

# Final Fantasy VIII Card FAQ (Japanese)

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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.**

## FINAL FANTASY VIII: THE COMPLETE GUIDE TO CARDS

translated by Henry H. Jerng  
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### INTRODUCTION

The changes from FFVII to FFVIII occurred on many levels and can be described as part of an overall maturation of the series' presentation. The transformation from super-deformed to realistic character design and the romantic nature of its plot are both seemingly indicative that FFVIII was directed toward a more mature audience. Even the mini-game has made such a change. The arcade fast-action fun of virtual fighting, biking, and snowboarding of FFVII was replaced by a complex and sophisticated card game, one that I will describe and explain in detail within this FAQ. Indeed, the complex rules underlying this card game, along with its world-wide playing field, probably has turned many away from attempting to play it- myself included. It is easy to imagine how few folks would be patient enough to deal with the language barrier, not to mention the added complications of difficult gameplay.

That is what this FAQ is meant to alleviate. It may not solve all the problems you may encounter, but it certainly should take you very far in the right direction. With the assistance of this FAQ, I hope that you will be able to enjoy this mini-game in FFVIII.

All information presented here was translated from Chapter 5 of the Final Fantasy VIII Ultimania book (ISBN4-925075-49-7). Ultimania was edited by Studio Bentstuff, published by DigiCube, and completely supervised by Square. It was first published on March 31st, 1999, barely 2 months ago, and Chapter 5 covered pages 154 to 185.

The work you see before you was meticulously produced over a 2 week period with hard labor. Thus, although the information is free for distribution, all copyright is reserved for Studio Bentstuff, DigiCube, and Square, and I would certainly appreciate appropriate notification or reference if the information presented here is distributed or included as part or whole else where. Thank you for reading and your consideration.

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### CHAPTER 5: CARDS, A COMPLETE GUIDE

This chapter will answer various questions on the card game, such as questions concerning game rules and rules governing the appearance of rare cards. Players who want to fundamentally enjoy the world of cards will definitely want to read this chapter.

First, there are two important pieces of advice for players new to the card game.

#### 1. LEARN HOW TO GAIN CARDS

There are various ways to get your hands on cards. You will first want to speak to a man in front of Balamb Garden's 2nd floor elevator, before you clear the Cave of Flames. When you do, you will receive 7 level-1 monster cards. Aside from this, you can increase the cards you have by winning card games and repeated battles.

#### 2. USE THE SQUARE BUTTON FOR CARD GAMES

Among the people you will encounter in FFVIII, there are card players who will engage you in games of card. When you want to enjoy a card game with someone, make sure you have more than 5 cards and then try to speak to him/her by pressing the square button. Afterwards, you will be fine by following the message and choosing your selections.

This is how the chapter is organized:

### CHAPTER INDEX

#### SECTION 1: I WANT TO LEARN THE CARD GAME.

Explanations of the basic information about the card game such as the explanation of the game's rules, the strategies so that you won't lose, and the way rules are transmitted to an area.

#### SECTION 2: I WANT TO SEE EVERY KIND OF CARDS.

All kinds of cards are catalogued by their levels. Starting with the data used in the card game, you can verify how to get the card and the items you will get from "Card Change".

#### SECTION 3: I WANT TO MEET ALL THE CARD PLAYERS.

Introduction to the card players and the various locations where they appear. I will describe the conditions for their appearance and whether or not they carry rare cards.

#### SECTION 4: I WANT TO COMPLETE MY COLLECTION.

It contains information about the Card Queen and the Card Club circle (CC) that hold the key to collecting all the cards. If you read here, you should be able to complete your collection.

#### SECTION 1: I WANT TO LEARN THE CARD GAME

##### CARD GAME'S BASIC INFORMATION

In order to win at the card game, you must precisely understand its rules. I will explain the rules in 2 stages: 1) the various rules to the card game and 2) the way these rules are delivered. I want you to consult this not just because there are many who find the card game challenging, but because a concrete process for winning is introduced.

#### I. KNOW HOW TO READ THE CARDS

##### NUMBERS

located at the upper-left corner

This displays the card's strength in the card game. From the smallest (1) to the biggest (A, or 10), numbers for a total of 10 grades are displayed on the upper-left corner of the card, all together 4 numbers. The various numbers correspond to the 4 sides of the card: top, bottom, left, and right. Basically, you can consider a card strong if there are many big numbers, and a card weak if there are many small numbers.

#### ELEMENTAL (ATTRIBUTES)

located at the upper-right corner

When elemental is added, it is essential to recognize its effects as a part of the special rules. There are 8 kinds of elementals, and a card with elemental will display a corresponding mark on the upper-right corner. A card without an elemental mark is said to have no attributes.

The 8 attributes are flame, thunder, wind, poison, cold, water, earth, and holy.

#### ILLUSTRATION

pictorial illustration

An illustration is drawn on all cards. Inside, a picture of something like Guardian Force (G.F.) or player character is shown.

## II. KNOW ABOUT THE BATTLE AREA

The battle area is a field comprised of 9 squares (3 by 3 formation) where you will place your cards. As hands or sets, the opponent's cards are placed left of the battle area, and your cards are placed to the right. Furthermore, cards of respective colors (opponent cards are in red, and your cards are in blue) are laid one on top of another.

"Triple Triad" is written in the center of the battle area. This is the official name of this card game. When elemental is added to the special rules, elemental marks are randomly chosen and displayed on the battle area.

## III. BASIC RULES AND PROGRESSION PROCESS

### STEP 1: Card Selection/ Decision to Play First or Play Second

After the card game started, first select 5 cards from the cards you have to use in this round of play. It is possible to choose the same card multiple times.

Next, who goes first and who goes second is randomly decided. Incidentally, the battle area has only 9 squares, and so the play-first player will use all his/her cards on hand, while the play-second player cannot put more than 4 cards.

