you must make 400 steps before LB is mastered.

-----  
ANGELO CANNON | 1F | 72 | phys | none | none  
| Physical dmg to one foe.  
| This LB is learned from the beginning.

-----  
ANGELO STRIKE | 1F | 120 | phys | none | none  
| Physical dmg to one foe.  
| This LB begins to be learned upon reading Pet Pals Vol.1,  
| and you must make 800 steps before LB is mastered.

-----  
INVINCIBLE MOON | AA | - | - | none | Invincible  
| Grants invincible status to all allies, making them immune  
| to any damage and all status changes.  
| This LB begins to be learned upon reading Pet Pals Vol.3,  
| and you must make 920 steps before LB is mastered.

-----  
WISHING STAR | AF | 130 x 8H | phys | none | none  
| Physical dmg to all enemies, delivers 8 hits.  
| This LB begins to be learned upon reading Pet Pals Vol.6,  
| and you must make 1060 steps before LB is mastered.

-----  
MORE DETAILS ON LIMIT BREAK

CL affects which LB Rinoa will pick at the time you choose Combine command. In her CL1 case you'll see Angelo Cannon. CL2 means Angelo Strike, for CL3 you'll witness Invincible Moon, and in CL4 case, it's Wishing Star party time.

If it picks something you don't know, it moves to the next thing weaker than that and repeats until it finds something - and you always know the weakest option for both of them. Except in this case, you have more control over which particular combination of abilities you have.

-----  
RINOA HEARTILLY - ANGEL WING  
-----

Rinoa gains Angel Wing LB when you access Ragnarok in disc 3. There's nothing specific you need to, except by forwarding the story. Let's get down to details on how does Angel Wing work.

- Once selected, you lose control of Rinoa until battle ends, or Rinoa is somehow put out of comission.
- Rinoa cannot be affected with Berserk, Confuse and Silence status while she's in Angel Wing mode.
- Magics in her magic stock determine what kind of magic she'll be using in Angel Wing mode. She casts most offensive magics, and few status magics. If there's no magic in her magic stock, she'll use physicals against foes.
- Magic cast in Angel Wing mode does NOT decrease Rinoa's magic stock; in other words, magic is cast for free.
- A common way of abusing Angel Wing is to give Rinoa at least one unit of Meteor, and then the only thing she'll be casting is Meteor over and over.
- Magic cast in Angel Wing is 5x stronger than usual.

-----  
SELPHIE TILMITT - SLOTS  
-----

LIMIT NAME	TAR	AP	TYPE	ELEM	STATUS	WHAT IT DOES? & LEARNED FROM?
FULL CURE	AA	-	-	none	Death (zombified allies)	MAX HP recovery to all allies, removes all negative status changes; will KO any zombified ally. This LB is learned from the beginning, you just need to be lucky enough for it to appear in Slots.
WALL	AA	-	-	none	Protect, Shell	Grants Protect and Shell statuses to all allies. This LB is learned from the beginning, you just need to be lucky enough for it to appear in Slots.
RAPTURE	AF	0	mag	none	Remove*1	Instantly defeats all foes. *1 A handful of enemies is immune to this effect: Tonberry, Grat, Cactuar, Vysage, Lefty, Righty, E-Soldier (cyborg), and majority of boss foes. This LB is learned from the beginning, you just need to be lucky enough for it to appear in Slots.
THE END	AF	0	mag	none	The End	Instantly defeats all foes, but doesn't work against undead or zombified foes; if a foe has multiple forms, it brings HP of current form down to zero (0), triggering battle with next form immediately. This LB is learned from the beginning, you just need to be lucky enough for it to appear in Slots.

-----  
MORE DETAILS ON LIMIT BREAK  
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CL affects which magics will appear in her Slots. The higher the CL, the better spells will appear (for example, at CL1 you'll rarely witness Ultima popping up; however at CL4 the chance of Ultima coming up is much greater). Selphie can cast any of 49 junctionable magics, plus her 4 unique ones.

You can never get Apocalypse this way.

CL also affects the amount of times Slot magic will be cast. The higher the CL,

the more times Selphie will chuck chosen magic. The amount of times a choses magic will be cast ranges between 1~4; Selphie's unique magics are casted only once, regardless of CL.

Reading Combat Kings isn't needed at all. For example, you can execute My Final Heaven right off the bat provided you know the moveset that leads into executing the LB.

-----  
ZELL DINCHT - DUEL  
-----

LIMIT NAME	TAR	AP	TYPE	ELEM	STATUS	WHAT IT DOES? & LEARNED FROM? & BUTTON COMBO?
PUNCH RUSH	1F	16	phys	none	none	Physical dmg to one foe. This LB is learned from the beginning. Button combo: Circle, X
BOOYA	1F	18	phys	none	none	Physical dmg to one foe. This LB is learned from the beginning. Button combo: Right, Left
HEEL DROP	1F	20	phys	none	none	Physical dmg to one foe. This LB is learned from the beginning. Button combo: Up, Down
MACH KICK	1F	24	phys	none	none	Physical dmg to one foe. This LB is learned from the beginning. Button combo: Left, Left, Circle
DOLPHIN BLOW	1F	28	phys	none	none	Physical dmg to one foe. This LB is learned upon reading Combat King 001. Button combo: L1, R1, L1, R1
METEOR STRIKE	1F	*1	phys	none	none	%dmg to one foe. Inflicts physical dmg. *1 Inflicts damage=[25% of foe's current HP]; 9999 max dmg. This LB is learned upon reading Combat King 002. Button combo: Down, Circle, Up, Circle
BURNING RAVE*2	AF	48	phys	none	none	Physical dmg to all foes. This LB is learned from the beginning. Button combo: Down, Down, Down, Down, Circle This is a finishing move - once executed, Zell's LB ends. *2 Moves needed to execute Burning Rave: - Punch Rush, Mach Kick, Punch Rush, Heel Drop (or Meteor Strike), Burning Rave - Booya, Heel Drop, Meteor Strike, Booya, Burning Rave If you start Zell's LB with Punch Rush, you can flow it into Booya, and vice versa.
METEOR BARRET*3	1F	52	phys	none	none	Physical dmg to one foe. This LB is learned upon reading Combat King 003. Button combo: Up, X, Down, Triangle, Circle

| This is a finishing move - once executed, Zell's LB ends.  
 | \*3 Moves needed to execute Meteor Barret:  
 | - Punch Rush, Dolphin Blow, Meteor Barret  
 | - Booya, Heel Drop, Mach Kick, Heel Drop, Booya, Punch  
 | Rush, Mach Kick, Meteor Barret  
 | - Booya, Meteor Strike, Dolphin Blow, Meteor Barret  
 | If you start Zell's LB with Punch Rush, you can flow it  
 | into Booya, and vice versa.

-----  
 DIFFERENT BEAT\*4 | 1F | 72 | phys | none | none  
 | Physical dmg to one foe.  
 | This LB is learned upon reading Combat King 004.  
 | Button combo: Triangle, Square, X, Circle, Up  
 | This is a finishing move - once executed, Zell's LB ends.  
 | \*4 Moves needed to execute Different Beat:  
 | - Punch Rush, Booya, Heel Drop, Mach Kick, Heel Drop,  
 | Booya, Different Beat  
 | - Booya, Meteor Strike, Booya, Different Beat  
 | If you start Zell's LB with Punch Rush, you must flow it  
 | into Booya, otherwise you won't be able to finish with  
 | Different Beat.

-----  
 MY FINAL HEAVEN\*5 | AF | 50 | phys | none | none  
 | Physical dmg to all foes.  
 | This LB is learned upon reading Combat King 005.  
 | Button combo: Up, Right, Down, Left, Triangle  
 | This is a finishing move - once executed, Zell's LB ends.  
 | \*5 Moves needed to execute Different Beat:  
 | - Punch Rush, Booya, Heel Drop, Mach Kick, Punch Rush,  
 | My Final Heaven  
 | - Booya, Heel Drop, Meteor Strike, My Final Heaven  
 | If you start Zell's LB with Punch Rush, you must flow it  
 | into Booya, otherwise you won't be able to finish with My  
 | Final Heaven.

-----  
 MORE DETAILS ON LIMIT BREAK

CL affects the amount of time Zell is given when executing LB.  
 CL1 = 4,66 secs (always begins with Punch Rush)  
 CL2 = 6,66 secs (always begins with Punch Rush)  
 CL3 = 9,33 secs (always begins with Booya)  
 CL4 = 12 secs (always begins with Booya)

Punch Rush and Booya can be tied one into another for as long as the times  
 keeps ticking, thus allowing you to inflict heavy damage on the foe. Similar  
 applies for Booya and Heel Drop. Those two combos are known to veteran players  
 as "Grand Calamity Symphony" and "Armageddon Fist".

-----  
 IRVINE KINNEAS - SHOT

-----  
 LIMIT NAME | TAR | AP | SECS | TYPE | ELEM | STATUS  
 | WHAT IT DOES? & LEARNED FROM?

-----  
 NORMAL SHOT | 1F | 17 | 0,7 | phys | none | none  
 | Physical dmg to one foe.  
 | This LB is learned by acquiring Normal Ammo.

-----  
 SCATTER SHOT | AF | 14 | 0,7 | phys | none | none  
 | Physical dmg to all foes.  
 | This LB is learned by acquiring Shotgun Ammo.

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DARK SHOT      | 1F | 14 | 0,7 | phys | none | *1
                | Physical dmg to one foe.
                | *1 It may inflict: Poison, Darkness, Silence, Sleep, Slow.
                | This LB is learned by acquiring Dark Ammo.
-----
FLAME SHOT    | AF | 40 | 1,2 | phys | fire | none
                | Fire-based physical dmg to all foes.
                | This LB is learned by acquiring Fire Ammo.
-----
CANISTER SHOT | 1F | 60 | 1,9 | phys | none | none
                | Physical dmg to one foe.
                | This LB is learned by acquiring Demolition Ammo.
-----
QUICK SHOT    | 1F | 7  | 0,2 | phys | none | none
                | Physical dmg to one foe.
                | This LB is learned by acquiring Fast Ammo.
-----
ARMOR SHOT    | 1F | 80 | 1,8 | phys | none | none
                | VIT-ignoring physical dmg to one foe.
                | This LB is learned by acquiring AP Ammo.
-----
HYPER SHOT    | 1F | 120 | 1,9 | phys | none | none
                | Physical dmg to one foe.
                | This LB is learned by acquiring Pulse Ammo.
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MORE DETAILS ON LIMIT BREAK

Press R1 when executing LB to fire bullets upon foes. You can press left or right on D-pad to switch targets; if foe dies while you're shooting it, you'll know so by the damage indicator of zero (0) starting to pop up. In this case you should switch to next foe.

CL affects the amount of time Irvine is given when executing LB.

-----

SEIFER ALMASY - NO MERCY

```

-----
LIMIT NAME      | TAR | AP | TYPE | ELEM | STATUS
                | WHAT IT DOES? & LEARNED FROM?
-----

```

```

FIRE CROSS      | AF | 80 | phys | none | none
                | Physical dmg to all foes.
                | This LB is learned from the beginning.
-----

```

-----

EDEA - SORCERY

```

-----
LIMIT NAME      | TAR | AP | TYPE | ELEM | STATUS
                | WHAT IT DOES? & LEARNED FROM?
-----

```

```

ICE STRIKE      | 1F | 120 | mag  | none | none
                | Magic dmg to one foe.
                | This LB is learned from the beginning.
-----

```

-----

LAGUNA LOIRE - DESPERADO

```

-----
LIMIT NAME      | TAR | AP | TYPE | ELEM | STATUS
                | WHAT IT DOES? & LEARNED FROM?
-----

```

```

DESPERADO      | AF | 140 | phys | none | none
                | Physical dmg to all foes.

```

| This LB is learned from the beginning.

WARD ZABAC - MASSIVE ANCHOR

LIMIT NAME	TAR	AP	TYPE	ELEM	STATUS
	WHAT IT DOES? & LEARNED FROM?				

MASSIVE ANCHOR	AF	140	phys	none	none
	Physical dmg to all foes.				
	This LB is learned from the beginning.				

KIROS SEAGILL - BLOOD PAIN

LIMIT NAME	TAR	AP	TYPE	ELEM	STATUS
	WHAT IT DOES? & LEARNED FROM?				

BLOOD PAIN	1F	25 x 6H	phys	none	none
	Physical dmg to one foe, delivers six hits.				
	This LB is learned from the beginning.				

14.) GUARDIAN FORCES - G1400

Guardian Forces, or GF for short, are your best friends in the game. Obtained in various means (defeating the GF, drawing from foes, etc.), they allow you to junction commands for better performance in battle, junction magic to your stats to increase survivability, and more.

Personal note: gameplay-wise, for me physical attacks and LBs are the way to do battles. Summoning GFs to do damage is losing time, and doesn't do the desired damage output I need to quickly finish the battle. Plus you have no option of shortening the summon scenes (is summoning Shiva repeatedly).

Let's talk about some other crap first before we delve into picking GFs apart.

BOOST

Boost is GF ability that 12 (out of 16) junctionable GFs can learn. Boost allows you to increase summon's damage potential - while summon scene is in effect, press and hold Select. A small counter appears on screen in lower right, prompting you to press Square. As soon as you press Square once, the counter begins at 75% (one button press equals +1% to summon damage).

Beware when a cross appears over the counter - stop tapping Square, otherwise the value drops back to 75%.

The maximum value you can reach is 250%. Needless to say, this is very time consuming to do, and it hurts your wrist as well, which is why I don't recommend using Boost at all. Heck, it's the first ability I make GFs forget after acquiring them.

Junctionable GFs which do not have Boost ability are:  
Diablos, Carbuncle, Cerberus and Cactuar.

Assuming battle speed's bar is set to medium value, here's the approximate length of time allowing you to boost and approximate value of % increase for summon damage for remaining 12 GFs (credit Ultimania):

```
-----
GF           | SEQUENCE | DMG POTENTIAL
-----
Quezacotl   | 13,3 secs | 180%
Shiva       | 12,9 secs | 180%
Ifrit       | 13,0 secs | 180%
Siren       | 17,6 secs | 200%
Brothers    | 19,3 secs | 220%
Leviathan   | 21,4 secs | 230%
Pandemona   | 22,8 secs | 240%
Alexander   | 22,1 secs | 230%
Doomtrain   | 22,9 secs | 240%
Bahamut     | 22,1 secs | 230%
Tonberry    | 14,0 secs | 190%
Eden        | 72,6 secs | 250%
-----
```

```
-----
SUMMONING PROCESS
-----
```

Whenever a chr is about to summon a junctioned GF, his/her ATB bar is replaced by that of GF. GF's bar begins decreasing, and once it's completely empty, summoning process is complete and it's fireworks time. The higher the compatibility between junctioned GF and chr, the faster the summoning process.

Assuming battle speed's bar is set to medium value, here's the approximate length of time in which GF's bar will become completely empty, making GF ready for grand entrance (credit Ultimania):

```
-----
COMPATIBILITY | TIME NEEDED
-----
0 (zero)      | 16,8 secs
500           | 10,2 secs
1000          | 2,8 secs
-----
```

```
-----
COMPATIBILITY
-----
```

Compatibility is a little value that specifies "relationship" between the GF and the chr GF is junctioned to. Generally, the higher the compatibility, the less time it takes for GF to be summoned.

Below is the list of which actions increase/decrease the compatibility (credit Ultimania):

```
-----
ACTION
-----
```

```
SUCCESSFUL SUMMONING OF THE GF
```

```
Com.increase: +20 to summoned GF*1
Com.decrease: -10 to GF of opposing element
              -(1~2) to other GFs
-----
```

```
USING MAGIC SPELLS (elemental magic)
```

Com.increase: +(1~3) to same element GF  
Com.decrease: -(1~2) to GF of opposing element

-----  
USING COMPATIBILITY ITEMS

Com.increase: +(1~3) to respective GF  
Com.decrease: -(1~2) to other GFs

-----  
USING LUVLUV G ITEM

Com.increase: +20 to all GFs  
Com.decrease: none

-----  
Notes:

\*1 - Eden is a curious GF. Summoning it adds [+2] to Eden com., and adds [+1] to com. of all other GFs.

-----

ITEM	COM.INCREASE	GF AFFECTED
Arctic Wind	+1	Shiva
Bomb Fragment	+1	Ifrit
Cactus Thorn	+3	Cactuar
Chef's Knife	+3	Tonberry
Dino Bone	+3	Brothers
Dragon Fin	+3	Cerberus
Dragon Skin	+3	Carbuncle
Dynamo Stone	+3	Quezacotl
Fish Fin	+3	Leviathan
LuvLuv G	+20	All junctionable GFs
Moon Stone	+3	Alexander
North Wind	+3	Shiva
Poison Powder	+1	Doomtrain
Red Fang	+3	Ifrit
Shaman Stone	+3	Bahamut
Shear Feather	+1	Pandemona
Silence Powder	+3	Siren
Steel Orb	+3	Diablos
Venom Fang	+3	Doomtrain
Windmill	+3	Pandemona

-----

=====

USEFUL STUFF ABOUT GF WHICH IS GOOD TO KNOW

=====

- In addition to summoner's ATB bar being replaced by that of GF, summoner's HP value is also replaced by that of GF. Value displayed here denotes current HP of GF that is being summoned.
- Whenever a summoning process is underway, GF shields the summoner from all physical and magic damage. GF doesn't have infinite HP, though - if GF takes more damage than its/her current HP, GF becomes KOed and summoning process is canceled.
- Status attacks affect the summoner, not GF. There is quite a handful of bad statuses which prevent you from successfully finishing summoning process, either by disabling the summoner in some way (KO, Petrify) or making summoner unable to finish the summon chant (Silence, Berserk).
- Healing magics or recovery items affect the summoner.



- In addition to 16 junctionable GFs, there are six more for you to find. They are Chocobo, MiniMog and Moomba, Phoenix, Odin, and Gilgamesh.
  - > Odin and Gilgamesh appear only under specific circumstances.
  - > Use Gysahl Greens to summon Chocobo.
  - > Use MiniMog command to summon MiniMog (PocketStation required).
  - > Use Friendship to summon Moomba (PocketStation required).
  - > Use Phoenix Pinion to summon Phoenix; once Phoenix is summoned at least once, you now have a random chance of Phoenix appearing if your party is wiped out.
  
- 9999 dmg is the maximum amount of damage you'll see, except in three cases.
  - > Eden's Eternal Breath can smash your foes for phenomenal 60000 dmg.
  - > Lv100 Cactuar's 1000 Needles inflicts 10000 dmg.
  - > Chocobo's ChocoBocle can exceed 9999 dmg value as well.
  
- Once a battle is won, all junctioned GFs on battle participants gain EXP, and AP towards any ability GF is learning.
  
- Max level a GF can reach is 100. All GFs need 500 EXP for reaching next level, except Eden (1000 EXP per level), Siren (400 EXP per level), Carbuncle (400 EXP per level), and Cerberus (400 EXP per level).

-----  
 PRIMARY JUNCTION FUNCTIONS GFS COME EQUIPPED WITH, OR EVENTUALLY LEARN  
 -----

ABBREVIATIONS MEANINGS

Q - Quezacotl	SH - Shiva	I - Ifrit	SI - Siren
BR - Brothers	DI - Diablos	CA - Carbuncle	L - Leviathan
P - Pandemona	CE - Cerberus	A - Alexander	DO - Doomtrain
B - Bahamut	CT - Cactuar	T - Tonberry	E - Eden

- 1 - already learned when GF is acquired
- 2 - appears in GF's ability list, ready for learning
- 3 - other ability in GF's ability list must be learned first

ABILITY \ GF	Q	SH	I	SI	BR	DI	CA	L	P	CE	A	DO	B	CT	T	E
HP-J	2	-	2	-	1	2	2	-	-	-	-	-	-	-	-	-
Str-J	-	2	1	-	2	-	-	-	1	1	-	-	-	-	-	-
Vit-J	2	2	-	-	-	-	1	-	-	-	-	-	-	-	-	-
Mag-J	1	-	-	1	-	1	2	2	-	2	-	-	-	-	-	-
Spr-J	-	1	-	-	2	-	-	1	-	2	1	-	-	-	-	-
Spd-J	-	-	-	-	-	-	-	-	2	2	-	-	-	-	-	1
Eva-J	-	-	-	-	-	-	-	-	-	-	-	-	-	2	-	1
Hit-J	-	-	-	-	-	2	-	-	-	1	-	-	-	-	-	1
Luck-J	-	-	-	-	-	-	-	-	-	-	-	-	-	2	-	-
Elem-Atk-J	3	3	3	-	3	-	-	3	1	3	2	1	-	-	-	-
Elem-Def-J	3	3	2	-	3	-	-	-	1	-	-	-	-	-	-	-

Elem-Def-Jx2	3   3   3   -   -   -   -   2   2   -   1   -   -   -   -   -   -
Elem-Def-Jx4	-   -   -   -   -   -   -   -   -   -   2   2   -   -   -   -   -
St-Atk-J	-   -   -   3   -   -   3   -   -   3   -   1   -   -   -   -   -
St-Def-J	-   -   -   1   -   -   2   -   -   3   -   -   -   -   -   -   -
St-Def-Jx2	-   -   -   2   -   -   3   -   -   3   -   -   -   -   -   -   -
St-Def-Jx4	-   -   -   -   -   -   -   -   -   3   -   2   -   -   -   -   -
Ability x3	-   -   -   -   -   1   1   -   -   1   1   -   -   -   -   -   -
Ability x4	-   -   -   -   -   -   -   -   -   -   -   1   -   -   -   -   -

-----  
DETAILS ON GUARDIAN FORCES  
-----

- O - Method of obtaining the GF
- S - Details on effects of GF's summon ability
- I - Details on initial level GF joins at
- GROWTH - Details on GF's growth, in reference to GF's lv, HP, and attack power of summon ability
- M-ABL - Details on abilities GF has already mastered
- L-ABL - Details on abilities GF can learn
- U-ABL - Details on unlockable abilities GF can learn

-----  
QUEZACOTL  
-----

- O - a) Examine Squall's desk in the classroom in B-Garden.  
b) Quistis gives it to you when you exit B-Garden enroute to Fire Cavern.
- S - Thunder Storm; lightning-based magic dmg to all foes.
- I - Joins as lvl GF.

----- GROWTH -----					
LV	HP	ATT. POWER	LV	HP	ATT. POWER
1	300	275	60	3394	2222
10	754	572	70	3946	2552
20	1266	902	80	4506	2882
30	1786	1232	90	5074	3212
40	2314	1562	100	5650	3542
50	2850	1892	-	-	-

----- M-ABL -----			
NAME	TYPE	AP	Unlocks / Evolves from
Mag-J	junction	-	-
Magic	command	-	-
GF	command	-	-
Draw	command	-	-
Item	command	-	-

----- L-ABL -----			
NAME	TYPE	AP	Unlocks / Evolves from
HP-J	junction	50	-
Vit-J	junction	50	U: Elem-Def-J
Card	command	40	U: Card Mod
Mag+20%	character	60	U: Elem-Atk-J & Mag+40%
SumMag+10%	GF	40	U: SumMag+20%
GFHP+10%	GF	40	U: GFHP+20%
Boost	GF	10	-

T Mag-RF	menu	30	U: Mid Mag-RF
----- U-ABL -----			
NAME	TYPE	AP	Unlocks / Evolves from
Elem-Def-J	junction	100	E: Vit-J, U: Elem-Def-Jx2
Elem-Def-Jx2	junction	130	E: Elem-Def-J
Card Mod	menu	80	E: Card
Elem-Atk-J	junction	160	E: Mag+20%
Mag+40%	character	120	E: Mag+20%
SumMag+20%	GF	70	E: SumMag+10%, U: SumMag+30%
SumMag+30%	GF	140	E: SumMag+20%
GFHP+20%	GF	70	E: GFHP+10%
Mid Mag-RF	menu	60	E: T Mag-RF

----- SHIVA HAWTNESS FACTOR: 9 (nine) stars -----

- O - a) Examine Squall's desk in the classroom in B-Garden.  
 b) Quistis gives her to you when you exit B-Garden enroute to Fire Cavern.  
 S - Diamond Dust; ice-based magic dmg to all foes.  
 I - Joins as lvl GF.

