

# Final Fantasy VIII Squall Solo/No Level FAQ

by chewybaws

Updated to v1.0 on Feb 17, 2009

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.

FFVIII Squall Solo/No Level FAQ by chewybaws v1.0

Last Updated: 16/02/2009

alexogaza@hotmail.com

## IMPORTANT!

This is an advanced level walkthrough that assumes you have a good understanding of the FFVIII world, junction system, card game and refinement menus. I recommend that you have played through the game at least once before using this Walkthrough/FAQ.

\*\*\*\*\*  
PLEASE READ THROUGH THE FOLLOWING 3 SECTIONS BEFORE USING THE WALKTHROUGH AS I ASSUME YOU KNOW HOW TO AVOID EXP FROM RANDOM BATTLES AND THAT YOU'RE TO KO ALL MEMBERS EXCEPT SQUALL UNLESS NOTED OTHERWISE  
\*\*\*\*\*

## RULES OF CHALLENGE

- [No characters or GFs should level up]  
Squall can only gain 500EXP before levelling up. There are only 3 points in the game where experience is unavoidable (the Dollet Mission, at the Missile Base, and the Esthar Laguna dream). Card or Break can be used in every other "forced" battle to avoid EXP.
- [Squall must be the only conscious member in the party]  
The only exceptions are when Squall is not in the party (another member can take his place) and for the first few battles in Dollet Seifer must be used (otherwise Squall would gain a level before reaching the Comm Tower). When Squall is replaced with another member, they must be the only conscious member in the party and random battles should be avoided. Laguna is used in place of Squall in dream world.
- [No Invincibility/Stat Boosting Items]  
No heroes/holy-wars/HP Ups/Str Ups etc.

## FORCED BATTLES?

- "Random" battles, as the name states, occur randomly running about the field or world map, you can run from these. "Boss" battles are story related battles that don't result in EXP. "Forced" battles are story related battles you can't run from, and result in EXP. See the next section "NOTES ON AVOIDING EXP" on how to deal with these, although these are all accounted for

in the Walkthrough.

#### NOTES ON AVOIDING EXP:

1. You will only avoid EXP when running from random battles if you don't deal any damage to the enemies. You won't receive AP or items. If you are using a random battle to draw magic, be careful not to damage the enemy before you flee.
2. If you use Break magic to petrify all enemies, the game will treat it as running from the enemies, so make sure you don't damage the enemies before petrifying them. Break magic will come in handy to avoid EXP in some forced battles that you can't run from, so make sure you always have some in stock
3. GF Quezacotl's Card command can be used in battle to convert enemies into cards. The lower the enemies HP the higher chance that they will be carded. You will not receive EXP for damage dealt after battle if you Card the enemy, meaning you can Mug in random battles without receiving EXP (as long as you card them). The best thing about the Card command is you still receive AP and dropped items from carded enemies.
4. One of the blessings of FFVIII is you don't receive EXP from boss battles, but still receive AP and items! This will be your main source for learning GF abilities alongside the Card command.
5. In some forced battles, neither Petrify or Card work on enemies and EXP has to be given. In these situations EXP is unavoidable. When you have GF Tonberry you can repeatedly use LV DOWN till the enemy is LV1 to reduce the EXP received significantly (usually 1EXP). Also a GF should be used to end the battle so an EXP bonus is not applied to the character for the finishing blow.

Worth noting: EXP is not shared between the party in FF8. So a member will still receive the same EXP whether his allies are dead or alive. More experience will be awarded to the character who dealt the finishing blow - if a GF gets the finishing blow, this does not apply.

NOTE: In a low level game YOU CANNOT OBTAIN THE LIONHEART. To obtain Pulse Ammo you require the Ammo-RF menu ability which can only be obtained when Ifrit is at level 10. I've noticed in some people's low level games they use Seifer to level up the GFs, but in my opinion that is not a low level game

#### PSX/PC VERSION;

I'm playing the PC version of the game which is much faster. For controls I'm simply going to use the following terms for the default PSX buttons;

X = {CONFIRM}  
Square = {CARD}  
Circle = {MENU}  
Triangle = {CANCEL}  
Start = {START}  
Select = {SELECT}  
R1/R2/L1/L2 = {R1}/{R2}/{L1}/{L2}

Walkthrough Contents

{A} THE SEED EXAM

{A1} Balamb Garden  
{A2} Fire Cavern  
{A3} Triple Triad; Getting Started  
{A4} Dollet Mission  
{A5} X-ATM092  
{A6} Balamb and Graduation  
{A7} The Training Center

{B} THE TIMBER MISSION  
{B1} Diablos and the 'Deling' Laguna Dream  
{B2} Train Mission  
{B3} Timber  
{B4} The 'Lunatic Pandora' Laguna Dream

{C} DELING MISSION  
{C1} Galbadia Garden  
{C2} Deling City  
{C3} Tomb of the Unknown King  
{C4} Briefing and the Parade  
{C5} Sewers

{D} PRISON BREAK AND DODGING MISSILES  
{D1} Winhill Laguna Dream  
{D2} D-District Prison  
{D3} Missile Base  
{D4} Balamb Garden MD Level  
{D5} NORG and CC Quest Part 1  
{D6} Fisherman's Horizon

{E} THE FLYING GARDEN  
{E1} CC Quest Part 2  
{E2} GF Tonberry  
{E3} Learning GF Abilities QUICK  
{E4} Shumi Village  
{E5} Chocobo Forests  
{E6} Winhill  
{E7} Liberating Balamb  
{E8} Trabia Garden  
{E9} Battle of the Gardens: Balamb  
{E10} Battle of the Gardens: Galbadia

{F} THE PATH TO ESTHAR  
{F1} The Orphanage  
{F2} The 'Ruby Dragon' Laguna Dream  
{F3} The White Seed Ship  
{F4} Great Salt Lake and The 'Esthar' Laguna Dream  
{F5} Esthar City  
{F6} Lunar Base  
{F7} Ragnarok

{G} THE FINAL SUB QUESTS  
{G1} GF Cactuar  
{G2} Deep Sea Research Center  
{G3} GF Doomtrain (if missed)  
{G4} Good Junctions and Magic Before Moving On  
{G5} PuPu  
{G6} Queen of Cards  
{G7} Obel Lake Quest

{H} LUNATIC PANDORA AND ULTIMECIA'S CASTLE

- {H1} Back to Lunatic Pandora
- {H2} Retrieving the Ragnarok
- {H3} Ultimecia's Castle

AT THE END OF THE GUIDE IS JUNCTION TABLES, WHICH HAVE THE TOP MAGICS FOR EACH STAT, AND ALSO THE EFFECT EVERY MAGIC HAS ON ALL STATS.

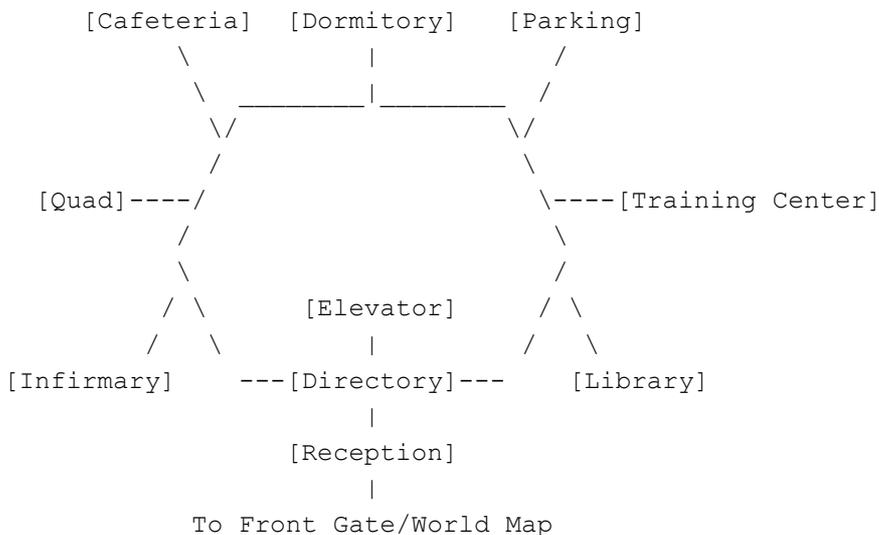
I'm on YouTube, and all the boss battles in this guide are demonstrated by videos, the links are in the walkthrough. <http://youtube.com/chewybaws>

IMPORTANT! - Steps marked with a ? are optional

```
=====
{A}                                     THE SEED EXAM
=====
```

```
-----
{A1}                                    Balamb Garden
-----
```

Draw Points: Cure, Esuna, Blizzard (Training Center)  
 Rare Cards: Quistis, Minimog  
 Enemies: Grat, T-Rexaur (Training Center)  
 Magazines: Occult Fan I



- a. Follow the dialogue answering the question how you like.
- b. Access the laptop at Squall's desk and check the option labelled Tutorial to receive 2 new GFs. Junction them to Squall and give him the Magic, Draw and Item commands. Set Quezacotl to learn T Mag-RF and Shiva to learn I Mag-RF. Talk to Quistis then leave the classroom and continue down the corridor.
- c. You don't have to give the exchange student a tour if you don't want to. On your way to the elevator talk to the man on the bridge to receive your first 7 cards. Take the elevator down. If you agreed to give the exchange student a tour you'll show her the directory.
- ? Head to the Library using the directory and use the Esuna draw point. Pick up the [Occult Fan I] magazine in the right most part of the bookcase.
- d. Head to the front gate, drawing from the Cure draw point on the way there. Quistis will give you a tutorial on GFs, hit the {CANCEL} button to skip it.

Proceed outside the garden and save your game.

- e. On the world map head east to the Fire Cavern. You're bound to get into a random battle, remember the first thing you should do is kill off all party members but Squall. Draw a bunch of Scan spells as well. Remember to run from all battles without dealing damage to any enemies.

-----  
 {A2} Fire Cavern  
 -----

Draw Points: Fire  
 Rare Cards: Ifrit  
 Enemies: Red Bat, Bomb, Buel

- a. Skip Quistis' tutorial using the {CANCEL} button and assure her you remember how to use your gunblade. Head up to the 2 Garden Faculty members tell them you're ready and select 10 minutes as the time limit.
- b. I recommend setting the battle and battle message speed to fastest. The path to Ifrit is fairly linear. Use the Fire draw point on the 4th screen. Kill some time by drawing Thunder spells off Red Bats (or Buels) which are required for destroying X-ATM092 at the Dollet mission. Leave at least 6 mins to defeat Ifrit.

```

/_ツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツ\
|. | _ _ _ NAME: IFRIT WEAKNESS: ICE RESISTANCE: FIRE
|. \|. || _ | HP: 1068 @ LV6 DRAW: FIRE, CURE, SCAN
|_ /|_ | _ | AP: 20 DROPS: G-RETURNER, IFRIT'S CARD
https://www.youtube.com/watch?v=kwmse\_myelU

```

This boss is a sissy. His physical attack and Fire magic are puny. His jump punch however will deal over 100 damage. Blizzard spells will deal 1.5x damage on him but I found physical attacks quicker. Draw/cast cure when your HP drops below 200HP, and keep pounding away till you defeat Ifrit.

The closer the timer is to 0:00 when you defeat Ifrit the more points you'll get in your SeeD exam, but luckily the timer is still running when you're entering Ifrit's name so when it gets to this screen leave it a couple of minutes before hitting "Confirm"

\ \_\_\_\_\_ /

- c. Skip Quistis' tutorial using the {CANCEL} button and junction Ifrit to Squall setting him to learn F Mag-RF. Head back to the world map, running from all random battles.