### STEP 2: Placing the Cards on the Battle Area/ Turning Over Cards

When your turn comes, you will select 1 card from the cards on hand and place it in the battle area. At this time, if there is an opponent card in the battle area, you may decide to place your card next to it. Compare the numbers of the cards on the adjoining side. If your number is bigger, then you can make your opponent's card yours by turning it over. In the event there is no card to be turned over, you will place your card in an empty space on the battle area while considering the strategy for the next move.

CHECK POINT: After your card is already placed, you cannot turn over your opponent's card. According to the basic rules, it is not possible for you to turn over your opponent's card after your card is already on the battle area. When it becomes your turn again, if you turn over the opponent's card, the card's color will change from red to blue. This is proof that the opponent card became your card.

### STEP 3: Deciding the Game/Trading Cards

When the play-first player finished placing his/her 5th card, the game is settled by determining whether there are more red or blue cards. Furthermore, the one card that stayed in the play-second player's hand is not forgotten in the calculation of the game's outcome. After the game is decided, you can trade cards by following the trade rules.

## IV. HOW TO WIN WHILE FOLLOWING THE BASIC RULES

### TACTICS #1: REMEMBER THE TYPES AND ROLES OF CARDS

In the basic rules introduced previously, because a simple numerical face-off is carried out, it is not difficult to win if you prepare cards with numbers bigger than the ones the opponent uses. However, even with strong cards, your cards can be turned over by a weak opponent card if you make an error in positioning your card. To avoid that, you must know how to make the most of your cards.

Here, I will divide the cards into 4 types, depending on the arrangement of numbers: Average type, One-direction type, Up-down/left-right type, and Diagonal type. And I will explain how to use the various types. When you have cards of the same type, it will be good to try to advance the play while considering the methods discussed below.

#### Types of Card

##### 1. AVERAGE

This is a type where there is no big difference between the up/down/left/right numbers. This type is often seen with cards with low card levels such as Mesmorize and Triface. These cards nearly always have only numbers about 3 to 5 on every side. With reason, if you follow the basic rules in which the size of number determine win or lose, these are cards totally lacking in usefulness, and they are ones you do not want to use if at all possible. However, if you are carrying only a few cards, this is certainly a situation where you don't have much of a choice. Therefore, I want to recommend a strategy explained below. If you practice this, it seems you can always defend cards.

Example: Turning Over Your Own Card after It Is Taken

1. Expose just two sides that have small numbers.
2. If the opponent turns over your card.
3. Take back the first card with a strong second card. Now the weak side is protected by a strong card.
4. This way, there is no way to turn over the card placed in the beginning.

##### 2. ONE-DIRECTION

This is the type where, among the 4 sides, the number of just one side sticks out as big. Cards such as Grat and Double Hugger are good examples of this. This type of card, while it is low in level, has an appeal that it can resist a high level card. However, the numbers of the 3 weak sides are extremely small and are its weak point. Therefore, when you use it, you must try to not stick out its weak parts by using the borders of the battle area and other cards already placed. Still, depending on the situation, you must be on guard for a daring strategy that will turn over opponent cards.

Example 1: Place it between cards already placed on battle area, exposing only the strong side.

Example 2: Use the strong side to turn over a strong opponent card. If your card is turned over because of its weak sides, you can get it back by using another weak side.

### 3. UP-DOWN/LEFT-RIGHT

This type of card has large numbers arranged on two sides, either top-and-bottom or left-and-right. Good examples are those of Rubrum Dragon and Shumelke. The two sides not occupied by the large numbers are usually filled with extremely small numbers. The basic method here is to protect the weak sides by siding them with other cards- on one side you turn over an opponent card, while on the other you solidify your defense. Again, you can turn over 2 opponent cards at once without considering defense, and then establish superiority in the number of cards. There are few opportunity for the play-seond player to recover from this pattern, and if successful the opponent usually cannot recover.

Example 1: When attacking, make sure to hold protection.

Example 2: Turn over two cards at the same time, so you will still be ahead even if you lose your card.

### 4. DIAGONAL

In this type, large numbers are arranged on 2 sides that respectively diagonal from each other, such as right-and-top or left-and-bottom. Cards like Morball and Teamat are good examples. This type should only be placed so that the weak 2 sides do not stick out, and you can provide protection using other neighboring card without a follow-up card. You can probably say it is a card that is very easy to use.

Incidentally, with an opponent who will not use any card below level 5, you do not have to worry about being turned over with a card with 2 sides with 7 and above. For an opponent who will not use any card below level 7, use card with 8 and above.

NOTE: CHANGE THE WAY YOU WIN DEPENDING ON THE TRADE RULE. When you start to win in the card game to some extent, keep an eye on how to win depending on the trade rules. When it is 'One' and 'Full', it is better to make it your goal to have more cards than your opponent at the end. When it is 'Direct', it becomes important which strong card was forced to be turned over by a weak card. With 'Difference', you can get many cards at once if you win by a wide margin against the opponent.

### TACTICS #2: DEVELOP A PATTERN FOR WINNING

Here, using specific cards, I will introduce you to an example of pattern that can take victory. However, if you do not have the cards described here, try this using the same types of cards. Still, this strategy has two prerequisites: 1) You are the play-first player, and 2) The opponent is using only cards below level 7. (Sorry, but I do not have a diagram to show.)

Cards in use:

Jabo Tender (diagonal type)

Ifrit (diagonal type)

Diablos (diagonal type)

Oil Shipper (left-right type)

Kid Morguri (up-down type)

Move #1: Watch the situation by fortifying defense with the diagonal type (You: place diagonal card in a corner to protect the weak sides).  
Move #2: The opponent takes another corner, but meantime just ignore it.  
Move #3: Establish base at another corner with another diagonal card, thus establishing a good pace.  
Move #4: The opponent too cannot attack, but there is still room on hand.  
Move #5: By securing another corner, it will be easier to place the remaining cards. (third diagonal card)  
Move #6: The opponent provides a lure. Do not pay attention to this.  
Move #7: Here too, spread your defense and do not allow an opening for attack.  
Move #8: The opponent, without sticking out his hand, has no chance but defend.  
Move #9: With the final card placed (between two of your own cards and thus protecting the two weak sides of the up-down type card) , you win by turning over just one card.

