

# Final Fantasy VIII Card FAQ (NA)

by KasketDarkfyre

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

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Final Fantasy VIII Triple Triad - Version 1.2  
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\*\*Fixed in this FAQ: The Elemental Rules\*\*

Introduction  
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After hours of playing this game, trading cards with numerous players, including the Card Queen, I've compiled a listing of Card Level Types, Rare Card Locations, how to get them, the Items you can get with the Card Mod Ability and the Card Queen's traveling pattern to complete the side quest during the second and third disc. Also, I will explain the appearance and locations of the CC Members in Balamb Garden, and the order in which to face them, along with the rules of Triple Triad throughout the World.

The Cards  
-----

Gained from Monsters, or when Monsters are turned into Cards, Monster Cards are the easiest to come by. I've found, that you need to strike a monster once or twice, before attempting a Card Transform. Bosses and Rare Cards cannot be attained by the Card Ability.

The cards are set up with numeral notations, which denote power levels, a number per side, the higher the number, the stronger the side. Most Cards however, have one to three high sides, and a low side. Call it a balance of power, you may be able to best a card on one side, but be ready to have that strong card taken if you leave a weak side open to your opponent. I've spent more time with the Triple Triad portion, than the actual Quest, and lost more Cards than I care to think about. Just remember to save your game before you start playing with high/rare Cards, it will save you both time and money...time for playing to get your Cards back, and money from throwing your controller against the wall when you lose.

Card Example:

7

4 8 : Card Numbering ranging from 1-10, the 10 being an A

3

(Card Name): Name of the Monster/Boss/GF/Player Card

(Elemental/Non Elemental): Whether the Card holds an Elemental Value

(Card Modification Item): What you receive per Card. Sometimes, you need several of one particular Card to receive anything on a Modification.