----- GROWTH -----

LV	HP	ATT.	POWER	LV	HP	ATT.	POWER
1	298	263		60	3274	2230	
10	734	564		70	3806	2563	
20	1226	897		80	4346	2897	
30	1726	1230		90	4894	3230	
40	2234	1564		100	5450	3563	
50	2750	1897		-	-	-	

----- M-ABL -----

NAME	TYPE	AP	Unlocks / Evolves from
Spr-J	junction	-	-
Magic	command	-	-
GF	command	-	-
Draw	command	-	-
Item	command	-	-

----- L-ABL -----

NAME	TYPE	AP	Unlocks / Evolves from
Str-J	junction	50	U: Elem-Atk-J
Vit-J	junction	50	U: Vit+20%
Spr+20%	character	60	U: Elem-Def-J & Spr+40%
SumMag+10%	GF	40	U: SumMag+20%
GFHP+10%	GF	40	U: GFHP+20%
Boost	GF	10	-
I Mag-RF	menu	30	-

----- U-ABL -----

NAME	TYPE	AP	Unlocks / Evolves from
Elem-Atk-J	junction	160	E: Str-J
Vit+20%	character	60	E: Vit-J, U: Vit+40%
Vit+40%	character	120	E: Vit+20%
Elem-Def-J	junction	100	E: Spr+20%, U: Elem-Def-Jx2
Elem-Def-Jx2	junction	130	E: Elem-Def-J
Spr+40%	character	120	E: Spr+20%
SumMag+20%	GF	70	E: SumMag+10%, U: SumMag+30%
SumMag+30%	GF	140	E: SumMag+20%
GFHP+20%	GF	70	E: GFHP+10%
Doom	command	60	Shiva must reach lv10.

IFRIT

O - Defeat Ifrit in Fire Cavern.  
 S - Hell Fire; fire-based magic dmg to all foes.  
 I - Joins as lv1 GF.

GROWTH

LV	HP	ATT.	POWER	LV	HP	ATT.	POWER
1	305	298		60	3694	2323	
10	804	607		70	4296	2666	
20	1366	950		80	4906	3009	
30	1936	1293		90	5524	3352	
40	2514	1636		100	6150	3695	
50	3100	1980		-	-	-	

M-ABL

NAME	TYPE	AP	Unlocks / Evolves from
Str-J	junction	-	-
Magic	command	-	-
GF	command	-	-
Draw	command	-	-
Item	command	-	-

L-ABL

NAME	TYPE	AP	Unlocks / Evolves from
HP-J	junction	50	-
Elem-Def-J	junction	100	U: Elem-Def-Jx2
Str+20%	character	60	U: Str+40%
SumMag+10%	GF	40	U: SumMag+20%
GFHP+10%	GF	40	U: GFHP+20%
Boost	GF	10	-
F Mag-RF	menu	30	-

U-ABL

NAME	TYPE	AP	Unlocks / Evolves from
Elem-Def-Jx2	junction	130	E: Elem-Def-J
Str+40%	character	120	E: Str+20%, U: Elem-Atk-J
Elem-Atk-J	junction	160	E: Str+40%, U: Str Bonus
Str Bonus	character	100	E: Elem-Atk-J
SumMag+20%	GF	70	E: SumMag+10%, U: SumMag+30%
SumMag+30%	GF	140	E: SumMag+20%
GFHP+20%	GF	70	E: GFHP+10%, U: GFHP+30%
GFHP+30%	GF	140	E: GFHP+20%
Mad Rush	command	60	Ifrit must reach lv10.
Ammo-RF	menu	30	Ifrit must reach lv10.

SIREN      HAWTNESS FACTOR: 7 (seven) stars

O - a) Draw from Elvoret on Dollet Comm-Tower.  
       b) Draw from Tri-Point in final dungeon.  
 S - Silent Voice; non-element magic dmg to all foes, may inflict Silence.  
 I - Joins as lv3 GF.

GROWTH

LV	HP	ATT.	POWER	LV	HP	ATT.	POWER
3	391	223		60	3214	1596	
10	724	393		70	3736	1837	
20	1206	634		80	4266	2078	
30	1696	875		90	4804	2318	
40	2194	1115		100	5350	2559	
50	2700	1356		-	-	-	

M-ABL

NAME	TYPE	AP	Unlocks / Evolves from
Mag-J	junction	-	-
St-Def-J	junction	-	-
Magic	command	-	-
GF	command	-	-
Draw	command	-	-
Item	command	-	-

L-ABL

NAME	TYPE	AP	Unlocks / Evolves from
St-Def-Jx2	junction	130	-
Mag+20%	character	60	U: Mag+40%
Move-Find	party	40	-
SumMag+10%	GF	40	U: SumMag+20%
GFHP+10%	GF	40	U: GFHP+20%
Boost	GF	10	-
L Mag-RF	menu	30	-
ST Med-RF	menu	30	-
Tool-RF	menu	30	-

U-ABL

NAME	TYPE	AP	Unlocks / Evolves from
Mag+40%	character	120	E: Mag+20%, U: St-Atk-J
St-Atk-J	junction	160	E: Mag+40%, U: Mag Bonus
Mag Bonus	character	100	E: St-Atk-J
SumMag+20%	GF	70	E: SumMag+10%, U: SumMag+30%
SumMag+30%	GF	140	E: SumMag+20%
GFHP+20%	GF	70	E: GFHP+10%
Treatment	command	100	Siren must reach lv12.

BROTHERS

- O - Visit Tomb of the Unknown King, defeat Sacred in event battle (or let it escape), then solve a simple puzzle of letting the water flow into the tomb, visit centre of the dungeon and defeat both Sacred and Minotaur.
- S - Brotherly Love; earth-based magic dmg to all enemies. Ineffective against flying foes.
- I - Joins as lv7 GF.

GROWTH

LV	HP	ATT.	POWER	LV	HP	ATT.	POWER
7	670	529		60	3814	2357	
10	824	632		70	4436	2702	
20	1406	977		80	5066	3047	
30	1996	1322		90	5704	3392	
40	2594	1667		100	6350	3737	
50	3200	2012		-	-	-	

M-ABL

NAME	TYPE	AP	Unlocks / Evolves from
HP-J	junction	-	-
Magic	command	-	-
GF	command	-	-
Draw	command	-	-
Item	command	-	-
HP+20%	character	-	-

L-ABL

NAME	TYPE	AP	Unlocks / Evolves from
Str-J	junction	50	U: Elem-Atk-J
Spr-J	junction	50	U: Elem-Def-J
Defend	command	100	-
HP+40%	character	120	U: HP+80%

Cover	character	100	-
SumMag+10%	GF	40	U: SumMag+20%
GFHP+10%	GF	40	U: GFHP+20%
Boost	GF	10	-
----- U-ABL -----			
NAME	TYPE	AP	Unlocks / Evolves from
Elem-Atk-J	junction	160	E: Str-J
Elem-Def-J	junction	100	E: Spr-J
HP+80%	character	240	E: HP+40%, U: HP Bonus
HP Bonus	character	100	E: HP+80%
SumMag+20%	GF	70	E: SumMag+10%, U: SumMag+30%
SumMag+30%	GF	140	E: SumMag+20%
GFHP+20%	GF	70	E: GFHP+10%, U: GFHP+30%
GFHP+30%	GF	140	E: GFHP+20%

-----  
DIABLOS  
-----

- O - Defeat Diablos after using Magical Lamp you got from Cid.
- S - Dark Messenger; %-based magic dmg to all foes. Inefective against foes which are immune to %-based damage. Damage done is based on foe's MAX HP, but it cannot exceed 9999 dmg.
- I - Joins as lv9 GF.

----- GROWTH -----

LV	HP	ATT. POWER	LV	HP	ATT. POWER
9	730	9% F-MAX HP	60	3574	60% F-MAX HP
10	784	10% F-MAX HP	70	4156	70% F-MAX HP
20	1326	20% F-MAX HP	80	4746	80% F-MAX HP
30	1876	30% F-MAX HP	90	5344	90% F-MAX HP
40	2434	40% F-MAX HP	100	5950	100% F-MAX HP
50	3000	50% F-MAX HP	-	-	-

----- M-ABL -----

NAME	TYPE	AP	Unlocks / Evolves from
Mag-J	junction	-	-
Ability x3	junction	-	-
Magic	command	-	-
GF	command	-	-
Draw	command	-	-
Item	command	-	-

----- L-ABL -----

NAME	TYPE	AP	Unlocks / Evolves from
HP-J	junction	50	U: HP+20%
Hit-J	junction	120	-
Darkside	command	100	-
Mag+20%	character	60	U: Mag+40%
Mug	character	200	-
Enc-Half	party	30	U: Enc-None
GFHP+10%	GF	40	U: GFHP+20%
Time Mag-RF	menu	30	-
ST Mag-RF	menu	30	-

----- U-ABL -----

NAME	TYPE	AP	Unlocks / Evolves from
HP+20%	character	60	E: HP-J, U: HP+40%
HP+40%	character	120	E: HP+20%, U: HP+80%
HP+80%	character	240	E: HP+40%
Mag+40%	character	120	E: Mag+20%
Enc-None	party	100	E: Enc-Half
GFHP+20%	GF	70	E: GFHP+10%, U: GFHP+30%
GFHP+30%	GF	140	E: GFHP+20%

-----  
 -----  
 CARBUNCLE  
 -----

- O - a) Draw from Iguion in Dollet's Presidential Residence.  
 b) Draw from Krysta in final dungeon.  
 S - Ruby Light; grants Reflect to all allies.  
 I - Joins as lv16 GF.

----- GROWTH -----

LV	HP	ATT.	POWER	LV	HP	ATT.	POWER
1	-	-		60	3994	-	
16	1220	-		70	4646	-	
20	1326	-		80	5306	-	
30	2086	-		90	5974	-	
40	2714	-		100	6650	-	
50	3350	-		-	-	-	

----- M-ABL -----

NAME	TYPE	AP	Unlocks / Evolves from
Vit-J	junction	-	-
Ability x3	junction	-	-
Magic	command	-	-
GF	command	-	-
Draw	command	-	-
Item	command	-	-

----- L-ABL -----

NAME	TYPE	AP	Unlocks / Evolves from
HP-J	junction	50	U: HP+20%
Mag-J	junction	50	U: St-Atk-J
St-Def-J	junction	100	U: St-Def-Jx2
Vit+20%	character	60	U: Vit+40%
Counter	character	200	U: Auto-Reflect
GFHP+10%	GF	40	U: GFHP+20%
Recov Med-RF	menu	30	-

----- U-ABL -----

NAME	TYPE	AP	Unlocks / Evolves from
HP+20%	character	60	E: HP-J, U: HP+40%
HP+40%	character	120	E: HP+20%
St-Atk-J	junction	160	E: Mag-J
St-Def-Jx2	junction	130	E: St-Def-J
Vit+40%	character	120	E: Vit+20%, U: Vit Bonus
Vit Bonus	character	100	E: Vit+40%
Auto-Reflect	character	250	E: Counter
GFHP+20%	GF	70	E: GFHP+10%, U: GFHP+30%
GFHP+30%	GF	140	E: GFHP+20%

-----  
 -----  
 LEVIATHAN  
 -----

- O - a) Draw from NORG in B-Garden, B1.  
 b) Draw from Trauma in final dungeon.  
 S - Tsunami; water-based magic dmg to all foes.  
 I - Joins as lv17 GF.

----- GROWTH -----

LV	HP	ATT.	POWER	LV	HP	ATT.	POWER
1	-	-		60	4234	2555	
17	1349	963		70	4926	2925	
20	1546	1075		80	5626	3295	
30	2206	1445		90	6334	3666	

40	2874	1815	100	7050	4036
50	3550	2185	-	-	-

M-ABL

NAME	TYPE	AP	Unlocks / Evolves from
Spr-J	junction	-	-
Magic	command	-	-
GF	command	-	-
Draw	command	-	-
Item	command	-	-

L-ABL

NAME	TYPE	AP	Unlocks / Evolves from
Mag-J	junction	50	U: Elem-Atk-J
Elem-Def-Jx2	junction	130	-
Recover	command	200	-
Spr+20%	character	60	U: Spr+40%
Auto-Potion	character	150	-
SumMag+10%	GF	40	U: SumMag+20%
GFHP+10%	GF	40	U: GFHP+20%
Boost	GF	10	-
Supt Mag-RF	menu	30	U: GF Recov Med-RF

U-ABL

NAME	TYPE	AP	Unlocks / Evolves from
Elem-Atk-J	junction	160	E: Mag-J
Spr+40%	character	120	E: Spr+20%, U: Spr Bonus
Spr Bonus	character	100	E: Spr+40%
SumMag+20%	GF	70	E: SumMag+10%, U: SumMag+30%
SumMag+30%	GF	140	E: SumMag+20%
GFHP+20%	GF	70	E: GFHP+10%, U: GFHP+30%
GFHP+30%	GF	140	E: GFHP+20%
GF Recov Med-RF	menu	30	E: Supt Mag-RF

PANDEMONA

- O - a) Draw from Fujin in Balamb.
- b) Draw from Red Giant in final dungeon.
- S - Tornado Zone; wind-based magic dmg to all foes.
- I - Joins as lv19 GF.

GROWTH

LV	HP	ATT.	POWER	LV	HP	ATT.	POWER
1	-	-	-	60	4114	2587	-
19	1442	1052	-	70	4786	2961	-
20	1506	1092	-	80	5466	3335	-
30	2146	1466	-	90	6154	3708	-
40	2794	1840	-	100	6850	4082	-
50	3450	2213	-	-	-	-	-

M-ABL

NAME	TYPE	AP	Unlocks / Evolves from
Str-J	junction	-	-
Elem-Atk-J	junction	-	-
Elem-Def-J	junction	-	-
Magic	command	-	-
GF	command	-	-
Draw	command	-	-
Item	command	-	-

L-ABL

NAME	TYPE	AP	Unlocks / Evolves from
Spd-J	junction	120	U: Spd+20%
Elem-Def-Jx2	junction	130	-



Absorb	command	80	-
Str+20%	character	60	U: Str+40%
Initiative	character	160	-
SumMag+10%	GF	40	U: SumMag+20%
GFHP+10%	GF	40	U: GFHP+20%
Boost	GF	10	-
----- U-ABL -----			
NAME	TYPE	AP	Unlocks / Evolves from
Spd+20%	character	150	E: Spd-J, U: Spd+40%
Spd+40%	character	200	E: Spd+20%
Str+40%	character	120	E: Str+20%
SumMag+20%	GF	70	E: SumMag+10%, U: SumMag+30%
SumMag+30%	GF	140	E: SumMag+20%
GFHP+20%	GF	70	E: GFHP+10%, U: GFHP+30%
GFHP+30%	GF	140	E: GFHP+20%

----- CERBERUS -----

- O - a) Defeat Cerberus in G-Garden (battle of the gardens).  
b) Draw from Gargantua in final dungeon.  
S - Counter Rockets; grants Double and Triple to all allies.  
I - Joins as lv23 GF.

----- GROWTH -----

LV	HP	ATT. POWER	LV	HP	ATT. POWER
1	-	-	60	3574	-
10	-	-	70	4156	-
23	1490	-	80	4746	-
30	1876	-	90	5344	-
40	2434	-	100	5950	-
50	3000	-	-	-	-

----- M-ABL -----

NAME	TYPE	AP	Unlocks / Evolves from
Str-J	junction	-	-
Hit-J	junction	-	-
Ability x3	junction	-	-
Magic	command	-	-
GF	command	-	-
Draw	command	-	-
Item	command	-	-

----- L-ABL -----

NAME	TYPE	AP	Unlocks / Evolves from
Mag-J	junction	50	U: St-Atk-J
Spr-J	junction	50	U: St-Def-J
Spd-J	junction	120	U: Spd+20%
Alert	party	200	-
GFHP+10%	GF	40	U: GFHP+20%

----- U-ABL -----

NAME	TYPE	AP	Unlocks / Evolves from
St-Atk-J	junction	160	E: Mag-J
St-Def-J	junction	100	E: Spr-J, U: St-Def-Jx2
St-Def-Jx2	junction	130	E: St-Def-J, U: St-Def-Jx4
St-Def-Jx4	junction	180	E: St-Def-Jx2
Spd+20%	character	150	E: Spd-J, U: Spd+40%
Spd+40%	character	200	E: Spd+20%, U: Auto-Haste
Auto-Haste	character	250	E: Spd+40%
GFHP+20%	GF	70	E: GFHP+10%, U: GFHP+30%
GFHP+30%	GF	140	E: GFHP+20%
Expend x2-1	character	250	Cerberus must reach lv30.

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ALEXANDER  
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- O - a) Draw from Edea in G-Garden.  
 b) Draw from Catoblepas in final dungeon.  
 S - Holy Judgment; holy-based magic dmg to all foes.  
 I - Joins as lv25 GF.

----- GROWTH -----						
LV	HP	ATT.	POWER	LV	HP	ATT. POWER
1	-	-		60	4354	2676
10	-	-		70	5066	3054
25	1925	1350		80	5786	3432
30	2266	1542		90	6514	3810
40	2954	1920		100	7250	4188
50	3650	2298		-	-	-

----- M-ABL -----			
NAME	TYPE	AP	Unlocks / Evolves from
Spr-J	junction	-	-
Elem-Def-Jx2	junction	-	-
Ability x3	junction	-	-
Magic	command	-	-
GF	command	-	-
Draw	command	-	-
Item	command	-	-

----- L-ABL -----			
NAME	TYPE	AP	Unlocks / Evolves from
Elem-Atk-J	junction	160	-
Elem-Def-Jx4	junction	180	-
Revive	command	200	-
Spr+20%	character	60	U: Spr+40%
Med Data	character	200	U: Med LV Up
SumMag+10%	GF	40	U: SumMag+20%
GFHP+10%	GF	40	U: GFHP+20%
Boost	GF	10	-
High Mag-RF	menu	60	-

----- U-ABL -----			
NAME	TYPE	AP	Unlocks / Evolves from
Spr+40%	character	120	E: Spr+20%
Med LV Up	menu	120	E: Med Data
SumMag+20%	GF	70	E: SumMag+10%, U: SumMag+30%
SumMag+30%	GF	140	E: SumMag+20%
GFHP+20%	GF	70	E: GFHP+10%, U: GFHP+30%
GFHP+30%	GF	140	E: GFHP+20%

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DOOMTRAIN  
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- O - Collect 6x Steel Pipe, 6x Malboro Tentacle, 6x Remedy+, and Solomon's Ring (you get the ring at Tears' Point in Esthar). Alexander is required to refine Remedies into Remedy+. Once you have all of these items, go to Item menu and use Solomon's Ring.  
 S - Runaway Train; poison-based magic dmg to all foes, may inflict following statuses: Poison, Petrifying, Darkness, Silence, Berserk, Sleep, Slow, Stop, Confuse, Vitality 0, Doom.  
 I - Joins as lv28 GF.

----- GROWTH -----						
LV	HP	ATT.	POWER	LV	HP	ATT. POWER

1	-	-	60	5194	3471
10	-	-	70	6046	3953
28	2521	1931	80	6906	4434
30	2686	2028	90	7774	4915
40	3514	2509	100	8650	5396
50	4350	2990	-	-	-

M-ABL

NAME	TYPE	AP	Unlocks / Evolves from
Elem-Atk-J	junction	-	-
St-Atk-J	junction	-	-
Magic	command	-	-
GF	command	-	-
Draw	command	-	-
Item	command	-	-
Junk Shop	menu	-	-

L-ABL

NAME	TYPE	AP	Unlocks / Evolves from
Elem-Def-Jx4	junction	180	-
St-Def-Jx4	junction	180	-
Darkside	command	100	-
Absorb	command	80	-
Auto-Shell	character	250	-
SumMag+10%	GF	40	U: SumMag+20%
GFHP+10%	GF	40	U: GFHP+20%
Boost	GF	10	-
Forbid Med-RF	menu	200	-

U-ABL

NAME	TYPE	AP	Unlocks / Evolves from
SumMag+20%	GF	70	E: SumMag+10%, U: SumMag+30%
SumMag+30%	GF	140	E: SumMag+20%, U: SumMag+40%
SumMag+40%	GF	200	E: SumMag+30%
GFHP+20%	GF	70	E: GFHP+10%, U: GFHP+30%
GFHP+30%	GF	140	E: GFHP+20%, U: GFHP+40%
GFHP+40%	GF	200	E: GFHP+30%

BAHAMUT

- O - Defeat Bahamut at Deep Sea Research Center.  
S - Mega Flare; non-element magic dmg to all foes, ignores Spr.  
I - Joins as lv35 GF.

GROWTH

LV	HP	ATT.	POWER	LV	HP	ATT.	POWER
1	-	-	-	60	5494	2266	-
10	-	-	-	70	6396	2593	-
20	-	-	-	80	7306	2919	-
35	3274	1451	-	90	8224	3245	-
40	3714	1614	-	100	9150	3571	-
50	4600	1940	-	-	-	-	-

M-ABL

NAME	TYPE	AP	Unlocks / Evolves from
Ability x4	junction	-	-
Magic	command	-	-
GF	command	-	-
Draw	command	-	-
Item	command	-	-
Str+60%	character	-	-
Mag+60%	character	-	-
Forbid Mag-RF	menu	-	-

L-ABL

NAME	TYPE	AP	Unlocks / Evolves from
Mug	character	200	-
Move-HP Up	character	200	-
Auto-Protect	character	250	-
Expend x2-1	character	250	-
Rare Item	party	250	-
SumMag+10%	GF	40	U: SumMag+20%
GFHP+10%	GF	40	U: GFHP+20%
Boost	GF	10	-

U-ABL

NAME	TYPE	AP	Unlocks / Evolves from
SumMag+20%	GF	70	E: SumMag+10%, U: SumMag+30%
SumMag+30%	GF	140	E: SumMag+20%, U: SumMag+40%
SumMag+40%	GF	200	E: SumMag+30%
GFHP+20%	GF	70	E: GFHP+10%, U: GFHP+30%
GFHP+30%	GF	140	E: GFHP+20%, U: GFHP+40%
GFHP+40%	GF	200	E: GFHP+30%

CACTUAR

- O - Defeat Jumbo Cactuar on Cactuar Island.
- S - 1000 Needles; non-element magic dmg to all foes, ignores special defenses.  
At lv100 it deals 10000 dmg, thus conquering 9999 dmg barrier.
- I - Joins as lv20 GF.

GROWTH

LV	HP	ATT.	POWER	LV	HP	ATT.	POWER
1	-	-	-	60	4894	-	6000
10	-	-	-	70	5696	-	7000
20	1766	2000	-	80	6506	-	8000
30	2536	3000	-	90	7324	-	9000
40	3314	4000	-	100	8150	-	10000
50	4100	5000	-	-	-	-	-

M-ABL

NAME	TYPE	AP	Unlocks / Evolves from
Magic	command	-	-
GF	command	-	-
Draw	command	-	-
Item	command	-	-
HP Bonus	character	-	-
Str Bonus	character	-	-
Vit Bonus	character	-	-
Mag Bonus	character	-	-
Spr Bonus	character	-	-

L-ABL

NAME	TYPE	AP	Unlocks / Evolves from
Eva-J	junction	200	U: Eva+30%
Luck-J	junction	200	U: Luck+50%
Defend	command	100	-
Kamikaze	command	100	-
Initiative	character	160	-
Move-HP Up	character	200	-
Auto-Potion	character	150	-
GFHP+10%	GF	40	U: GFHP+20%

U-ABL

NAME	TYPE	AP	Unlocks / Evolves from
Eva+30%	character	150	E: Eva-J, U: Expend x2-1
Expend x2-1	character	250	E: Eva+30%

Luck+50%	character	200	E: Luck-J
GFHP+20%	GF	70	E: GFHP+10%, U: GFHP+30%
GFHP+30%	GF	140	E: GFHP+20%

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 TONBERRY  
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O - Defeat 20 Tonberries in Centra Ruins; you must not Card or Devour them.  
 After 20th Tonberry kisses the floor, Tonberry King appears in battle immediately - defeat it as well.

S - Chef's Knife; non-element magic dmg to one foe.

I - Joins as lv30 GF.