-----  
 {A3} Triple Triad; Getting Started  
 -----

NOTE: As this is an advanced level guide I assume that you know how to play cards and have a good understanding of play and trade rules.

- \* After you have learned GF Quezacotl's Card ability, you can then learn Card Mod which refines cards into items. Using other refinement abilities, you can then refine these items into high level magic at early points in the game.
- \* At this point in the game rival players will use monster cards (levels 1-5). Some players will only use upto level 3 cards, others upto level 5 or whatever, just depends who it is. When you receive Card Mod you will have access to

good items (refined from cards) and therefore good magic.

CARDS TO AIM FOR;

5x ABYSS WORM (Lv3) - These refine to Windmill which can be refined to 100 Tornadoes using T Mag-RF. They make a decent Str-J early on, but if you mod the Quistis cards to Samantha Souls and refine these to Triples for Str-J, Tornado can also make a decent HP-J.

10x TRI FACE (Lv3) - Will refine to Curse Spikes which refine to Pain spells using ST Mag-RF. Great for Mag-J.

10x GAYLA (Lv1) - Mystery Fluids can be refined to Meltdowns using ST Mag-RF, one of best Vit-Js.

6x IRON GIANT (Lv5) - will refine to 2 Star Fragments required for Squall's Punishment weapon upgrade.

3x ADAMANTOISE (Lv4) - will get you a Turtle Shell required for Squall's Punishment weapon upgrade.

TONBERRY (Lv3) OR TONBERRY KING (Lv5) - Chef's Knife is required for Squall's Punishment weapon upgrade. They also refine to Death's using L-Mag RF. Death is a decent Spr-J until you get Reflect (draw during Wedge/Biggs battle at Desert Prison)

To get started;

<https://www.youtube.com/watch?v=KDEFZ26AL5M>

- a. Head to Balamb town, outside the train station. The queerly dressed woman is the Queen of Cards. When you challenge her to cards, the trade rule is changed (or stays the same) randomly for the region she is in. We want to change the rule to "Diff" (I prefer this to "All" as it degenerates to "Direct" after so many games). To do this simply challenge her and select "Quit". Challenge the train ticket beside her to see what the rule has changed to. Keep repeating this till it's "Diff".
- b. Head back to Balamb Garden, at the gates Quistis will give yet another tutorial, which can be ignored using the {CANCEL} button. Head to the directory using the Cure draw point on the way.
- c. There may be a kid running about. He has the rare [Minimog Card]. If he's not there exit the screen and re-enter. It make take a few seconds for him to run in.
- d. After this head to the Cafeteria using the directory. Head up the back, and challenge the 2 guys at the table selecting "the guy at the back". He has the [Quistis Card] (you can also win this from Trepe Groupies #1 and #2 in the 2F classroom.

IMPORTANT!;

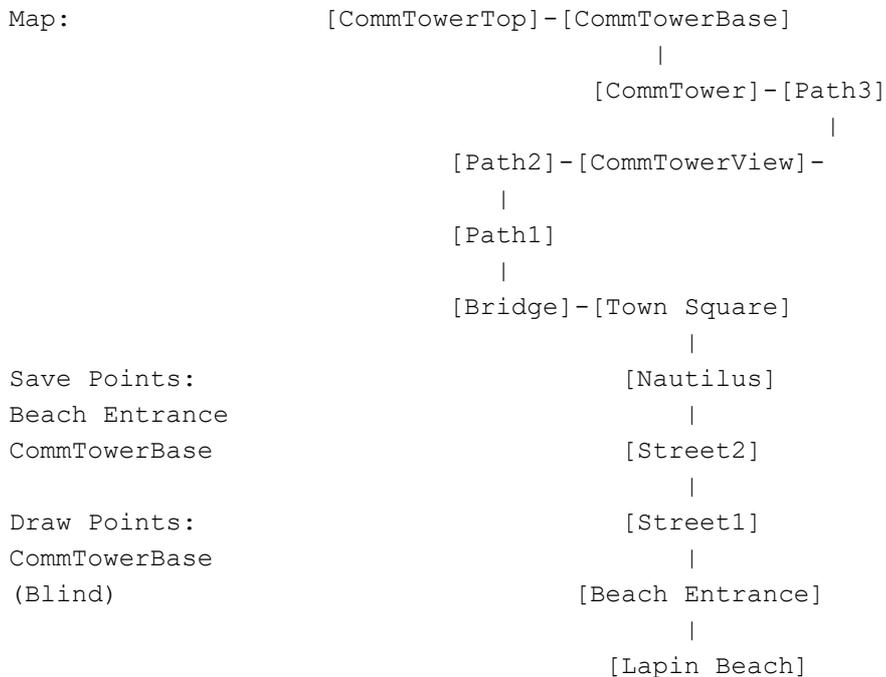
- e. I recommend getting 6x Iron Giant (Lv5) cards now as when you leave Balamb no-one uses Lv5 cards for a while. This will enable you to get Squall's Punishment weapon upgrade early on. I recommend using Trepe Groupie #2 to get them as you can get a bunch of other cards you need from the list above (she uses Lv1/3/5 cards).

-----  
{A4}

Dollet Mission  
-----

Draw Points: Blind

Enemies: Galbadian Soldier, Elite Soldier, Geezard, Anacondour



NOTE: Many actions from this point on affect your SeeD exam score so follow my instructions carefully to avoid losing points.

- a. Head to the dormitory. And change into uniform on Squall's bed. When you leave you'll arrive back at the directory. Follow the dialogue, you can skip Zell's tutorial using the {CANCEL} button as usual.
- b. After the dialogue don't talk to anyone to avoid losing points. Head off the screen and you'll get in the car.
- c. Drive into Balamb town on the world map. Enter the boat without talking to anyone. Select "Do Nothing" when prompted reply ".....Ok" to Seifer. Head over to the window without speaking to anyone. When you arrive at the beach proceed and save at the save point without talking to anyone on the way there

\*IMPORTANT\* There are forced battles ahead. As the soldiers are immune to Card (and you don't have it anyway) and you don't have Break magic yet, EXP is unavoidable. If you use Squall to kill all enemies you'll gain a level before getting to the Comm Tower, so you are permitted to use Seifer before you reach the Anaconda. You would usually finish the Anaconda off with Shiva to reduce the EXP received by Squall, but if you do there's a good chance Shiva will level up.

- d. Just after the save point you will engage in battle with 2 G-Soldiers. Kill off Squall and Zell before you do anything then dispose of the enemy with Seifer.
- e. Head north 2 screens and you'll engage with 2 more G-Soldiers. Keep heading north to the town square and defeat the single G-Soldier. Seifer will tell you to scout the area. Check the north-east area of the screen and dispose of the G-Soldier. Talk to Seifer twice. Walk over towards Seifer twice. Use a Phoenix Down on Squall and replenish his health.
- f. Head in the direction the G-Soldiers were heading, cross the bridge, head up the stairs running from all random battles (if you get into one, kill off Seifer). DON'T talk to any wounded soldiers. Proceed to face the Anaconda.

```

/_ツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツ\
|. | _ _ _ NAME: ANACONDAUR WEAKNESS: ICE RESISTANCE: POISON, FIRE
|. \|. || _ | HP: 1322 @ LV9 DRAW: FIRE, CURE
|_/|_|_|_| AP: 4 DROPS: M-STONE PIECE/VENOM FANG/DAGON SKIN

```

Kill off Seifer if he's conscious. Physical attacks and Renzokukens will take it down quick enough.

Note: I'm aware that if you use a GF for the finishing blow your character won't receive an EXP bonus, but the GF will, and most likely level up - which we don't want. I received 242EXP for this battle which is fine.

GF NOTE: Shiva will now have learned I Mag-RF. Set her to learn Spr+20% or Vit+20% (Vit-J is more important but we can get that in one battle against X-ATM092. If we start learning it now we'll just waste AP).

\ ----- /

- g. Head north to the cliff edge.
- h. Seifer now leaves the party. Since Squall and Zell were KO'd, they've automatically been revived with 1HP. Re-join Squall and heal him. Don't jump off the cliff walk round. If you get into a random battle kill Zell off and run. Meet up with Selphie and answer how you wish to the choice. Go into the Comm Tower and save. Draw from the Blind draw point. Get into a random battle, kill off Selphie and Zell if he's still alive.
- i. IMPORTANT: Draw 100 Cures and Thunders with Squall (will come in handy for a following boss fight), sort out your junctions then head up the elevator.

/\_ツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツ\

.  _ _ _	NAME: BIGGS	WEAKNESS: -	RESISTANCE: -
\ .   _	HP: 640 @ LV8	DRAW: FIRE, THUNDER, BLIZZARD, ESUNA	
_/_ _   _	AP: 4	DROPS: ELIXIR	

	NAME: WEDGE	WEAKNESS: -	RESISTANCE: -
	HP: 579 @ LV8	DRAW: FIRE, THUNDER, BLIZZARD, CURE	
	AP: 0	DROPS: COTTAGE	

	NAME: ELVORET	WEAKNESS: -	RESISTANCE: POISON, EARTH
	HP: 2468 @ LV6	DRAW: THUNDER, CURE, DOUBLE, GF SIREN	
	AP: 10	DROPS: G-RETURNER, WEAPONS MON MARCH	

[https://www.youtube.com/watch?v=sjW\\_H-Sd00Y](https://www.youtube.com/watch?v=sjW_H-Sd00Y)

Draw 100 Esuna from Biggs. After a couple of draws Wedge will enter into battle. Keep above 150HP by draw/casting Cure from Wedge. When you have 100 Esunas, just keep physically assaulting Biggs. A few attacks later they will get blown away and Elvoret will enter.

Keep above 150HP at all times. It's storm breath attack can inflict upto 140HP if you have decent junctions. First inflict darkness on Elvoret using Blind (which you drew from the bottom of the elevator), this might not work first time keep trying. Then DRAW GF SIREN! DON'T FORGET! Now draw 100 Doubles which will come in handy in the next boss fight, keeping your HP up. When you have 100 Double spells, assault Elvoret physically until it dies, try finishing off with Renzokuken.

After the battle and dialogue DO NOT TALK TO BIGGS, will lose Seed points otherwise. Head straight down the elevator and save.

\ ----- /

-----  
{A5} X-ATM092  
-----

1. PREPERATION  
Junction Siren set her to learn L Mag-RF. Set Ifrit to learn HP-J (i know he's



Set Ifrit back to learning F Mag-RF. You can now junction to the 5 basic stats. Set Siren to learn ST Med-RF now that L Mag-RF has been learned. Quezacotl only has 30AP to go before learning Card Mod.

You can get into random battles on the way back. For some reason because there was a forced battle with 1 G-Soldier at the town square earlier, you won't be able to run from encounters with 1 G-Soldier on your escape. There isn't anything you can do about this, just kill them with physical attacks and hope you don't get any more than two encounters with 1 G-Soldier otherwise you may level up. When you escape you should still have at least 100EXP before the next level.

Anyway; head down a screen to where the dog is, ignore the Silence draw point then exit to the south. Exit south of this screen, and south again of the next. Go past the save point down the stairs and proceed and talk to Quistis. I usually reach Quistis with around 13 mins remaining on the PC version, or about 10 on the PSX version as it's slower.