-Level 1 Monster Cards-

-----

1

5 4

1

Geezard

Non Elemental

1 Card = 5 Screws

5

3 1

1

Funguar

Non Elemental

1 Card = 1 M-Stone Piece

1

5 3

3

Bite Bug

Non Elemental

1 Card = 1 M-Stone Piece

6

2 1

1

Red Bat

Non Elemental

1 Card = 1 Vampire Fang

2

5 3

1

Blobra

Non Elemental

4 Cards = 1 Rune Armlet

2

4 1

4

Gayla

Thunder Elemental

1 Card = 1 Mystery Fluid

1

1 5

4

Gesper

Non Elemental

1 Card = 1 Black Hole

3

1 5

2

Fastitocalon-F

Earth Elemental

5 Cards = 1 Water Crystal

2

1 1

6

Blood Soul

Non Elemental

1 Card = 1 Zombie Powder

4

3 2

4

Caterchipillar

Non Elemental

1 Card = 1 Spider Web

2

6 1

2

Cockatrice

Thunder Elemental

1 Card = 1 Cockatrice Pinion

-----

-Level 2 Monster Cards-

-----

7

1 1

3

Grat

Non Elemental

1 Card = 1 Magic Stone

6

3 2

2

Buel

Non Elemental

1 Card = 1 Magic Stone

5

4 3

3

Mesmerize

Non Elemental

1 Card = 1 Mesmerize Blade

6

3 1

4

Glacial Eye

Ice Elemental

1 Card = 1 Arctic Wind

3

3 4

5

Belhmel

Non Elemental

1 Card = 1 Saw Blade

5

5 3

2

Thrustaevis

Wind Elemental

1 Card = 1 Shear Feather

5

5 1

3

Anacondaaur

Poison Elemental

1 Card = 1 Venom Fang

5

2 2

5

Creeps

Thunder Elemental

1 Card = 1 Coral Fragment

4

2 4

5

Grendal

Thunder Elemental

1 Card = 1 Dragon Fin

3

7 2

1

Jelleye

Non Elemental

1 Card = 1 Magic Stone

5  
3 2  
5  
Grand Mantis  
Non Elemental  
1 Card = 1 Sharp Spike

-----  
-Level 3 Monster Cards-  
-----

6  
2 6  
3  
Forbidden  
Non Elemental  
1 Card = 1 Betrayal Sword

6  
6 3  
1  
Armadodo  
Earth Elemental  
1 Card = 1 Dino Bone

3  
5 5  
5  
Tri-Face  
Poison Elemental  
1 Card = 1 Curse Spike

7  
3 5  
1  
Fastitocalon  
Earth Elemental  
1 Card = 1 Water Crystal

7  
3 1  
5  
Snow Lion  
Ice Elemental  
1 Card = 1 North Wind

5  
3 6  
3  
Ochu  
Non Elemental  
1 Card = 1 Ochu Tentacle

5  
4 6  
2  
SAM08G  
Fire Elemental

1 Card = 1 Running Fire

4

2 4

7

Death Claw

Fire Elemental

1 Card = 1 Sharp Spike

6

3 2

6

Cactuar

Non Elemental

1 Card = 1 Cactus Thorn

3

4 6

4

Tonberry

Non Elemental

1 Card = 1 Chef's Knife

7

5 2

3

Abyss Worm

Earth Elemental

1 Card = 1 Windmill

-----  
-Level 4 Monster Cards-  
-----

2

7 6

3

Turtapod

Non Elemental

5 Cards = 1 Healing Mail

6

5 5

4

Vysage

Non Elemental

1 Card = 1 Wizard Stone

4

7 6

2

T-Rexaur

Non Elemental

2 Cards = 1 Dino Bone

2

3 7

6

Bomb

Fire Elemental

1 Card = 1 Bomb Fragment

1

7 6

4

Blitz

Thunder Elemental

1 Card = 1 Dynamite Stone

7

6 3

1

Wendigo

Non Elemental

1 Card = 1 Steel Orb

7

4 4

4

Torama

Non Elemental

5 Cards = 1 Life Ring

3

6 7

3

Imp

Non Elemental

1 Card = 1 Wizard Stone

6

3 2

7

Blue Dragon

Poison Elemental

4 Cards = 1 Fury Fragment

4

6 5

5

Adamantoise

Earth Elemental

3 Cards = 1 Turtle Shell

7

3 5

4

HexDragon

Non Elemental

1 Card = 1 Sharp Spike

-----

-Level 5 Monster Cards-

-----

6

5 5

6

Iron Giant

Non Elemental

3 Cards = 1 Star Fragment

3

7 6

5

Behemoth

Earth Elemental

10 Cards = 1 Barrier

7

3 6

5

Chimera

Water Elemental

10 Cards = 1 Regen Ring

3

1 A

2

Pupu (Rare Card - Need to Complete the UFO Chase to Acquire)