NOTE: ARRANGING A PATTERN FOR WINNING. If you look at the sequence of the moves above, you will understand that in this strategy you are spreading your defense except for the final move. It is a good point that there is no opportunity for your cards to be turned over by the opponent, and to some extent you can make this a pattern and advance your hand. Now that you do not need to adapt to circumstances, there is no problem with using this strategy over and over again.

However, with this strategy, if you become the play-second player, you will not be able to attack with your final card. Furthermore, when you become the play-second player, it is better to not attack unreasonably and play for a draw (a tie). If you want to attack even with being the play-second, in order to follow the smaller hand, it becomes necessary to use a technique in which you place a card without taking it back and then turn over two cards at once. There are hands where you will press on with the strength of your cards, but I cannot recommend this much because there are situations where the opponent comes out with much stronger cards that you cannot defend against.

## V. SPECIAL RULES

'Special Rule' is a general term for rules added to the basic rules when you satisfied specific conditions. Special rules are essential for adding various accents to the card game's gameplay, and it can provide enjoyment in considering deep strategy, something that cannot be experienced with the basic rules. Here, I will try to explain all 7 types of special rules so that they are easy to understand.

### Special Rules

#### SPECIAL RULE #1: OPEN

You can play in a situation where you can see the contents of the opponent's hand. You will find this useful because it is easier to build a strategy, but when this rule is added, your opponent (computer) can also see your hand and will place its cards after first reading that information.

#### SPECIAL RULE #2: SUDDEN DEATH

Even when it becomes a draw, you will continue the game any number of times until a conclusion is reached. However, for the play in the second round and thereafter, you are advised that 1) it is decided that

you will use the cards that have your color at the time of the draw, and 2) everytime there is a draw, the play-first and play-second order is switched. When victory or defeat is decided, the cards will return to the initial situation, and then a trade will proceed.

#### SPECIAL RULE #3: RANDOM HAND

5 cards are randomly chosen from among all the cards you have, and it is decided that you will play with these cards. (In the case that you have multiples of the same card, it is possible that two of the same card are chosen.) Because you will be frequently unable to use a strategy, it can be seriously said that this is the most troublesome among the special rules. As a counter-measure against this rule, you can use methods- by using the delivery rules for special rules, you can make that rule out of fashion. Alternatively, you can change all the cards other than the ones you want to use into items by using the ability 'Card Change'.

For all that, if you continue to play with this rule, you are sure to improve your card game ability.

#### SPECIAL RULE #4: SAME

In the case that, when you placed your card, the numbers on two or more sides are the same as those from adjacent cards, you have succeeded at 'Same'. This way, you can turn all the opponent cards that have the same number. If you use this, it is possible to turn over strong cards that you cannot win by their numbers. Furthermore, you will want to play without giving up until the very end because a situation can cause a big change from a disadvantage situation by chain reaction.

HOW TO HAVE A KNACK FOR MAKING 'SAME' SUCCESSFUL: When you select cards for your hand, you will choose a combination of cards so that you can make 'Same' occur with just your own cards. And, you will place your cards to try to make a situation so that 'Same' can succeed with just your cards (in actuality, you will not establish it with just your own cards). In addition, if the opponent over turns over one of these cards, you can establish 'Same' right afterwards.

#### SPECIAL RULE #5: PLUS

'Plus' forms in the event that, when you placed your card next to an opponent card, the sum of the adjoining number from two or more sides are the same. You will turn over all opponent cards where the sums of the numbers were the same. At this time, even if they are adjacent, you cannot turn over an opponent card if the sum of the numbers is not the same. (There are occasions when you are allowed to because your card number is bigger.) Because it is different from 'Same' in that it is better to look at the sum of the two sides, despite a difference in the size of number, 'Plus' has the advantage that it is easier to form.

#### SPECIAL RULE #6: WALL SAME

It is a modified version of 'Same' where you regard the battle area border as A. The side of placed card with an 'A' is adjacent to the border, and one of the remaining sides has 'Same' with an adjoining card. You will turn over all opponent cards that has the same number, and you will cause a chain the same as 'Same'. Incidentally, 'Wall Same' does not exhibit its effects if the rule of 'Same' is added at the same time.

## SPECIAL RULE #7: ELEMENTAL

When 'Elemental' is added to the special rules, right after you ended card selection, the mark of elemental randomly chosen is displayed on some squares in the battle area. If you place a card with the same mark as the square, the numerical values (on all 4 sides) of the placed card will all increase by 1, respectively. On the other hand, if you placed a card with a different mark or a card with no attribute, the numerical value on all 4 sides will decrease by 1. The changed values will not return to normal until the game ends.

NOTE: THE INFLUENCE OF ELEMENTAL ON 'SAME' AND 'PLUS'. In the case you are after 'Same' and 'Plus' against a card that has changed numbers because of elemental, which value is better to see, before or after the adjustment?

The answer is before the adjustment. After all, it is because it is better to aim for 'Same' and 'Plus' seeing just the numbers that the card has from the start. When there is an elemental mark at the place where you place your card, remember that 'Same' and 'Plus' is determined according to the value before adjustment.

ABOUT CHAINS: A card that is turned over when 'Same', 'Plus', or 'Wall Same' was formed is handled like a newly placed card. This card can turn over adjacent cards if the number of the side in contact is bigger. In this way, the occurrence where turned over cards further turns over neighboring cards is called a 'Chain'.

Incidentally, in case Elemental is added to special rules, and the card is under its influence, the decision of a 'Chain' proceeds with the numerical value after adjustment.

## THE ARRANGEMENT FOR THE TRANSMISSION OF SPECIAL RULES

The following describes the starting special rules for every area.