-----  
{A6} Balamb and Graduation  
-----

Draw Points: Thunder, Cure  
Rare Cards: Zell  
Magazines: Timber Maniacs [Issue I]

```

                [Entrance]
                  |
                [    ]-[House]
                [Street]-[Zell's House]
[TrainStation] [    ] [Hotel]
  \            /      \      |
    [ShopStreet]      [HotelEntrance]-[Harbour]
```

ABILITY CHECK: If you changed the abilities your GFs were learning for X-ATM092 and remembered to junction Siren, you should know now Quezacotl's Card, Ifrit's HP-J and Siren's L-Mag RF. Shiva should have nearly finished learning Spr+20% as well. Set Quezacotl to learn Card Mod, Ifrit to finish learning F Mag-RF, and Siren to learn ST Med-RF.

?. Head to the train station or the hotel to pick up an issues of Timber Maniacs (you can only pick it up from one of the locations).

- a. Go to the item shop and buy 5 Tents (should now have 10 in total), and refine all of them to 100 Curagas (using L Mag-RF) and junction them to HP for now - it works better on Spr but we won't get a decent HP junction till later.
- b. Head to [Zell's House] and talk to Zell's mum. Leave the screen and re-enter. Challenge Zell's mum to cards, she has the Zell Card. Get it!
- c. Head back to Balamb Garden, running from all random battles as usual.
- d. Selphie and Zell will leave at the garden gates, head to the directory and talk to Cid and reply "Felt Good". Head off to the right to meet Seifer.
- e. After the scene head up the elevator and along the bridge. Just keep talking to everyone and eventually a Garden Faculty member will enter. After the scene talk to Cid to receive a Battle Meter! Head down the elevator and along the bridge once again to receive a round of applause.
- f. You now receive your SeeD report.

Conduct - Depends on how quickly you escaped from Dollet. This will be low as we took the time to destroy X-ATM092. I scored 30Pt.





use a simple strategy; Put your 100 Doubles on Str-J, and equip Str+60% (mod Zell card to Hyper Wrists then teach the ability to a GF). Hit the Fastitolacon-F once with the trigger, then card it (if it doesn't work just keep trying Card till it works), then repeat for the other one. Remember if you kill one by mistake you'll have to reset so save after every battle. You'll get 6AP per battle so 5 battles will get you ST Mag-RF. AFTER THIS SET DIABLOS TO TIME MAG-RF!! Quezacotl will now know T Mag-RF. I recommend continuing to learn Stat+% abilities with it, Ifrit, and Shiva.

d. Head to Balamb. Head to the train station and challenge the Queen of Cards to a game. Only play if the trade rule is All or Diff. Use a hand of Lv1 cards and the Minimog card and lose on purpose so you lose your Minimog card. Talk to her after the match, if she's going to Dollet, good. If she's going to Galbadia, reset and try again. The point of this is she'll create a new card off the Minimog card which you can win off her when you get to Dollet.

NOTE: Check with someone else to make sure the trade rule hasn't been changed to 'Direct' before you leave Balamb.

e. Go to the item shop, and BUY SOME SOFTS as well and use your newly aquired ST Mag-RF to refine these into Breaks.

IMPORTANT! - When you leave Balamb it's going to be a while before you meet any card players that use Lv5 cards again. 6 Iron Giant cards (Lv5) are required for Squall's Punishment weapon upgrade. MAKE SURE YOU GET THESE BEFORE LEAVING. Refer to section {A3} for the best sources of Lv5 cards.

WEAPON UPGRADE FIRST NOTE - Speaking of the weapon upgrade you should now have the 6 Iron Giant cards which mod to the 2 Star Fragments you need. If you also have a Tonberry (or King) card you can mod this to a Chef's Knife. And 3 Adamantoise (Lv4) cards will get you a Turtle Shell (Zell's mum uses these quite frequently). With 8 screws (can mod a couple of Geezard cards for these). If you have all of these buy all means get Squall's 'Punishment' weapon upgrade in Balamb; the best upgrade you can get in a low level game.

f. Talk to the train conductor and buy a ticket for 3000Gil. Head on the train. Head into the cabin to receive Pet Pals Vol. 1

g. Reply "Not too much" to Zell. To avoid losing SeeD points.

Draw Points: Cure, Water  
Enemies: Geezard, Funguar

h. Run along the linear path, running from all battles. Ignore the Cure draw point, draw from the Water one if you wish. Get in the car. Head off screen to the right. Head off this screen to the north east, and enter the hotel. Head down the stairs and talk to the waitress select "Alright I'm there!". Head over to Julia. Head back to the table. Head up the stairs and talk to the receptionist and ask Which is Julia's room?

-----  
{B2} Train Mission  
-----

Magazines: Pet Pals Vol.2  
Rare Cards: Angelo

a. When you get off the train reply "But the Owls are still around" and follow Watts onto the train. Head up the stairs and save your game. Head back and challenge Ward to cards, he has the Angelo card. He will ask if you want to mix rules from Balamb and Timber. Agree as you want the Open rule to spread. If it doesn't spread after the game, and he doesn't offer to mix the rules afterwards, reset and try again.

b. Head to the far cabin and wake Rinoa. After naming Rinoa and Angelo you can skip the tutorial using the cancel button. Head back to the others. Follow them into the room for a brief. After the tutorial assure Rinoa you know what you're doing, and examine the back wall for some info on Vinzer Deling. SAVE YOUR GAME! Then tell Watts you're ready.

<https://www.youtube.com/watch?v=DYzB4npmmY8>

- c. 1) Run over to Rinoa. Press Confirm to jump over to the next carriage. On the next screen hold left immediately to avoid the sensors, sprinting to the other side.
- 2) For the 1st uncoupling you have to be quick. Enter 2 codes first, wait for the guards to go past then go down and punch in the last.
- 3) For the 2nd uncoupling you have to be quicker. Enter 2 codes first, wait for the guards to go past then go down and punch in the last 3.
- d. You'll end up back in the train if you done it as I said above your SeeD rank will go up by 1 =]. Go through to the back cabin and grab the issue of Pet Pals Vol. 2 and SAVE YOUR GAME. Junction Fire to Elem-Atk. Talk to Rinoa and tell her you're ready.

```

/_ツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツ\
|. | _ _ _ NAME: GEROGERO WEAKNESS: HOLY, FIRE, EARTH
|. \|. || _ | _ HP: 6400 @ LV7 RESISTANCE POISON DRAW: CURE, DEMI
|_ / | _ | _ | AP: 20 DROPS: G-RETURNER
https://www.youtube.com/watch?v=0rtbFpa6cgU

```

First you'll have to kill the Fake President: kill off Zell and Selphie, Cast Double on yourself then Regen. Make sure your health is high and kill off the fake president, should only take 2 physical attacks.

Gerogero emerges who can be a bitch. It can cast Sleep (very very bad) and Silence (very annoying), has a strong physical attack and also a "Bwaarragh" attack which inflicts Darkness (not a problem with the gunblade), Slow and Curse if successful.

There's an easy strategy which is chucking an Elixir to kill it in 1 hit (or a Phoenix down has a 25% of KO). Alternatively you can cast Curaga on it if you haven't been silenced (a remedy can cure this).

\ ----- /

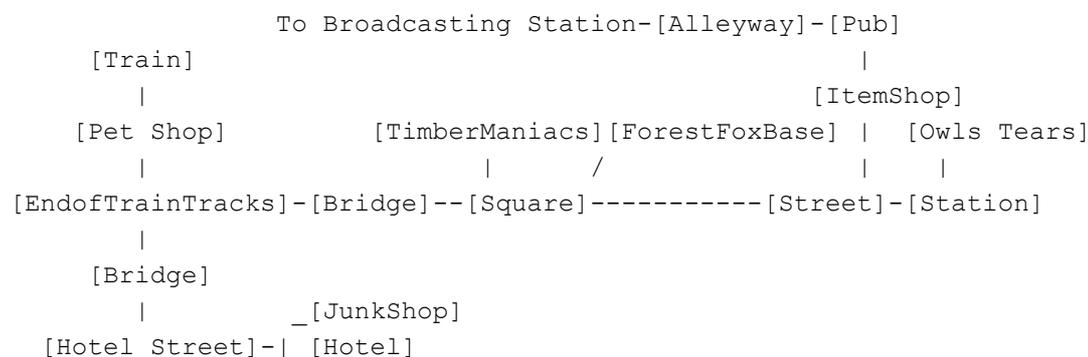
- e. When you regain control talk to Rinoa. Add Selphie to the party. Talk to Watts and you'll emerge in Timber.

```

-----
{B3} Timber
-----

```

Draw Points: Cure [Item Shop], Scan [Alleyway], Blizzaga (hidden)  
 Magazines: Pet Pals Vol.3, Pet Pals Vol.4, Timber Maniacs  
 Enemies: Galbadian Soldier, Elite Soldier



|  
[Town Gates]

|  
[World Map]

?. Go to the [TimberManiacs] building, pick up the Girl Next Door magazine from the pile on the right. In the left room there's a hidden Blizzaga draw point. And in the north room there's an issue of Timber Maniacs.

- a. Head into the building just right of Timber maniacs, talk to the woman doing the washing up. Do as she says and look out the window upstairs.
- b. Head to the [ItemShop]. You will engage with 2 G-Soldiers, A FORCED BATTLE. Kill off the other party members and use Break on both the soldiers (you should have Break from Diablos ST Mag-RF, if you've been following the walkthrough I said to learn this before the Timber mission). Head into the pub and approach the Drifter.
- c. Select "Talk to him" and "Tell him about the card". He'll give you a Tonberry card. Head outside and save.
- d. Draw from the Scan draw point and proceed, go up the stairs and watch the scene. Answer how you like to Rinoa. Head towards the TV station. Follow Seifer. After the scene head back down the stairs. Follow Rinoa to the Forest Fox Base. Talk to Quistis a couple of times to proceed. Try to exit the building and there'll be more dialogue and you will receive a potion, phoenix down, soft, antidote and remedy.
- e. Talk to the G-Soldier outside who turns out to be Watts. Answer how you like and head right. Zone will give you train tickets. Follow the others onto the train. Talk to Rinoa, select the first option. Talk to everyone then Zell and select "Leave him alone".
- f. Stay on the train till Dollet station. Go to the pub in Dollet (couple of screens south from the Town Square, you passed it when you were heading to the Comm Tower). Go upstairs and talk to the Queen of Cards (providing you sent her to Dollet earlier like I said) about her artist father. There's a new Kiros card in Deling City, awesome. In my opinion this is as much of the Queen of Cards quest that is worth doing, but if you want to complete it read the optional sections. You can win your Minimog card back off the Queen's son who you can find in the house on the right, a screen south from the pub.

\*\*\*\*\*HIGHLY HIGHLY HIGHLY RECOMMENDED\*\*\*\*\*;

Now is a really good time to get ALL the cards I mentioned in section {A3}. Go back to Timber. You should already have the Iron Giant cards (I said to get them before leaving Balamb). For Adamantioise play the girl in Timber hotel looking at the model trains; she only uses Lv4 cards. For Gayla (Lv1) and Abyss Worm/Tri Face (Lv3) I recommend playing the Old woman in the town square.

You'll now be able to get the Punishment weapon upgrade!

3 x Adamantioise = 1 Turtle Shell

6 x Iron Giant = 2 Star Fragments

1 x Tonberry/Tonberry King = 1 Chef's Knife

2 x Geezard = 10 Screws (8 required)

Cost 1000gil

You'll now have 2 extra limit break finishers, multi hitting Fated Circle and Blasting Zone, and your Attack power will go up from 11 to 24.

Mod all the other cards mentioned, refine the items and get them junctioned! See section {A2} for what to junction them to.