Non Elemental

1 Card = 1 Hungry Cookpot

6

7 2

6

Elastoid

Non Elemental

1 Card = 1 Steel Pipe

5

4 5

7

GIM47N

Non Elemental

1 Card = 10 Fast Ammo

7

2 7

4

Malboro

Poison Elemental

4 Cards = 1 Malboro Tentacle

7

4 2

7

Ruby Dragon

Fire Elemental

10 Cards = 1 Inferno Ring

5

6 3

7

Elnoyle

Non Elemental

10 Cards = 1 Energy Crystal



4

4 7

6

Tonberry King

Non Elemental

1 Card = 1 Chef's Knife

6

7 6

2

Wedge, Biggs

Non Elemental

1 Card = 1 X Potion

-----  
-Level 6 Boss Cards-  
-----

2

4 8

8

Fujin, Rajin

Non Elemental

1 Card = 1 X Potion

7

4 8

3

Elvoret

Wind Elemental

1 Card = 10 Death Stones

4

3 8

7

X-ATM092

Non Elemental

2 Cards = 1 Turtle Shell

7

5 2

8

Granaldo

Non Elemental

1 Card = 1 G-Returner

1

3 8

8

Gerogero

Poison Elemental

10 Cards = 1 Circlet

8

2 2

8

Iguion

Non Elemental

1 Card = 1 Cockatrice Pinion

6

5 8

4

Abadon

Non Elemental

1 Card = 30 Dark Ammo

4

6 8

5

Trauma

Non Elemental

1 Card = 30 Demolition Ammo

1

8 8

4

Oilboyle

Non Elemental

1 Card = 30 Fire Ammo

6

4 5

8

Shumi Tribe

Non Elemental

5 Cards = 1 Gambler's Spirit

7

1 5

8

Krysta

Non Elemental

1 Card = 10 Holy Stones

-----  
-Level 7 Boss Cards-  
-----

8

8 4

4

Propagator

Non Elemental

1 Card = 1 G-Mega Potion

8

4 8

4

Jumbo Cactuar

Non Elemental

1 Card = 1 Cactus Thorn

8

8 6

6

Tri-Point

Thunder Elemental

40 Cards = 1 Jet Engine

5

8 6

6

Gargantua

Non Elemental

10 Cards = 1 Strength Love

8

3 6

7

Moblie Type B

Non Elemental

1 Card = 10 Shell Stones

8

8 3

5

Sphinxara

Non Elemental

1 Card = 1 G-Mega Potion

8

4 8

5

Tiamat

Non Elemental

1 Card = 10 Flare Stones

5

5 7

8

BGH251F2

Non Elemental

1 Card = 10 Protect Stones

6

7 8

4

Red Giant

Non Elemental

1 Card = 5 Meteor Stones

1

7 8

7

Catoblepas

Non Elemental

1 Card = 1 Rename Card

7

8 7

1

Ultima Weapon

Non Elemental

1 Card = 1 Ultima Stone

-----

-Level 8 GF Cards- (All Rare Cards)

-----

4

9 4

8

Chubby Chocobo

Non Elemental

1 Card = 100 LuvLuvG's

9

3 6

7

Angelo

Wind Elemental

1 Card = 100 Elixers

3

6 7

9

Gilgamesh

Non Elemental

1 Card = 10 Holy Wars

9

2 3

9

Mini Mog

Ice Elemental

1 Card = 100 Pet Houses

9

4 4

8

Chicobo

Poison Elemental

1 Card = 100 Gysahi Greens

2

4 9

9

Quezacoyl

Thunder Elemental

1 Card = 100 Dynamite Stones

6

9 7

4

Shiva

Ice Elemental

1 Card = 100 North Winds

9

8 6

2

Ifrit

Fire Elemental

1 Card = 3 Elemental Attacks

8

2 9

6

Siren

Non Elemental

1 Card = 3 Status Attacks

5

9 1

9

Sacred

Earth Elemental

1 Card = 100 Dino Bones

9

9 5

2

Minotaur

Earth Elemental

1 Card = 10 Adamantines

-----

-Level 9 GF Cards- (All Rare Cards)