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 GROWTH  
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LV	HP	ATT.	POWER	LV	HP	ATT.	POWER
1	-	-		60	5014	2505	
10	-	-		70	5836	2842	
20	-	-		80	6666	3180	
30	2596	1492		90	7504	3517	
40	3394	1830		100	8350	3855	
50	4200	2167		-	-	-	

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 M-ABL  
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NAME	TYPE	AP	Unlocks / Evolves from
Magic	command	-	-
GF	command	-	-
Draw	command	-	-
Item	command	-	-
LV Down	command	-	-
LV Up	command	-	-
Eva+30%	character	-	-
Luck+50%	character	-	-

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 L-ABL  
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NAME	TYPE	AP	Unlocks / Evolves from
Initiative	character	160	-
Move-HP Up	character	200	-
Auto-Potion	character	150	-
SumMag+10%	GF	40	U: SumMag+20%
GFHP+10%	GF	40	U: GFHP+20%
Boost	GF	10	-
Haggle	menu	150	U: Sell-High
Familiar	menu	150	U: Call Shop

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 U-ABL  
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NAME	TYPE	AP	Unlocks / Evolves from
SumMag+20%	GF	70	E: SumMag+10%, U: SumMag+30%
SumMag+30%	GF	140	E: SumMag+20%
GFHP+20%	GF	70	E: GFHP+10%, U: GFHP+30%
GFHP+30%	GF	140	E: GFHP+20%
Sell-High	menu	150	E: Haggle
Call Shop	menu	200	E: Familiar

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 EDEN  
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O - a) Draw from Ultima Weapon in Deep Sea Deposit.

b) Draw from Tiamat in final dungeon.

S - Eternal Breath; non-element magic dmg to all foes, ignores special defenses. Can inflict more than 9999 dmg, for a maximum of 60000 dmg.

I - Joins as lv30 GF.

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 GROWTH  
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LV	HP	ATT.	POWER	LV	HP	ATT.	POWER
1	-	-	-	60	9394	8050	
10	-	-	-	70	9999	8925	
20	-	-	-	80	9999	9800	
30	4786	5425		90	9999	10675	
40	6314	6300		100	9999	11550	
50	7850	7175		-	-	-	

M-ABL

NAME	TYPE	AP	Unlocks / Evolves from
Spd-J	junction	-	-
Eva-J	junction	-	-
Hit-J	junction	-	-
Magic	command	-	-
GF	command	-	-
Draw	command	-	-
Item	command	-	-
Devour	command	-	-

L-ABL

NAME	TYPE	AP	Unlocks / Evolves from
Mad Rush	command	60	-
Darkside	command	100	-
Luck+50%	character	200	-
Expend x3-1	character	250	-
SumMag+10%	GF	40	U: SumMag+20%
GFHP+10%	GF	40	U: GFHP+20%
Boost	GF	10	-
GFabl Med-RF	menu	30	-

U-ABL

NAME	TYPE	AP	Unlocks / Evolves from
SumMag+20%	GF	70	E: SumMag+10%, U: SumMag+30%
SumMag+30%	GF	140	E: SumMag+20%, U: SumMag+40%
SumMag+40%	GF	200	E: SumMag+30%
GFHP+20%	GF	70	E: GFHP+10%, U: GFHP+30%
GFHP+30%	GF	140	E: GFHP+20%, U: GFHP+40%
GFHP+40%	GF	200	E: GFHP+30%

CHOCOBO

O - Solve any choco-forest puzzle, either the hard way, or by having Chocokid capture mama-choco for you. Get some Gysahl Greens, and then use this item in battle for chicken attack!

- S - a) ChocoFire; fire-based magic dmg to all foes.
- b) ChocoFlare; non-element magic dmg to all foes.
- c) ChocoMeteor; non-element magic dmg to all foes.
- d) ChocoBocle; non-element magic dmg to all foes. Can inflict more than 9999 damage.

I - Joins as lvl GF.

GROWTH

LV \ SUMMON	C-FIRE	C-FLARE	C-METEOR	C-BOCLE
1	750	-	-	-
10	1200	-	-	-
20	1700	-	-	-
30	2200	-	-	-
40	2700	-	-	-
50	3200	4950	-	-
60	3700	5700	8100 (lv63)	-
70	4200	6450	8800	12000 (lv76)
80	4700	7200	9800	12500

90	5200	7950	9999	13750
100	5700	8700	9999	15000

----- NOTES -----

All values shown in the above "Growth" chart denote attack power of respective summon ability.

Chocobo GF cannot be junctioned.

In order to level up your chocobo, you need PocketStation. This device was never sold outside Japan, so it may be quite hard to get your mitts on. While playing as Boko in PS's world, you do stuff to level up the bird, eventually unlocking its stronger and better summon skills. There's a couple of PS's FAQs available for reading on GameFAQs, so use that for supplemental info you desire to know.

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MINIMOG

- O - Obtain Mog's Amulet item from PocketStation, and then use this item on a GF to have that GF learn MiniMog command ability.
- S - Moogles Dance; heals all junctioned GFs for some gil.  
Gil cost = [100 x average chrs' level].
- I - This GF doesn't have initial level of joining.

----- NOTES -----

While indeed super-cute, don't be hasty in using this summon too often.

MiniMog GF cannot be junctioned.

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MOOMBA

- O - Obtain Friendship item from PocketStation, and then use this item in a battle to summon Moomba.
- S - MoombaMoomba; non-element magic damage to one foe.  
Dmg = [foe's current HP - 1]; can inflict maximum of 9999 dmg.
- I - This GF doesn't have initial level of joining.

----- NOTES -----

Useful GF for setting up Devour and Card attempts.

Moomba GF cannot be junctioned.

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PHOENIX

- O - Obtain Phoenix Pinion item, then use it in battle to summon Phoenix. From now on, you can summon Phoenix again by using another Phoenix Pinion. Additionally, should it happen that your party is wiped out, there's a slight chance Phoenix will be summoned on its own - it will revive your party!
- S - Rebirth Flame; fire-based magic dmg to all foes; revives all KOed allies with 12,5% of MAX HP restored, but insta-kills zombified allies.
- I - Joins as lv1 GF.

----- GROWTH -----

LV	ATT. POWER	LV	ATT. POWER	LV	ATT. POWER
1	393	40	4110	80	7920
10	1252	50	5062	90	8872
20	2205	60	6015	100	9825

----- NOTES -----

Extremely useful GF to have, because you have a small chance of revival in case your party gets wiped out.

Phoenix GF cannot be junctioned.

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ODIN

O - Defeat Odin in Centra Ruins under time limit of 20 minutes. If timer runs out while you're fighting him, you get 100% guaranteed Game Over. If timer runs out while you're exploring the ruins, you're ejected from the dungeon and must retry.

S - Zantetsuken; instantly defeats all foes. Exceptions are boss foes, Tonberry, Grat, Cactuar, Vysage, Lefty, Righty, PuPu, UFO?, and E-Soldier (cyborg).

I - This GF doesn't have initial level of joining.

----- NOTES -----

Obtain Odin at your own risk. While him appearing in battle guarantees victory (except one battle on disc 3), he may be a cause for wasted chances of drawing spells from foes, and similar.

Odin is mutually exclusive with Gilgamesh. You can have one, but not the other.

Odin GF cannot be junctioned.

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GILGAMESH

O - Obtain Odin before finishing disc 3, and duke it out with Seifer (final boss of disc 3). After several events in battle Gilgamesh is yours.

S - a) Zantetsuken; instantly defeats all foes. Exceptions are boss foes, Tonberry, Grat, Cactuar, Vysage, Lefty, Righty, PuPu, UFO?, and E-Soldier (cyborg).

b) Masamune; non-element magic dmg to all foes.

c) Excalibur; non-element magic dmg to all foes.

d) Excalipoor; 1 point of dmg to all foes, ignores special defenses.

I - Joins as lvl GF.

----- GROWTH -----

LV	MASAMUNE	EXCALIBUR	LV	MASAMUNE	EXCALIBUR
1	2625	1000	60	9999	4687
10	3750	1562	70	9999	5312
20	5000	2187	80	9999	5937
30	6250	2812	90	9999	6562
40	7500	3437	100	9999	7187
50	8750	4062	-	-	-

----- NOTES -----

All values shown in the above "Growth" chart denote attack power of respective summon ability.

Obtain Gilgamesh at your own risk. Unlike Odin, he can appear in any battle (even multiple times) and use one of the four attacks described above. Very cool if he decides to use Masamune against first boss of disc 4, hm?

Gilgamesh is mutually exclusive with Odin. You can have one, but not the other.

Gilgamesh GF cannot be junctioned.



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15.) ABILITIES - G1500

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All together you have 115 different abilities. Considering their purpose, they can be divided into six basic types of abilities:

- junction abilities (19 total)
- command abilities (19 total)
- character abilities (39 total)
- party abilities (5 total)
- GF abilities (9 total)
- menu abilities (24 total)

In this section you'll learn all the details on abilities, how much AP they cost and what item teaches the ability (not all abilities can be learned thru items).

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ABILITY	AP COST	LEARNED BY ITEM?
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JUNCTION ABILITIES

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HP-J	50	HP-J Scroll
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Allows you to junction magic to chr's HP stat.

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STR-J	50	Str-J Scroll
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Allows you to junction magic to chr's Str stat.

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VIT-J	50	Vit-J Scroll
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Allows you to junction magic to chr's Vit stat.

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MAG-J	50	Mag-J Scroll
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Allows you to junction magic to chr's Mag stat.

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SPR-J	50	Spr-J Scroll
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Allows you to junction magic to chr's Spr stat.

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SPD-J	120	Spd-J Scroll
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Allows you to junction magic to chr's Spd stat.

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EVA-J	200	Aegis Amulet
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Allows you to junction magic to chr's Eva stat.

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HIT-J	120	-
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Allows you to junction magic to chr's Hit stat.

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LUCK-J	200	Luck-J Scroll
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Allows you to junction magic to chr's Luck stat.

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ELEM-ATK-J	160	Elem Atk
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Allows you to junction magic to chr's Elemental Attack. Only magic with elemental attributes can be junctioned.

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ELEM-DEF-J | 100 | -  
Allows you to junction magic to chr's Elemental Defense. Only magic with elemental attributes can be junctioned.

ELEM-DEF-Jx2 | 130 | -  
Allows you to junction two (2) magics to chr's Elemental Defense. Only magic with elemental attributes can be junctioned. This ability overrides Elem-Def-J.

ELEM-DEF-Jx4 | 180 | Elem Guard  
Allows you to junction four (4) magics to chr's Elemental Defense. Only magic with elemental attributes can be junctioned. This ability overrides Elem-Def-J and Elem-Def-Jx2.

ST-ATK-J | 160 | Status Atk  
Allows you to junction magic to chr's Status Attack. Only magic that can inflict status change/s can be junctioned.

ST-DEF-J | 100 | -  
Allows you to junction magic to chr's Status Defense. Only magic that can inflict status change/s can be junctioned.

ST-DEF-Jx2 | 130 | -  
Allows you to junction two (2) magics to chr's Status Defense. Only magic that can inflict status change/s can be junctioned. This ability overrides St-Def-J.

ST-DEF-Jx4 | 180 | Status Guard  
Allows you to junction four (4) magics to chr's Status Defense. Only magic that can inflict status change/s can be junctioned. This ability overrides St-Def-J and St-Def-Jx2.

ABILITY x3 | - | -  
Allows you to set up to three (3) party and/or character abilities to a chr.

ABILITY x4 | - | Rosetta Stone  
Allows you to set up to four (4) party and/or character abilities to a chr.

#### COMMAND ABILITIES

ATTACK | - | -  
Allows you to use "Attack" command in battle.  
"Attack" command: Use a physical attack with equipped weapon.

MAGIC | - | Magic Scroll  
Allows you to use "Magic" command in battle.  
"Magic" command: Cast a magic spell from chr's magic stock, using up one unit of stocked magic.

DRAW | - | Draw Scroll  
Allows you to use "Draw" command in battle.  
"Draw" command: Draw a magic spell from chosen foe, and then either 'stock' drawn magic into chr's magic stock for later perusal, or 'cast' drawn magic for immediate effect. The higher chr's Mag stat is, the more units of magic you can 'stock'.

GF | - | GF Scroll  
Allows you to use "GF" command in battle.  
"GF" command: Summon a GF for a variety of effects.

- (non)elemental damage against all foes (depends on GF used)
- %dmg to all foes (Diablos)
- harmful status effects to all foes (depends on GF used)

- granting Double/Triple to all allies (Cerberus)
- granting Reflect to all allies (Carbuncle)

---

ITEM | - | Item Scroll

Allows you to use "Item" command in battle.

"Item" command: Use an item from Battle Items stock.

---

CARD | 40 | Gambler Spirit

Allows you to use "Card" command in battle.

"Card" command: Transforms a foe into a card (not all foes can be carded).  
Cards can later be modded using Card Mod ability to obtain  
(rare) items from cards. Card succeeds more often when foe is  
in low HP.

---

DOOM | 60 | -

Allows you to use "Doom" command in battle.

"Doom" command: Adds Doom status to target foe (some foes are immune). After  
Doom counter runs out, foe becomes KOed.

---

MAD RUSH | 60 | -

Allows you to use "Mad Rush" command in battle.

"Mad Rush" command: Grants Protect, Berserk and Haste to all allies. Use with  
caution, as you lose control of chrs by using this command.  
Even allies with 100% defense against Berserk are affected.

---

TREATMENT | 100 | Med Kit

Allows you to use "Treatment" command in battle.

"Treatment" command: Removes Poison, Petrify, Darkness, Silence, Zombie, Sleep,  
Berserk, Slow, Stop, Curse, Petrifying, Confuse, and Vit 0  
status/es from one ally.

---

DEFEND | 100 | -

Allows you to use "Defend" command in battle.

"Defend" command: Grants Defend status on chr. Reduces damage from magic  
attacks by 50%, and reduces daamage from physical attacks to  
zero (0). Defend lasts until next chr's command input.

---

DARKSIDE | 100 | -

Allows you to use "Darkside" command in battle.

"Darkside" command: Expend 10% of chr's MAX HP to triple damage inflicted by  
"Attack". Use with caution! Chr loses HP even if under  
Invincible status.

---

RECOVER | 200 | Healing Ring

Allows you to use "Recover" command in battle.

"Recover" command: One chr recovers MAX HP. Insta-kills one undead or zombified  
foe with 9999 HP or less (same for zombified allies); deals  
9999 damage instead.

---

ABSORB | 80 | -

Allows you to use "Absorb" command in battle.

"Absorb" command: Absorbs HP from target foe and adds it to chr's own HP. Be  
careful not to drain zombified or undead foes, as this will  
cause the reverse effects.

---

REVIVE | 200 | Phoenix Spirit

Allows you to use "Revive" command in battle.

"Revive" command: Revives one fallen ally with MAX HP. Insta-kills one undead  
and/or zombified foe (same can happen to zombified ally).

---

LV DOWN | - | -  
Allows you to use "LV Down" command in battle.  
"LV Down" command: Decreases the level of target foe by half (min lv is 1).

LV UP | - | -  
Allows you to use "LV Up" command in battle.  
"LV Up" command: Doubles the level of target foe (max lv is 100).

KAMIKAZE | 100 | Bomb Spirit  
Allows you to use "Kamikaze" command in battle.  
"Kamikaze" command: User inflicts major physical damage using this formula:  
[chr's MAX HP x 5 = damage] for a potential 49995 damage.  
Ability can also cause critical damage, thus making for  
maximum damage achieved this way being 60000 damage. Use  
with caution - Kamikaze chr is gone from battle until the  
end.

DEVOUR | - | Hungry Cookpot  
Allows you to use "Devour" command in battle.  
"Devour" command: Consume target foe for a myriad of effects. Devour succeeds  
more often if target has less HP than chr him/herself.

MINIMOG | - | Mog's Amulet  
Allows you to use "MiniMog" command in battle.  
"MiniMog" command: A super-cute moogles pops up and heals all junctioned GFs,  
while charging some gil = [100 x average chrs' level].

-----  
CHARACTER ABILITIES  
-----

HP+20% | 60 | Regen Ring  
Increases HP by 20%.  
Produces cumulative effect with HP+40% and HP+80% for a total of +140%.  
Setting HP+20% and HP+40% makes HP+60%.  
Setting HP+20% and HP+80% makes HP+100%.

HP+40% | 120 | Giant's Ring  
Increases HP by 40%.  
Produces cumulative effect with HP+20% and HP+80% for a total of +140%.  
Setting HP+20% and HP+40% makes HP+60%.  
Setting HP+40% and HP+80% makes HP+120%.

HP+80% | 240 | Gaea's Ring  
Increases HP by 80%.  
Produces cumulative effect with HP+20% and HP+40% for a total of +140%.  
Setting HP+20% and HP+80% makes HP+100%.  
Setting HP+40% and HP+80% makes HP+120%.

STR+20% | 60 | Strength Love  
Increases Strength by 20%.  
Produces cumulative effect with Str+40% and Str+60% for a total of +120%.  
Setting Str+20% and Str+40% makes Str+60%.  
Setting Str+20% and Str+60% makes Str+80%.

STR+40% | 120 | Power Wrist  
Increases Strength by 40%.  
Produces cumulative effect with Str+20% and Str+60% for a total of +120%.  
Setting Str+20% and Str+40% makes Str+60%.  
Setting Str+40% and Str+60% makes Str+100%.

STR+60% | - | Hyper Wrist

Increases Strength by 60%.  
Produces cumulative effect with Str+20% and Str+40% for a total of +120%.  
Setting Str+20% and Str+60% makes Str+80%.  
Setting Str+40% and Str+60% makes Str+100%.

---

VIT+20% | 60 | Turtle Shell

Increases Vitality by 20%.  
Produces cumulative effect with Vit+40% and Vit+60% for a total of +120%.  
Setting Vit+20% and Vit+40% makes Vit+60%.  
Setting Vit+20% and Vit+60% makes Vit+80%.

---

VIT+40% | 120 | Orihalcon

Increases Vitality by 40%.  
Produces cumulative effect with Vit+20% and Vit+60% for a total of +120%.  
Setting Vit+20% and Vit+40% makes Vit+60%.  
Setting Vit+40% and Vit+60% makes Vit+100%.

---

VIT+60% | - | Adamantine

Increases Vitality by 60%.  
Produces cumulative effect with Vit+20% and Vit+40% for a total of +120%.  
Setting Vit+20% and Vit+60% makes Vit+80%.  
Setting Vit+40% and Vit+60% makes Vit+100%.

---

MAG+20% | 60 | Circlet

Increases Magic by 20%.  
Produces cumulative effect with Mag+40% and Mag+60% for a total of +120%.  
Setting Mag+20% and Mag+40% makes Mag+60%.  
Setting Mag+20% and Mag+60% makes Mag+80%.

---

MAG+40% | 120 | Hypno Crown

Increases Magic by 40%.  
Produces cumulative effect with Mag+20% and Mag+60% for a total of +120%.  
Setting Mag+20% and Mag+40% makes Mag+60%.  
Setting Mag+40% and Mag+60% makes Mag+100%.

---

MAG+60% | - | Royal Crown

Increases Magic by 60%.  
Produces cumulative effect with Mag+20% and Mag+40% for a total of +120%.  
Setting Mag+20% and Mag+60% makes Mag+80%.  
Setting Mag+40% and Mag+60% makes Mag+100%.

---

SPR+20% | 60 | Rune Armlet

Increases Spirit by 20%.  
Produces cumulative effect with Spr+40% and Spr+60% for a total of +120%.  
Setting Spr+20% and Spr+40% makes Spr+60%.  
Setting Spr+20% and Spr+60% makes Spr+80%.

---

SPR+40% | 120 | Force Armlet

Increases Spirit by 40%.  
Produces cumulative effect with Spr+20% and Spr+60% for a total of +120%.  
Setting Spr+20% and Spr+40% makes Spr+60%.  
Setting Spr+40% and Spr+60% makes Spr+100%.

---

SPR+60% | - | Magic Armlet

Increases Spirit by 60%.  
Produces cumulative effect with Spr+20% and Spr+40% for a total of +120%.  
Setting Spr+20% and Spr+60% makes Spr+80%.  
Setting Spr+40% and Spr+60% makes Spr+100%.

---

SPD+20% | 150 | Jet Engine

Increases Speed by 20%.

Produces cumulative effect with Spd+40% for a total of +60%.

---

SPD+40% | 200 | Rocket Engine

Increases Speed by 40%.

Produces cumulative effect with Spd+20% for a total of +60%.

---

EVA+30% | 150 | -

Increases Evasion by 30%.

---

LUCK+50% | 200 | -

Increases Luck by 50%.

---

MUG | 200 | -

Changes "Attack" command into "Mug".

"Mug" adds an item-stealing ability to "Attack".

If you successfully mug a foe, that foe won't drop any items after battle (this excludes fixed-item drops and card drops).

---

MED DATA | 200 | Doc's Code

Doubles effects of HP-recovery items used during battle (Potion, Potion+, Hi-Potion, Hi-Potion+, Mega-Potion, X-Potion, Elixir, Megalixir, Phoenix Down, Mega Phoenix).

---

COUNTER | 200 | Monk's Code

When physically attacked, allows the chr to counterattack.

Doesn't work if all allies are attacked.

---

RETURN DAMAGE | - | Hundred Needles

When damaged, chr returns 25% of received damage to the opponent.

Works even if all allies are attacked.

---

COVER | 100 | Knight's Code

Take physical damage in the place of an ally in critical HP.

Damage received is cut by 50%.

Doesn't work if all allies are attacked.

Chr in middle position will 'Cover' both allies, while chr in right position can only 'Cover' middle ally.

---

EXPEND x2-1 | 250 | -

Only one unit of stocked magic is expended if cast by chr under Double status.

---

EXPEND x3-1 | 250 | Three Stars

Only one unit of stocked magic is expended if cast by chr under Triple status.

---

HP BONUS | 100 | -

For each level up, chr gains +30 bonus to MAX HP.

---

STR BONUS | 100 | -

For each level up, chr gains +1 bonus to Strength.

---

VIT BONUS | 100 | -

For each level up, chr gains +1 bonus to Vitality.

---

MAG BONUS | 100 | -

For each level up, chr gains +1 bonus to Magic.

---

SPR BONUS | 100 | -

For each level up, chr gains +1 bonus to Spirit.

---

AUTO-REFLECT | 250 | Glow Curtain  
Chr is auto-granted Reflect status upon start of battle.  
Auto-Reflect doesn't expire with time or KO, and cannot be removed by Dispel.  
Chr with Auto-Reflect cannot be revived with Life/Full-Life, you need to use Revive command, Phoenix Down, Mega Phoenix or Phoenix Pinion.

-----  
AUTO-SHELL | 250 | Moon Curtain  
Chr is auto-granted Shell status upon start of battle.  
Auto-Shell doesn't expire with time or KO, and cannot be removed by Dispel.

-----  
AUTO-PROTECT | 250 | Steel Curtain  
Chr is auto-granted Protect status upon start of battle.  
Auto-Protect doesn't expire with time or KO, and cannot be removed by Dispel.

-----  
AUTO-HASTE | 250 | Accelerator  
Chr is auto-granted Haste status upon start of battle.  
Auto-Haste doesn't expire with time or KO, and cannot be removed by Dispel.

-----  
INITIATIVE | 160 | -  
Chr's ATB gauge is always full when battle begins.

-----  
MOVE-HP UP | 200 | -  
Chr recovers HP by walking on world map [1 second = 10~15 HP recovered].

-----  
AUTO-POTION | 150 | -  
Auto-uses recovery items (from your item stock!) when damaged in battle, and chr's MAX HP falls below 50%.  
Items used are: Potion, Potion+, Hi-Potion, Hi-Potion+, Elixir.

-----  
RIBBON | - | Ribbon  
Chr cannot be affected by following harmful status effects: Death, Poison, Petrify, Darkness, Silence, Zombie, Sleep, Berserk, Slow, Stop, Curse, Doom, Petrifying, Confuse, Vit 0, Drain.  
Ribbon doesn't protect against Zantetsuken and Degenerator.

-----  
PARTY ABILITIES  
-----

ALERT | 200 | -  
Prevents foe's "Back Attack" and "First Strike" battle scenarios.  
Increases chrs' chances for "Back Attack" and "First Strike" battle scenarios.