OPTIONAL; ABOLISHING RANDOM FROM DOLLET'S RULES

<https://www.youtube.com/watch?v=xH0QrIcGtz0>

?. In Dollet and challenge the girl on the left to cards. Agree to mix rules with Galbadia. In the rules screen quit. Repeat this until the "Open" rule is

spread. If she doesn't agree to mix rules before this happens, reset and try again. It's now time to abolish the random rule. To do this you must go to Timber and play a game there to commit timber's rules to memory. So follow the path back to Timber, and keep challenging the guard on the left till he doesn't offer to mix rules with Dollet's. Accept the challenge then quit at the rules screen. Head back to Dollet and keep challenging someone, agreeing to mix rules, and quitting from the rules screen until "Random" is abolished. This will take a while cause it's more likely Same will be spread, or Open will be abolished, or nothing will happen and they won't want to mix rules after a couple of attempts. On top of that it's possible elemental will be abolished too. It took me loads of resets but I got it. If you can't get it just mod all your cards except your rare ones so you have a better chance.

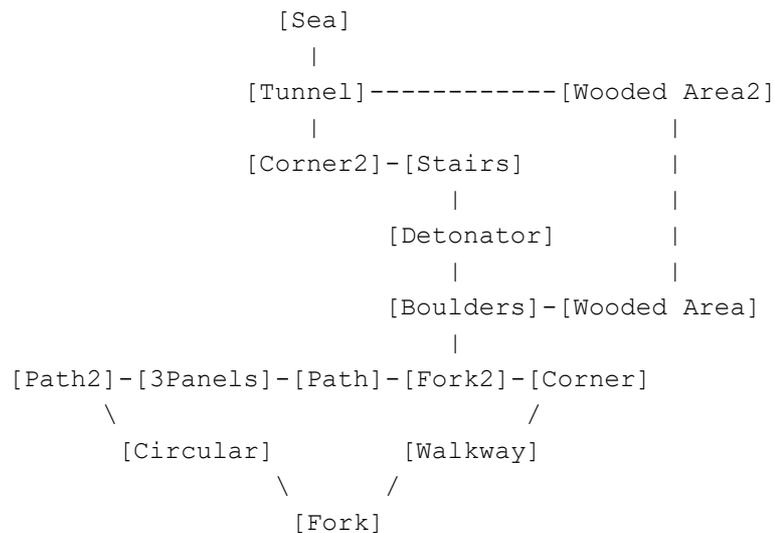
OPTIONAL; VARIOUS TREASURES

- ?. After heading into Dollet, take the bottom left exit to get to the town square. Go into the hotel and stay there. Pick up the timber maniacs on the table. Exit the hotel, go south 2 screens, enter the pub, go upstairs. Pick up the issue of Timber Maniacs on the table and challenge the guy on the left to cards. Just keep replying Yes. Kick his arse, then follow him to the secret room. You can get stuff from the piles of magazines. You can examine the one closest to the door 3 times for items (sometimes it won't have anything though). If you leave the room and re-enter this will refresh. So keep examining it 3 times, leaving and re-entering and repeating until you get Occult Fan II (approx 3% chance). You can then win the Siren Card off the guy.
  
- g. Head back along the path on the world map till you get to the bridge crossing the river (just beside East Academy Station). Enter the nearby forest between the 2 cliffs.

-----  
 {B4} The 'Lunatic Pandora' Laguna Dream  
 -----

Draw Points: Sleep, Confuse, Cure

Enemies: Esthar Soldier, Esthar Soldier (TERMINATOR), Gesper, Elastoid



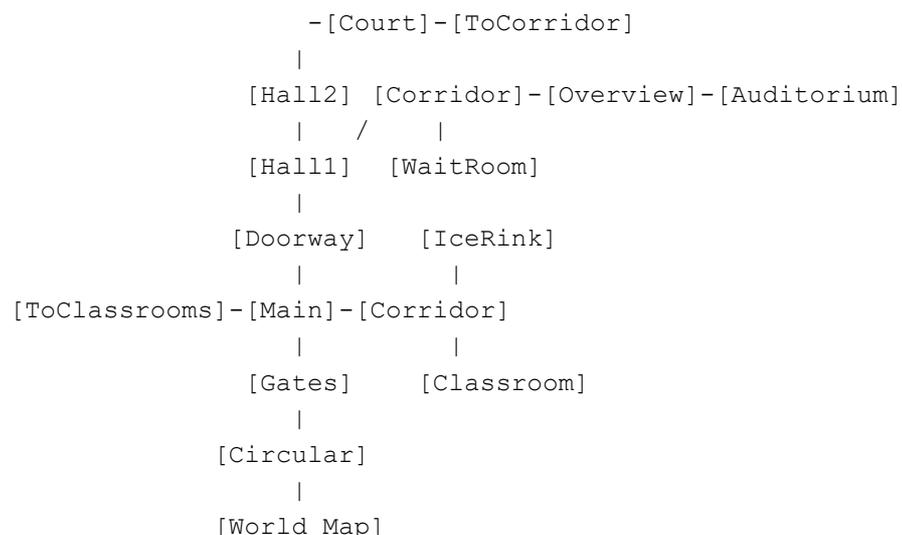
- a. Choose "Nah, just my imagination". Head forward to the [Fork]. Draw from the Sleep draw point and head forward. You'll engage in 2 forced battles. Kill off Kiros and Ward and use Break on all enemies to avoid EXP, you should still have some spells left from before.
- b. Take the right path down the ladder. Head to [Fork2] on the map. Examine the

- barriers and select 'Pick it up'. Head to [3Panels] and tamper with the middle panel. After the scene head back to [3Panels] and tamper with the right panel. Nothing will happen, but it's cool.
- Head back to [Fork] and take the left path this time and take the ladder down. Check the rubble on the left close to the front of the screen to pick up the old key (and lose it again 0\_0). Proceed to [3Panels] and examine the left panel's lever.
  - Head to the [Detonator] (you'll have to go back to [Fork] and take the right path) and examine it. First press the red switch, then examine it again and press the blue switch. Head to [Corner2] and examine the boulder.
  - Head north to the [Tunnel] and save. Head north you only have one battle. You don't get EXP from this battle so just kill them off (Break doesn't work on the cyborg soldiers anyway). You still get items and AP which is good. Usually "Soul Crush" is used on Kiros and Ward at the end of the battle (which ties in with the story) but since they're KO'd, it isn't.

```
=====
{C}                                                    DELING MISSION
=====
```

```
-----
{C1}                                                    Galbadia Garden
-----
```

Draw Points: Haste, Life, Shell, Double (hidden)



- Head into Galbadia Garden. Head to the [WaitRoom]. Talk to everyone until the story continues. When Squall leaves in a fit, head back downstairs to the main hall for a scene with Fujin and Raijin.
- Note the [Main] hall holds a Haste draw point in the light beam in the center. Head back to the front gates, talking to Quistis on the way and wait for the headmaster to come.
- Choose your own party rather than letting Irvine have his way. Put either Zell, Selphie or Quistis in with Squall to keep the party's average level low
- Head back into the main hall and SAVE. In the [IceRink] you can head into the locker where there's a Trabia exchange student, who uses Trabia card rules. We can use him to manipulate Trabia's rules and spread the open rule and abolish the random rule.
  - First head to [IceRink]. Challenge the teacher to cards and keep declining to mix rules from any other regions until he offers a game without mixing. You now have Galbadia's rules committed to memory.
  - Head to the locker room. Challenge the dude to cards and agree to mix



- a. After the FMV, talk to one of your party members. Head right from the fountain and stay at the hotel to pick up the issue of timber maniacs.

NOTE: The woman in green across the road from the hotel uses FH card rules (Elemental, Sudden Death). You can use this opportunity to manipulate their card rules. Personally I just spread the "Open" rule to FH and then committed Galbadia's rules back to memory by just challenging someone else in Deling till they stopped asking to mix rules.

- b. Head along to the shops and challenge the guy in black on the left hand side of the street. If you lost the Minimog card to the Queen of Cards earlier and talked to her about her artist father in Dollet, he will hold the Kiros card, win it. I highly recommend modding the Kiros card to get 3 Accelerators!! Use one to teach a GF the AUTO-HASTE ABILITY!! Equip it right away.
- c. Head to Caraway's mansion and talk to the guard. Select "Have him escort us out of town. Head out to the world map and head north east from deling city right to the edge of the island.

RECOMMENDED: If you don't have Diablos' Time Mag-RF yet, card some enemies on the world map till you do (being careful not to kill enemies by mistake for unwanted EXP). Now mod the Quistis card to Samantha Souls. 1 refines into 60 Triples, so refine 2 to get 100 Triples using Time Mag-RF. Junction this to Strength for an UNBELIEVABLE attack power.

It's upto you what to learn next for Diablos. Enc-Half leads to Enc-None which is very handy in a no-level game. Mug is great for upcoming boss battles. HP-J leads to HP+20% then +40% +80%, but when you get GF Brothers they can do this much quicker. Darkside is also a good ability which takes away 1/10th of your MAX HP to TRIPLE your attack. Nice!

#### JUNCTION CHECK:

- HP - Tornado (Mod Abyss Worm cards, then T Mag-RF)
- Str - Triple (see previous paragraph)
- Vit - Meltdown (Mod Gayla cards, then ST Mag-RF)
- Mag - Pain (Mod Tri Face cards, then ST Mag-RF)
- Spr - Curaga (Refine Tents or Cottages using L-Mag RF)

-----  
{C3}

Tomb of the Unknown King  
-----

Draw Points: Cura (hidden), Float, Protect

Rare Cards: Sacred, Minotaur

Enemies: Armadodo, Blobra, Buel, Forbidden

- a. Save at the save point, use the protect draw point if you wish. Head inside. Head forward one screen. Examine the sword take a note of the number.
- b. Take the right path, go round the corner. Do the same again, then head right then straight ahead. Junction Aero to elem-atk. And examine the monster. A couple of physical attacks should end the battle.
- c. Head out the room. Go forward a screen. Head right then round the corner. Go right and round the corner again, then go right. Head straight forward. Draw from the Float draw point and pull the lever at the other side.
- d. Head back out this room and forward a screen. Head right then round the corner. Head right and round the corner again. Head right and straight ahead. If you have Siren's Move/find ability, equip it and use the hidden save point. There's also a hidden Cura draw point. Examine the lever on the left. Leave the room and head forward a screen.
- e. Head right and round the corner. Then straight forward, then left. Head















k. Head forward a screen, and down the steps. Head left and examine the controls twice. When you gain control again talk to Cid twice and select "Yes". Head down the elevator and go to the end of the 2F hall. Exit through the door (if you brought Rinoa there's an extra FMV here). Head back inside.

-----  
{D5}

NORG and CC Quest Part 1  
-----

- a. You'll wake up in Squall's dorm. If Rinoa's in the party you'll give her a tour of the garden. If you go to the Infirmary reply how you like, usually a funny scene. Head to the directory. There's a guy walking about, if you talk to him he'll talk about the CC Group. If you've defeated more than 15 opponents in Balamb (excluding games in library, cafeteria and classroom) you'll be able to challenge him at cards. Beat him.
- b. Go to the training centre and take the right path. There may be a guy standing in the middle, if not leave and re-enter. This is the Joker, if you beat him he will upgrade your battle meter and he also has the Leviathan card.
- c. Head to the hall outside the dormitory (car park and cafeteria as well). There should be a SeeD walking about who is Club. If not leave and re-enter defeat him. Be wary he has very high level cards.
- d. Head to the directory, wait for the twins to settle in front of it and challenge them. They are CC Member Diamond. They have insanely high level cards so be careful.
- e. Head to B1 using the elevator. Prepare for battle. After the scenes you'll have to face NORG.