-----

8

4 4

8

Carbuncle

Non Elemental

1 Card = 3 Glow Curtains

5

3 8

8

Diablos

Non Elemental

1 Card = 100 Black Holes

7

7 A

1

Leviathan

Water Elemental

1 Card = 3 Doc's Codes

8

5 A

3

Odin

Non Elemental

1 Card = 100 Dead Spirits

8

7 1

7

Pandemona

Wind Elemental

1 Card = 100 Windmills

7  
A 4  
6  
Cerberus  
Non Elemental  
1 Card = 100 Lightweights

9  
2 A  
4  
Alexander  
Holy Elemental  
1 Card = 3 Moon Curtains

7  
A 2  
7  
Phoenix  
Fire Elemental  
1 Card = 3 Phoenix Spirits

8  
6 8  
2  
Bahamut  
Non Elemental  
1 Card = 100 Mega Elixers

3  
A 1  
A  
Doomtrain  
Poison Elemental  
1 Card = 3 Status Guards

4  
A 4  
9  
Eden  
Non Elemental  
1 Card = 3 Monk's Codes

-----  
-Level 10 Player's Cards- (All Rare)  
-----

A  
8 7  
2  
Ward  
Non Elemental  
1 Card = 3 Gaea's Rings

6  
A 7  
6  
Kiros  
Non Elemental  
1 Card = 3 Accelerators

5

9 A

3

Laguana

Non Elemental

1 Card = 100 Heros

A

4 8

6

Selphie

Non Elemental

1 Card = 3 Elemental Guards

9

2 6

A

Quistis

Non Elemental

1 Card = 3 Samantha Souls

2

A 6

9

Irvine

Non Elemental

1 Card = 3 Rocket Engines

8

6 5

A

Zell

Non Elemental

1 Card = 3 Hyper Wrists

4

A A

2

Rinoa

Non Elemental

1 Card = 3 Magic Armlets

A

3 A

3

Edea

Non Elemental

1 Card = 3 Royal Crowns

6

4 9

A

Seifer

Non Elemental

1 Card = 3 Diamond Armors

A

9 4

6

Squall

Non Elemental

1 Card = 3 Three Stars

-----  
-Rare Card Locations-

-Level 5 Cards-

-----  
Pupu Card - Must Complete the UFO Chase and give the Alien 5 Elixers, if the Alien dies, the Card is lost. (Location: Balamb Area)

-Level 8 Cards-

-----  
Chubby Chocobo - Must take part in the Queen of Cards Quest. A Male student sitting on a bench outside the library has this Card. (Location: Balamb Garden)

Angelo - Must win from Watts (Forest Owls), in Disc One, or the White Seed Ship on Disc 3.

Gilgamesh - Must Complete the CC Group Quest, beat all of the Members, and then King to receive this Card. (Location: Balamb Garden)

Mini Mog - Win from the jogging lower classman in the main hall. (Location: Balamb Garden)

Chicobo - Visit each Chocobo Forest and solve the puzzles. Then head to the Chocobo Sanctuary to receive the Card.

Quezacoyl - Win from Mayor Dobe when you first arrive in FH. (Location: Fisherman's Horizon)

Shiva - Win from Zone of the Forest Owls in Disc Three. Must have the "Girl Next Door" Magazine from the Timber Maniac's Office in your items. Give up the magazine for free to receive the Card. (Location: White Seed Ship)

Ifrit - Beat Ifrit in the Fire Cavern

Siren - Go to the Pub in Dollet, and challenge the pub manager on the second floor. Defeat him, and you'll go to a back room to challenge him again. Win the Siren Card normally.

Sacred - Defeat the Brothers in the Tomb of the Unknown King.

Minotaur - Defeat the Brothers in the Tomb of the Unknown King.

-Level 9 Cards-

-----  
Carbuncle - Must partake in the CC Group Quest. Win from The CC Member: Heart.

(Location: Balamb Garden)

Diablos - Use the Magical Lamp to face Diablos. Win to receive the Card. (Location: Balamb Garden)

Leviathan - Challenge the CC Member: Joker and win. (Location: Balamb



Training Area)

\*\*Note: He appears randomly in the Training area near the bridge, may take several tries\*\*

Odin - Complete the Centra Ruins and defeat Odin. (Location: Centra Ruins)

Pandemona - Challenge the Hotel Owner in the streets of Balamb. After the invasion by Galbadia Army has ended. (Location: Balamb)

Cerberus - Defeat Cerberus at the Galbadia Garden during the Battle of the Gardens on Disc Two. (Location: Galbadia Garden/Disc Two Only!!!)

Alexander - Challenge Piet of the Lunar Base. (Location: Lunar Base/Disc Three Only!!!)

Phoenix - An additional part of the Queen of Cards Quest. The Presidential Aide inside the Palace has the Card. The aide is in the first room of the initial visit. (Location: Esthar)

Bahamut - Challenge and defeat Bahamut in the Deep Sea Laboratory.

\*\*Note: There is a particular way this has to be done, follow the instruction below\*\*

Questions and Answers are as follows:

Bahamut: "So you wish to challenge me.."

Choose: "It's not our will to fight.."

Bahamut: "Begging me for mercy?"

Choose: "Never."

Bahamut: "Damned Imbeciles. Why do you wish to fight?"