-----  
ENC-HALF | 30 | -  
Reduces random foe encounter rate by 50%.

-----  
ENC-NONE | 100 | -  
Completely eliminates random foe encounters.  
Scripted battles still occur.

-----  
RARE ITEM | 250 | -  
After considering base chance for mug/drop, this ability changes chances of obtaining or mugging items from foes into following:  
- [128/256] chance to mug an item from slot A  
- [114/256] chance to mug an item from slot B  
- [14/256] chance to mug an item from slot C  
- [0/256] chance to mug an item from slot D  
In other words, it effectively makes your chances for obtaining rarest (slot D) items nil.

-----  
MOVE-FIND | 40 | -  
Previously invisible save points and draw points become visible.

GF ABILITIES

SUMMAG+10% | 40 | Steel Pipe

Increases GF's summon damage by 10%.

Produces cumulative effect with SumMag+20%, SumMag+30% and SumMag+40% for a total of +100%.

Setting SumMag+10% and SumMag+20% makes SumMag+30%.

Setting SumMag+10% and SumMag+30% makes SumMag+40%.

Setting SumMag+10% and SumMag+40% makes SumMag+50%.

Setting SumMag+10%, SumMag+20% and SumMag+30% makes SumMag+60%.

Setting SumMag+10%, SumMag+20% and SumMag+40% makes SumMag+70%.

Setting SumMag+10%, SumMag+30% and SumMag+40% makes SumMag+80%.

SUMMAG+20% | 70 | Star Fragment

Increases GF's summon damage by 20%.

Produces cumulative effect with SumMag+20%, SumMag+30% and SumMag+40% for a total of +100%.

Setting SumMag+20% and SumMag+10% makes SumMag+30%.

Setting SumMag+20% and SumMag+30% makes SumMag+50%.

Setting SumMag+20% and SumMag+40% makes SumMag+60%.

Setting SumMag+20%, SumMag+10% and SumMag+30% makes SumMag+60%.

Setting SumMag+20%, SumMag+10% and SumMag+40% makes SumMag+70%.

Setting SumMag+20%, SumMag+30% and SumMag+40% makes SumMag+90%.

SUMMAG+30% | 140 | Energy Crystal

Increases GF's summon damage by 30%.

Produces cumulative effect with SumMag+20%, SumMag+30% and SumMag+40% for a total of +100%.

Setting SumMag+30% and SumMag+10% makes SumMag+40%.

Setting SumMag+30% and SumMag+20% makes SumMag+50%.

Setting SumMag+30% and SumMag+40% makes SumMag+70%.

Setting SumMag+30%, SumMag+10% and SumMag+20% makes SumMag+60%.

Setting SumMag+30%, SumMag+10% and SumMag+40% makes SumMag+80%.

Setting SumMag+30%, SumMag+20% and SumMag+40% makes SumMag+90%.

SUMMAG+40% | 200 | Samantha Soul

Increases GF's summon damage by 40%.

Produces cumulative effect with SumMag+20%, SumMag+30% and SumMag+40% for a total of +100%.

Setting SumMag+40% and SumMag+10% makes SumMag+50%.

Setting SumMag+40% and SumMag+20% makes SumMag+60%.

Setting SumMag+40% and SumMag+30% makes SumMag+70%.

Setting SumMag+40%, SumMag+10% and SumMag+20% makes SumMag+70%.

Setting SumMag+40%, SumMag+10% and SumMag+30% makes SumMag+80%.

Setting SumMag+40%, SumMag+20% and SumMag+30% makes SumMag+90%.

GFHP+10% | 40 | Healing Mail

Increases GF's MAX HP by 10%.

Makes cumulative effect with GFHP+20%, GFHP+30% and GFHP+40% for +100%.

Setting GFHP+10% and GFHP+20% makes GFHP+30%.

Setting GFHP+10% and GFHP+30% makes GFHP+40%.

Setting GFHP+10% and GFHP+40% makes GFHP+50%.

Setting GFHP+10%, GFHP+20% and GFHP+30% makes GFHP+60%.

Setting GFHP+10%, GFHP+20% and GFHP+40% makes GFHP+70%.

Setting GFHP+10%, GFHP+30% and GFHP+40% makes GFHP+80%.

GFHP+20% | 70 | Silver Mail

Increases GF's MAX HP by 20%.

Makes cumulative effect with GFHP+20%, GFHP+30% and GFHP+40% for +100%.



Setting GFHP+20% and GFHP+10% makes GFHP+30%.  
Setting GFHP+20% and GFHP+30% makes GFHP+50%.  
Setting GFHP+20% and GFHP+40% makes GFHP+60%.  
Setting GFHP+20%, GFHP+10% and GFHP+30% makes GFHP+60%.  
Setting GFHP+20%, GFHP+10% and GFHP+40% makes GFHP+70%.  
Setting GFHP+20%, GFHP+30% and GFHP+40% makes GFHP+90%.

-----  
GFHP+30% | 140 | Gold Armor

Increases GF's MAX HP by 30%.

Makes cumulative effect with GFHP+20%, GFHP+30% and GFHP+40% for +100%.

Setting GFHP+30% and GFHP+10% makes GFHP+40%.

Setting GFHP+30% and GFHP+20% makes GFHP+50%.

Setting GFHP+30% and GFHP+40% makes GFHP+70%.

Setting GFHP+30%, GFHP+10% and GFHP+20% makes GFHP+60%.

Setting GFHP+30%, GFHP+10% and GFHP+40% makes GFHP+80%.

Setting GFHP+30%, GFHP+20% and GFHP+40% makes GFHP+90%.

-----  
GFHP+40% | 200 | Diamond Armor

Increases GF's MAX HP by 40%.

Makes cumulative effect with GFHP+20%, GFHP+30% and GFHP+40% for +100%.

Setting GFHP+40% and GFHP+10% makes GFHP+50%.

Setting GFHP+40% and GFHP+20% makes GFHP+60%.

Setting GFHP+40% and GFHP+30% makes GFHP+70%.

Setting GFHP+40%, GFHP+10% and GFHP+20% makes GFHP+70%.

Setting GFHP+40%, GFHP+10% and GFHP+30% makes GFHP+80%.

Setting GFHP+40%, GFHP+20% and GFHP+30% makes GFHP+90%.

-----  
BOOST | 10 | -

Increases GF's damage during summon animation.

Boost details can be found in "Guardian Forces" section of the guide.

-----  
MENU ABILITIES  
-----

HAGGLE | 150 | -

But items at shops for 25% discount.

-----  
SELL-HIGH | 150 | -

Sell items to shops for 50% more gil.

-----  
FAMILIAR | 150 | -

Enables you to buy a better variety of items at shops.

-----  
CALL SHOP | 200 | -

Call any shops you visited from the menu screen.

-----  
JUNK SHOP | - | -

Call a junk shop from the menu screen.

-----  
T MAG-RF | 30 | -

Refine items into thunder/wind based magic.

Gain: Thunder, Thundara, Thundaga, Aero, Tornado.

-----  
I MAG-RF | 30 | -

Refine items into ice/water based magic.

Gain: Blizzard, Blizzara, Blizzaga, Water.

-----  
F MAG-RF | 30 | -

Refine items into fire based magic.

Gain: Fire, Fira, Firaga, Flare.  
-----

L MAG-RF | 30 | -  
Refine items into healing/revival/holy based magic.  
Gain: Cure, Cura, Curaga, Regen, Life, Full-Life, Holy, Zombie, Death.

---

TIME MAG-RF | 30 | -  
Refine items into time based magic.  
Gain: Slow, Haste, Stop, Quake, Demi, Double, Triple.

---

ST MAG-RF | 30 | -  
Refine items into status based magic.  
Gain: Silence, Berserk, Bio, Blind, Confuse, Sleep, Break, Pain, Meltdown.

---

SUPT MAG-RF | 30 | -  
Refine items into support based magic.  
Gain: Esuna, Dispel, Protect, Shell, Reflect, Drain, Aura.

---

FORBID MAG-RF | - | -  
Refine items into forbidden magic.  
Gain: Meteor, Ultima.

---

RECOV MED-RF | 30 | -  
Refine items into HP-recovery items and Phoenix Downs.

---

ST MED-RF | 30 | -  
Refine items into status-recovery items.

---

AMMO-RF | 30 | -  
Refine items into ammunition needed for Irvine's LB.

---

TOOL-RF | 30 | -  
Refine items into battle items, Tents, and Cottages.

---

FORBID MED-RF | 200 | -  
Refine items into Elixirs and "Stat-Up" items.

---

GFRECOV MED-RF | 30 | -  
Refine items into HP-recovery items for GFs.

---

GFABL MED-RF | 30 | -  
Refine items into items that can teach new abilities to GFs.

---

MID MAG-RF | 60 | -  
Refine low-level magic into mid-level magic.

---

HIGH MAG-RF | 60 | -  
Refine mid-level magic into high-level magic.

---

MED LV UP | 120 | -  
Refine HP-recovery items (and certain other items) into HP-recovery items (and certain other items) of superior quality.

---

CARD MOD | 80 | -  
Refine items from cards.

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MAGICS' TABLE & DETAILS

-----

NAME - Name of magic

EFFECTS? - Details on effects of magic

OBTAIN? - Fastest ways of obtaining the magic (in my experience)  
 [D: = draw from this foe (foe needs to be of correct lv as well)]  
 [R: = refine from this item ("x" item units for "y" magic units)]

TAR - Info on who/what is initially targeted  
 [1F = one foe]  
 [AF = all foes]  
 [1A = one ally]  
 [AA = all allies]  
 [S = self]

AP: Info on attack power of magic  
 [first number is attack rating; second number (if present) is amount of hits delivered - will be accompanied by letter H (for hits)]

H-P: Info on healing/recovery power of magic

ELEM: Info on element affinity of magic  
 [F = fire, I = ice, T = thunder, E = earth, P = poison, WI = wind, WA = water, H = holy, G = gravity]

R: Is the magic reflectable?  
 [Y = yes; N = no]

S: Does target's Spr stat play a role in damage output?  
 [Y = yes; N = no]

STATUS: Info on statuses magic may inflict

-----

NAME	TAR	AP	H-P	ELEM	R	S	STATUS
------	-----	----	-----	------	---	---	--------

E? -  
 O? -

-----

01. FIRE	1F	18	-	F	Y	Y	none
----------	----	----	---	---	---	---	------

E? - Small fire-based magic dmg to one target.

O? - D: Bite Bug (lv1~19)

- R: M-Stone Piece (1 for 5)

-----

02. FIRA	1F	24	-	F	Y	Y	none
----------	----	----	---	---	---	---	------

E? - Medium fire-based magic dmg to one target.

O? - D: Bite Bug (lv20+)

- R: Magic Stone (1 for 5)

-----

03. FIRAGA	1F	35	-	F	Y	Y	none
------------	----	----	---	---	---	---	------

E? - Large fire-based magic dmg to one target.

O? - D: Bomb (lv30+)

- R: Wizard Stone (1 for 5)

-----

04. BLIZZARD	1F	18	-	I	Y	Y	none
--------------	----	----	---	---	---	---	------

E? - Small ice-based magic dmg to one target.

O? - D: Fastitocalon-F (lv1~19)

- R: M-Stone Piece (1 for 5)

-----

05. BLIZZARA	1F	24	-	I	Y	Y	none
--------------	----	----	---	---	---	---	------

E? - Medium ice-based magic dmg to one target.

O? - D: Fastitocalon-F (lv20~29)

- R: Magic Stone (1 for 5)

-----

06. BLIZZAGA	1F	35	-	I	Y	Y	none
--------------	----	----	---	---	---	---	------

E? - Large ice-based magic dmg to one target.

O? - D: Fastitocalon-F (lv30+)  
- R: Wizard Stone (1 for 5)

-----  
07. THUNDER | 1F | 18 | - | T | Y | Y | none

E? - Small thunder-based magic dmg to one target.

O? - D: Caterchipillar (lv1~19)  
- R: M-Stone Piece (1 for 5)

-----  
08. THUNDARA | 1F | 24 | - | T | Y | Y | none

E? - Medium thunder-based magic dmg to one target.

O? - D: Caterchipillar (lv20~29)  
- R: Magic Stone (1 for 5)

-----  
09. THUNDAGA | 1F | 35 | - | T | Y | Y | none

E? - Large thunder-based magic dmg to one target.

O? - D: Caterchipillar (lv30+)  
- R: Wizard Stone (1 for 5)

-----  
10. WATER | 1F | 26 | - | WA | Y | Y | none

E? - Medium water-based magic dmg to one target.

O? - D: Fastitocalon-F (lv30+)  
- R: Water Crystal (1 for 50)

-----  
11. AERO | 1F | 22 | - | WI | Y | Y | none

E? - Small wind-based magic dmg to one target.

O? - D: Abyss Worm (lv1+)  
- R: Shear Feather (1 for 20)

-----  
12. BIO | 1F | 30 | - | P | Y | Y | Poison

E? - Medium poison-based magic dmg to one target, adds Poison status. Poisoned target takes 5~9% MAX HP damage for each command input.

O? - D: Anacondaaur (lv30+)  
- R: Wizard Stone (1 for 5)

-----  
13. DEMI | 1F | 25%C.HP | - | G | Y | N | none

E? - Reduces current HP of one target by 25%, maximum dmg inflicted is 9999.

O? - D: Lefty (lv30+)  
- R: Black Hole (1 for 30)

-----  
14. HOLY | 1F | 48 | - | H | Y | Y | none

E? - Large holy-based magic dmg to one target. Deals double damage to undead/zombified target.

O? - D: Elnoyale (lv30+)  
R: Moon Stone (1 for 20)

-----  
15. FLARE | 1F | 48 | - | none | Y | Y | none

E? - Large non-element magic dmg to one target.

O? - D: Tri-Face (lv30+)  
R: Inferno Fang (1 for 20)

-----  
16. METEOR | 1F/AF|20 x 10H| - | none | N | Y | none

E? - Medium non-element magic dmg to one/all targets, delivers 10 hits. In case you use Meteor against two (or more targets), hits are randomly distributed.

O? - D: Ruby Dragon (lv45+)  
R: Star Fragment (1 for 5)

-----  
17. QUAKE | AF | 40 | - | E | N | Y | none

E? - Large earth-based magic dmg to all targets. Ineffective against

flying targets, and targets under Float status.

O? - D: T-Rexaur (lv30+)

R: Dino Bone (1 for 20)

-----  
18. TORNADO | AF | 38 | - | WI | N | Y | none

E? - Large wind-based magic dmg to all targets.

O? - D: Thrustaevis (lv30+)

R: Windmill (1 for 20)

-----  
19. ULTIMA | AF | 80 | - | none | N | Y | none

E? - Gigantic non-element magic dmg to all targets.

O? - D: Ultima Weapon (lv1+), Omega Weapon (lv1+)

R: Dark Matter (1 for 100)

-----  
20. CURE | 1A | - | 18 | none | Y | N | none

E? - Small HP recovery to one target. Deals damage to one undead/zombified target.

O? - D: Caterchipillar (lv1~19)

R: M-Stone Piece (1 for 5)

-----  
21. CURA | 1A | - | 36 | none | Y | N | none

E? - Medium HP recovery to one target. Deals damage to one undead/zombified target.

O? - D: Caterchipillar (lv20~29)

R: Magic Stone (1 for 5)

-----  
22. CURAGA | 1A | - | 60 | none | Y | N | none

E? - Large HP recovery to one target. Deals damage to one undead/zombified target.

O? - D: Caterchipillar (lv30+)

R: Wizard Stone (1 for 5)

-----  
23. LIFE | 1A | - | 12,5%MHP | none | Y | N | Revive

E? - Revives one KOed ally with 12,5% of MAX HP restored. Can insta-kill one undead/zombified target.

O? - D: Creeps (lv20+)

R: Life Ring (1 for 20)

-----  
24. FULL-LIFE | 1A | - | MAX HP | none | Y | N | Revive

E? - Revives one KOed ally with full MAX HP restored. Can insta-kill one undead/zombified target.

O? - D: Bahamut (lv1+)

R: Regen Ring (1 for 20)

-----  
25. REGEN | 1A | - | 5%MAX HP | none | Y | N | Regen

E? - Grants Regen status to one target. Target will recover 5% of MAX HP on regular intervals. Deals 5% of MAX HP on regular intervals to one undead/zombified target.

O? - D: Lefty (lv30+)

R: Mesmerize Blade (1 for 20)

-----  
26. ESUNA | 1A | - | - | none | Y | N | none

E? - Removes following harmful status effects from one target: Poison, Petrify, Darkness, Silence, Zombie, Sleep, Berserk, Slow, Stop, Curse, Petrifying, Confuse, Vit 0.

O? - D: Grand Mantis (lv1+)

R: M-Stone Piece (1 for 5)

-----  
27. DISPEL | 1F | - | - | none | N | N | none

E? - Removes following beneficial status effects from one target: Haste, Regen,

Protect, Shell, Reflect, Aura, Float, Double, Triple.

O? - D: Blood Soul (lv30+)

R: Magic Stone (1 for 5)

-----  
28. PROTECT | 1A | - | - | none | Y | N | Protect

E? - Grants Protect status to one target. Target takes 50% less damage from physical attacks.

O? - D: Armadodo (lv1+)

R: Turtle Shell (1 for 30)

-----  
29. SHELL | 1A | - | - | none | Y | N | Shell

E? - Grants Shell status to one target. Target takes 50% less damage from magic attacks.

O? - D: Armadodo (lv20+)

R: Rune Armlet (1 for 40)

-----  
30. REFLECT | 1A | - | - | none | Y | N | Reflect

E? - Grants Reflect status to one target. Target reflects all spells (except Meteor, Quake, Tornado, Ultima, Dispel, Drain, Scan, and Apocalypse) back to caster. Reflected magic cannot be reflected!

O? - D: Adamantoise (lv30+)

R: Dragon Skin (1 for 20)

-----  
31. AURA | 1A | - | - | none | Y | N | Aura

E? - Grants Aura status to one ally. Removes Curse status from one ally. Ally has easier chance of executing LBs once ally's turn comes around.

O? - D: Seifer (4th) (lv30+)

R: Fury Fragment (1 for 5)

-----  
32. DOUBLE | 1A | - | - | none | Y | N | Double

E? - Grants Double status to one target. Target can execute same magic two times in a single turn.

O? - D: Grendel (lv1+)

R: Dragon Fin (1 for 20)

-----  
33. TRIPLE | 1A | - | - | none | Y | N | Triple

E? - Grants Triple status to one target. Target can execute same magic three times in a single turn.

O? - D: Odin (lv1+), Cerberus (lv20~30)

R: Samantha Soul (1 for 60)

-----  
34. HASTE | 1A | - | - | none | Y | N | Haste

E? - Grants Haste status to one target. Removes Slow or Stop status from one target. Target's ATB bar fills up faster than usual.

O? - D: Vysage (lv1+)

R: Magic Stone (1 for 5)

-----  
35. SLOW | 1F | - | - | none | Y | N | Slow

E? - Adds Slow status to one target. Removes Haste or Stop status from one target. Target's ATB bar fills up slower than usual.

O? - D: Caterchipillar (lv20+)

R: M-Stone Piece (1 for 5)

-----  
36. STOP | 1F | - | - | none | Y | N | Stop

E? - Adds Stop status to one target. Removes Slow or Haste status from one target. Target's ATB bar is stopped, control is lost.

O? - D: Caterchipillar (lv30+)

R: Wizard Stone (1 for 5)

-----  
37. BLIND | 1F | - | - | none | Y | N | Darkness

E? - Adds Darkness status to one target. When target uses a physical attack, it tends to miss more often.

O? - D: Blobra (lv20+)  
R: Ochu Tentacle (1 for 30)

-----  
38. CONFUSE | 1F | - | - | none | Y | N | Confuse

E? - Adds Confuse status to one target. Target behaves erratically, attacking foes/allies alike, control is lost. Regains senses if hit by physical attack.

O? - D: Grat (lv30+)  
R: Betrayal Sword (1 for 20)

-----  
39. SLEEP | 1F | - | - | none | Y | N | Sleep

E? - Adds Sleep status to one target. Target falls asleep, ATB bar is stopped, control is lost. Regains senses if hit by physical attack.

O? - D: Grat (lv1+)  
R: Sleep Powder (1 for 20)

-----  
40. SILENCE | 1F | - | - | none | Y | N | Silence

E? - Adds Silence status to one target. Target is unable to cast any magic (and in case of chrs it also disables Draw and GF commands).

O? - D: Grat (lv1+)  
R: M-Stone Piece (1 for 5)

-----  
41. BREAK | 1F | - | - | none | Y | N | Petrify

E? - Adds Petrify status to one target. Target turns to stone, all further physical attacks deal zero damage, and magic attacks will miss.

O? - D: Cockatrice (lv20+)  
R: Cockatrice Pinion (1 for 20)

-----  
42. DEATH | 1F | - | - | none | Y | N | Death

E? - Adds Death status to one target. Undead/zombified target is immune. Dispatched foes are gone from battle permanently, while KOed ally will lie on the ground until revived.

O? - D: Creeps (lv30+)  
R: Saw Blade (1 for 10)

-----  
43. DRAIN | 1F | 26 | - | none | N | Y | Drain

E? - Drains HP from one foe, adding that same amount to chr's HP pool. Draining undead/zombified foe has reverse effects.

O? - D: Red Bat (lv20+)  
R: Vampire Fang (1 for 20)

-----  
44. PAIN | 1F | - | - | none | Y | N | Poison,Darkness,Silence

E? - Adds Poison, Darkness, and Silence statuses to one foe. Poisoned target takes 5~9% MAX HP damage for each command input. Blinded target tends to miss with physical attacks more often. Silenced target is unable to cast any magic (and in case of chrs it also disables Draw and GF commands). If Pain is cast upon one ally, Curse status is also inflicted - it disables usage of LBs.

O? - D: Ochu (lv30+)  
R: Curse Spike (1 for 10)

-----  
45. BERSERK | 1F | - | - | none | Y | N | Berserk

E? - Adds Berserk status to one foe. Target will attack foes mercilessly, using physical attacks only; attack power is raised by 50%. Control of target is lost.

O? - D: Grat (lv20+)  
R: Magic Stone (1 for 5)

-----

46. FLOAT | 1F | - | - | none | Y | N | Float  
 E? - Adds Float status to one foe. Target is immune to all earth-based attacks.  
 O? - D: Blood Soul (lv1+)  
 R: none

-----

47. ZOMBIE | 1F | - | - | none | Y | N | Zombie  
 E? - Adds Zombie status to one foe. Undead foe is immune. Target takes damage from healing spells/items, and takes double damage from holy-based attacks. Attack power is raised.  
 O? - D: Blood Soul (lv1+)  
 R: Zombie Powder (1 for 20)

-----

48. MELTDOWN | 1F | 32 | - | none | Y | Y | Vit 0  
 E? - Medium non-element magic dmg to one foe, adds Vit 0 status. If Vit 0 sticks, target's Vit and Spr stats are reduced to zero (0).  
 O? - D: Gayla (lv30+)  
 R: Mystery Fluid (1 for 10)

-----

49. SCAN | 1F | - | - | none | N | N | none  
 E? - Reveals details of target - current lv, element affinities, and values of seven stats (shown as colored bars).  
 O? - D: Bite Bug (lv1+)  
 R: none

-----

50. APOCALYPSE | AF | 120 | - | none | N | Y | none  
 E? - Humongous non-element magic dmg to all foes.  
 O? - D: Ultimecia (lower part of final form) (lv1~65)  
 R: none

=====

17.) REFINEMENT CHARTS - G1700

In this section Quisty'll take apart all refinement abilities, letting you know just exactly what you can get from items, magics and what have you.