Area Name	Place Where Rule Applies	Initial Rule
Balamb Area	Balamb, Balamb Garden	Open
Galbadia Area	Timber, Galbadia Garden, Dering City, Galbadia Area D Camp	Same
Dollet Area	Dollet	Random Hand, Elemental
Trabia Area	Trabia Garden, Shumi Village	Plus, Random Hand
Centra Area	Winhill, Edea's Home, Chocobo Forest	Same, Plus, Random Hand
F.H. Area	F. H. (Fisherman Horizon)	Sudden Death, Elemental
Esthar Area	Esthar	Wall Same, Elemental
Space Area	Luna Side Base, Luna Gate	All Rules

Places where you can enjoy card games can be classified into 8 areas like in the table above. The reasons behind the grouping are 1) the initial rules installed in each area, and 2) the card player from each area proceeds the play depending on the rules.

However, there are exceptions. "Traveler from F. H." who is in Galbadia uses F. H.'s rule, and "Exchange student from Trabia" who is in Galbadia Garden uses Trabia area's rule. You will want to remember this because some card players uses rules from old, deep areas.

### 1. CONDITIONS BY WHICH SPECIAL RULES ARE TRANSMITTED

After you played a card game in some area (for convenience, we will call that area "old area"), when you play a card game in a new area (called "new area"), sometimes rules from the old area is introduced to the new area, and the new area's rule is out of use. This situation occurs based on the flow chart described below, and if you understand

these rules, you should be able to freely control the rules.

Still, as an exception to the rule delivery system, in case where the new area used all the special rules, in a way unrelated to the flow chart, it is decided that a special rule (just one) will be out of use in a probability of 4 to 1 when the play ends.

(Flow Chart for Special Rule Transmission)

Line 1: By playing a card game in an old area, you will remember the rules of the old area.

Line 2: When you request a card game in a new area, there was a rule from the old area not found in the new area. (Yes or No)

If 'Yes': Displays "I know a rule not from this area", followed by "Let's play a card game."

If 'No': Displays "Let's play a card game."

Line 3: If 'Yes' from line 2, then you can choose to 'Play' or 'Not play'. If you choose 'Not play', then the conversation will end with you still remembering the old area's rule, or forgetting the old area's rule and remembering the new area's rule.

If you choose 'Play', then you will play with a mixture of rules from the old and new areas. A rule that the computer selects with a probability of 1 out 7, and a rule not on the new area but was in the old area are agreed (if they are not merged, this decision is repeated - 3 times) (Agreed- Yes or No)

Line 4: If it is 'Yes' on agreement, then after the play, the new agreed new rule is given to the new area, and you will remember the new area's rule.

If it is 'No' on agreement, then the rule that is chosen by the computer (1/7) and the rule in the new area are combined. Again check for agreement with the old rule (Yes or No).

Line 5: If the answer is 'Yes', then you will again remember the new area's rule after the play.

If the answer if 'No', then there was a random divergence, and you will remember the old area's rule.

Line 6: If on line 2 the answer was 'No' and you decide not to play, the the conversation ends with you still remembering the old area's rule, or forgetting the old area's rule and remembering the new area's rule.

If you decide to 'Play', then the play ends with you remembering the new area's rule.

## 2. METHODS THAT QUICKLY MAKE RULES TRANSMITTED

After the various rules were displayed in the game just before, even if you choose 'Game' or 'Stop', it is decided that you have played a card game, and you will enter a decision for special rule delivery. In the case that the playing the card game is getting difficult, it is probably better that you choose to 'Stop'.

## 3. METHODS TO FORGET THE OLD AREA'S RULE

In case somehow you don't want to give the old area's rule to the new area, after you talked with the square button, you had better choose 'No'. If you continue until the contents of the lines ("I know rules not found in this area") does not comes out, then you can forget the rules from the old area.

## VI. TRADE RULES

Trade rules are rules for the give-and-take of cards, and this goes on after the decision of victory or defeat is resolved. There are 4 types of trade rules: One, Difference (Dif), Direct, and Full. You will want to use the optional trade rule that is fitting to your own plan- One is the special rule for training purposes, and Full is used for earning cards.

### Trade Rule

#### TRADE RULE #1: ONE

The winner selects one card from the five that the loser used, and he can make that card his own. When the game starts, because all areas use this rule, if you want to play with other trade rules, you must change the rule. (consult the note below on how to change the trade rule)

#### TRADE RULE #2: DIFFERENCE or DIF

When the game is decided, you will compare the number of cards having the respective colors, and the winner can select cards (number determined by their difference) that he/she want to make his/her own from the hand the loser used. For example, if there are 6 cards with the winner's color and 4 with the loser's color, the winner can receive 2 cards from among the 5 cards the loser used.

#### TRADE RULE #3: DIRECT

When a settlement is reached, the cards that have the respective colors will become the cards gained by the two players. Because you can see the color of the words of the card's name even during play (you can somehow verify what you held), if you discover a card you don't have, it would be good to try to preferentially turn it over.

#### TRADE RULE #4: FULL

The winner can receive all 5 cards that the loser used. This is an indispensable trade rule to gaining cards. However, if you lost to your opponent, because all 5 cards you used will be taken, you will want to first establish some level of strategy that can get you at least a draw (a tie).

#### NOTE: ARRANGEMENT THAT WILL CHANGE THE TRADE RULE

In order to make the trade rule change, you must play a card game with the Card Queen who is located some where in the world (see Card Queen, later). Everytime the game is played, the Queen will randomly make the trade rule change. When the play ends, the Queen will introduce the trade rule that is used at that time with a probability of 3 to 1 to the area where the Queen is. If you practice the above procedure, it will become possible to play with trade rule other than 'One'.

Again, the trade rule is introduced to other areas with the card successful area as the center. The card successful area is determined by the internal parameter called 'Degree of Success', and that system works like this.

1. "Success Degree = 1" is established in the area where you very first spoke to a card player with the square button.

2. Inside the area where the Success Degree was established, everytime you speak to a card player with the square button, the Success Degree is increased by 1. (The maximum value for Success Degree is 10).

3. If you speak to a card player with the square button in an area where the Success Degree is not established, the Success Degree in the old area decreases by 1.

4. When the Success Degree becomes zero, then at that time "Success Degree = 1" is immediately established in the new area where you are in.