Choose: Select a hidden answer, pressing down twice: "None of your business."

Doing all of this will initiate battle. Win and you gain both the Card and the GF.

Doomtrain - Additional part of the Queen of Cards Quest. The Pub owner has it in his deck.

(Location: Timber)

Eden - Solve the steam puzzle in the Deep Sea Research Center after defeating Bahamut. Destroy the Ultimate Weapon (Good Luck!) who carries both the Eden Card and the Eden GF.

-Level 10 Player Cards-

-----

Ward - Beat Dr. Odine in a game of Cards. (Disc Three) (Location: Esthar)

Kiros - Additional part of the Queen of Cards Quest. A man in black across from the shops across from Deling City has the Card. (Location: Deling City)

Laguna - Receive the Card from Ellone at the Lunar Base on Disc Three. If not, get it from the Card Queen on Disc Four. (Location: Lunar Base)

Selphie - Selphie's friend near the gargoyle has the Card. Challenge after the first visit to the Trabia Garden. (Location: Trabia Garden)

Quistis - Beat the guy in the cafeteria at the table (Select the man in the back) to receive the Quistis Card. (Location: Balamb Garden)

Irvine - Additional Part of the Queen of Cards Quest. Defeat Flo at FH to receive the Irvine Card. (Location: Fisherman's Horizon)

Zell - Defeat Zell's mother in a game of Cards. (Location: Balamb Garden)

Rinoa - General Caraway has the card, but never uses it. Intentionally lose the Ifrit Card, and he'll use the Rinoa Card on a regular basis. However...in order to get the Ifrit Card back, you must defeat Martine at the Galbadia Garden. (Location: Deling City)

Seifer - Headmaster Cid has the Card in his deck. Challenge him at the Balamb Garden or at Edea's House. (Location: Balamb Garden/Edea's House)

Squall - Laguna has the Squall Card. Defeat him on the Ragnarok before the end of Disc Three.  
(Location: Esthar/Ragnarok)

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-Triple Triad Rules-

-----

Ok...now some of these rules are going to annoy you, but from experience...DO NOT, let the Random Rule get spread....you will lose Cards left and right...sometimes, ones you don't want to lose.

Open Rule: You can see your opponents Cards, but on the downside, they can compensate by seeing your Cards as well. It's a fairly good bet in the earlier Card Games, you'll win with brute force by choosing your higher Cards to use.

Same Rule: This is a tricky rule to learn. If you have a Card, that matches two adjacent Cards. You'll switch them both to your color. Here is an example:

```
4   5
7 3 3 5
8   5
```

```
8
3 7
6
```

The top-left Card is your Card. The one to the right and below are your opponent's Cards. If you notice, the top-left Card has matching numbers on the right side and bottom. That will change both of the Cards to the right and bottom because of the match, or Same rule.

Plus Rule: An easier rule to learn. If your Card adds up with two other Cards, you can change the other two Cards in your favor. Here is an Example:

```
5   6
3 3 1 1
```

1

5 4

1

The top-left Card is your Card. The one to the right and below are your opponent's Cards. On the right side of your Card and the left side of the opponents right Card add up to the number 4. The bottom portion of your Card and the top number of the opponents bottom Card add to 4 as well. This is known as a Plus. The Cards that you make a solid number with, in this case 4, will turn over in your favor.

Combo Rule: I'm not sure how to initiate this, but I have taken all of the opponents Cards with it. I think it has somethin to do with having a straight number set 1 through 10 on all of the Cards. Difficult at best, it can be turned right around and thrown into your face.

Elemental Rule: (From DarkPaladinSSU)Some cards have elements strapped to them and when you play Elemental, the spots on the board correspond to the elements of the cards. If you put down a card with the same element as the space, you will get a +1. If it is no element or is the wrong one you will get a -1. The +1 adds 1 point to all of the attributes on your card, North, South, East and West. -1 subtracts 1 from the attributes on your card from all sides as well. The effects aren't permanent but it requires a bit more strategy once you get the hang of it!