/\_ツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツ  
|. | \_ \_ \_ NAME: NORG WEAKNESS: WIND RESISTANCE: POISON  
|. \|. || \_ | \_ HP: 6800 @ LV9 DRAW: SHELL/PROTECT/ESUNA/GF LEVIATHAN  
|\_/|\_| \_| \_| AP: 20 DROP: WIZARD STONE STEAL: CIRCLET

NAME: NORG POD DRAW: CURE  
HP: 2000 FIXED  
AP: 0

NAME: LEFT ORB RESISTANCE: ALL MAGIC  
HP: 597 @ LV9 DRAW: THUNDER/LIFE  
AP: 0 STEAL: MAG UP

NAME: RIGHT ORB RESISTANCE: ALL MAGIC  
HP: 597 @ LV9 DRAW: CONFUSE/DISPEL/SLOW  
AP: 0 STEAL: SPR UP

<https://www.youtube.com/watch?v=nmjfbzTrecI>

Kill off your other party members then the NORG pod, it has 2000HP. If you have Diablos' Mug, mug the left and right orb for stat boosters then draw Leviathan from NORG and mug him too for a Circlet. Finally kill off NORG.

- 
- f. There's a hidden Bio draw point in front of the left pod. Head back to your dorm and save. Junction GF Leviathan and set it to learn Supt Mag-RF. Go to the infirmary and ask to see the headmaster. Go over all options, then head to the directory where Xu will tell you to go to the 2F balcony. Do so. You'll find Ellone in the library.
  - g. You'll wake up in your dorm, a member of your party will want you to go out







-----  
{E4}

Shumi Village  
-----

[Workshop / Artisan's House]-[Elder's House]-[village entrance]-[Elevator]

\*NOTE\*; I guess this quest could be optional, but you will get a Status Guard at the end which teaches a GF ST-Def-Jx4 which I think is essential, especially soon for GF Doomtrain later when you need Malboro Tentacles.

Also for completing the statue (first part of the quest) your SeeD rank will go up by half at your next pay.

In addition there is your main source for Ultima at this point in the game

- a. If you examined the model Moomba in FH, Shumi Village will be marked on your map. If not, it's the black dome structure in the northern continent. Inside there's some Shumi's guarding an Ultima draw point which costs 5000 gil per draw (you still have to wait for it to replenish though). Ultima's great for junctions so keep revisiting it till you get 100. Make sure you have a good Mag-J and Mag+% abilites equipped to get a good yield.
- b. Head down the elevator. Go to [Artisan's House]. Talk to him a few times to see the models then pick up the issue of Timber Maniacs.
- c. Head to the [Workshop] and head up the back. Agree to speak to the elder and go to the [Elder's House] (one with the Moomba outside).
- d. Go back to the statue and talk to Sculptor. Agree to help. The blue stone is on the left of the screen. Head to the [village entrance] between the hotel and other building there's a big blue stone, examine it to get the wind stone. Head back and give it to Sculptor.
- e. The life stone is on the tree roots on the wall right of the Elder's house. Take it back to Sculptor. The shadow stone is on the same screen as the Ultima draw point. Check the shadows on the right of the screen for it. The Ultima draw point should have replenished by now so draw. Take the shadow stone back to Sculptor.
- f. The water stone is just right beside Artisan in the sink in his house. Take it to Sculptor, then go to the [Elder's House]. Leave and you'll receive a [Phoenix Pinion]. Choose "Explain what it all meant".
- g. Exit the village and re-enter (use the Ultima draw point while you're out). Go back to the statue and talk to the Attendant. Go to the [Elder's House] and talk to him. Talk to the Moomba outside. Head back and talk to the Attendant. Go back and talk to the Elder. Now talk to the Attendant, then head next door and talk to Artisan, and then back to the Elder again.
- h. Go to FH and talk to the Grease Monkey. He'll give you the Moomba doll. Go to Artisan's house in Shumi Village. The Master Fisherman will be outside if you done the quest in FH. Go back and talk to the Elder to receive a [Status Guard]. I recommend using this on a GF right away to learn ST-Def J\*4.

-----  
{E5}

\*\*\*\*OPTIONAL\*\*\*\*

Chocobo Forests  
-----

If you don't want to read the following you can simply watch this video;

<https://www.youtube.com/watch?v=I-pcAnmwhiE>

\*THIS QUEST IS HIGHLY OPTIONAL\* The only real reward is the Chicobo card, which is also required for the Queen of Cards quest (which then leads to another rare card). Both can be aquired easily later on.

ON DISK 4 YOU WILL HAVE TO COME BACK TO SOLVE ONE OF THE FORESTS TO GET THE RAGNAROK BACK, but I recommend just leaving it till then.

Chocobo Forests are the dome shaped forests you'll find on the world map. The first one is right beside Shumi Village. Go in and talk to Chocoboy and he'll explain how it works for 1,000gil. You will receive a ChocoSonar and ChocoZiner.

During the puzzle you use the {CARD} button to bring up the menu. When you select Sonar you can hold the {MENU} button to search for hot points where a Chicobo can rise or drop (the bar flashes full and a different sound is made). You can then bring up the menu using {CARD} and select the Ziner. When you press {MENU} 1 or more Chicobo's will fall/rise. The aim is to get 1 Chicobo left on the screen and then talk to it. After this the Chocobo will come out and you can search for hidden stone(s) the same way.

[The Beginner's Forest]

Location: Beside Shumi Village

Solution: Use the sonar starting from Chocoboy, and walking north east, a few steps later it will react, then use the Ziner.

Stone: Use the Sonar in the north-eastern part of the forest until it reacts, then use the Ziner and the Chocobo comes and digs up the Aura Stone for you.

[The Basics Forest]

Location: South from Shumi Village

Solution: Use the sonar around the middle of the forest till it reacts then use the Ziner. Now use the Ziner beside the chicobo closest to Chocoboy (don't face the Chicobo though or it won't work).

Stone: The stone's way to the left. Sonar then Ziner.

[The Roaming Forest]

Location: Slightly north-east of Trabia Garden.

Solution: There'll already be 2 chicobos to start with. Use the Ziner beside the front one (facing away from it so you're not talking to it by mistake). Now use the Sonar/Ziner in the middle of the forest and 3 chicobos will fall down. Now go to the entrance of the forest, just to the right there'll be a spot so Ziner that. Finally use the Ziner beside the chicobo beside Chocoboy.

Stone: The stone is north, behind the chocobo.

[The Forest of Solitude]

Location: The Forest is hard to find. It's is on the most north-eastern point of the Centra continent: you'll have to stop garden before the small mountain range so Squall can walk around them (the garden's too big).

Solution: Although there's only one chicobo, the point is EXTREMELY hard to find . It's north of chocoboy and \*slightly\* west from him.

Stone: Challenge Chocoboy to cards and tell him to move out the way: the stones are where he was standing, tho again you have to get the \*exact\* right point.

Note: I used the Sonar to find the spot, and when I tried hitting the {CARD}

button, the menu wouldn't come up =/ So I had to move a tiny bit then go back to the spot before I could bring the menu up to use the Ziner.

[The Forest of Fun]

Location: Near the lighthouse south-west on the Centra continent.

Solution: Use the sonar around the middle of the forest till it reacts and use the Ziner. 3 chicobos will drop. Now Sonar inbetween the chicobos and Chocoboy and use the Ziner, another will fall. Now sonar south of Chocoboy, slightly to the left. When it reacts use the Ziner and another chicobo will drop. Use the Ziner AGAIN IN THE SAME SPOT and the chicobo you just dropped bowls the others over.

Stone: Use the sonar in the north-east corner till it reacts. The stones are here.

[The Enclosed Forest]

Location: This forest is located on the most south-eastern point of the Centra continent. You'll have to dismount garden at a small nearby beach and walk some of the way.

Solution: Sonar the north-west part of the forest, then Ziner when you hit a point. 2 chicobos will drop. The next point is a step just north-east of Chocoboy. Another chicobo will drop and one will go up. Ziner the point where the chicobo just went up (on the right). It will drop down again. The next point is at the north-most point (slight to the right). Another chicobo will fall down

Stone: Use the Sonar/Ziner at the most north-east point.

[Chocobo Holy Area]

<https://www.youtube.com/watch?v=IBh5xURAMlo>

Head to the Roaming Forest (beside Trabia Garden), mount the chocobo. Head south east, and go into the shallow waters at the long vertical beach. Keep heading south-east through the shallows till you reach the beach going into the Grandidi forest. Enter the beach on the west-most part, and there's a little opening in front. Take it and head north till you find the chocobo holy area.

Approach the Chocobo's who will do a dance ONLY IF YOU'VE COMPLETED ALL THE FORESTS. Talk to the Chicobo to get the [Chicobo Card], after this talk to Chocoboy, then ride the Chocobo out and back to garden. (head south, slightly west, back through the opening onto the beach. Be careful not to go out another beach which will take you to the west of the continent).

-----  
{E6}

\*\*\*\*\*OPTIONAL\*\*\*\*\*

Winhill  
-----

\*HIGHLY OPTIONAL\* - The only rewards are a Holy Stone, Gysahl Greens and a Phoenix Pinion. Not worth it imo

- a. Make sure Quistis or Irvine are in your party and head to Winhill, it's on the south-west part of the west continent (should be marked on your map).
- b. Enter the big mansion at the top of the town square. Talk to the guy on the stairs. For the first vase piece examine the armour on the left then walk

- away. When it falls to pieces pick up the green vase piece.
- Go to the pub (Raine's house), go upstairs and talk to the woman a few times till she mentions the flowers downstairs. Go downstairs and examine the flowers on the table to the front right. Examine the ghost, then the cat. You'll receive another vase piece.
  - Head south over the bridge and follow the old lady into the flower shop. Examine the flowers on the front right for the 3rd vase piece
  - Head south again to the chocobo crossing. Run into a chicibo and it'll drop a vase piece. The second time it'll drop a Gysahl Greens. The 3rd will drop a Phoenix Pinion (even though it says Phoenix Down). If you do it a couple more times mommy comes out and punts you.
  - Head back to the mansion and talk to the owner TWICE and you'll get a Holy Stone.

-----  
 {E7}

Liberating Balamb  
 -----

Draw Points: Cure, Thunder  
 Rare Cards: Pandemona  
 Magazines: Combat King 002

- Enter Balamb. Talk to the guard, walk away then approach him again. Make a party (which will include Zell). Go into Zell's house, and head right into the other room.
- Head to the hotel and talk to the guards outside. Go to Zell's room in the house and save. Now go to the end of the docks and talk to the guard with the dog.
- Back to Zell's house and talk to his mum. Back to the docks and talk to the dog. Follow it to the train station. Now head back to Zell's house and save. I don't recommend boosting your attack much to avoid killing the next bosses without mugging them. Make sure you have Mug equipped then head to the hotel.

```

/_ツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツ\
|. | _ _ _ NAME: RAIJIN (+2 G-Soldiers) WEAKNESS: POISON RESISTANCE: THUNDER
|. \|. || _ |_ HP: 2800 @ LV7 DROP: 1xSTR UP MUG: 2xSTR UP
|_ /|_| _| _| AP: 10 DRAW: THUNDER/THUNDARA/SHELL/PROTECT
https://www.youtube.com/watch?v=z4YB491\_exY

```

Kill off your other 2 party members. I recommend not pulling the trigger when mugging so you get a few shots at stealing before killing him. Make sure you mug him for his 2 Str Ups. Couple of physical attacks will knock him down. You won't get any EXP from the G-Soldiers, don't worry.