Incidentally, the rate that trade rule is intraduced to other areas is not the numerical value of Success Degree, and it is decided by the play number of card game. Basically, the speed of introduction to other area increases slowly for number of play between 0-15 times, and when you pass 16 plays the speed drops. When there are 30 plays, all area's trade rule are tied up toward "One". This is because 30 times is one cycle- the trade rule repeats its expansion and decline with 30 plays.

Still, if you "speak about the popularity of world's trade rules" with the Queen, you will come to understand the usual value of Success Degree. (consult chart below). Because at the end of the conversation she will teach you which trade rule is going to be introduced and furthermore which one will be erased, it is good to consult the times to control the trade rules.

#### Standard for Determining Success Degree

Success Degree    Queen's Words

-----  
0 - 2            Trade is little, but...  
3 - 5            Popular, this trade...  
6 - 10          Rather popular, this trade...

The Card Queen plays with her own peculiar trade rule, and that trade rule will change by random, going left or right on the trade rule order by 1.

Trade Rule Order:    One <-> Difference <-> Direct <-> Full

#### SECTION 2: I WANT TO SEE EVERY KIND OF CARDS.

There are 4 types of cards. I will not be going into the specifics of each card because it is something that can easily be discovered by playing. I will simply describe the basic classification of the cards.

Type of Card      Brief Description

-----  
Monster Card      Level 1-5 cards  
                          You can get them from monsters in battle.  
Boss Card            Level 6-7 cards  
                          They are special because of the illustrations.  
G. F. Card            Level 8-9 cards  
                          They make up part of the rare cards that you cannot  
                          get more than one.  
Player Card         Level 10 cards  
                          Same as G. F. Cards- They are all rare cards.

### SECTION 3: I WANT TO MEET ALL THE CARD PLAYERS.

To play the card game, you must have card players to compete against. Here, I will introduce you to the names and locations of card players you will encounter throughout the world, all classified according to the map. By the way, issues concerning the Card Club circle (CC) and Card Queen are handled in another section, and you should consult there.

#### I. THINGS YOU WILL WANT TO KNOW BEFORE PLAYING

First, I will try to give several things that you will want to remember before you start a card game. Beginner players certainly should read this.

##### 1. Pay Attention to the Conditions for Appearance

You will not be able to meet all the card players (as published in the next few pages' data file) right from the start. You should check beforehand which conditions must be met in order to meet a card player.

##### 2. About Bearers of Rare Cards

The rare cards that some opponents have are things you will want to seize as quickly as possible if you consider their useful value in FFVIII. However, because whether an opponent uses a rare card is determined randomly, it is possible that, with bad luck, you cannot get a rare card no matter how many times you play. Because all card players has set conditions, and some card players do not use rare cards, you will want to re-challenge them after fulfilling the requirements that are published under the list's remark column.

##### 3. Whereabouts of the Taken Cards?

Basically, you will not get back cards that were taken by an opponent. However, in case of rare cards above level 8, there is a possibility that (even if it was taken) your opponent will use it in the following play. Therefore, you can recover it if you win that game. When you want to verify the location of the taken rare card, choose the item "Card" on the menu screen and try to place the cursor on the rare card you want to verify. When you do this, the area (and the person) that has that card is displayed at the bottom of the screen. A rare card that was changed for an item with "Card Change" will have a display "Nullified", and you will understand that you cannot get it back. However, until the end of Disc 3, there is an exception if you clear the Card Club circle event.

#### HOW TO READ THE CARD PLAYER DATA FILE

1. Area Name- Area name where that card player is, and the concrete place name.
2. Starting Rule- The special rule used on that map in the beginning.
3. Name (Distinctive Feature)- Name of that card player. Basically, it conforms to the name in the game, and particularly in regard to nameless card players, they are given a name based on some distinctive feature in appearance and movement.
4. Appearance Place- The place where this card player appears. Name conforms to the game. In case the appearance condition is established, it is lined up together inside parenthesis. Furthermore, I have also shared the condition for a card player disappearing from the map.
5. Remark- Entry for that card player's appearance pattern and rare cards that player may have. For a card player who uses other area's special rules, that area's name is shown. Furthermore, for card player whose appearance pattern is not set, it is noted as "Random".

Name/Distinctive Feature Remark	Appearance Place
----- -----	
Dr. Kadowaki random boy from youth group	-health center  -corridor B in front of health center -1F corridor (after clearing the MD floor)
random Needa	-corridor B in front of health center (during Balamb Garden internal dispute) -Bridge (after Balamb Garden repair)
woman who likes cards	-1F corridor (after clearing the MD floor) -1F hall
random running teenager	-1F corridor -1F hall
has Kid Morguri, random male SeeD random female SeeD random	-1F hall  -1F hall
shop lady lady's son Trepo FC member #1 has Quistis FC member #1's friend 3 girls in student dormitory	-cafeteria -cafeteria -cafeteria  -cafeteria -corridor in front of student dormitory -1F corridor (after clearing the MD floor)
random Mr. Brain has Fat Chocobo, random young girl trying hardd yawning girl	-1F corridor  -1F corridor -corridor in front of library -1F corridor (after clearing the MD floor)
random friendly black man	-corridor in front of library -2F corridor (after fight w/ Norg)
random librarian with 3 books random boy in front of book shelf hot-blooded boy random girl who likes mystery committee member #109 random boy in front of 2F classroom random brother-sister (brother) random brother-sister (sister) random girl with pony tail random Trepo FC member #2	-library  -library -library  -library -in front of 2F elevator (after fight w/ Norg)  -2F corridor  -2F corridor  -2F corridor  -2F corridor  -2F classroom (after getting G.F. Ifrit)

has Quistis	
Trepe FC member #3	-2F classroom (after getting G.F. Ifrit)
has Quistis	
card reader manager	-in front of card reader
man with bandana	-in front of card reader
	-2F deck (after Balamb Garden internal dispute)
random	
Cid, the school principal	-school principal room (after the first job)
has Seifer	
traveling man	-Master room (after Disc 3)
uses Trabia rule	
vexed boy	-school principal room (after Balamb Garden's repair)
Zell	-1F corridor (after Balamb Garden's repair)
random	
	when he is not in your party)