T Mag-RF (refine thunder/wind magic from items)

Total possibilities: 7

AMT	Base item?	AMT	Refines into?
1	M-Stone Piece	5	Thunder
1	Magic Stone	5	Thundara
1	Wizard Stone	5	Thundaga
1	Coral Fragment	20	Thundara
1	Dynamo Stone	20	Thundaga
1	Shear Feather	20	Aero
1	Windmill	20	Tornado

I Mag-RF (refine items into ice/water based magic)

Total possibilities: 7

AMT	Base item?	AMT	Refines into?
-----	------------	-----	---------------



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-----
1 | M-Stone Piece | 5 | Blizzard
1 | Magic Stone | 5 | Blizzara
1 | Wizard Stone | 5 | Blizzaga
1 | Arctic Wind | 20 | Blizzara
1 | North Wind | 20 | Blizzaga
-----

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-----
1 | Fish Fin | 20 | Water
1 | Water Crystal | 50 | Water
-----

```

F Mag-RF (refine items into fire based magic)

Total possibilities: 10

```

-----
AMT | Base item? | AMT | Refines into?
-----

```

```

1 | M-Stone Piece | 5 | Fire
1 | Magic Stone | 5 | Fira
1 | Wizard Stone | 5 | Firaga
1 | Bomb Fragment | 20 | Fira
1 | Red Fang | 20 | Firaga
-----

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1 | Bomb Spirit | 100 | Firaga
1 | Phoenix Pinion | 100 | Firaga
1 | Phoenix Spirit | 100 | Firaga
1 | Flare Stone | 1 | Flare
1 | Inferno Fang | 20 | Flare
-----

```

L Mag-RF (refine items into healing/revival/holy based magic)

Total possibilities: 21

```

-----
AMT | Base item? | AMT | Refines into?
-----

```

```

1 | M-Stone Piece | 5 | Cure
1 | Magic Stone | 5 | Cura
1 | Wizard Stone | 5 | Curaga
1 | Healing Water | 20 | Cura
1 | Whisper | 50 | Curaga
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1 | Healing Mail | 20 | Curaga
1 | Healing Ring | 100 | Curaga
1 | Tent | 10 | Curaga
1 | Cottage | 20 | Curaga
1 | Mesmerize Blade | 20 | Regen
-----

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1 | Life Ring | 20 | Life
1 | Regen Ring | 20 | Full-life
1 | Phoenix Spirit | 100 | Full-life
1 | Moon Stone | 20 | Holy
1 | Holy Stone | 1 | Holy
-----

```

```

1 | Holy Water | 2 | Zombie
1 | Zombie Powder | 20 | Zombie
1 | Saw Blade | 10 | Death
1 | Dead Spirit | 20 | Death
1 | Chef's Knife | 30 | Death
-----

```

```

1 | Death Stone | 1 | Death
-----

```

Time Mag-RF (refine items into time based magic)

Total possibilities: 14

```

-----
AMT | Base item? | AMT | Refines into?
-----
1 | M-Stone Piece | 5 | Slow
1 | Magic Stone | 5 | Haste
1 | Wizard Stone | 5 | Stop
1 | Lightweight | 20 | Haste
1 | Spider Web | 20 | Slow
-----
1 | Aegis Amulet | 100 | Haste
1 | Accelerator | 100 | Haste
1 | Dino Bone | 20 | Quake
1 | Steel Orb | 15 | Demi
1 | Black Hole | 30 | Demi
-----
1 | Dragon Fin | 20 | Double
1 | Rocket Engine | 50 | Triple
1 | Samantha Soul | 60 | Triple
1 | Three Stars | 100 | Triple
-----

```

ST Mag-RF (refine items into status based magic)

Total possibilities: 17

```

-----
AMT | Base item? | AMT | Refines into?
-----
1 | M-Stone Piece | 5 | Silence
1 | Magic Stone | 5 | Berserk
1 | Wizard Stone | 5 | Bio
1 | Eye Drops | 1 | Blind
1 | Ochu Tentacle | 30 | Blind
-----
1 | Betrayal Sword | 20 | Confuse
1 | Sleep Powder | 20 | Sleep
1 | Cockatrice Pinion | 20 | Break
1 | Soft | 3 | Break
1 | Steel Pipe | 20 | Berserk
-----
1 | Silence Powder | 20 | Silence
1 | Echo Screen | 2 | Silence
1 | Venom Fang | 20 | Bio
1 | Antidote | 1 | Bio
1 | Malboro Tentacle | 40 | Bio
-----
1 | Curse Spike | 10 | Pain
1 | Mystery Fluid | 10 | Meltdown
-----

```

Supt Mag-RF (refine items into support based magic)

Total possibilities: 20

```

-----
AMT | Base item? | AMT | Refines into?
-----
1 | M-Stone Piece | 5 | Esuna
1 | Magic Stone | 5 | Dispel
1 | Wizard Stone | 20 | Dispel
1 | Dragon Fang | 20 | Esuna
1 | Remedy | 5 | Esuna
-----
1 | Med Kit | 100 | Esuna
1 | Saw Blade | 20 | Dispel
1 | Protect Stone | 1 | Protect
-----

```

1	Turtle Shell	30	Protect
1	Giant's Ring	60	Protect

---

1	Steel Curtain	100	Protect
1	Shell Stone	1	Shell
1	Rune Armlet	40	Shell
1	Barrier	40	Shell
1	Moon Curtain	100	Shell

---

1	Dragon Skin	20	Reflect
1	Glow Curtain	100	Reflect
1	Vampire Fang	20	Drain
1	Aura Stone	1	Aura
1	Fury Fragment	5	Aura

Forbid Mag-RF (refine items into forbidden magic)

Total possibilities: 6

---

AMT	Base item?	AMT	Refines into?
1	Meteor Stone	1	Meteor
1	Star Fragment	5	Meteor
1	Ultima Stone	1	Ultima
5	Pulse Ammo	1	Ultima
1	Energy Crystal	3	Ultima

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1	Dark Matter	100	Ultima
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Recov Med-RF (refine items into HP-recovery items and Phoenix Downs)

Total possibilities: 9

---

AMT	Base item?	AMT	Refines into?
1	Healing Mail	6	Hi-Potion
1	Healing Water	2	Hi-Potion
4	Tent	1	Mega-Potion
2	Cottage	1	Mega-Potion
1	Healing Ring	20	Mega-Potion
1	Mesmerize Blade	2	Mega-Potion
1	Life Ring	2	Phoenix Down
1	Regen Ring	8	Phoenix Down
1	Phoenix Spirit	100	Phoenix Down

ST Med-RF (refine items into status-recovery items)

Total possibilities: 12

---

AMT	Base item?	AMT	Refines into?
1	Poison Powder	3	Antidote
1	Venom Fang	10	Antidote
1	Cockatrice Pinion	3	Soft
1	Ochu Tentacle	3	Eye Drops
1	Silence Powder	3	Echo Screen
1	Zombie Powder	3	Holy Water
5	Betrayal Sword	1	Remedy
5	Sleep Powder	1	Remedy
1	Dragon Fang	1	Remedy
1	Curse Spike	1	Remedy

```

-----
1 | Malboro Tentacle | 2 | Remedy
1 | Med Kit | 20 | Remedy
-----

```

Ammo-RF (refine items into ammunition needed for Irvine's LB)

Total possibilities: 16

```

-----
AMT | Base item? | AMT | Refines into?
-----

```

```

1 | Screw | 8 | Normal Ammo
1 | Normal Ammo | 1 | Fast Ammo
1 | Shotgun Ammo | 2 | Fast Ammo
1 | Bomb Fragment | 20 | Fire Ammo
1 | Red Fang | 40 | Fire Ammo
-----

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```

1 | Fuel | 10 | Fire Ammo
1 | Poison Powder | 10 | Dark Ammo
1 | Venom Fang | 20 | Dark Ammo
1 | Missile | 20 | Demolition Ammo
1 | Running Fire | 40 | Demolition Ammo
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1 | Cactus Thorn | 40 | Demolition Ammo
1 | Sharp Spike | 10 | AP Ammo
1 | Chef's Knife | 20 | AP Ammo
1 | Laser Cannon | 5 | Pulse Ammo
1 | Energy Crystal | 10 | Pulse Ammo
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1 | Power Generator | 20 | Pulse Ammo
-----

```

Tool-RF (refine items into battle items, Tents, and Cottages)

Total possibilities: 32

```

-----
AMT | Base item? | AMT | Refines into?
-----

```

```

1 | Healing Water | 2 | Tent
1 | Regen Ring | 5 | Tent
1 | Whisper | 1 | Cottage
1 | Healing Ring | 30 | Cottage
1 | Diamond Armor | 50 | Cottage
-----

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1 | Rune Armband | 10 | Shell Stone
1 | Force Armband | 30 | Shell Stone
1 | Turtle Shell | 10 | Protect Stone
1 | Orihalcon | 30 | Protect Stone
1 | Steel Pipe | 1 | Aura Stone
-----

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1 | Fury Fragment | 2 | Aura Stone
1 | Strength Love | 2 | Aura Stone
1 | Circlet | 2 | Aura Stone
1 | Power Wrist | 10 | Aura Stone
1 | Hypno Crown | 10 | Aura Stone
-----

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1 | Dead Spirit | 2 | Death Stone
1 | Inferno Fang | 2 | Flare Stone
1 | Moon Stone | 2 | Holy Stone
1 | Star Fragment | 2 | Meteor Stone
1 | Energy Crystal | 2 | Ultima Stone
-----

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```

3 | Mega Phoenix | 1 | Phoenix Pinion
1 | Magic Scroll | 10 | Wizard Stone
-----

```

1	GF Scroll	10	Wizard Stone
1	Draw Scroll	10	Wizard Stone
1	Rosetta Stone	1	Shaman Stone

1	Item Scroll	10	Wizard Stone
1	Gambler Spirit	10	Wizard Stone
1	Hungry Cookpot	1	Shaman Stone
1	Mog's Amulet	1	Shaman Stone
1	Dark Matter	1	Shaman Stone

1	Shaman Stone	1	LuvLuv G
100	Curse Spike	1	Dark Matter*1

\*1 - In order to unlock this refinement option, Siren must be lv100. Even then, the option remains hidden.

Forbid Med-RF (refine items into Elixirs and "Stat-Up" items)

Total possibilities: 20

AMT	Base item?	AMT	Refines into?
-----	------------	-----	---------------

20	Mega-Potion	1	Elixir
1	Elem Atk	4	Elixir
1	Elem Guard	4	Elixir
1	Status Atk	4	Elixir
1	Status Guard	4	Elixir

1	Doc's Code	1	Megalixir
1	Med Kit	2	Megalixir
1	Gaea's Ring	1	HP Up
10	Hyper Wrist	1	Str Up
1	Monk's Code	1	Str Up

5	Adamantine	1	Vit Up
1	Knight's Code	1	Vit Up
10	Royal Crown	1	Mag Up
10	Magic Armlet	1	Spr Up
2	Aegis Amulet	1	Spd Up

50	Jet Engine	1	Spd Up
5	Rocket Engine	1	Spd Up
1	Hundred Needles	1	Spd Up
1	Luck-J Scroll	1	Luck Up
10	Shaman Stone	1	Hero-trial

\*2 - In order to unlock this refinement option, Siren must be lv100. Even then, the option remains hidden.

GFRcov Med-RF (refine items into HP-recovery items for GFs)

Total possibilities: 12

AMT	Base item?	AMT	Refines into?
-----	------------	-----	---------------

1	Healing Water	2	G-Hi-Potion
1	Mesmerize Blade	2	G-Hi-Potion
1	Whisper	4	G-Hi-Potion
1	Healing Ring	20	G-Mega-Potion
1	Pet House	2	G-Returner

1	Life Ring	2	G-Returner
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1	Regen Ring	6	G-Returner
1	Phoenix Spirit	40	G-Returner
1	Healing Mail	1	Pet House
1	Silver Mail	2	Pet House

1	Gold Armor	4	Pet House
1	Diamond Armor	16	Pet House

GFABl Med-RF (refine items into items that can teach new abilities to GFs)  
Total possibilities: 42

AMT	Base item?	AMT	Refines into?
-----	------------	-----	---------------

2	HP Up	1	HP-J Scroll
2	Str Up	1	Str-J Scroll
2	Vit Up	1	Vit-J Scroll
2	Mag Up	1	Mag-J Scroll
2	Spr Up	1	Spr-J Scroll

2	Spd Up	1	Spd-J Scroll
2	Luck Up	1	Luck-J Scroll
1	Dark Matter	1	Luck-J Scroll
50	Barrier	1	Aegis Amulet
20	Royal Crown	1	Status Atk

10	Jet Engine	1	Rocket Engine
100	Lightweight	1	Accelerator
100	Dragon Skin	1	Glow Curtain
100	Cactus Thorn	1	Hundred Needles
10	Giant's Ring	1	Gaea's Ring

100	Malboro Tentacle	1	Moon Curtain
10	Elixir	1	Doc's Code
100	Dragon Fang	1	Med Kit
5	Holy War	1	Knight's Code
10	HP-J Scroll	1	Giant's Ring

10	Str-J Scroll	1	Power Wrist
10	Vit-J Scroll	1	Orihalcon
10	Mag-J Scroll	1	Force Armlet
10	Spr-J Scroll	1	Hypno Crown
10	Spd-J Scroll	1	Jet Engine

5	Silver Mail	1	Gold Armor
5	Gold Armor	1	Diamond Armor
10	Orihalcon	1	Adamantine
10	Force Armlet	1	Magic Armlet
2	Glow Curtain	1	Monk's Code

1	Ribbon	1	Status Guard
20	Phoenix Pinion	1	Phoenix Spirit
20	Samantha Soul	1	Elem Atk
5	Diamond Armor	1	Elem Guard
10	Power Wrist	1	Hyper Wrist

20	Adamantine	1	Steel Curtain
20	Magic Armlet	1	Moon Curtain
10	Hypno Crown	1	Royal Crown
100	Bomb Fragment	1	Bomb Spirit
50	Energy Crystal	1	Samantha Soul

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100 | Whisper | 1 | Healing Ring
1 | Shaman Stone | 1 | Rosetta Stone
-----

```

Mid Mag-RF (refine low-level magic into mid-level magic)

Total possibilities: 4

```

-----
AMT | Base magic? | AMT | Refines into?
-----
5 | Fire | 1 | Fira
5 | Thunder | 1 | Thundara
5 | Blizzard | 1 | Blizzara
5 | Cure | 1 | Cura
-----

```

High Mag-RF (refine mid-level magic into high-level magic)

Total possibilities: 6

```

-----
AMT | Base magic? | AMT | Refines into?
-----
5 | Fira | 1 | Firaga
5 | Thundara | 1 | Thundaga
5 | Blizzara | 1 | Blizzaga
5 | Cura | 1 | Curaga
10 | Aero | 1 | Tornado
-----

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10 | Double | 1 | Triple
-----

```

Med LV UP (refine HP-recovery items (and certain other items) into HP-recovery items (and certain other items) of superior quality.)

Total possibilities: 12

```

-----
AMT | Base item? | AMT | Refines into?
-----
3 | Potion | 1 | Potion+
3 | Potion+ | 1 | Hi-Potion
3 | Hi-Potion | 1 | Hi-Potion+
3 | Hi-Potion+ | 1 | X-Potion
3 | X-Potion | 1 | Mega-Potion
-----

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-----
50 | Phoenix Down | 1 | Mega Phoenix
10 | Remedy | 1 | Remedy+
10 | Remedy+ | 1 | Elixir
10 | Hero-trial | 1 | Hero
10 | Hero | 1 | Holy War-trial
-----

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-----
10 | Holy War-trial | 1 | Holy War
10 | Elixir | 1 | Megalixir
-----

```

Card Mod (refine items from cards)

Total possibilities: 110

```

-----
AMT | Base card? | AMT | Refines into?
-----
1 | Geezard | 5 | Screw
1 | Funguar | 1 | M-Stone Piece
1 | Bite Bug | 1 | M-Stone Piece
1 | Red Bat | 1 | Vampire Fang
4 | Blobra | 1 | Rune Armlet
-----
1 | Gayla | 1 | Mystery Fluid
-----

```

1	Gesper	1	Black Hole
5	Fastitocalon-F	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	Anacondaur	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	Armadodo	1	Dino Bone
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	Turtapod	1	Healing Mail
1	Vysage	1	Wizard Stone
-----			
2	T-Rexaur	1	Dino Bone
1	Bomb	1	Bomb Fragment
1	Blitz	1	Dynamo Stone
1	Wendigo	1	Steel Orb
5	Torama	1	Life Ring
-----			
1	Imp	1	Wizard Stone
4	Blue Dragon	1	Fury Fragment
3	Adamantoise	1	Turtle Shell
3	Hexadragon	1	Red Fang
3	Iron Giant	1	Star Fragment
-----			
10	Behemoth	1	Barrier
10	Chimera	1	Regen Ring
1	PuPu	1	Hungry Cookpot
1	Elastoid	1	Steel Pipe
1	GIM47N	10	Fast Ammo
-----			
4	Malboro	1	Malboro Tentacle
10	Ruby Dragon	1	Inferno Fang
10	Elnoyle	1	Energy Crystal
1	Tonberry King	1	Chef's Knife
1	Wedge, Biggs	1	X-Potion
-----			
1	Fujin, Raijin	1	X-Potion



1	Elvoret	10	Death Stone
2	X-ATM092	1	Turtle Shell
1	Grinaldo	1	G-Returner
10	GeroGero	1	Circlet
-----			
1	Iguion	1	Cockatrice Pinion
1	Abadon	30	Dark Ammo
1	Trauma	30	Demolition Ammo
1	Oilboyle	30	Fire Ammo
5	Shumi Tribe	1	Gambler Spirit
-----			
1	Krysta	10	Holy Stone
1	Propagator	1	G-Mega-Potion
1	Jumbo Cactuar	1	Cactus Thorn
40	Tri-Point	1	Jet Engine
10	Gargantua	1	Strength Love
-----			
1	Mobile Type 8	10	Shell Stone
1	Sphinxara	1	G-Mega-Potion
1	Tiamat	10	Flare Stone
1	BGH251F2	10	Protect Stone
1	Red Giant	5	Meteor Stone
-----			
1	Catoblepas	1	Rename Card
1	Ultima Weapon	1	Ultima Stone
1	Chubby Chocobo	100	LuvLuv G
1	Angelo	100	Elixir
1	Gilgamesh	10	Holy War
-----			
1	MiniMog	100	Pet House
1	Chicobo	100	Gysahl Greens
1	Quezacotl	100	Dynamo Stone
1	Shiva	100	North Wind
1	Ifrit	3	Elem Atk
-----			
1	Siren	3	Status Atk
1	Sacred	100	Dino Bone
1	Minotaur	10	Adamantine
1	Carbuncle	3	Glow Curtain
1	Diablos	100	Black Hole
-----			
1	Leviathan	3	Doc's Code
1	Odin	100	Dead Spirit
1	Pandemona	100	Windmill
1	Cerberus	100	Lightweight
1	Alexander	3	Moon Curtain
-----			
1	Phoenix	3	Phoenix Spirit
1	Bahamut	100	Megalixir
1	Doomtrain	3	Status Guard
1	Eden	3	Monk's Code
1	Ward	3	Gaea's Ring
-----			
1	Kiros	3	Accelerator
1	Laguna	100	Hero
1	Selphie	3	Elem Guard
1	Quistis	3	Samantha Soul
1	Irvine	3	Rocket Engine
-----			
1	Zell	3	Hyper Wrist

```

1 | Rinoa | 3 | Magic Armlet
1 | Edea | 3 | Royal Crown
1 | Seifer | 3 | Diamond Armor
1 | Squall | 3 | Three Stars

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=====
18.) ITEMS - G1800
=====
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```

Allow Edea to rip apart all the items!

```

-----
Item - item's name
Buy - price at which you can buy the item (without Haggle modifier)
Sell - price at which you can sell the item (without Sell-High modifier)
Use - details on what is the item used for
Obt - few ways of obtaining the item
      - I'll only list readily available ways of obtaining the item.
      - If item can be obtained more easily by refining (or only by refining),
        you'll see "na" here.
Rf- - refines from what (if applicable)?
Rf+ - refines into what (if applicable)?

```