\ ----- /

```

/_ツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツ\
|. | _ _ _ NAME: RAIJIN (2ND TIME) WEAKNESS: POISON RESISTANCE: THUNDER
|. \|. || _ |_ HP: 3200 @ LV8 DROP: 1xSTR UP MUG: 2xSTR UP
|_ /|_| _| _| AP: 10 DRAW: THUNDER/THUNDARA/SHELL/PROTECT

NAME: FUJIN WEAKNESS: POISON RESISTANCE: WIND
HP: 2400 @ LV8 DROP: MEGALIXIR MUG: MEGALIXIR OR HERO
AP: 10 DRAW: AERO/CURA/LIFE/GF PANDEMONA
ALSO DROPPED: COMBAT KING 002

```

[https://www.youtube.com/watch?v=z4YB491\\_exY](https://www.youtube.com/watch?v=z4YB491_exY)

Draw GF Pandemona from Fujin. Mug them both before killing them with physical



Now win the Chicobo card back off her son. Go back to Balamb Garden. There's a guy sitting on the bench outside the entrance to the Library. If he's not there exit the screen and re-enter. Remember not to mix rules. He has the Chubby Chocobo card.

SUGGESTION: Why not go back to Shumi Village and draw from the Ultima draw point

IMPORTANT: If you don't have 100 Silences, go buy 50 Echo Screens from a shop and refine them using ST Mag-RF. Also make sure you have Break spells handy (refine Softs using ST Mag-RF). This is essential for a battle in the next section.

Now is also an ideal time to get some good ST-Def-Js. Head to the training center and equip Squall with at least LV Up and Draw. Draw 100 Sleeps, use LV UP till you can draw Berserk (the Grat has to be Lv20+), draw 100 of them, and use LV UP again till you can draw Confuse (Grat has to be Lv30+) and draw 100.

Mod Tonberry (or King) cards to Chef's Knife, and refine 4 of them to get 100 Death spells.

Junction Berserk/Sleep/Confuse/Death to ST-Def. Awesome.

-----  
{E9} Battle of the Gardens: Balamb  
-----

Enemies: G-Soldier, Elite Soldier, GIM52A, Paratrooper

- a. Go to the south west of the Centra continent and approach Galbadia Garden. You'll have to prepare a few orders. Choose "Prepare for attack", "Prepare for Defense" and "Take care of the junior classmen". Head down the elevator.
- b. Talk to Quistis and form a party then go down the elevator. Talk to the folk on the bridge and proceed. Talk to the boy with the blonde hair to receive a [Cottage]. Talk to the other guys, then head to the Quad downstairs. Approach Zell then talk to Rinoa.
- c. Start heading back up the stairs and you'll switch to Zell's party. Keep heading left. After the scene go to the front gates. As Squall I recommend saving in the hall. Junction 100 Silences to ST-Def (if you don't have them refine them from M-Stone Pieces). Then make sure you have the Auto-Haste ability equipped.
- d. Head to the 2F Classroom to battle 4 Paratroopers. You should be fully protected against their Silence and Slow attacks. Use Break on them to avoid EXP. Talk to the SeeD beside the children after the battle. Head up to the bridge for one of the best scenes in the game.
- e. Head to the end of the 2F hallway and talk to the kid. When the paratrooper corners you don't move, just press {CONFIRM} and select "Look around for another option". {CONFIRM} again, then "Press the button for emergency exit". This mini game is a pain in the arse. If you successfully block enough times you'll get the option for a Deathblow. Personally I just use a combination of all the moves, sometimes it works, sometimes not. You can try again anyway.
- f. Head left through the battle field. After naming Squall's ring, pick any option then head to the 2 trees in the distance and use the hidden Aura draw point between them (get the Mag+% abilities on and a good Mag-J beforehand).

-----  
{E10} Battle of the Gardens: Galbadia  
-----

Draw Points: Aura (hidden), Life, Shell, Protect, Haste (hidden)  
, Double (hidden)





use it on GF Alexander. Med Data is required before you can learn Med LV Up which is required to acquire GF Doomtrain who is coming soon. This will speed things up considerably as Med Data requires 200AP. Set Alexander to learn Med LV Up.

I would use the Royal Crown you mugged Edea for to teach a GF Mag+60% as well.

OPTIONAL: WEAPONS MONTHLY

?. Go to the training center, take the left path and pick up the issue of Weapons Monthly July Issue (it's near the back of the screen).

a. Head to Edea's House (the lighthouse nearby). Go north to the next screen and pick up the issue of Timber Maniacs. Proceed and talk to Cid. Follow him. Talk to Edea till she repeats herself and try to leave.

SUGGESTION: Why not go back to Shumi Village and draw from the Ultima draw point

OPTIONAL: MANIPULATING CENTRA'S CARD RULES (to get the Edea card)

?. After the scene you'll be back on the bridge in Balamb Garden. Commit Balamb's card rules to mind by challenging Quistis over and over and declining until she stops offering to mix rules. Now head to Edea's house and challenge her to cards and select "Quit" from the rules screen. Hopefully the "Open" rule will spread. If something else happens just reset and try again (unless the Random rule gets abolished, settle for that lol). If nothing happens you can try again as long as she still offers to mix rules. If not, reset.

?. You have 2 options, you can either try and abolish the Random rule (which means committing another regions rules to mind that has a rule other than Same /Plus/Open, which means covering a lot of ground), or you can simply mod off all your weak cards so you'll get a decent hand when playing her. Good luck winning the Edea card off her.

HIGHLY RECOMMENDED!!!: Time to learn some GF abilities. Refer to section {E3} on how to. Make sure you learn Tonberry's Haggle and Familiar, Alexander's Med LV Up, Pandemona's Spd-J (if you didn't mug Cerberus for the Spd-J Scroll). Set Pandemona to learn the Spd+% abilities after this.

REMEMBER TO WATCH YOUR 'EXP TO NEXT LEVEL' DOESN'T GET TOO LOW.

Now that you have Spd-J, refine an Accelerator (leftover from modding the Kiros card) to 100 Hastes using Time Mag-RF and junction it to Spd.

b. Head to the infirmary and talk to Rinoa.

-----  
{F2}

The 'Ruby Dragon' Laguna Dream  
-----

Enemies: Mesmerise, Ochu, Bite Bug, Gayla, Ruby Dragon

a. If you picked up the issue of Timber Maniacs in Shumi Village like I said, Ward won't be in this dream. The Ruby Dragon mini game can be frustrating get a hit in when you can and block the rest of the time.

<https://www.youtube.com/watch?v=doDnQLUm6nk>

b. After the scene select "H-hold on a sec...". Go to the save point. You'll get to fight a real Ruby Dragon now. At Lv45+ you can draw Flare/Meteor from it. Junction 100 Drains to ST-Atk (mod it from Vampire Fangs from Red Bat cards using Supt Mag-RF), 100 Tornadoes + Firaga to Elem Def-J. For abilities have the LV UP, Card and Draw commands. Also equip Auto-Haste, HP+80% and Mag+60% . Add a Str+40% if you have the extra slot.

c. During battle kill off Kiros. The LV UP command doubles the enemies level

which should be 6/7/8. Use it THREE times. So it should either be level 48/56 or 64. You will know what level it is because the first time you use LV UP it will say "The level raised by X". X is the level it starts at. Either way it'll be a high enough level to draw Flare/Meteor so get 100 of each. At Lv48 it's HP will roughly be 35,000, Lv56 about 40,000 and Lv64 about 50,000.

It's fire/wind attacks should heal you. Start attacking it, keeping a rough note of how much HP you're hitting it for. When it's under about half HP try using Card. If not hit it a few more times and try again. IF YOU NEED TO HEAL AT ANY POINT ATTACK IT; as you have drain on ST-Atk you should heal while hitting it.

NOTE: You don't have to worry about it's lethal "Breath" attack as it won't use it if one or more party members are KOD.

-----  
{F3}

The White SeeD Ship  
-----

Draw Points: Holy  
Rare Cards: Shiva  
Magazines: Timber Maniacs

- a. When you're back to reality head to Edea's house again. Talk to her to receive a letter. She says the White SeeD ship is in an inlet somewhere in the Centra continent.
- b. If you bring up the big world map. From Edea's House the next small island to the north (slightly east). This small island has a cup at the top of it, the White SeeD ship sits in here. Approach it.
- c. After the scene head further into the ship to meet Watts and Zone. Follow Zone upstairs and talk to him 3 times. It's upto you whether to keep it or "Give it to him for free". If you do you'll receive the Shiva card and a Pet Nametag. Read the last issue of Timber Maniacs and head back down.
- d. Head through the door on the right. After the scene draw from the Holy draw point (equip Mag+% and a good Mag-J before drawing). Talk to the white SeeD again for a scene.

OPTIONAL: COMBAT KING

- ?. Head to Balamb with Zell in the party and talk to a girl at the entrance (if she's not there talk to the girl with pigtails in Balamb Garden Library). Then go talk to Zell's ma. Spend a night at the hotel and head downstairs. You'll receive [Combat King 003].

-----  
{F4}

Great Salt Lake and The 'Esthar' Laguna Dream  
-----

Draw Points: Meteor (Hidden), Thundaga  
Enemies: Vysage, Lefty, Righty

- a. Go to FH, and walk right with Rinoa. Talk to Rinoa to continue. Talk to Edea. Choose any option. Pick a party and follow the party members to the world map.
- b. Save then approach the lake. Pick a party again and proceed forward. Remember when you're picking a party to choose the lowest level members. Head up the skeleton head and right. If you head right there's a hidden Meteor draw point . Cross the spine bridge. On the next screen head north past the Thundaga





to go back in. Talk to the Presidential Secretary beside the door. When she leaves examine the pile to receive [Occult Fan IV].

- a. Head inside and keep challenging Odine to cards until he doesn't want to mix rules. He has the Ward card, win it off him.

OPTIONAL: COMBAT KING

- ?. Leave the palace and head to the point marked 'K' on the map. Talk to the E-Soldier (this will help with getting an item later).

- b. Head to the mall (south-east on the map). When you approach either side of the screen. You'll be able to go shopping. When you visit a shop you may receive a free gift, but only 1 of each. These are the gifts;

Cloud's Shop - Hi-Potion/X-Potion

Johnny's Shop - Hi-Potion/Mega-Potion

Karen's Shop - Hi-Potion/Mega-Phoenix

Cheryl's Shop - Rosetta Stone

Get all of them, especially the Rosetta Stone; it can take a while, the chances are low. USE IT ON A GF IMMEDIATELY TO TEACH ABILITY\*4. YOU CAN NOW EQUIP 4 ABILITIES AT ONCE! Awesome.

IMPORTANT: Make sure you visit all the shops (Cheryl's store's never open though) so that you can access them on Disk 4 using Tonberry's 'Call Shop' ability. Johnny's Shop isn't always open so keep trying and make sure you get it.

The Pet Shop sells Power Wrists which can be refined to 10xAura Stone's using Tool-RF. These can then be refined to Aura magic using Supt Mag-RF using Supt Mag-RF. Get 100 Aura's. If you can't afford it sell some items.

IMPORTANT: ACQUIRING GF DOOMTRAIN

You need 4 items to get GF Doomtrain

6 Steel Pipes - Mod Elastoid (Lv5) cards. If you don't have enough head to the screen north of the mall. The guy who walks on screen uses 1 or 2 Lv5 cards per match. Keep playing him till you get enough.