Balamb Area/ Balamb Starting Rule: Open

Name/ Distinctive Feature Remark	Appearance Place
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band teenage girl	-Balamb street -Balamb station (after Balamb blockade)
random	
station worker	-Balamb station
hotel man's daughter*	-hotel man's house (after Balamb blockade) -in front of the blue Balamb hotel
has Pandemonium, random	
small raving boy	-Dincht living room
random	
Mrs. Dincht	-Dincht living room (after the SeeD practical exam)
has Zell	
hotel man	-in front of the blue Balamb hotel (after the Balamb blockade)
has Pandemonium	
teenage girl walking her dog	-Balamb port
random	
Garden student	-Balamb port
random, will erase rule	
Galbadian soldier	-Balamb port (during Balamb blockade)
uses Galbadia area's rule	
chef w/ red apron	-Balamb port (after Balamb blockade)

\* If you do not clear the small raving boy event during the Balamb blockade, she will not play

Galbadia Area/ Timber Starting Rule: Same

Name/ Distinctive Feature Remark	Appearance Place
-------------------------------------	------------------

lady at the gift shop	-Timber street
man who resemble Zorn	-Timber street
random	
teenager who likes Rinoa	-Timber street

random	
girl who likes cats	-Timber street
woman who likes models	-hotel front
guard	-Timber street (after you successfully fought 2 elite guards or after the Galbadian army retreated)
president of Watts fan club	-Timber street
Pamidore	-Timber street
drunken man in the alley	-alley
guard in front of TV station	-footpath bridge(after the presidential address)
teenager on the bridge	-Timber street
girl with unrequited love	-civilian home
woman who knows trains well	-Timber street
bartender	-pub (after drunken man event)
has Grasharabolos	

Dollet Area/ Dollet (after restoration)                      Starting Rule: Random Hand, Elemental

Name/ Distinctive Feature	Appearance Place
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clerk of OK shop	-Dollet entrance
teenage girl with shade	-Dollet port (when you enter from the Dollet entrance)
kid who falls into the ocean	-Dollet port (when you enter from Dollet street)
workman	-Dollet street
teenage girl on sandy beach	-Lubutan Beach
artist's grand child	-artist's home
has rare card	
concerns Card Queen	
woman waiting	-Dollet street
oldman on pub's 2F	-pub 2F
pub's owner	-pub 2F
	-private room (after pub owner wins)
has Celine	
lady shopping	-Dollet street
oldman at the plaza	-Dollet central plaza
bell girl	-hotel front

Galbadia Area/ Galbadia Garden                                      Starting Rule: Same

Name/ Distinctive Feature	Appearance Place
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cute girl	-front gate (very beginning)
	-in front of card reader
random	
male student	-front gate (very beginning)
	-1F classroom
	-student dormitory
	(during fight between the Gardens)
male student	-front gate (very beginning)
	-1F classroom
	-1F classroom (during fight between Gardens)
grumbling boy	-front door
random	
boy from teen group	-1F corridor
random	
female student	-1F classroom (during fight between Gardens)

-1F classroom  
 advisor to the ice skate department -gym  
 exchange student from Trabia -room  
 uses rule from Trabia  
  
 area

Galbadia Area/ Dering City Starting Rule: Same

Name/ Distinctive Feature Remark	Appearance Place
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station worker	-Dering City station
old man	-central passage
old woman	-central passage
woman with fan letter	-central passage
traveler from F.H.	-in front of hotel
uses rule from F.H. area	
woman in front of shop	-shopping mall
man in black suit	-shopping mall
has Kilos	
Captain Carway	-Carway residence (after escape from Area D Camp)
has Rinoa (hands it out if you allow Ifrit to be taken)	
woman with friendly look	-bar

Galbadia Area/ Galbadia Area D Camp Starting Rule: Same

Name/ Distinctive Feature Remark	Appearance Place
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500 gil man	-cell on 5F
must have 500 gil for 1  play. He will give you  an item if you win	
300 gil man	-cell on 10F
must have 300 gil for 1  play. He will give you  an item if you win	
200 gil man	-cell on 11F
must have 200 gil for 1  play. He will give you  an item if you win	

Fisherman's Horizon Area/ F. H. Starting Rule: Sudden Death, Elemental

Name/ Distinctive Feature Remark	Appearance Place
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old man fishing	-crane
man 3 who's got something good	-factory
stationmaster Dorp	-stationmaster's home, 2F
has Quetzalcoat	
stationmaster Flo	-stationmaster's home, 2F
has Irvine	
Dodonna	-mirror panel
has Trepe (after it was	

taken by Captain Carway)	
town children	-plaza in front of F. H. station
man from work area	-civilian home

Centra Area/ Winhill Starting Rule: Same, Plus, Random Hand

Name/ Distinctive Feature	Appearance Place
Remark	

-----

man on bench	-Winhill village
boy stepping on shadow	-Winhill village
artist home	-Laine's home, 2F
wealthy man	-wealthy man's mansion
Winhill shop	-Winhill village
mercenary soldier	-Winhill village
old man	-civilian home
wife at hotel	-hotel front (at the information desk, you will ring the bell)

Trabia Area/ Shumi Village Starting Rule: Plus, Random Hand

Name/ Distinctive Feature	Appearance Place
Remark	

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right	-Shumi Village
center	-Shumi Village
left	-Shumi Village
Shumi in front of table	-Shumi Village
old man fishing	-Shumi Village
uses F.H. area rule	
elder	-elder's home
elder's attendant	-elder's home
Tsukurite	-Tsukurite's home
Shumi who's busy	-factory
Shumi making statue	-factory

Trabia Area/ Trabia Garden Starting Rule: Plus, Random Hand

Name/ Distinctive Feature	Appearance Place
Remark	

-----

male student of Trabia	-front gate (after Selphie converses w/ kids)
Selphie's good friend	-front gate (after the reflection event)
has Selphie	
teacher from Trabia	-front gate
boy, day dreaming	-garage
female student of Trabia	-garage (after Selphie converses w/ kids)

girl who found her book	-classroom
fat	-classroom
basket man	-school festival stage
vice-president	-school festival stage
member of small chocobo society	-ground (after reflection event)
girl dreaming of being a singer	-ground (after reflection event)