```

----- CHART SAMPLE -----

```

Item	Buy	Sell
POTION	100	50
Use - One target recovers 200 HP. - Used for refinement purposes.		
Obt - Buy in general shops.		
Rf- - na		
Rf+ - Potion+		
POTION+	-	100
Use - One target recovers 400 HP. - Used for refinement purposes.		
Obt - na		
Rf- - Potion		
Rf+ - Hi-Potion		
HI-POTION	500	250
Use - One target recovers 1000 HP. - Used for refinement purposes.		
Obt - Buy in general shops.		
Rf- - Healing Mail, Healing Water, Potion+		
Rf+ - Hi-Potion+		
HI-POTION+	-	500
Use - One target recovers 2000 HP. - Used for refinement purposes.		
Obt - na		
Rf- - Hi-Potion		

Rf+ - X-Potion

-----  
X-POTION | 5000 | 2500

Use - One target recovers MAX HP (maximum recovery is 9999 HP).

- Used for refinement purposes.

Obt - Buy in Esthar Shop!!! (Familiar menu ability required).

Rf- - Hi-Potion+, [Wedge, Biggs] c., [Fujin, Raijin] c.

Rf+ - Mega-Potion

-----  
MEGA-POTION | 10000 | 5000

Use - Everyone in target party recovers 1000 HP.

- Used for refinement purposes.

Obt - Buy in Esthar Shop!!! (Familiar menu ability required).

Rf- - Tent, Cottage, Healing Ring, Mesmerize Blade, X-Potion

Rf+ - Elixir

-----  
PHOENIX DOWN | 500 | 250

Use - One KOed ally is revived with 12,5% MAX HP restored. Insta-kills one undead/zombified target.

- Used for refinement purposes.

Obt - Buy in general shops.

Rf- - Life Ring, Regen Ring, Phoenix Spirit

Rf+ - Mega Phoenix

-----  
MEGA PHOENIX | 10000 | 5000

Use - All KOed allies are revived with 12,5% MAX HP restored. Insta-kills everyone who is undead/zombified in target party.

- Used for refinement purposes.

Obt - Buy in Esthar Shop!!! (Familiar menu ability required).

Rf- - Phoenix Down

Rf+ - Phoenix Pinion

-----  
ELIXIR | 50000 | 2500

Use - Recovers MAX HP for one target, and removes following harmful status effects: Poison, Petrify, Petrifying, Darkness, Silence, Berserk, Sleep, Slow, Stop, Curse, Confuse, Vit 0, Doom. MAX HP recovered is 9999 HP. Undead/zombified target is KOed.

- Used for refinement purposes.

Obt - Buy in Esthar Shop!!! (Familiar menu ability required).

Rf- - Mega-Potion, Elem Atk, Elem Guard, Status Atk, Status Guard, Remedy+, Angelo c.

Rf+ - Doc's Code, Megalixir

-----  
MEGALIXIR | - | 5000

Use - Recovers MAX HP for everyne in target party, and removes following harmful status effects: Poison, Petrify, Petrifying, Darkness, Silence, Berserk, Sleep, Slow, Stop, Curse, Confuse, Vit 0, Doom. MAX HP recovered is 9999 HP. Undead/zombified targets are KOed.

Obt - na

Rf- - Doc's Code, Med Kit, Elixir, Bahamut c.

Rf+ - na

-----  
ANTIDOTE | 100 | 50

Use - Removes Poison status from one target.

- Used for refinement purposes.

Obt - Buy in general shops.

Rf- - Poison Powder, Venom Fang

Rf+ - Bio m.

-----  
SOFT | 100 | 50

Use - Removes Petrify or Petrifying status from one target.

- Used for refinement purposes.

Obt - Buy in general shops.

Rf- - Cockatrice Pinion

Rf+ - Break m.

EYE DROPS

| 100 | 50

Use - Removes Darkness status from one target.

- Used for refinement purposes.

Obt - Buy in general shops.

Rf- - Ochu Tentacle

Rf+ - Blind m.

ECHO SCREEN

| 100 | 50

Use - Removes Silence status from one target.

- Used for refinement purposes.

Obt - Buy in general shops.

Rf- - Silence Powder

Rf+ - Silence m.

HOLY WATER

| 100 | 50

Use - Removes Zombie / Curse status/es from one target.

- Used for refinement purposes.

Obt - Buy in general shops.

Rf- - Zombie Powder

Rf+ - Zombie m.

REMEDY

| 1000 | 500

Use - Removes (from one target) following harmful status effects: Poison, Petrify, Petrifying, Darkness, Silence, Berserk, Zombie, Sleep, Curse, Confuse.

- Used for refinement purposes.

Obt - Buy in general shops.

Rf- - Betrayal Sword, Sleep Powder, Dragon Fang, Curse Spike, Malboro Tentacle, Med Kit

Rf+ - Esuna m., Remedy+

REMEDY+

| - | 1000

Use - Removes (from one target) following harmful status effects: Poison, Petrify, Petrifying, Darkness, Silence, Berserk, Zombie, Sleep, Slow, Stop, Curse, Confuse, Vit 0, Doom.

- Used for refinement purposes.

Obt - na

Rf- - Remedy

Rf+ - Elixir

HERO-TRIAL

| - | 5

Use - 50% chance for Invicibility status on one ally.

- Used for refinement purposes.

Obt - na

Rf- - Shaman Stone

Rf+ - Hero

HERO

| - | 5000

Use - 100% chance for Invicibility status on one ally.

- Used for refinement purposes.

Obt - na

Rf- - Hero-Trial, Laguna c.

Rf+ - Holy War-trial

HOLY WAR-TRIAL	-	5
Use - 50% chance for Invicibility status on all allies.		
- Used for refinement purposes.		
Obt - na		
Rf- - Hero		
Rf+ - Holy War		
-----		
HOLY WAR	-	10000
Use - 100% chance for Invicibility status on all allies.		
- Used for refinement purposes.		
Obt - na		
Rf- - Holy War-trial, Gilgamesh c.		
Rf+ - Knight's Code		
-----		
SHELL STONE	-	5
Use - Grants Shell status to one target. Cannot be reflected.		
- Used for refinement purposes.		
Obt - na		
Rf- - Rune Armllet, Force Armllet, Mobile Type 8 c.		
Rf+ - Shell m.		
-----		
PROTECT STONE	-	5
Use - Grants Protect status to one target. Cannot be reflected.		
- Used for refinement purposes.		
Obt - na		
Rf- - Turtle Shell, Orihalcon, BGH251F2 c.		
Rf+ - Protect m.		
-----		
AURA STONE	-	5
Use - Grants Aura status to one target. Cannot be reflected.		
- Used for refinement purposes.		
Obt - na		
Rf- - Steel Pipe, Fury Fragment, Strength Love, Circlet, Power Wrist, Hypno Crown		
Rf+ - Aura m.		
-----		
DEATH STONE	-	5
Use - Inflicts Death on one target. Undead/zombified target is immune. Cannot be reflected.		
- Used for refinement purposes.		
Obt - na		
Rf- - Dead Spirit, Elvoret c.		
Rf+ - Death m.		
-----		
HOLY STONE	-	5
Use - Deals holy-based magic dmg to one target. Undead/zombified target takes double damage. Cannot be reflected.		
- Used for refinement purposes.		
Obt - na		
Rf- - Moon Stone, Krysta c.		
Rf+ - Holy m.		
-----		
FLARE STONE	-	5
Use - Deals non-element magic dmg to one target. Cannot be reflected.		
- Used for refinement purposes.		
Obt - na		
Rf- - Inferno Fang, Tiamat c.		
Rf+ - Flare m.		
-----		
METEOR STONE	-	5

Use - Medium non-element magic dmg to one/all targets, delivers 10 hits. In case you use Meteor Stone against two (or more targets), hits are randomly distributed.

- Used for refinement purposes.

Obt - na

Rf- - Star Fragment, Red Giant c.

Rf+ - Meteor m.

-----  
ULTIMA STONE

| - | 5

Use - Gigantic non-element magic dmg to all targets.

- Used for refinement purposes.

Obt - Defeat Ultima Weapon.

Rf- - Energy Crystal, Ultima Weapon c.

Rf+ - Ultima m.

-----  
GYSAHL GREENS

| 600 | 5

Use - Summons chicobo in battle to attack all foes.

Obt - Buy from Chocokid in choco-forests.

Rf- - Chicobo c.

Rf+ - na

-----  
PHOENIX PINION

| - | 5

Use - Summon Phoenix in battle to deliver fire-based magic dmg to all foes. Any KOed allies are revived with 12,5% MAX HP restored. Zombified allies become KOed.

- Used for refinement purposes.

Obt - na

Rf- - Mega Phoenix

Rf+ - Phoenix Spirit, Firaga m.

-----  
FRIENDSHIP

| - | 5

Use - Summon Moomba in battle to attack one foe.

Obt - PocketStation accessory only.

Rf- - na

Rf+ - na

-----  
TENT

| 1000 | 250

Use - Completely recovers all HP for all allies, and removes following harmful status effects: Poison, Petrify, Darkness, Silence, Zombie, and KO.

- Used for refinement purposes.

Obt - Buy in general shop.

Rf- - Healing Water, Regen Ring

Rf+ - Curaga m., Mega-Potion

-----  
PET HOUSE

| 1000 | 250

Use - Completely recovers all HP for all GFs.

- Used for refinement purposes.

Obt - Buy in Timber and Esthar Pet Shops.

Rf- - Healing Mail, Silver Mail, Gold Armor, Diamond Armor, MiniMog c.

Rf+ - G-Returner

-----  
COTTAGE

| 1800 | 450

Use - Completely recovers all HP for all allies and all GFs, and removes following harmful status effects: Poison, Petrify, Darkness, Silence, Zombie, and KO.

- Used for refinement purposes.

Obt - na

Rf- - Whisper, Healing Ring, Diamond Armor

Rf+ - Curaga m., Mega-Potion  
-----

G-POTION	200	50
Use - Target GF recovers 200 HP.		
Obt - Buy in pet shops.		
Rf- - na		
Rf+ - na		
-----		
G-HI-POTION	600	150
Use - Target GF recovers 1000 HP.		
Obt - Buy in pet shops or general shops (Familiar menu ability required for latter).		
Rf- - Healing Water, Mesmerize Blade, Whisper		
Rf+ - na		
-----		
G-MEGA-POTION	-	250
Use - All GFs recover 1000 HP.		
Obt - na		
Rf- - Healing Ring, Propagator c., Sphinxara c.		
Rf+ - na		
-----		
G-RETURNER	500	125
Use - GF is revived from KO, along with 12,5% MAX HP restored.		
Obt - Buy in pet shops or general shops.		
Rf- - Pet House, Life Ring, Regen Ring, Phoenix Spirit, Granaldo c.		
Rf+ - na		
-----		
RENAME CARD	-	25
Use - Allows you to rename one GF.		
Obt - na		
Rf- - Catoblepas c.		
Rf+ - na		
-----		
AMNESIA GREENS	1000	250
Use - Makes a GF forget an ability it learned, or is learning. Be careful which abilities you delete!		
Obt - Buy in pet shops.		
Rf- - na		
Rf+ - na		
-----		
HP-J SCROLL	10000	2500
Use - Teaches HP-J junction ability to target GF.		
- Used for refinement purposes.		
Obt - Buy in Timber Pet Shop (Familiar menu ability required) or Esthar Pet Shop.		
Rf- - HP Up		
Rf+ - Giant's Ring		
-----		
STR-J SCROLL	10000	2500
Use - Teaches Str-J junction ability to target GF.		
- Used for refinement purposes.		
Obt - Buy in Timber Pet Shop (Familiar menu ability required) or Esthar Pet Shop.		
Rf- - Str Up		
Rf+ - Power Wrist		
-----		
VIT-J SCROLL	10000	2500
Use - Teaches Vit-J junction ability to target GF.		
- Used for refinement purposes.		
Obt - Buy in Timber Pet Shop (Familiar menu ability required) or Esthar Pet Shop.		
Rf- - Vit Up		

```

Rf+ - Orihalcon
- - - - -
MAG-J SCROLL | 10000 | 2500
Use - Teaches Mag-J junction ability to target GF.
      - Used for refinement purposes.
Obt - Buy in Timber Pet Shop (Familiar menu ability required) or Esthar Pet
      Shop.
Rf- - Mag Up
Rf+ - Force Armlet
- - - - -
SPR-J SCROLL | 10000 | 2500
Use - Teaches Spr-J junction ability to target GF.
      - Used for refinement purposes.
Obt - Buy in Timber Pet Shop (Familiar menu ability required) or Esthar Pet
      Shop.
Rf- - Spr Up
Rf+ - Hypno Crown
- - - - -
SPD-J SCROLL | - | 12500
Use - Teaches Spd-J junction ability to target GF.
      - Used for refinement purposes.
Obt - Mug Cerberus.
Rf- - Spd Up
Rf+ - Jet Engine
- - - - -
LUCK-J SCROLL | - | 12500
Use - Teaches Luck-J junction ability to target GF.
      - Used for refinement purposes.
Obt - Mug Odin.
Rf- - Luck Up, Dark Matter
Rf+ - Luck Up
- - - - -
AEGIS AMULET | - | 12500
Use - Teaches Eva-J junction ability to target GF.
      - Used for refinement purposes.
Obt - Defeat UFO? foe.
Rf- - Barrier
Rf+ - Haste m., Spd Up
- - - - -
ELEM ATK | - | 12500
Use - Teaches Elem-Atk-J junction ability to target GF.
      - Used for refinement purposes.
Obt - Defeat Droma or Trauma.
Rf- - Samantha Soul, Ifrit c.
Rf+ - Elixir
- - - - -
ELEM GUARD | - | 12500
Use - Teaches Elem-Def-Jx4 junction ability to target GF.
      - Used for refinement purposes.
Obt - Defeat Krysta.
Rf- - Diamond Armor, Selphie c.
Rf+ - Elixir
- - - - -
STATUS ATK | - | 12500
Use - Teaches St-Atk-J junction ability to target GF.
      - Used for refinement purposes.
Obt - Defeat Catoblepas.
Rf- - Royal Crown, Siren c.
Rf+ - Elixir
- - - - -

```



STATUS GUARD | - | 12500

Use - Teaches St-Def-Jx4 junction ability to target GF.

- Used for refinement purposes.

Obt - Defeat Tiamat.

- Finish Shumi Village quest.

Rf- - Ribbon, Doomtrain c.

Rf+ - Elixir

ROSETTA STONE | - | 12500

Use - Teaches Ability x4 junction ability to target GF.

- Used for refinement purposes.

Obt - 200 gil card player on F11 of D-District Prison.

- Ulty's Castle waterway (after playing the organ correctly).

- Keep entering Cheryl's shop in Esthar until you get Rosetta Stone.

Rf- - Shaman Stone

Rf+ - Shaman Stone

MAGIC SCROLL | 5000 | 1250

Use - Teaches Magic command ability to target GF.

- Used for refinement purposes.

Obt - Buy in Timber Pet Shop.

Rf- - na

Rf+ - Wizard Stone

GF SCROLL | 5000 | 1250

Use - Teaches GF command ability to target GF.

- Used for refinement purposes.

Obt - Buy in Timber Pet Shop.

Rf- - na

Rf+ - Wizard Stone

DRAW SCROLL | 5000 | 1250

Use - Teaches Draw command ability to target GF.

- Used for refinement purposes.

Obt - Buy in Timber Pet Shop.

Rf- - na

Rf+ - Wizard Stone

ITEM SCROLL | 5000 | 1250

Use - Teaches Item command ability to target GF.

- Used for refinement purposes.

Obt - Buy in Timber Pet Shop.

Rf- - na

Rf+ - Wizard Stone

GAMBLER SPIRIT | - | 1250

Use - Teaches Card command ability to target GF.

- Used for refinement purposes.

Obt - na

Rf- - Shumi Tribe c.

Rf+ - Wizard Stone

HEALING RING | - | 2500

Use - Teaches Recover command ability to target GF.

- Used for refinement purposes.

Obt - na

Rf- - Whisper

Rf+ - Curaga m., Mega-Potion, Cottage, G-Mega-Potion

PHOENIX SPIRIT | - | 2500

```

Use - Teaches Revive command ability to target GF.
  - Used for refinement purposes.
Obt - na
Rf- - Phoenix Pinion, Phoenix c.
Rf+ - Firaga m., Full-life m., Phoenix Down, G-Returner
-----
MED KIT                                     | -           | 2500
Use - Teaches Treatment command ability to target GF.
  - Used for refinement purposes.
Obt - na
Rf- - Dragon Fang
Rf+ - Esuna m., Remedy, Megalixir
-----
BOMB SPIRIT                               | -           | 5000
Use - Teaches Kamikaze command ability to target GF.
  - Used for refinement purposes.
Obt - Rare / very rare steal from lv30+ Bomb.
Rf- - Bomb Fragment
Rf+ - Firaga m.
-----
HUNGRY COOKPOT                            | -           | 5000
Use - Teaches Devour command ability to target GF.
  - Used for refinement purposes.
Obt - na
Rf- - PuPu c.
Rf+ - Shaman Stone
-----
MOG'S AMULET                              | -           | 1250
Use - Teaches MimiMog command ability to target GF.
  - Used for refinement purposes.
Obt - PocketStation accessory only.
Rf- - na
Rf+ - Shaman Stone
-----
STEEL PIPE                                | -           | 75
Use - Teaches SumMag+10% GF ability to target GF.
  - Used for refinement purposes.
  - Used as ingredient in weapon remodeling.
Obt - Mug Wendigo.
Rf- - Elastoid c.
Rf+ - Berserk m., Aura Stone
-----
STAR FRAGMENT                             | -           | 125
Use - Teaches SumMag+20% GF ability to target GF.
  - Used for refinement purposes.
  - Used as ingredient in weapon remodeling.
Obt - Mug Iron Giant.
Rf- - Iron Giant c.
Rf+ - Meteor m., Meteor Stone
-----
ENERGY CRYSTAL                            | -           | 250
Use - Teaches SumMag+30% GF ability to target GF.
  - Used for refinement purposes.
  - Used as ingredient in weapon remodeling.
Obt - Defeat lv30+ Elnoyle.
  - Defeat lv30+ Behemoth.
Rf- - Elnoyle c.
Rf+ - Ultima m., Pulse Ammo, Ultima Stone, Samantha Soul
-----
SAMANTHA SOUL                             | -           | 500

```

Use - Teaches SumMag+40% GF ability to target GF.  
- Used for refinement purposes.

Obt - Mug Adel.

Rf- - Energy Crystal, Quistis c.

Rf+ - Triple m., Elem Atk

-----  
HEALING MAIL | - | 75

Use - Teaches GFHP+10% GF ability to target GF.  
- Used for refinement purposes.

Obt - Mug Snow Lion.

Rf- - Turtapod c.

Rf+ - Curaga m., Hi-Potion, Pet House

-----  
SILVER MAIL | - | 125

Use - Teaches GFHP+20% GF ability to target GF.  
- Used for refinement purposes.

Obt - Very rare drop from lv20~29 Snow Lion.

- Rare / very rare drop from lv30+ Snow Lion.

Rf- - na

Rf+ - Pet House, Gold Armor

-----  
GOLD ARMOR | - | 250

Use - Teaches GFHP+30% GF ability to target GF.  
- Used for refinement purposes.

Obt - na

Rf- - Silver Mail

Rf+ - Pet House, Diamond Armor

-----  
DIAMOND ARMOR | - | 500

Use - Teaches GFHP+40% GF ability to target GF.  
- Used for refinement purposes.

Obt - Defeat Red Giant.

Rf- - Gold Armor, Seifer c.

Rf+ - Cottage, Pet House, Elem Guard

-----  
REGEN RING | - | 75

Use - Teaches HP+20% character ability to target GF.  
- Used for refinement purposes.

- Used as ingredient in weapon remodeling.

Obt - Mug Torama.

Rf- - Chimera c.

Rf+ - Full-life m., Phoenix Down, Tent, G-Returner

-----  
GIANT'S RING | 20000 | 5000

Use - Teaches HP+40% character ability to target GF.  
- Used for refinement purposes.

Obt - Buy in Esthar Pet Shop (Familiar menu ability required).

Rf- - HP-J Scroll

Rf+ - Protect m., Gaea's Ring

-----  
GAEA'S RING | - | 7500

Use - Teaches HP+80% character ability to target GF.  
- Used for refinement purposes.

Obt - Defeat Jumbo Cactuar.

Rf- - Giant's Ring, Ward c.

Rf+ - HP Up

-----  
STRENGTH LOVE | - | 75

Use - Teaches Str+20% character ability to target GF.  
- Used for refinement purposes.

Obt - Very rare mug from lv20~29 Wendigo.  
- Very common mug from lv30+ Wendigo.

Rf- - Gargantua c.

Rf+ - Auar Stone

-----  
POWER WRIST | 20000 | 5000

Use - Teaches Str+40% character ability to target GF.  
- Used for refinement purposes.

Obt - Buy in Esthar Pet Shop (Familiar menu ability required).  
- Rare / very rare mug from lv30+ Grendel.

Rf- - Str-J Scroll

Rf+ - Aura Stone, Hyper Wrist

-----  
HYPER WRIST | - | 7500

Use - Teaches Str+60% character ability to target GF.  
- Used for refinement purposes.

Obt - Defeat Bahamut.

Rf- - Power Wrist, Zell c.

Rf+ - Str Up

-----  
TURTLE SHELL | - | 75

Use - Teaches Vit+20% character ability to target GF.  
- Used for refinement purposes.  
- Used as ingredient in weapon remodeling.

Obt - Mug Armadodo.

Rf- - Adamantoise c., X-ATM092 c.

Rf+ - Protect m., Protect Stone

-----  
ORIHALCON | - | 5000

Use - Teaches Vit+40% character ability to target GF.  
- Used for refinement purposes.

Obt - Very common mug from lv30+ Adamantoise.

Rf- - Vit-J Scroll

Rf+ - Protect Stone, Adamantine

-----  
ADAMANTINE | - | 7500

Use - Teaches Vit+60% character ability to target GF.  
- Used for refinement purposes.  
- Used as ingredient in weapon remodeling.

Obt - Defeat lv30+ Adamantoise.

Rf- - Orihalcon, Minotaur c.

Rf+ - Vit Up, Steel Curtain

-----  
RUNE ARMLET | - | 75

Use - Teaches Spr+20% character ability to target GF.  
- Used for refinement purposes.

Obt - Mug from lv30+ Righty.  
- Rare / very rare mug from Blobra.

Rf- - Blobra c

Rf+ - Shell m., Shell Stone

-----  
FORCE ARMLET | 20000 | 5000

Use - Teaches Spr+40% character ability to target GF.  
- Used for refinement purposes.  
- Used as ingredient in weapon remodeling.

Obt - Buy in Esthar Pet Shop (Familiar menu ability required).  
- Very rare drop from lv30+ Forbidden.

Rf- - Mag-J Scroll

Rf+ - Shell Stone, Magic Armlet

-----

MAGIC ARMLET	-	7500
Use - Teaches Spr+60% character ability to target GF.		
- Used for refinement purposes.		
Obt - Defeat Gargantua.		
Rf- - Force Armlet, Rinoa c.		
Rf+ - Spr Up, Moon Curtain		
-----		
CIRCLET	-	75
Use - Teaches Mag+20% character ability to target GF.		
- Used for refinement purposes.		
Obt - Very rare mug from lv20~29 Buel.		
- Rare / very rare mug from lv30+ Buel.		
Rf- - GeroGero c.		
Rf+ - Aura Stone		
-----		
HYPNO CROWN	20000	5000
Use - Teaches Mag+40% character ability to target GF.		
- Used for refinement purposes.		
Obt - Buy in Esthar Pet Shop (Familiar menu ability required).		
- Rare / very rare drop from lv30+ Malboro.		
Rf- - Spr-J Scroll		
Rf+ - Aura Stone, Royal Crown		
-----		
ROYAL CROWN	-	7500
Use - Teaches Mag+60% character ability to target GF.		
- Used for refinement purposes.		
Obt - Defeat Tonberry King.		
Rf- - Hypno Crown, Edea c.		
Rf+ - Mag Up, Status Atk		
-----		
JET ENGINE	-	5000
Use - Teaches Spd+20% character ability to target GF.		
- Used for refinement purposes.		
Obt - Very rare drop from lv30+ Cactuar.		
Rf- - Spd-J Scroll, Tri-Point c.		
Rf+ - Spd Up, Rocket Engine		
-----		
ROCKET ENGINE	-	7500
Use - Teaches Spd+40% character ability to target GF.		
- Used for refinement purposes.		
Obt - Defeat Tri-Point.		
Rf- - Jet Engine, Irvine c.		
Rf+ - Triple m., Spd Up		
-----		
MOON CURTAIN	-	10000
Use - Teaches Auto-Shell character ability to target GF.		
- Used for refinement purposes.		
Obt - na		
Rf- - Malboro Tentacle, Magic Armlet, Alexander c.		
Rf+ - Shell m.		
-----		
STEEL CURTAIN	-	10000
Use - Teaches Auto-Protect character ability to target GF.		
- Used for refinement purposes.		
Obt - na		
Rf- - Adamantine		
Rf+ - Protect m.		
-----		
GLOW CURTAIN	-	10000
Use - Teaches Auto-Reflect character ability to target GF.		

- Used for refinement purposes.  
 Obt - na  
 Rf- - Dragon Skin, Carbuncle c.  
 Rf+ - Reflect m., Monk's Code  
 -----  
 ACCELERATOR | - | 12500  
 Use - Teaches Auto-Haste character ability to target GF.  
 - Used for refinement purposes.  
 Obt - Defeat PuPu.  
 Rf- - Lightweight, Kiros c.  
 Rf+ - Haste  
 -----  
 MONK'S CODE | - | 12500  
 Use - Teaches Counter character ability to target GF.  
 - Used for refinement purposes.  
 Obt - na  
 Rf- - Glow Curtain, Eden c.  
 Rf+ - Str Up  
 -----  
 KNIGHT'S CODE | - | 10000  
 Use - Teaches Cover character ability to target GF.  
 - Used for refinement purposes.  
 Obt - na  
 Rf- - Holy War  
 Rf+ - Vit Up  
 -----  
 DOC'S CODE | - | 10000  
 Use - Teaches Med Data character ability to target GF.  
 - Used for refinement purposes.  
 Obt - na  
 Rf- - Elixir, Leviathan c.  
 Rf+ - Megalixir  
 -----  
 HUNDRED NEEDLES | - | 10000  
 Use - Teaches Return Damage character ability to target GF.  
 - Used for refinement purposes.  
 Obt - na  
 Rf- - Cactus Thorn  
 Rf+ - Spd Up  
 -----  
 THREE STARS | - | 12500  
 Use - Teaches Expend x3-1 character ability to target GF.  
 - Used for refinement purposes.  
 Obt - Mug Ultima Weapon.  
 - Defeat Omega Weapon.  
 Rf- - Squall c.  
 Rf+ - Triple m.  
 -----  
 RIBBON | - | 25000  
 Use - Teaches Ribbon character ability to target GF.  
 - Used for refinement purposes.  
 Obt - PocketStation accessory only.  
 Rf- - na  
 Rf+ - Status Guard  
 -----  
 NORMAL AMMO | 20 | 1  
 Use - Used for Irvine's LB.  
 - Used for refinement purposes.  
 Obt - Buy in general shops.  
 Rf- - Screw

Rf+ - Fast Ammo

-----

SHOTGUN AMMO | 40 | 2

Use - Used for Irvine's LB.  
- Used for refinement purposes.

Obt - Buy in general shops.

Rf- - na

Rf+ - Fast Ammo

-----

DARK AMMO | 300 | 15

Use - Used for Irvine's LB.  
Obt - Buy in Esthar Shop.  
Rf- - Poison Powder, Venom Fang, Abadon c.

Rf+ - na

-----

FIRE AMMO | 500 | 25

Use - Used for Irvine's LB.  
Obt - Buy in Eshtar Shop.  
Rf- - Bomb Fragment, Red Fang, Fuel, Oilboyle c.

Rf+ - na

-----

DEMOLITION AMMO | 800 | 40

Use - Used for Irvine's LB.  
Obt - Buy in Esthar Shop (Familiar menu ability required).  
Rf- - Missile, Running Fire, Cactus Thorn, Trauma c.

Rf+ - na

-----

FAST AMMO | 100 | 5

Use - Used for Irvine's LB.  
Obt - Buy in Esthar Shop (Familiar menu ability required).  
Rf- - Normal Ammo, Shotgun Ammo, GIM47N c.

Rf+ - na

-----

AP AMMO | - | 50

Use - Used for Irvine's LB.  
Obt - na  
Rf- - Sharp Spike, Chef's Knife

Rf+ - na

-----

PULSE AMMO | - | 250

Use - Used for Irvine's LB.  
- Used for refinement purposes.  
- Used as ingredient in weapon remodeling.

Obt - na  
Rf- - Laser Cannon, Energy Crystal, Power Generator

Rf+ - Ultima m.

-----

M-STONE PIECE | - | 5

Use - Used for refinement purposes.  
- Used as ingredient in weapon remodeling.  
Obt - Mug lv1~19 Bite Bug.

Rf- - Funguar c., Bite Bug c.  
Rf+ - Thunder m., Blizzard m., Fire m., Cure m., Slow m., Silence m., Esuna m.

-----

MAGIC STONE | - | 12

Use - Used for refinement purposes.  
- Used as ingredient in weapon remodeling.  
Obt - Mug lv20~29 Bite Bug.

Rf- - Grat c., Buel c., Jelleye c.  
Rf+ - Thundara m., Blizzara m., Fira m., Cura m., Haste m., Berserk m., Dispel m.

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-----
WIZARD STONE                                     | -          | 20
Use - Used for refinement purposes.
Obt - Mug lv30+ Bite Bug.
Rf- - Magic Scroll, GF Scroll, Draw Scroll, Item Scroll, Gambler Spirit, Vysage
      c., Imp c.
Rf+ - Thundaga m., Blizzaga m., Firaga m., Curaga m., Slop m., Bio m., Dispel m.
-----
OCHU TENTACLE                                   | -          | 75
Use - Used for refinement purposes.
      - Used as ingredient in weapon remodeling.
Obt - Mug Ochu.
Rf- - Ochu c.
Rf+ - Blind m., Eye Drops
-----
HEALING WATER                                   | -          | 25
Use - Used for refinement purposes.
Obt - Mug Jelleye.
      - Rare / very rare drop from Geezard.
Rf- - na
Rf+ - Cura m., Hi-Potion, Tent, G-Hi-Potion
-----
COCKATRICE PINION                              | -          | 50
Use - Used for refinement purposes.
      - Used as ingredient in weapon remodeling.
Obt - Mug Cockatrice.
Rf- - Cockatrice c., Iguion c.
Rf+ - Break m., Soft
-----
ZOMBIE POWDER                                  | -          | 50
Use - Used for refinement purposes.
Obt - Mug Blood Soul.
Rf- - Blood Soul c.
Rf+ - Zombie m., Holy Water
-----
LIGHTWEIGHT                                    | -          | 50
Use - Used for refinement purposes.
Obt - Mug Vysage.
Rf- - Cerberus c.
Rf+ - Haste m., Accelerator
-----
SHARP SPIKE                                    | -          | 50
Use - Used for refinement purposes.
      - Used as ingredient in weapon remodeling.
Obt - Mug Grand Mantis.
Rf- - Grand Mantis c., Death Claw c.
Rf+ - AP Ammo
-----
SCREW                                           | -          | 25
Use - Used for refinement purposes.
      - Used as ingredient in weapon remodeling.
Obt - Defeat Geezard.
Rf- - Geezard c.
Rf+ - Normal Ammo
-----
SAW BLADE                                       | -          | 50
Use - Used for refinement purposes.
      - Used as ingredient in weapon remodeling.
Obt - Mug Belhelmel.
Rf- - Belhelmel c.

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Rf+ - Death m., Dispel m.
- - - - -
MESMERIZE BLADE | - | 50
Use - Used for refinement purposes.
      - Used as ingredient in weapon remodeling.
Obt - Mug Mesmerize.
Rf- - Mesmerize c.
Rf+ - Regen m., Mega-Potion, G-Hi-Potion
- - - - -
VAMPIRE FANG | - | 50
Use - Used for refinement purposes.
Obt - Mug Red Bat.
Rf- - Red Bat c.
Rf+ - Drain m.
- - - - -
FURY FRAGMENT | - | 125
Use - Used for refinement purposes.
      - Used as ingredient in weapon remodeling.
Obt - Mug Blue Dragon.
Rf- - Blue Dragon c.
Rf+ - Aura m., Aura Stone
- - - - -
BETRAYAL SWORD | - | 50
Use - Used for refinement purposes.
      - Used as ingredient in weapon remodeling.
Obt - Mug Blitz (except very rare mug for lv30+ Blitz).
Rf- - Forbidden c.
Rf+ - Confuse m., Remedy
- - - - -
SLEEP POWDER | - | 50
Use - Used for refinement purposes.
Obt - Mug Funguar.
Rf- - na
Rf+ - Sleep m., Remedy
- - - - -
LIFE RING | - | 50
Use - Used for refinement purposes.
      - Used as ingredient in weapon remodeling.
Obt - Mug Lefty.
Rf- - Torama c.
Rf+ - Life m., Phoenix Down, G-Returner
- - - - -
DRAGON FANG | - | 50
Use - Used for refinement purposes.
      - Used as ingredient in weapon remodeling.
Obt - Very common drop from Blue Dragon.
      - Common drop from lv20~29 T-Rexaur.
Rf- - na
Rf+ - Esuna m., Remedy, Med Kit
- - - - -
SPIDER WEB | - | 50
Use - Used for refinement purposes.
      - Use on Quisty to have her learn Ultra Waves LB.
      - Used as ingredient in weapon remodeling.
Obt - Mug Caterchipillar.
Rf- - Caterchipillar c.
Rf+ - Slow m.
- - - - -
CORAL FRAGMENT | - | 75
Use - Used for refinement purposes.