6 Remedy+ - If you farmed AP from Cactuars earlier like I suggested, you'll have Alexander's Med Lv Up ability. Use it to refine 60 Remedies (but them from the item shop, again sell stuff if you need the money) into 60 Remedy+

6 Malboro Tentacles - On the world map in the 'Great Plains of Esthar' you can encounter Malboros. At Lv30+ there's a high chance they'll drop 8 Malboro tentacles. Junction Confuse/Berserk/Sleep to ST-Def. Equip LV Up and Card. Use LV Up till the Malboro is over Lv30 (when it says 'you raised the level by X' take the number and multiply it by 2 to get its new level), weaken it and card it being careful not to kill it. Since there's a good chance you'll be Silenced (so can't use Scan), here's its HP for different levels;  
42750 (@Lv30), 57200 (@Lv40), 71750 (@Lv50), 86400 (@Lv60)

The final item is Solomon's Ring. Exit to the world map and head to Tear's Point (it's marked on the big map). Walk all the way to the end and pick up the [Solomon Ring], right of the Reflect draw point. Simply use the item in your inventory, it will use up the Steel Pipes, Remedy+s and Tentacles we've collected to release GF Doomtrain =] Junction it and set it to learn Forbid Med-RF!!

- c. Exit to the World Map again and head to Lunar Gate (also marked on the map). Go inside the complex. Follow the woman then the guy. Choose "...I'll do whatever it takes" then "...Trust Zell". Pick another party member to take with you then select "...Yeah". Walk into the capsule.
- d. As Zell exit and choose another party member to take along. Equip Enc-None if you have it and head back to Esthar (if not run from all random battles).

- e. Go to Dr Odine's Lab (check map). You can take the elevator as soon as you're in town to it. Tell the Assistant you're there to see Odine. Head inside and talk to him.
- f. After the briefing leave the lab and the timer will start.

OPTIONAL: COMBAT KING PART 2

- g. Go to point 'K' on the map (exit the lab, go left, left, up, right, right). If you talked to the soldier here earlier, talk to the soldier running about to get [Combat King 004]. Head right a screen and we're at Contact Point 1 (marked '1' on the map). Wait till the timer hits 15mins.
- h. You'll have to battle an Eltie and G-Soldier here. Use Break on them both to petrify them and avoid EXP. I recommend keeping Enc-None on. Draw from the Meteor draw point on the way in if you want.

NOTE: IF YOU CAN'T FIND THE ITEMS I'M TALKING ABOUT FROM THIS POINT FORWARD IT'S BECAUSE YOU DIDN'T FOLLOW THE INSTRUCTIONS DURING THE 'ESTHAR' LAGUNA DREAM ON DISK 1 PRECISELY.

- i. Go up elevator 03 on the right first. Go down the stairs on the front right then down the ladder. Go in the tunnel on the right and pick up the LuvLuvG.
- j. Head left 2 screens and check all the holes for a [Power Generator] - GREAT ITEM, a Silence draw point (useless) and a [Phoenix Pinion]. Head left again and pick up [Combat King 005] (near the front on the right). In the door on the back left is a hidden Ultima draw point. Equip abilities and a good Mag-J to get a good Magic stat before drawing.
- k. Go all the way back to Elevator 03 and take it down. Head up Elevator 01. Use the Holy draw point then head up the screen and check the recess on the left for a [Spd-J Scroll]. Go up a screen, there's a hidden save point here. Go north again and you'll get punted out. Shit, Pandora's reached Tear's Point.

-----  
{F6}

Lunar Base  
-----

Draw Points: Meteor, Meltdown  
Rare Cards: Alexander (Piet), Laguna (Ellone)

- a. Talk to Piet (the man in white) then approach Rinoa. Follow Piet then go through the door between him and the guard. Exit the room and save.

OPTIONAL: ALEXANDER CARD AND QUEEN OF CARDS QUEST CONTINUED

Note; This is a lot of work, but is required to continue the Queen of Cards quest if you're doing it. Also the Alexander card mods to Moon Curtains which teach Auto-Shell to a GF which is awesome. However you need to keep the card to finish the Queen of Cards quest, and of course Doomtrain can learn this ability, which is why I'm not gonna bother...

- ?. As the Lunar Base region uses ALL the card rules, a rule will be abolished after a game (might take a few attempts). You're trying to win 2 rare cards up here, both players use high level cards. It's a good idea to abolish the Random rule, so here's what to do.  
Now that you've saved go back to the room Rinoa's in and challenge the guard and select "Quit" from the play screen. Repeat this until a rule is abolished - if it's not "Random" reset and try again.  
There's 7 rules (open/sudden death/elemental/same/same wall/plus/random) so there's only a 1/7 chance you'll get it. If it's taking to long you can settle for abolishing "Plus". If you keep getting the same results between resets try challenging someone else on the base, that's what I had to do.
- ?. Save your game after getting a good rule abolished (if you're in the control room you'll have to stand beside your other party member and watch the scene before you can leave). Now exit and keep heading north to get to the control

room. Challenge Piet to cards and win the Alexander card off him. TAKE YOUR TIME. There's a lot of rules going on. When you get it go back and save.

NOTE: The Alexander Card can be modded to Moon Curtains which will teach a GF the Auto-Shell ability which is great =] BUT HOLD ONTO IT JUST NOW SO YOU CAN FINISH THE QUEEN OF CARDS SIDE QUEST. GF Doomtrain can learn this also

- b. If you didn't do the optional section, then exit the room and proceed. Head north to the drive room. Stand beside your party member to watch the scene.
- c. Head up the stairs and go in the room at the end of the corridor. If you want the Laguna card challenge Ellone to cards BEFORE TALKING TO HER. After talking to her, start heading back to Rinoa. After the scene head south to find her possessed. Head to the control room and approach her. Check the monitor when your party member prompts.
- c. Head back upstairs into the corridor. After the FMV enter the room beside the fallen man. Check one of the black changing rooms to the top of the screen to change into a spacesuit. Proceed to the left.
- f. Head down till the door closes then come back up. Go back to the corridor. Go back to the control room. Talk to Piet. After the FMV talk to Ellone and follow her. Save if you wish and proceed. Talk to Ellone again and go into the pod. After the scenes talk to Ellone once more.
- g. You'll soon have to rescue Rinoa. Hold the {MENU} button and center Rinoa on the screen.

-----  
{F7}

Ragnarok  
-----

Draw Points: Cura, Life, Full-Life (hidden)

Enemies: Propagator

<https://www.youtube.com/watch?v=qtrQKTBYBbM>

- a. Save your game and move to the left. Go through the door. After the scene go through the next door, we've got company. Propagator's are weak. Kill off Rinoa first, a physical attack or 2 is enough to take them down. Junction Death to ST-Atk too if you wish. Don't mug them, they drop better stones. You have to kill them in pairs or they regenerate so follow the instructions carefully.
- b. Head down the stairs and kill the first purple propagator. Head through the door on the north and immediately run through the door on the left to avoid the red propagator. Kill the purple propagator here.
- c. Head back to the right and kill the red propagator here. Go left twice, and south past the green propagator. Kill the red one here.
- d. Go back north and kill the green propagator you just passed. Go south again and down the stairs where you killed the first purple propagator. There's a small door on the wall underneath the stairs, go through that. Kill the 2nd green propagator.
- e. Go back upstairs and back along the bridge south. Kill the yellow propagator here. Go north and north again. Go in the door to the left of the fallen green propagator. Go up the elevator in the middle.
- f. After the scenes head back inside and go in the room left of the elevator. After the scene exit and head up the elevator. You're now in control of the Ragnarok! =D
- g. With the Ragnarok if you bring up the big world map and press {CONFIRM} on a destination, it will fly there on Auto-Pilot. Do this for the 'Sorceress Memorial'. Enter the building and approach the guards. Head inside. Go get Rinoa and exit.
- h. Head to Edea's House using auto-pilot. Examine Angelo and follow it left. Examine Angelo again then talk to Rinoa. Try to head outside and Edea will







Use this to convert them to 6 Remedy+.

- d. Malboro Tentacles. Make sure you have ST Def-Jx4. If Cerberus hasn't learned it yet (you need to learn Mag-J before the ST Def-Js) use the Status Guard you gained from the Shumi Village quest on him. Junction at least 100 Confuse, Berserk and Sleeps to ST Def then head to Grandidi Forest in the Esthar continent. You can encounter Malboros here (they're quite rare, but be persistent). Use LV Up on them, if you get them over level 30 you'll have a better chance of stealing more tentacles. Mug them and card them being careful not to kill them by mistake. Get 6 of them altogether.
- e. After you have all the items use the Solomon Ring and you'll receive GF Doomtrain. Junction it, and set Forbid Med-RF then Auto-Shell to learn.

-----  
{G4}

Good Junctions and Magic Before Moving On  
-----

Make sure you have 100 of the following magic;

Ultima - Draw from Shumi Village. If you defeated Ultima Weapon and have Eden's Forbid Mag-RF you can refine the Ultima Stones you won.

Full-Life - Already have 100 from drawing from Bahamut. If you forgot you can mod the Phoenix card to 3 Phoenix Spirits, and refine 1 into 100 Full-Lives using L Mag-RF. You can also steal them from Toramas (remember to junction Death to ST-Def so you don't get caught out).

Meltdown - You should have had this AGES ago. Mod Gayla cards or steal from Gaylas to get Mystery Fluids. Refine using ST Mag-RF.

Triple - Mod Quistis card into Samantha Souls and refine 1 to 60 Triples using Time Mag-RF. Can also mod the Squall card to Three Stars which refines to 100 Triples.

Meteor - LV Up a Ruby Dragon to over Lv40 then draw Meteor from it, then run. If you can't run scan it to see its HP, get it to critical and card it.

Aura - Esthar The Pet Shop sells Power Wrists which can be refined to 10xAura Stones using Tool-RF. These can then be refined to Aura magic using Supt Mag-RF using Supt Mag-RF. Get 100 Aura's.

Pain - Mod Tri-Face cards or mug them for Curse Spikes (remember to card them after). ST Mag-RF these to 10 Pain Magics each. An alternative method is to draw from Elnoyle (see 'Holy' below for Elnoyle encounters).

Haste - If you modded the Kiros card earlier to get Auto-Haste, you'll still have a couple of Accelerators left. Use Time Mag-RF to refine 1 to 100 Haste Magics. This is if you didn't draw them from Biggs, or the GIM52A's at the D-District Prison.

Tornado - Mod Abyss Worm cards to Windmills and refine to Tornado's using T Mag-RF. Should have had these ages ago.

Holy - Mug Elnoyle's for Moon Stones and use L Mag-RF to refine them to 20 Holys each. Check my Esthar map for the point marked "E". If you talk to the shadowed man here you'll encounter an Elnoyle. You can leave the screen and re-enter and he'll be back. You can't run from these encounters. It's also worth noting you can't LV Up an Elnoyle (since you can draw Holy from it at higher levels). They have fairly high HP at low levels so you shouldn't kill it before mugging. Remember to card it to avoid EXP.