Centra Area/ Edea's Home Starting Rule: Same, Plus, Random Hand

Name/ Distinctive Feature	Appearance Place
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Edea	-Edea's home, backyard (Disc 3 and beyond)
has Edea	
Cid	-Edea's home, backyard (Disc 3 and beyond)
has Seifer	

Esthar Area/ Esthar Starting Rule: Wall Same, Elemental

Name/ Distinctive Feature	Appearance Place
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Laguna	-presidential room
has Squall	
presidential assistant	-official residence hall
	-Esthar street
has Phoenix	
Professor Odyne	-official residence hall
	-research lab (after Lunatic Pandora's passage)
has Ward	
bored guard	-official residence corridor
guard of official residence	-entrance to official residence
	(after Moon Tear)
	-plaza in front of the official residence
woman with purple dress	-plaza in front of official residence
disturbed guard	-plaza in front of official residence
	(after Moon Tear)
guard in a hurry	-plaza in front of official residence
	(after Moon Tear)
man thinking of Esthar	-Y intersection
owner of Ricky	-Esthar street
guard	-Esthar street
terminator	-Esthar station
man in front of the save point	-Esthar street
guard at magic research lab	-Esthar street
man in green outfit	-Esthar street
soldier	-Esthar street
researcher	-Y intersection
man shouldn't be waiting	-overhead pass
woman in water-colored dress	-Esthar street
guard at entrance	-Esthar street
woman who is upset	-Esthar street (after Moon Tear)
man looking far away	-Esthar street
soldier, a little aged	-Esthar street
soldier in the shop	-shopping mall
research assistant	-entrance to magic research lab

-research room (when Lunatic Pandora passes)

Space Area/ Luna Gate Starting Rule: All

Name/ Distinctive Feature Appearance Place  
Remark

-----  
guard -entrance (talk 4 times with square button)  
old Luna Side Base female crew -concourse (after Moon Tear)

Space Area/ Luna Side Base Starting Rule: All

Name/ Distinctive Feature Appearance Place  
Remark

-----  
medical office crew -medical office  
Piet -medical office  
-control room  
has Alexander  
operator -control room  
Elleorne -control room  
-Elleorne's room  
has Laguna

Centra Area/ Chocobo's Forest Starting Rule: Same, Plus, Random Hand

Name/ Distinctive Feature Appearance Place  
Remark

-----  
bustling boy -Chocobo's Forest (Forest of Isolation)

Others

Name/ Distinctive Feature Appearance Place  
Remark

-----  
Watts -Hideout train  
-white Seed ship, deck

has Angelo

uses Galbadia area rule

old man -seaside station

uses Esthar area rule

Laguna -spaceship Lagunarock, seats for guests

has Squall

uses Esthar area rule

Piet -escape pod retrieval area

has Alexander

uses Space area's rule

medical office crew -escape pod retrieval area

uses Space area's rule

SECTION 4: I WANT TO COMPLETE MY COLLECTION.

## A GUIDE TO A COMPLETE COLLECTION

What will embellish the very end of this chapter is a collection of top-secret information concerning cards. I shall present to you all the information that are key to achieving a complete collection- such as secrets on ways to confront the Card Club circle (which can be described as the card game's biggest event) and on Card Queen who rule the world of cards. Particularly, the showdown against the Card Club circle is promised to be shocking with the true identity of the King.

### I. CONFRONTING THE CARD CLUB CIRCLE

The Card Club (CC) circle is a circle made up of card freaks from the Balamb Garden. If they find a particular powerful player, the 7 members of CC will announce him/herself as a Card Club and challenge to a game. Furthermore, in order to have a card game against a card club, you must fulfill two conditions described below: 1) You must have completed to the Balamb Garden internal struggle event, and 2) you will have to win more than 15 card games inside the Balamb Garden, excluding ones in the library, cafeteria, and classroom.

#### Card Clubs

##### CARD CLUB #1: JACK

Card Club member who divulges his true identity first. He will appear randomly in front of the whereabouts panel, and then will challenge you to a game if you speak to him. Because he uses cards as high as level 6, it may certainly be a hard and difficult fight if you did not collect cards up to then.

##### CARD CLUB #2: CARD MAGICIAN/ JOKER

If you beat Jack, a boy who sells items at the training facility will reveal his identity. You can fight with the rest of the Club without playing with him, but because he has the Leviathan card, you will want to seize it early.

##### CARD CLUB #3: CARD KNIGHT/ CLUB

He is one of the 4 lords of the Card Club circle, and he will reveal his identity if you beat Jack. He will appear randomly in the 1F corridor near the student dormitory. The cards he uses are limited to less than level 6, so his strength is not different from that of Jack.

##### CARD CLUB #4: CARD PRINCESS/ DIAMOND

One of the 4 lords of the Card Club circle (2 person team) that will appear if you beat Club. They are always grouped in front of the whereabouts panel. They tend to often use level 7 cards. If you play with the feeling they are the same as the other CC members up to now, you should watch out because you will meet a hard experience.

##### CARD CLUB #5: CARD PRINCE/ SPADE

As usual, Spade is someone who converses unconcerned, but if you beat Diamond he will reveal that he is one of the 4 lords of CC circle. Because he often uses level 7 cards like Diamond, it will be wise to resist with rare cards. Here, the man who gave you 7 cards at the beginning of the game is Spade.

CARD CLUB #6: CARD QUEEN/ HEART

The final of the 4 lords of the CC circle. If I say she is a woman who stands on the bridge, you will probably understand who she is. To meet her, you not only have to beat Spadee, but you also have to get past the restoration event of the Balamb Garden. Because she has the Carbungle card, you should definitely confront her.