```

- Use on Quisty to have her learn Electrocute LB.

Obt - Mug Creeps.

Rf- - Creeps c.

Rf+ - Thundara m.

-----

CURSE SPIKE | - | 75

Use - Used for refinement purposes.

- Use on Quisty to have her learn Lv?Death LB.

- Used as ingredient in weapon remodeling.

Obt - Mug Tri-Face.

Rf- - Tri-Face c.

Rf+ - Pain m., Remedy, Dark Matter

-----

BLACK HOLE | - | 75

Use - Used for refinement purposes.

- Use on Quisty to have her learn Degenerator LB.

Obt - Rare / very rare drop from lv30+ Wendigo.

Rf- - Gesper c., Diablos c.

Rf+ - Demi m.

-----

WATER CRYSTAL | - | 75

Use - Used for refinement purposes.

- Use on Quisty to have her learn Aqua Breath LB.

Obt - Mug Fastitocalon.

Rf- - Fastitocalon-F c., Fastitocalon c.

Rf+ - Water m.

-----

MISSILE | - | 75

Use - Used for refinement purposes.

- Use on Quisty to have her learn Micro Missiles LB.

Obt - Rare / very rare mug from lv30+ Death Claw.

Rf- - na

Rf+ - Demolition Ammo

-----

MYSTERY FLUID | - | 75

Use - Used for refinement purposes.

- Use on Quisty to have her learn Acid LB.

Obt - Mug Gayla.

Rf- - Gayla c.

Rf+ - Meltdown m.

-----

RUNNING FIRE | - | 75

Use - Used for refinement purposes.

- Use on Quisty to have her learn Gatling Gun LB.

Obt - Very common drop from lv20+ Iron Giant.

Rf- - SAM08G c.

Rf+ - Demolition Ammo

-----

INFERNO FANG | - | 75

Use - Used for refinement purposes.

- Use on Quisty to have her learn Fire Breath LB.

- Used as ingredient in weapon remodeling.

Obt - Mug Ruby Dragon.

Rf- - Ruby Dragon c.

Rf+ - Flare m., Flare Stone

-----

MALBORO TENTACLE | - | 100

Use - Used for refinement purposes.

- Use on Quisty to have her learn Bad Breath LB.

- Used as ingredient in weapon remodeling.

Obt - Mug Malboro.  
Rf- - Malboro c.  
Rf+ - Bio, Remedy, Moon Curtain

-----  
WHISPER | - | 100

Use - Used for refinement purposes.  
- Use on Quisty to have her learn White Wind LB.  
Obt - Mug Adamantoise (except for very common steal from lv1~19 Adamantoise).  
Rf- - na  
Rf+ - Curaga m., Cottage, G-Hi-Potion, Healing Ring

-----  
LASER CANNON | - | 125

Use - Used for refinement purposes.  
- Use on Quisty to have her learn Homing Laser LB.  
Obt - Very rare drop from lv30+ Belhelmel.  
Rf- - na  
Rf+ - Pulse Ammo

-----  
BARRIER | - | 125

Use - Used for refinement purposes.  
- Use on Quisty to have her learn Mighty Guard LB.  
Obt - Mug Behemoth.  
Rf- - Behemoth c.  
Rf+ - Shell m., Aegis Amulet

-----  
POWER GENERATOR | - | 200

Use - Used for refinement purposes.  
- Use on Quisty to have her learn Ray Bomb LB.  
Obt - Very rare mug from lv30+ Blitz.  
Rf- - na  
Rf+ - Pulse Ammo

-----  
DARK MATTER | - | 250

Use - Used for refinement purposes.  
- Use on Quisty to have her learn Shockwave Pulsar LB.  
Obt - na  
Rf- - Curse Spike  
Rf+ - Ultima m., Shaman Stone, Luck-J Scroll

-----  
BOMB FRAGMENT | - | 25

Use - Used for refinement purposes.  
- Used to raise compatibility with respective GF.  
- Used as ingredient in weapon remodeling.  
Obt - Mug Bomb (except rare / very rare steal from lv30+ Bomb).  
Rf- - Bomb c.  
Rf+ - Fira m., Fire Ammo, Bomb Spirit

-----  
RED FANG | - | 75

Use - Used for refinement purposes.  
- Used to raise compatibility with respective GF.  
- Used as ingredient in weapon remodeling.  
Obt - Mug Chimera.  
- Mug Hexadragon.  
Rf- - Hexadragon c.  
Rf+ - Firaga m., Fire Ammo

-----  
ARCTIC WIND | - | 25

Use - Used for refinement purposes.  
- Used to raise compatibility with respective GF.  
Obt - Mug lv1~19 Glacial Eye (except very common mug).

Rf- - Glacial Eye c.

Rf+ - Blizzara m.

-----  
NORTH WIND

| - | 75

Use - Used for refinement purposes.

- Used to raise compatibility with respective GF.

Obt - Mug lv20+ Glacial Eye (except very common mug).

Rf- - Snow Lion c., Shiva c.

Rf+ - Blizzaga m.

-----  
DYNAMO STONE

| - | 125

Use - Used for refinement purposes.

- Used to raise compatibility with respective GF.

- Used as ingredient in weapon remodeling.

Obt - Defeat lv30+ Blitz.

Rf- - Blitz c., Quezacotl c.

Rf+ - Thundaga m.

-----  
SHEAR FEATHER

| - | 125

Use - Used for refinement purposes.

- Used to raise compatibility with respective GF.

- Used as ingredient in weapon remodeling.

Obt - Very common / common mug from lv1~29 Thrustaevis.

Rf- - Thrustaevis c.

Rf+ - Aero m.

-----  
VENOM FANG

| - | 75

Use - Used for refinement purposes.

- Used to raise compatibility with respective GF.

Obt - Mug Anacondaaur.

Rf- - Anacondaaur c.

Rf+ - Bio m., Antidote, Dark Ammo

-----  
STEEL ORB

| - | 75

Use - Used for refinement purposes.

- Used to raise compatibility with respective GF.

- Used as ingredient in weapon remodeling.

Obt - Very common / very rare drop from lv1~29 Wendigo.

- Very common drop from lv30+ Wendigo.

Rf- - Wendigo c.

Rf+ - Demi m.

-----  
MOON STONE

| - | 75

Use - Used for refinement purposes.

- Used to raise compatibility with respective GF.

- Used as ingredient in weapon remodeling.

Obt - Mug Elnoyle.

Rf- - na

Rf+ - Holy m., Holy Stone

-----  
DINO BONE

| - | 75

Use - Used for refinement purposes.

- Used to raise compatibility with respective GF.

- Used as ingredient in weapon remodeling.

Obt - Mug T-Rexaur.

Rf- - Armadodo c., T-Rexaur c., Sacred c.

Rf+ - Quake m.

-----  
WINDMILL

| - | 75

Use - Used for refinement purposes.

- Used to raise compatibility with respective GF.
  - Used as ingredient in weapon remodeling.
- Obt - Rare / very rare mug from lv1~29 Thrustaevis.
- Mug lv30+ Thrustaevis.
- Rf- - Abyss Worm c., Pandemona c.
- Rf+ - Tornado m.

-----

DRAGON SKIN | - | 75

- Use - Used for refinement purposes.
- Used to raise compatibility with respective GF.
  - Used as ingredient in weapon remodeling.
- Obt - Very rare drop from lv1~29 Anacondaaur.
- Defeat lv30+ Anacondaaur (except very rare drop).
- Rf- - na
- Rf+ - Reflect m., Glow Curtain

-----

FISH FIN | - | 25

- Use - Used for refinement purposes.
- Used to raise compatibility with respective GF.
  - Used as ingredient in weapon remodeling.
- Obt - Mug Fastitocalon-F.
- Rf- - na
- Rf+ - Water m.

-----

DRAGON FIN | - | 25

- Use - Used for refinement purposes.
- Used to raise compatibility with respective GF.
  - Used as ingredient in weapon remodeling.
- Obt - Mug Grendel (except rare / very rare mug from lv30+ Grendel).
- Rf- - Grendel c.
- Rf+ - Double m.

-----

SILENCE POWDER | - | 25

- Use - Used for refinement purposes.
- Used to raise compatibility with respective GF.
- Obt - Mug Grat.
- Rf- - na
- Rf+ - Silence m, Echo Screen

-----

POISON POWDER | - | 25

- Use - Used for refinement purposes.
- Used to raise compatibility with respective GF.
- Obt - Mug Imp.
- Very common drop from Tri-Face.
- Rf- - na
- Rf+ - Antidote, Dark Ammo

-----

DEAD SPIRIT | - | 75

- Use - Used for refinement purposes.
- Used to raise compatibility with respective GF.
- Obt - Mug Forbidden.
- Rf- - Odin c.
- Rf+ - Death m., Death Stone

-----

CHEF'S KNIFE | - | 75

- Use - Used for refinement purposes.
- Used to raise compatibility with respective GF.
  - Used as ingredient in weapon remodeling.
- Obt - Mug / defeat Tonberry.
- Rf- - Tonberry c., Tonberry King c.

Rf+ - Death m., AP Ammo

-----  
CACTUS THORN | - | 75

Use - Used for refinement purposes.  
- Used to raise compatibility with respective GF.

Obt - Mug Cactuar.

Rf- - Cactuar c., Jumbo Cactuar c.

Rf+ - Demolition Ammo, Hundred Needles

-----  
SHAMAN STONE | - | 1250

Use - Used for refinement purposes.  
- Used to raise compatibility with respective GF.

Obt - na

Rf- - Rosetta Stone, Hungry Cookpot, Mog's Amulet, Dark Matter

Rf+ - LuvLuv G, Hero-trial, Rosetta Stone

-----  
FUEL | 3000 | 750

Use - Used for refinement purposes.  
- Provides fuel for rental cars.

Obt - Buy in general shops.

Rf- - na

Rf+ - Fire Ammo

-----  
GIRL NEXT DOOR | - | 12500

Use - Give it to Zone on White Seed Ship to obtain Shiva card.

Obt - Found in magazine stacks in Timber Maniacs building in Timber.

Rf- - na

Rf+ - na

-----  
SORCERESS' LETTER | - | 125

Use - Show it to the leader of White Seed on their ship in order to progress the story.

Obt - Receive automatically from Edea on disc 3. If by any chance you sell it, return to her for another copy.

Rf- - na

Rf+ - na

-----  
CHOCOBO'S TAG | - | 125

Use - Changes the names of your chocobo.

Obt - PocketStation accessory only.

Rf- - na

Rf+ - na

-----  
PET NAMETAG | - | 125

Use - Changes the name of Rinoa's dog Angelo.

Obt - D-District Prison, F2, left cell.

- Timber, after encouraging the guy in front of Timber Maniacs building that he shouldn't give up his job.

Rf- - na

Rf+ - na

-----  
SOLOMON RING | - | 125

Use - Used to obtain GF Doomtrain once you have: 6x Malboro Tentacle, 6x Steel Pipe, and 6x Remedy+.

Obt - Tears' Point.

Rf- - na

Rf+ - na

-----  
MAGICAL LAMP | - | 125

Use - Used to obtain GF Diablos.

Obt - Obtain from Cid after being briefed on Timber mission. If you miss the initial chance, return to Headmaster's Office in B-Garden, but \*before\* boarding the train for Timber mission.

Rf- - na

Rf+ - na

-----  
HP UP | - | 250

Use - Permanently raises MAX HP of target chr by 10.

- Used for refinement purposes.

Obt - na

Rf- - Gaea's Ring

Rf+ - HP-J Scroll

-----  
STR UP | - | 250

Use - Permanently raises Str of target chr by 1.

- Used for refinement purposes.

Obt - na

Rf- - Hyper Wrist, Monk's Code

Rf+ - Str-J Scroll

-----  
VIT UP | - | 250

Use - Permanently raises Vit of target chr by 1.

- Used for refinement purposes.

Obt - na

Rf- - Adamantine, Knight's Code

Rf+ - Vit-J Scroll

-----  
MAG UP | - | 250

Use - Permanently raises Mag of target chr by 1.

- Used for refinement purposes.

Obt - na

Rf- - Royal Crown

Rf+ - Mag-J Scroll

-----  
SPR UP | - | 250

Use - Permanently raises Spr of target chr by 1.

- Used for refinement purposes.

Obt - na

Rf- - Magic Armlet

Rf+ - Spr-J Scroll

-----  
SPD UP | - | 250

Use - Permanently raises Spd of target chr by 1.

- Used for refinement purposes.

Obt - na

Rf- - Aegis Amulet, Jet Engine, Rocket Engine, Hundred Needles

Rf+ - Spd-J Scroll

-----  
LUCK UP | - | 250

Use - Permanently raises Luck of target chr by 1.

- Used for refinement purposes.

Obt - na

Rf- - Luck-J Scroll

Rf+ - Luck-J Scroll

-----  
LUVLUV G | - | 250

Use - Raises compatibility with all GFs by 20 points.

- Used for refinement purposes.

Obt - na

Rf- - Chubby Chocobo c., Shaman Stone

Rf+ - na

-----  
WEAPONS MON 1ST | 50000 | 25000

Use - Makes new weapon models available in junk shop.

Obt - In 5th dream scene; after taking the elevator up, you'll be on a screen where you find Odine and his assistant. Exit the building, and then return inside to find the magazine lying on ground near where assistant was standing.

- Buy from Esthar Book Store (Familiar menu ability required).

Rf- - na

Rf+ - na

-----  
WEAPONS MON MAR | 1000 | 500

Use - Makes new weapon models available in junk shop.

Obt - Defeat Elvoret.

- Buy from Esthar Book Store.

Rf- - na

Rf+ - na

-----  
WEAPONS MON APR | 1000 | 500

Use - Makes new weapon models available in junk shop.

Obt - Collect from the desk in Squall's room after being promoted to SeeD.

- Buy from Esthar Book Store.

Rf- - na

Rf+ - na

-----  
WEAPONS MON MAY | 1000 | 500

Use - Makes new weapon models available in junk shop.

Obt - Deling City Sewers, by entering the manhole next to Presidential Residence.

- Buy from Esthar Book Store.

Rf- - na

Rf+ - na

-----  
WEAPONS MON JUN | 1000 | 500

Use - Makes new weapon models available in junk shop.

Obt - Defeat BGH251F2 in first battle.

- Buy from Esthar Book Store.

Rf- - na

Rf+ - na

-----  
WEAPONS MON JUL | 1000 | 500

Use - Makes new weapon models available in junk shop.

Obt - Find on ground on B-Garden's training center after "Battle of the Gardens" event.

- Buy from Esthar Book Store.

Rf- - na

Rf+ - na

-----  
WEAPONS MON AUG | 1000 | 500

Use - Makes new weapon models available in junk shop.

Obt - Trabia Garden, screen with the fountain. Look in the foreground by slowly walking S.

- Buy from Esthar Book Store.

Rf- - na

Rf+ - na

-----  
COMBAT KING 001 | 1000 | 500

Use - Once read, Dolphin Blow LB is added to Zell's repertoire.

Obt - In D-District Prison, F1, right cell.



- Buy from Esthar Book Store.

Rf- - na

Rf+ - na

-----  
COMBAT KING 002 | 1000 | 500

Use - Once read, Meteor Strike LB is added to Zell's repertoire.

Obt - Defeat Raijin in second battle against him.

- Buy from Esthar Book Store.

Rf- - na

Rf+ - na

-----  
COMBAT KING 003 | 1000 | 500

Use - Once read, Meteor Barret LB is added to Zell's repertoire.

Obt - With Zell in your party visit B-Garden's library at least once at talk to pony-tail girl. After party decides to go to Esthar, have Zell in your party and chat with a girl near the entrance to Balamb, then enter Zell's and talk to his mom. Go to Balamb's hotel and stay the night. You get the magazine the next morning.

- Buy from Esthar Book Store.

Rf- - na

Rf+ - na

-----  
COMBAT KING 004 | 1000 | 500

Use - Once read, Different Beat LB is added to Zell's repertoire.

Obt - Obtain from E-Soldier in Esthar during Loony Panda incident, on a screen W from "Contact Point 1".

- Buy from Esthar Book Store (Familiar menu ability required).

Rf- - na

Rf+ - na

-----  
COMBAT KING 005 | 30000 | 15000

Use - Once read, My Final Heaven LB is added to Zell's repertoire.

Obt - After successfully boarding Loony Panda while it 'harasses' Esthar, check the ground on a screen W from 'the-three-trapdoors' screen.

- Buy from Esthar Book Store (Familiar menu ability required).

Rf- - na

Rf+ - na

-----  
PET PALS VOL.1 | 1000 | 500

Use - Once read, Angelo Strike LB is added to Rinoa's repertoire.

Obt - Received automatically on train taking you to Timber during your first mission.

- Buy from Esthar Book Store.

Rf- - na

Rf+ - na

-----  
PET PALS VOL.2 | 1000 | 500

Use - Once read, Angelo Recover LB is added to Rinoa's repertoire.

Obt - During kidnap-mission return to Rinoa's train car and recover the magazine from her bed.

- Buy from Esthar Book Store.

Rf- - na

Rf+ - na

-----  
PET PALS VOL.3 | 1000 | 500

Use - Once read, Invincible Moon LB is added to Rinoa's repertoire.

Obt - Buy from Timber Pet Shop.

Rf- - na

Rf+ - na

-----

PET PALS VOL.4 | 1000 | 500  
 Use - Once read, Angelo Reverse LB is added to Rinoa's repertoire.  
 Obt - Buy from Timber Pet Shop.  
 Rf- - na  
 Rf+ - na

-----

PET PALS VOL.5 | 1000 | 500  
 Use - Once read, Angelo Search LB is added to Rinoa's repertoire.  
 Obt - Buy from Esthar Pet Shop.  
 Rf- - na  
 Rf+ - na

-----

PET PALS VOL.6 | 1000 | 500  
 Use - Once read, Wishing Star LB is added to Rinoa's repertoire.  
 Obt - Buy from Esthar Pet Shop.  
 Rf- - na  
 Rf+ - na

-----

OCCULT FAN I | 35000 | 17500  
 Use - Provides a clue about GF Doomtrain.  
 Obt - B-Garden library.  
       - Buy from Esthar Book Store (Familiar menu ability required).  
 Rf- - na  
 Rf+ - na

-----

OCCULT FAN II | 35000 | 17500  
 Use - Provides a clue about GF Doomtrain.  
 Obt - Dollet Pub, private room. After defeating the guy next to the table of 2F  
       of the pub, you get access to his private room. Search the stack closest  
       to exit.  
       - Buy from Esthar Book Store (Familiar menu ability required).  
 Rf- - na  
 Rf+ - na

-----

OCCULT FAN III | - | 17500  
 Use - Provides a clue about GF Doomtrain.  
 Obt - FH (after B-Garden crashes), from Master Fisherman.  
 Rf- - na  
 Rf+ - na

-----

OCCULT FAN IV | - | 20000  
 Use - Provides a clue about GF Doomtrain.  
 Obt - Eshtar's Presidential Palace, before Loony Panda event.  
 Rf- - na  
 Rf+ - na

=====

19.) SEED TEST ANSWERS - G1900

Hey! Quickly hide that cheat-sheet or Edea will impale you with Ice Strike.