Random Rule: The killer of Card Players. It will aggravate you to no end. I've lost Cards that I never, ever intended to use, such as Player Cards and GF Cards. You don't get to choose your Cards, the computer does it for you. In most cases, you want to try not to spread the rule around...or you'll run into it more often. Good Luck if you play by this rule.

Same Wall Rule: I have run into this twice. It works a little like this, if you have matching Cards along an edge of the Triad Board, all of the Cards will fall into your favor, or the opponents depending on who has the third Card drop.

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-Side Quest 1: The Queen of Cards-

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In order to gain some of the Rare Cards, you must lose some of the Rare Cards that you have to the Card Queen. Once she has the Card that she requests, she will give you a clue to her whereabouts and move to another city and her father will create a new Rare Card based on the one that you gave up in a Card Game to her. Once you have the new Rare Cards, you can win back the Cards that you lost to her in normal fashion. Here is the listing of what Cards come with the forfeit of the Cards the Card Queen requests.

Forfeit      New Card      Location

-----

- Mini Mog - Kiros (Can be gained in Deling City from the man in black)
- Sacred - Irvine (Can be gained in Fisherman's Horizon from the mayors wife)
- Doomtrain - Phoenix (Can be gained in Esthar at the Presidential Palace from the Aide)
- Chicobo - Chubby Chocobo (Can be gained in Balamb Garden from the student outside the library)

Alexander - Doomtrain (Can be gained in Timber from the Pub's owner behind the bar)

-Side Quest 2: CC Members-

-----

There are 6 members of the CC Group in Balamb Garden. You must go through them in order to get the Carbuncle, Leviathan, and Gilgamesh Cards.

CC Member: Jack

Location: Balamb Garden hallway near the Directory. He has no Rare Cards. Defeat him to face Club.

CC Member: Club

Location: Balamb Hallway near the Cafeteria. Appears randomly. Has no Rare Cards. Defeat him to face Diamond.

CC Member: Diamond

Location: In front of the Balamb Directory. Diamond is actually a pair of girls. No Rare Cards. Defeat them to face Spade.

CC Member: Spade

Location: On the second floor next to the elevator. Has no Rare Cards. Defeat him to face Heart.

CC Member: Heart

Location: On the bridge, it's Xu, and she has the Carbuncle Card.

CC Member: Joker

Location: In the Training Center of Balamb Garden, he appears randomly, so don't be mad if you don't see him the first time around. He has the Leviathan Card, and will upgrade your Battle Meter to include GF information. You can find him anytime after beating Jack.

CC Member: King

Location: Speak with Nida on the bridge and go to the infirmary. Challenge Dr. Kadowaki, after defeating her, she will tell you to find King. Go to your dorm, and sleep, when you awake, King will appear. He has the Gilgamesh Card.

-----

-Side Quest: The UFO Chase-

-----

There are four locations that you need to find, in order, to meet up with the alien. To do this in the easiest way possible, use the GF Ability from Diablos; Enc-None. Start out with the Windhill Bluffs, which is outside of Windhill. The second encounter will happen on Mandy Beach, which is to the south of Timber. The third encounter is on the Kashkabald Desert, an island on the east side of the Centra Ruins. The final encounter will happen on a peninsula, east of Trabia Garden. Now, return to Balamb and search the area where the Garden once stood and you'll meet with the alien: PuPu

When you finally meet with the Alien, he will ask you for an Elixer, make sure that you have several on hand. After 4 or 5, he will give you the PuPu Card. Or, if you wish to be malicious, you can fight the alien, and win an Accelerator, but lose the PuPu Card.

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-Credits-  
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First and foremost, I wish to thank my girlfriend Mary for showing exceptional patience with me while I've played this game, sorry for all the late nights.

To Squaresoft for an amazing storyline, graphical intensity, and a killer game.

To every Triple Triad player for using this guide to help you in your Card Game. You win some, you lose some.

To DarkPaladinSSU@Hotmail.Com (DPaladin) &  
lupin@laurentides.net (Arsene Lupin Jr) for their helpful tips with the Elemental Rule. Thanks guys!

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