CARD CLUB #7: CARD MASTER/ KING

If you beat Heart, Dr. Kadowaki will tell you information about King (speak with the square button). Afterwards, if you sleep in Squall's room, the King will randomly appear. You must get the Gilgamesh card from her. The moment King arrives is pitch black. If you meet her, the CC event is over.

II. SECRETS OF THE CARD QUEEN

SECRET #1: THE POWER CARD QUEEN HOLDS AND THE RULES GOVERNING HER MOVEMENT

Everytime you pay 30000 gil to the Card Queen (hereafter referred to as "Queen"), a new rule is added to the area where the Queen is. The order by which the rules are added goes like this: Open -> Same -> Plus -> Random Hand -> Sudden Death -> Wall Same -> Elemental. If the relevant rule was already added to that area, then the next rule on the order is added. Furthermore, if you do a rare card trade with the Queen, right afterwards the Queen will definitely relocate. At this time, right before she moves, the Queen will decide which area she will be next.

Card Queen's Movement Pattern

Present Area	Area She Will Move To
Balamb	Dollet (37.5%), Galbadia (62.5%)
Galbadia	Balamb (12.5%), Dollet (12.5%), Centra (12.5%), F.H. (62.5%)
Dollet	Balamb (37.5%), Galbadia (62.5%)
Trabia	Balamb (25%), Dollet (50%), Space (25%)
Centra	Galbadia (37.5%), Dollet (37.5%), F. H. (25%)
F. H.	Dollet (12.5%), Centra (25%), Esthar (62.5%)
Esthar	Dollet (12.5%), Trabia (25%), F. H. (12.5%), Space (50%)
Space	All areas including Space (she will not say where she is going).

\* Note 1: The number within the brackets are the probability she will move to that area.

\*\*Note 2: When the Queen says, "I will go on a journey to somewhere far away," she will move to Space.

The Whereabouts of the Card Queen in Every Area

Balamb Area	Balamb, Balamb station
Galbadia Area	Dering City, hotel front
Dollet Area	Dollet, pub 2F
Trabia Area	Shumi Village, hotel front
Centra Area	Winhill, hotel front
F. H. Area	F. H.
Esthar Area	Esthar, official residence lobby
Space Area	Luna Gate, concourse

SECRET #2: AN EVENT/OCCURRENCE THAT LETS YOU GET RARE CARDS IN DOLLET

Only in the case when the Queen is in Dollet, an item is added to the selection bars for conversing with her. It says, "talk about your artist father". If you choose this, after she talks about her father who is an artist, the Queen will want a rare card in the order on the chart below. If you lose to her in a card game (and you can do this in any area) and let her take it in a trade, her artist father will draw a "New Rare Card". To find out who in the world is circulating the "new rare card", it is okay to ask the Queen about "her artist father" while she is in Dollet. Incidentally, the card that was taken by the Queen was passed on to the artist's grand child in Dollet, and you can get it back if you play a card game with him/her.

EVENT OCCURRENCE CONDITION: AFTER YOU HANDED OVER A PREDETERMINED CARD TO THE QUEEN IN ANY AREA, GO TALK TO THE QUEEN ON PUB 2F IN DOLLET ABOUT "HER ARTIST FATHER".

Order	Wanted Card	New Card	Player Who Will Have the Newly Arrived Card
1	Kid Morguri	Kilos	Dering City, shoppin mall- man in black suit
2	Secret	Irvine	F. H. stationmaster home, 2F- Flo
3	Kid Chocobo	Fat Chocobo	Balamb Garden, 1F corridor- Mr. Brain
4	Alexander	Grasharaboras	Timber, pub's bartender
5	Grasharaboras	Phoenix	Esthar, presidential offical residence- assistant

III. COMPLETING YOUR COLLECTION

(Rare Card Map)

Trabia Garden: Selphie

Dollet: Celine

Chocobo's Sacred Ground: Kid Chocobo

Grave of Nameless King: Secret, Minotauros

Balamb: Pandemonium, Zell

Dering City: Kilos, Rinoa

Cave of Flame: Ifrit

Galbadia Garden: Cereberos

Balamb Garden: Fat Chocobo, Leviathan, Diablos (magic lamp), Gilgamesh, Quistis, Koyokoyo (Balamb Garden's old spot), Kid Morguri, Seifer, Carbungle.

Timber: Grasharaboras, Angelo (Hideout train)

F. H.: Quetzalcoat, Irvine

White SeeD ship: Shiva

Centra ruin: Odin

Esthar: Phoenix, Ward, Squall

Edea's Home: Edea

Luna Side Base: Alexander, Laguna

Artificial Island for Oceanic Research: Bahamoot, Eden

RESCUE MEASURES FOR GETTING RARE CARDS

If you enter Disc 4, because you cannot meet any one holding rare cards, you may think that it is impossible to complete your collection if you have not collected all the rare cards by this point. However, an event that becomes a rescue measure for this is especially prepared.

First, the Queen arrives at the escape pod retrieval site, which is in the Abandon plains in Esthar. If you play a card game with her, the Queen will use rare cards that you do not have. Incidentally, at this time the Queen will use a combination of special rules not belonging to any area.

Furthermore, if you completed the CC circle event before Disc 3 ended, CC circle members are regaining strength about the spaceship Lagunarock in Disc 4. At this point, they are not only using rare cards you don't have (The Queen peepss in), they are using rare cards that were destroyed with "Card Change". However, be aware that Koyokoyo cards cannot be obtained by this rescue measure.

Incidentally, members of the CC circle are using rules that is different from various areas. Again, among CC circle comrades, just like the transmission of rules among areas, you will be introduced to new rules and have old ones erased. If you want to play a card game with the King, enter this person into your party, and you must speak using the square button inside the spaceship Lagunarock.

IF YOU COLLECTED ALL THE CARDS..?

If you collected all the cards, a star mark is fixed to the right of the "Card" item on the menu screen. Incidentally, as for card that you got once, it doesn't matter to the fact that you completed the collection if you had it taken or changed by using the "Card Change" function. Essentially, if the requirements for "getting all the cards is fulfilled once", you will always have a star to show you've completed the collection!!

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