GETTING YOUR JUNCTIONS SORTED - Pick one for your style of play

Suited for Magic Defense					Alternative; Suited for Strength							
HP	Full-Life	4800	Spd	Haste	50		HP	Meteor	4600	Spd	Triple	70
Str	Meteor	75	Eva	Tornado			Str	Ultima	100	Eva	Tornado	
Vit	Meltdown	80	Hit	Double			Vit	Meltdown	80	Hit	Double	
Mag	Triple	70	Luck	Aura	40		Mag	Pain	60	Luck	Aura	40
Spr	Ultima	95					Spr	Full Life	85			
Alternative; Suited for Magic Power						Suited for HP;						
HP	Meteor	4600	Spd	Triple	70		HP	Ultima	6000	Spd	Triple	70
Str	Aura	70	Eva	Tornado			Str	Meteor	75	Eva	Tornado	
Vit	Meltdown	80	Hit	Double			Vit	Meltdown	80	Hit	Double	
Mag	Ultima	100	Luck	Pain	40		Mag	Pain	60	Luck	Aura	40
Spr	Full Life	85					Spr	Full Life	85			

NOTE: The numbers beside are the amount 100x the spell affect that stat.

-----  
 {G5} PuPu  
 -----

- a. Equip Enc-None and go to the following areas on the world map where you can encounter a UFO (yes, even with Enc-None on). Check the menu to make sure you're in the right place.
  - Mandy Beach (the beach east from Timber)
  - Winhill Bluffs (beside Winhill)
  - Kashkabald Desert (the desert on the eastern side of the Centra continent)
  - Heath Peninsula (tiny island east on the Trabia continent)
- b. After you've encountered the UFO at each of these places, go to the most northern part of the Grandidi Forest (Esthar continent) and land the Ragnarok . Destroy the UFO and you'll receive an Aegis Amulet.
- c. Make sure you have 5 Elixirs in stock and the Item command equipped. If you don't have the Elixirs you can either mod the Angelo card, or if you can buy them from Johnny's Shop (Esthar Shop!!!). If you don't have the cash and you have Tonberry's Haggle/Sell High abilities you can buy as many Tents/Cottages you can get, refine them to Mega-Potions using Recov Med-RF, then sell them back at a higher price.
- d. Go to where Balamb garden used to be in the Balamb continent and circle the crater to encounter PuPu. Use 5 Elixirs on him and you'll receive the rare Lv5 PuPu card. NEVER MOD IT as you can never win it back.

-----  
 {G6} \*\*\*\*OPTIONAL\*\*\*\* Queen of Cards  
 -----

- a. You should've left the Queen of Cards in Dollet, if not it'll be Balamb. Lose the Alexander card to her (without mixing rules). Talk to her afterwards and make sure she's going to Balamb (or Dollet).
- b. Win the Alexander Card back off her son. I recommend modding it to Moon Curtains and teaching Doomtrain the Auto-Shell ability to speed things up. (Doomtrain learns it naturally but at 250AP it's a long wait).
- c. Go to Timber Pub and win the Doomtrain card from the guy in the back right corner.
- d. Now go to Balamb/Dollet wherever you sent the Queen of Cards and lose the Doomtrain card to her.



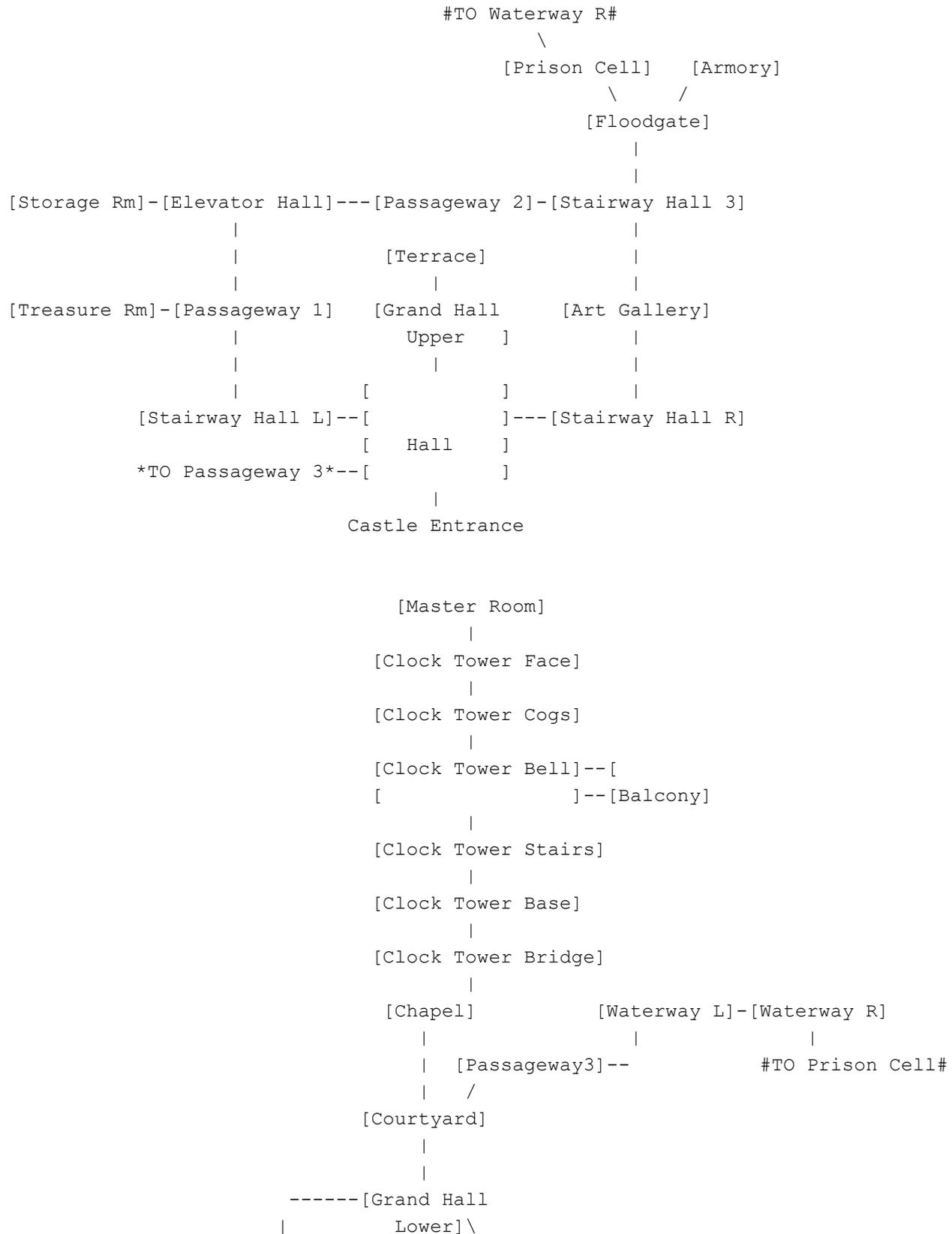




NOTE: A lot of bosses in here are vulnerable to Slow. Junction this to ST Atk

\*The map is fairly straightfoward. From the hall you can go to Passageway 3 on the 2nd map. And the same with the Prison Cell to Waterway R.

\*If your 2nd party isn't standing on the switch point in [Grand Hall Lower] and you stand on the chandelier in [Grand Hall Upper], you'll fall down to [Grand Hall Lower]







- \ ----- /
- l. Unlock what you want now, I went for [Save]. Head all the way back to the main hall. Go left and north through the hall exit to the right. Back where Party B is again. Again go through the north door, examine the left side of the fountain for the [Treasure Vault Key].
  - m. Go back to the Main Hall again, up the stairs but go left this time and through the door. Go downstairs and through the door. In this hall there's a door on the left side, not far in. The key will be used, enter.
  - n. Junction Quake or Water to Elem-Atk. Open the 2nd coffin, close the 3rd, open the 1st, then open the 4th.

```

/_ツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツ\
|. | _ _ _ NAME: CATOBLEPAS WEAKNESS: EARTH/WATER RESISTANCE: THUNDER
|. \|. || _ |_ HP: 13500 @ LV7 DROPS: STATUS ATK
|_ /|_ | _ | AP: 30 DRAW: METEOR/GF ALEXANDER
https://www.youtube.com/watch?v=oxUBMm6jvtw

```

With Earth/Water on Elem Atk it should only take a couple of physical attacks. It'll use Meteor as a final attack.

- \ ----- /
- o. Again unlock what you want, I went for [GF] this time.

OPTIONAL: If you want the Rosetta Stone

Head back a screen and switch to Party B. With Party B, head to where Party A is (check step 'm' if you forgot). As everyone's on the same spot, you can change party members. Put all the Guys in one party and the Girls on the other.

- p. With the Girl party, head north into the hall and instead of going left to where you fought Catoblepas, just head north and go on the green circle and switch to the Guys party.
- q. Head back to the main hall, right at the top of the stairs, to and through the Art Gallery. Instead of going downstairs between the armor like before, go upstairs and through the door on the left. Head left through the hall saving if you wish.
- r. Head left again and step on the Green Circle, and switch to the Girl Party. Head left and grab the [Floodgate Key]. Go back and switch to the Guys Party. Go all the way back to the Main Hall, and back to the right side of the castle, through the Art Gallery and down the stairs.
- s. Go over the left bridge and examine the lever TWICE and all the water will drain. Back to the Main Hall, and through the lower left door, north through the hall and exit to the top right. Go through the door to the north, and north past the fountain again. Approach the Organ at the back of the room and examine it.
- t. Press all 4 buttons at EXACTLY the same time and hold until the sound stops. Exit back to the fountain and go north-east. If you can't get through, you'll have to go back try again with the organ. When the spikes are gone enter the door to the right. Go right through the waterway and examine the box at the end to receive a [Rosetta Stone]. Awesome!
- u. Exit to the south to unlock a door to where you fought the Red Giant. This reveals a handy shortcut.

END OPTIONAL

Head back to the room with the organ in it and go up the stairs. Go over the bridge and in the door. There's a hidden Save Point here if you wish to use it. Head all the way up the stairs and jump onto the bell from the left hand side. Junction all Firaga/Thundaga/Blizzaga to Elem Def (or simply Flare) and exit to the balcony.







Drain	400	13	30	20	24	6	2	5	4
Aura	3400	70	22	24	24	10	2	50	40
Haste	500	12	16	20	20	50	8	10	10
Slow	500	12	16	20	20	40	8	10	10
Stop	800	18	20	30	24	48	10	20	10
Quake	2600	40	20	40	20	7	3	30	12
Demi	1600	34	18	36	18	12	3	14	10
Double	200	15	6	18	6	10	4	40	2
Triple	1400	70	10	70	10	70	16	150	30
Bio	700	24	15	24	15	5	2	4	4
Break	1000	20	20	34	35	10	4	10	12
Blind	100	6	5	12	10	3	1	30	2
Silence	100	6	5	12	10	4	1	3	2
Berserk	300	13	8	14	8	5	2	4	3
Sleep	100	6	5	12	10	4	4	3	2
Confuse	700	22	18	28	18	18	3	8	8
Pain	2800	42	38	60	45	4	1	50	40
Meltdown	1500	24	80	20	20	3	1	12	8
Meteor	4600	75	34	52	34	30	12	40	22
Ultima	6000	100	82	100	95	60	23	60	60
Float	200	8	15	8	15	16	3	12	20
Scan	100	5	5	5	5	3	1	3	3

-----

HP

Ultima 6000  
Full life 4800  
Meteor 4600  
Holy 3800  
Aura 3400  
Flare 3200

Str

Ultima 100  
Meteor 75  
Aura/Triple 70  
Flare 56  
Holy 55  
Tornado 48

Vit

Ultima 82  
Meltdown 80  
Full Life 80  
Regen 70  
Curaga 65

Mag

Ultima 100  
Triple 70  
Pain 60  
Meteor 52  
Holy 45

Spr

Ultima 95  
Full life 85  
Reflect 72  
Curaga 65

Regen/Dispel 60

Death 58

This document is copyright chewybaws and hosted by VGM with permission.