Fast explanation mode!

- a) Y = Yes; N = No
- b) All questions must be answered correctly, or you fail.

c) You can only take tests up until Squall's lvl. So for example if Squall is lvl10, you can only take tests up until 10th.

Let's go!

TEST / Q	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10
TEST 01	Y	N	Y	Y	Y	N	N	Y	N	N
TEST 02	Y	N	Y	Y	Y	N	Y	Y	N	N
TEST 03	N	N	Y	N	Y	Y	Y	N	Y	N
TEST 04	N	Y	Y	Y	N	N	Y	Y	N	N
TEST 05	N	N	N	Y	Y	N	N	Y	Y	Y
TEST / Q	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10
TEST 06	Y	N	Y	Y	N	N	Y	Y	N	Y
TEST 07	Y	Y	Y	Y	Y	Y	N	Y	Y	N
TEST 08	N	Y	N	N	Y	Y	N	N	Y	N
TEST 09	N	Y	N	N	N	N	N	N	Y	Y
TEST 10	Y	N	N	N	N	N	N	N	Y	N
TEST / Q	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10
TEST 11	Y	Y	N	Y	Y	N	Y	N	N	Y
TEST 12	N	Y	N	N	Y	N	Y	N	Y	N
TEST 13	Y	N	N	N	Y	N	N	N	N	N
TEST 14	Y	Y	Y	Y	N	Y	Y	N	Y	N
TEST 15	Y	Y	N	N	N	N	N	Y	N	Y
TEST / Q	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10
TEST 16	Y	N	N	Y	N	Y	N	N	Y	N
TEST 17	Y	N	N	N	Y	N	N	Y	N	N
TEST 18	Y	N	N	N	Y	N	N	N	N	N
TEST 19	Y	N	N	Y	N	N	N	N	N	Y
TEST 20	Y	Y	N	Y	N	Y	Y	Y	N	N
TEST / Q	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10
TEST 21	Y	Y	Y	Y	N	N	Y	Y	Y	N
TEST 22	N	N	N	Y	N	N	N	Y	Y	N
TEST 23	Y	N	N	N	N	Y	Y	Y	Y	Y

TEST 24	Y	Y	N	N	Y	Y	N	N	N	Y
TEST 25	Y	N	Y	Y	Y	N	N	Y	N	N
TEST / Q	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10
TEST 26	Y	Y	N	Y	N	Y	N	Y	N	N
TEST 27	N	Y	N	N	N	N	Y	N	Y	N
TEST 28	Y	N	N	Y	Y	Y	N	Y	N	N
TEST 29	N	N	N	Y	Y	N	N	N	Y	N
TEST 30	N	Y	N	N	N	N	Y	N	N	N

Your payment in gil is done on regular basis of steps taken, and your current Seed rank.

RANK	CASH	RANK	CASH	RANK	CASH	RANK	CASH
1	500	9	7000	17	13500	25	17500
2	1000	10	8000	18	14000	26	18000
3	1500	11	9000	19	14500	27	18500
4	2000	12	10000	20	15000	28	19000
5	3000	13	11000	21	15500	29	19500
6	4000	14	12000	22	16000	30	20000
7	5000	15	12500	23	16500	A	30000
8	6000	16	13000	24	17000	-	-

20.) SHOPS - G2000

(F!) means that Tonberry's Familiar menu ability must be learned for the item to appear for sale.

TIMBER PET SHOP

ITEM	PRICE	ITEM	PRICE
G-Potion	200	Amnesia Greens	1000
G-Hi-Potion	600	HP-J Scroll (F!)	10000
G-Returner	500	Str-J Scroll (F!)	10000
Pet House	1000	Vit-J Scroll (F!)	10000
Magic Scroll	5000	Mag-J Scroll (F!)	10000
GF Scroll	5000	Spr-J Scroll (F!)	10000
Draw Scroll	5000	Pet Pals Vol.3	1000
Item Scroll	5000	Pet Pals Vol.4	1000

-----  
BALAMB SHOP  
-----

ITEM	PRICE	ITEM	PRICE
Potion	100	Remedy	1000
Hi-Potion	500	Tent	1000
Phoenix Down	500	Fuel	3000
Antidote	100	Normal Ammo	20
Eye Drops	100	Shotgun Ammo	40
Soft	100	G-Potion	200
Echo Screen	100	G-Hi-Potion (F!)	600
Holy Water	100	G-Returner	500

-----

-----  
DOLLET SHOP  
-----

ITEM	PRICE	ITEM	PRICE
Potion	100	Remedy	1000
Hi-Potion	500	Tent	1000
Phoenix Down	500	Fuel	3000
Antidote	100	Normal Ammo	20
Eye Drops	100	Shotgun Ammo	40
Soft	100	G-Potion	200
Echo Screen	100	G-Hi-Potion (F!)	600
Holy Water	100	G-Returner	500

-----

-----  
TIMBER SHOP  
-----

ITEM	PRICE	ITEM	PRICE
Potion	100	Remedy	1000
Hi-Potion	500	Tent	1000
Phoenix Down	500	Fuel	3000
Antidote	100	Normal Ammo	20
Eye Drops	100	Shotgun Ammo	40
Soft	100	G-Potion	200
Echo Screen	100	G-Hi-Potion (F!)	600
Holy Water	100	G-Returner	500

-----

-----  
DELING CITY SHOP  
-----

ITEM	PRICE	ITEM	PRICE
Potion	100	Remedy	1000
Hi-Potion	500	Tent	1000
Phoenix Down	500	Fuel	3000
Antidote	100	Normal Ammo	20
Eye Drops	100	Shotgun Ammo	40
Soft	100	G-Potion	200
Echo Screen	100	G-Hi-Potion (F!)	600
Holy Water	100	G-Returner	500

-----

-----  
 WINHILL SHOP  
 -----

ITEM	PRICE	ITEM	PRICE
Potion	100	Remedy	1000
Hi-Potion	500	Tent	1000
Phoenix Down	500	Fuel	3000
Antidote	100	Normal Ammo	20
Eye Drops	100	Shotgun Ammo	40
Soft	100	G-Potion	200
Echo Screen	100	G-Hi-Potion (F!)	600
Holy Water	100	G-Returner	500

-----

-----  
 FH SHOP  
 -----

ITEM	PRICE	ITEM	PRICE
Potion	100	Remedy	1000
Hi-Potion	500	Tent	1000
Phoenix Down	500	Fuel	3000
Antidote	100	Normal Ammo	20
Eye Drops	100	Shotgun Ammo	40
Soft	100	G-Potion	200
Echo Screen	100	G-Hi-Potion (F!)	600
Holy Water	100	G-Returner	500

-----

-----  
 ESTHAR SHOP  
 -----

ITEM	PRICE	ITEM	PRICE
Hi-Potion	500	Shotgun Ammo	40
Phoenix Down	500	Dark Ammo	300
Eye Drops	100	Fire Ammo	500
Soft	100	Demolition Ammo (F!)	800
Remedy	1000	Fast Ammo (F!)	100
Tent	1000	G-Potion	200
Fuel	3000	G-Hi-Potion	600
Normal Ammo	20	G-Returner	500

-----

-----  
 MAN FROM GARDEN  
 -----

ITEM	PRICE	ITEM	PRICE
Potion	100	Remedy	1000
Hi-Potion	500	Tent	1000
Phoenix Down	500	Fuel	3000
Antidote	100	Normal Ammo	20
Eye Drops	100	Shotgun Ammo	40
Soft	100	G-Potion	200
Echo Screen	100	G-Hi-Potion (F!)	600
Holy Water	100	G-Returner	500

-----

-----  
 ESTHAR PET SHOP  
 -----

ITEM	PRICE	ITEM	PRICE
G-Potion	200	Mag-J Scroll	10000
G-Hi-Potion	600	Spr-J Scroll	10000
G-Returner	500	Pet Pals Vol.5	1000
Pet House	1000	Pet Pals Vol.6	1000
Amnesia Greens	1000	Giant's Ring (F!)	20000
HP-J Scroll	10000	Power Wrist (F!)	20000
Str-J Scroll	10000	Force Armlet (F!)	20000
Vit-J Scroll	10000	Hypno Crown (F!)	20000

-----  
 ESTHAR BOOK STORE  
 -----

ITEM	PRICE	ITEM	PRICE
Weapons Mon 1st (F!)	50000	Combat King 002	1000
Weapons Mon Mar	1000	Combat King 003	1000
Weapons Mon Apr	1000	Combat King 004 (F!)	1000
Weapons Mon May	1000	Combat King 005 (F!)	30000
Weapons Mon Jun	1000	Pet Pals Vol.1	1000
Weapons Mon Jul	1000	Pet Pals Vol.2	1000
Weapons Mon Aug	1000	Occult Fan I (F!)	35000
Combat King 001	1000	Occult Fan II (F!)	35000

-----  
 ESTHAR SHOP!!!  
 -----

ITEM	PRICE	ITEM	PRICE
Potion	100	Soft	100
Hi-Potion	500	Eye Drops	100
X-Potion (F!)	5000	Echo Screen	100
Mega-Potion (F!)	10000	Holy Water	100
Phoenix Down	500	Remedy	1000
Mega Phoenix (F!)	10000	Tent	1000
Elixir (F!)	50000	Cottage (F!)	1800
Antidote	100	G-Potion	100

-----  
 CHOCOBO FOREST - THE BEGINNER'S FOREST  
 -----

ITEM	PRICE	ITEM	PRICE
Gysahl Greens	600	-	-

-----  
 CHOCOBO FOREST - THE BASICS FOREST  
 -----

ITEM	PRICE	ITEM	PRICE
Gysahl Greens	600	-	-

-----

-----  
CHOCOBO FOREST - FOREST OF SOLITUDE  
-----

ITEM	PRICE	ITEM	PRICE
5x Gysahl Greens	3000	-	-

-----

-----  
CHOCOBO FOREST - THE ROAMING FOREST  
-----

ITEM	PRICE	ITEM	PRICE
5x Gysahl Greens	3000	-	-

-----

-----  
CHOCOBO FOREST - FOREST OF FUN  
-----

ITEM	PRICE	ITEM	PRICE
10x Gysahl Greens	6000	-	-

-----

-----  
CHOCOBO FOREST - THE ENCLOSED FOREST  
-----

ITEM	PRICE	ITEM	PRICE
10x Gysahl Greens	6000	-	-

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=====  
21.) WEAPON REMODELING - G2100  
=====

By knocking Squall unconscious Edea is able to pic his gunblade apart and learn what the heck it consists of.

Note: New gunblades for Squall may unlock new LBs for him.

- 
- BASE ITEM 1 - Name and amount of first base item
  - BASE ITEM 2 - Name and amount of second base item
  - BASE ITEM 3 - Name and amount of third base item
  - BASE ITEM 4 - Name and amount of fourth base item
  - STR-B - Str bonus value added to chr's base Str
  - HIT-B - Hit bonus value added to chr's base Hit
  - PRICE - Price of purchasing the weapon (assuming you have all base items)
  - WM - Weapons Monthly in which the weapon appears

Note: You do not have to read Weapons Monthly magazines at all. As soon as you have all (and enough) of correct base items, the weapon will appear for purchasing in Junk Shop's menu.

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STR-B	HIT-B	PRICE	WM
VALIANT			Steel Pipe   - 4x Screw   -
+12 Str	+ 0%Hit	100	Weapons Monthly April Issue
ULYSSES			Steel Pipe   2x Screw Bomb Fragment   -
+15 Str	+ 3%Hit	200	Weapons Monthly May Issue
BISMARCK			2x Steel Pipe   8x Screw 4x Dynamo Stone   -
+20 Str	+ 5%Hit	400	Weapons Monthly July Issue
EXETER			2x Dino Bone   2x Star Fragment Moon Stone   18x Screw
+25 Str	+ 10%Hit	800	Weapons Monthly 1st Issue

WHIP UPGRADES AND CHARACTERISTICS

WHIP NAME	BASE ITEM 1	BASE ITEM 3	
STR-B	HIT-B	PRICE	WM
CHAIN WHIP	2x M-Stone Piece   - Spider Web   -		
+12 Str	+ 0%Hit	100	Weapons Monthly March Issue
SLAYING TAIL	2x Magic Stone   - Sharp Spike   -		
+15 Str	+ 1%Hit	200	Weapons Monthly May Issue
RED SCORPION	2x Ochu Tentacle   - 2x Dragon Skin   -		
+20 Str	+ 2%Hit	400	Weapons Monthly June Issue
SAVE THE QUEEN	2x Malboro Tentacle   4x Energy Crystal 4x Sharp Spike   -		
+25 Str	+ 4%Hit	800	Weapons Monthly August Issue

PINWHEEL UPGRADES AND CHARACTERISTICS

PINWHEEL NAME	BASE ITEM 1	BASE ITEM 3	
STR-B	HIT-B	PRICE	WM
PINWHEEL	3x M-Stone Piece   - -   -		
+11 Str	+ 0%Hit	100	Weapons Monthly April Issue
VALKYRIE	Shear Feather   - Magic Stone   -		
+14 Str	+ 2%Hit	200	Weapons Monthly May Issue
RISING SUN	Saw Blade   - 8x Screw   -		
+18 Str	+ 4%Hit	400	Weapons Monthly July Issue
CARDINAL	Cockatrice Pinion   Sharp Spike Mesmerize Blade   -		

```

+24 Str  |+  5%Hit | 800      | Weapons Monthly August Issue
-----
SHOOTING STAR          | 2x Windmill          | Force Armlet
                       | Regen Ring           | 2x Energy Crystal
+28 Str  |+  8%Hit | 1000   | Weapons Monthly 1st Issue
-----
NUNCHAKU UPGRADES AND CHARACTERISTICS
-----
NUNCHAKU NAME          | BASE ITEM 1          | BASE ITEM 3
                       | BASE ITEM 2          | BASE ITEM 4
STR-B      | HIT-B    | PRICE  | WM
-----
FLAIL              | 2x M-Stone Piece    | -
                  | Bomb Fragment       | -
+12 Str  |+  0%Hit | 100    | Weapons Monthly March Issue
-----
MORNING STAR        | 2x Steel Orb        | -
                  | 2x Sharp Spike      | -
+15 Str  |+  1%Hit | 200    | Weapons Monthly June Issue
-----
CRESCENT WISH        | Inferno Fang         | 4x Sharp Spike
                  | Life Ring           | -
+20 Str  |+  2%Hit | 400    | Weapons Monthly July Issue
-----
STRANGE VISION       | Adamantine           | 2x Curse Spike
                  | 3x Star Fragment    | -
+25 Str  |+255%Hit | 800    | Weapons Monthly 1st Issue
-----

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22.)

STAT MAXING - G2200

Here's a little section on how can you achieve max stats. Stats' maximum values are as follows:

- HP has max value of 9999
- Str has max value of 255
- Vit has max value of 255
- Mag has max value of 255
- Spr has max value of 255
- Spd has max value of 255
- Eva has max value of 100%
- Hit has max value of 255%
- Luck has max value of 255

The paragraphs below are written by Vilurum.

There are three ways to get permanent stat increases to your base stats before junctioning (besides what - relatively little - you get from leveling and upgrading weapons):

1. (Limited amount but by far the easiest and most efficient.) Use HP Bonus, Str Bonus, Vit Bonus, Mag Bonus, and/or Spr Bonus when gaining a level, and you'll get an extra +1 to that stat (+30 in HP's case) from the level. Ideally done with four of the five Bonus abilities (need Ability x4) over as many levels as possible. All characters start at ballpark level 10, so you can

potentially get around +2700 HP, +90 Str, +90 Vit, +90 Mag, +90 Spr (pick four of those five) from this.

You are, unfortunately, limited in this by the number of levels you \*can\* gain - particularly if you wait until you've already done some significant leveling before you start.

2. Refine and use stat-ups. This is the only way to get permanent increases to Spd and Luck as well (well, you can devour PuPu, but that's just dumb: the PuPu card is far rarer than the equivalent of one Spd Up). Besides leveling with Bonus abilities, this is the fastest way of increasing stats. (I'll provide a refinement list below.)

3. Devour enemies for stat-ups. As you have to encounter the enemy in the first place (only two of them have fixed encounters you can use to guarantee that you meet them) and get its HP quite low - but not kill it outright - in order for this method to work, this is generally \*not\* a fast source of stat-ups. But if you get bored with the refinement, it's a nice little change of pace.

For the most efficient stat-up refinement, there are a few prerequisites:

- Nab GFs and learning certain refinement abilities. Quezacotl's Card Mod; Siren's Tool-RF; Carbuncle's Recov Med-RF; Doomtrain's Forbid Med-RF; Tonberry's Haggle, Sell-High, Familiar, Call Shop; Eden's GF Abl Med-RF.
- Get, at the very least, Esthar Pet Shop and Esthar Shop!!! listed in Call Shop (ideally you want Timber Pet Shop, Esthar Pet Shop, Esthar Book Store, Esthar Shop, and Esthar Shop!!! in there - all the generic shops in other towns are optional). Visit a shop at least once to get it listed in Call Shop. Note that Esthar Shop!!! is "Johnny's Shop" in the Esthar mall and is usually closed - just keep entering until you get in once, and after that you can shop there at your convenience with Call Shop.
- Beat the CC group by the end of disc 3, so they'll be on the Ragnarok on disc 4. To make life easier on yourself, also get Trabia's rules to something you can win easily (such as Open and nothing else).
- If you're craz... er, \*dedicated\* enough to work on maxing Luck, then you'll also want Ultima Weapon to be \*alive\* to preserve the fixed encounters in Deep Sea, more specifically the Tri-Faces. (This means getting Eden from Tiamat.) You will also need Siren to be level 100 to perform the Dark Matter refinement.
- Be on disc 4 (for the CC group, and for Tiamat for Eden).

Gil funding: Some of these involve lots of money spent buying stuff. This obviously isn't gonna work well if you have to rely on SeeD payments for gil. Luckily, there's a much faster way of getting gil.

- Move Tent, Cottage, and Mega-Potion to the first three spaces in your inventory. If you don't have any of one or more of those three items, move a blank space instead.
- Call Shop to Esthar Shop!!!. Sell all your Mega-Potions. Buy as many Tents and Cottages as you can (this will quickly mean "100 of each", but if you're just starting and totally broke, it works with as few as 4 Tents or 2 Cottages).
- Go into Recov Med-RF and refine all your Tents and Cottages into Mega-Potions. (100x Tent makes 25x Mega-Potion, 100x Cottage makes 50x Mega-Potion.)
- Alternate second and third steps until you have as much gil as you like. With Haggle and Sell-High, and doing this with the full 100x Tent/Cottage, you make 352,500 gil net profit per repeat, and since it's just a whole bunch of



- Stats
- Stat Type (9 subdivisions)
- EXP
- AP
- Physical and Magic Attacks
- Magic
- Draw
- Stock
- Cast
- Limit Break
- Ability
- Ability Types (6 subdivisions)

-----  
b) Elemental  
-----

- About Elemental
- Elemental Attack (Elem-Atk)
- Elemental Defense (Elem-Def)

-----  
c) Status  
-----

- About Status
- ST-Atk
- ST-Def
- Status Type (28 subdivisions)

-----  
d) Menu  
-----

- Junction (Junction Menu, GF Junction, Magic Junction (5 subdivisions), Off, Auto, Setting Ability)
- Item (Use, Rearrange, Sort, Battle)
- Magic (Use, Exchange, All, Rearrange (7 subdivisions))
- Status
- GF
- Ability
- Switch (Switch Member, Junction Exchange)
- Card
- Config
- Tutorial
- Save

-----  
e) Battle System  
-----

- ATB Battle
- Basic Operation
- Attack
- Item
- Magic
- Draw
- GF
- Limit Break
- Type of Limit Break (12 subdivisions)

-----  
f) Abilities  
-----

- Junction Ability (19 subdivisions total)
- Command Ability (18 subdivisions total)
- Character Ability (39 subdivisions total)
- Party Ability (5 subdivisions total)
- GF Ability (9 subdivisions total)

- Menu Ability (24 subdivisions total)

-----  
g) GF

- - How GF Level Up  
- GF's Ability  
- Compatibility with GF  
- GF's Skill (16 subdivisions total)

-----  
h) Magic

-----  
(49 subdivisions total)

-----  
i) Information

-----  
Location Name (21 subdivisions total)

- Balamb
- Fire Cavern
- Dollet
- Timber
- Timber TV Station
- Galbadia
- Tomb of the Unknown King
- Winhill
- D-District Prison
- Missile Base
- Horizon Bridge
- Fisherman's Horizon
- Trabia
- Esthar (1)
- Esthar (2)
- Esthar (3)
- Seaside Station
- Great Salt Lake
- Moon
- Deep Sea Research Center
- Deep Sea Deposit

-----  
Term (26 subdivisions total)

- Draw Points
- Time Compression
- Garden
- SeeD (1)
- SeeD (2)
- SeeD (3)
- SeeD Rank
- SeeD Written Test
- The truth about the Garden
- Radio Interference (1)
- Radio Interference (2)
- Lunar Cry
- Monsters
- Centra Civilization
- Odine Items
- Sorceress
- Sorceress Power & Embodiment
- Crystal Pillar
- Lunatic Pandora
- Tears' Point
- Adel's Tomb

- Spaceship Ragnarok
- MD Level
- Centra Shelter
- Timber Maniacs
- Eyes On Me

-----  
 Person (7 subdivisions total)

- Dr. Odine
- The Great Hyne
- White SeeD
- Moomba
- Shumi Tribe
- Chocobo
- Mayor Dobe

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 Battle Report

-----  
 Character Report

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 GF Report

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 j) Proof of Omega

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 24.) PAST REVISIONS - G2400  
 =====

- Version Hawt Edea (19th January 2008)  
 # Shops, SeeD tests, Weapon Remodeling, and Items sections added.
  
- Version Xmas Edea (13th January 2008)  
 # Abilities, Magic, Refinement Charts, Stat Maxing, Items sections added.  
 # Provided basic info on chocobo subquest.  
 # Added base chances for mugging/dropping items in Bestiary.
  
- Version Xmas Edea (6th January 2008)  
 # Character Analysis, Information, Limit Breaks, and GF sections added.
  
- Version Xmas Edea (26th December 2007)  
 # Status Effects, Junction Effects, and Card Information sections added.
  
- Version Xmas Edea (24th December 2007)  
 # Included a complete Bestiary.
  
- Edea (18th November 2007)  
 # Complete walkthru from start until the end of game.
  
- Edea (10th November 2007)  
 # Initial release.

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 25.) CREDITS - G2500  
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## 1. Companies

- SquareEnix: they made this game possible
- Sony: for making PS2
- FF8 Ultimania: for enemy statistics info, for probability charts of obtaining items from players in D-District Prison and magazine stacks in Dollet Pub

## 2. People

- DigitalDice: input on the guide and suggestions, LB info
- Vilurum: LB info, Stat Maxing section, lots of general advice

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## 26.) CONTACT INFO - G2600

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Send your comments, ideas for improvements, additional info, correction of mistakes I may have made, and anything else via e-mail at:

lifearmor (at) gmail (dot) com

I need to put down a few guidelines.

- as a subject of e-mail please include Final Fantasy VIII, or FFVIII
- please make your e-mail be readable, ie do not send me e-mails that are written badly or in some strange gibberish
- don't ask me to send you updated versions of my guide, because I won't
- \*make sure\* to check if your question is already answered within these pages; I may reply to one of your questions, but if you'll persevere in asking more questions which are answered in my guide, I'll simply direct you to my guide
- I accept e-mails in English, German, Croatian and Slovenian language
- I will answer the e-mails in English, Croatian or Slovenian language; I can read and understand German well, but my writing skills of German have rusted, therefore I will answer such e-mails in English
- when crediting contributors, I won't disclose their e-mails
- finally, treat me as you'd like me to treat you

## 2. Damir Kolar's Contributor page

<http://www.gamefaqs.com/features/recognition/6434.html>

Yours truly, Damir Kolar

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