

Final Fantasy VIII GF Distribution Guide

by geekboyzero

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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
GF ALLOCATION GUIDE v. 2.1

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I. VERSION HISTORY

- 02.23.05 / v. 1.0 - First guide created
 - Final Setup added
 - Guide rejected by GameFAQs :P
- 02.24.05 / v. 1.1 - Leveling Up setups added
 - GF Items section added
- 02.27.05 / v. 2.0 - Added setups for the entire game
 - Guide accepted by GameFAQs :)
- 03.03.05 / v. 2.1 - Improved on some of the setups
 - Added Neoseeker.com to list of approved sites

II. BORING STUFF

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Feel free to e-mail me regarding this guide. I'll try to get back to you if the message warrants a reply. I won't put everything you send to me in the guide; but if you send me something that really adds something to this guide, I'll give you credit.

The latest version of this guide can be found at one of the following websites:

- http://brandon.pulpexplosion.com/FF8_GF_Distribution.txt
- <http://www.gamefaqs.com>
- <https://www.neoseeker.com>

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1. INTRODUCTION - Why Write This?

On my first trek into Ultimecia's Castle, I found myself wondering what the best setup was for distributing my GFs. For instance, I wanted to make sure all the major stat junctions were available for all three party members, and I also wanted as many characters as possible to have the Initiative ability. I couldn't find anything like this in any of the numerous FAQs on Final Fantasy VIII, so I did the work for myself and eventually turned it into this guide.

Why not just use items to add needed abilities to GFs? Well, the items can sometimes be hard to come by. There just aren't items for some abilities (Hit-J and Initiative, for example). Sometimes, the items are better used by refining them into other things, like Pulse Ammo or Ultima spells. You're free to add abilities however you want, but these setups will require the least work to have fully-junctioned characters.

2. THE SETUPS

The setups here are made for Squall and two other character archetypes: a physical powerhouse (we'll call him Fighter), and a magic user (we'll call her Healer). Why do it this way? It makes things much easier when you're Junction Exchanging between characters and/or parties. Instead of trying to figure out all the distribution issues every time you switch party members, you just Junction Exchange a Fighter for a Fighter, and a Healer for a Healer. If you don't like that, feel free to do it your own way--just be aware that this guide won't do you any good.

I use Zell and Irvine as Fighters, and Rinoa and Quistis as Healers--the reason being that Zell and Irvine have physical limit breaks, while Quistis and Rinoa have magic-based ones. That leaves Selphie. While leveling her up, it's best to stick her as a Healer; but since Rinoa and Quistis are better magic users than Selphie (in my opinion), I usually stick her in the party opposite Squall and have her take over his Junctions in multi-party scenarios. Really, it's up to you how you

assign these characters, but these are my suggestions.

So, using this guide, here's how you pick your party:

- Squall or Selphie
- Zell or Irvine
- Rinoa or Quistis (or possibly Selphie)

In multi-party scenarios, the other party is just made of the remaining three characters.

One more note: I usually give new setups when you acquire new GFs. You may actually want to hold off on the new setups until the new GFs have learned all the abilities (usually Junctions) that you want. For instance, once you get Pandemona, I list him (her?) as a Spd-J on Squall, even though Pandemona has to gain 120 AP to learn Spd-J. That's why I list the GF that provides the ability: so you can make sure to learn the needed abilities first.

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 [2.1] DISC 1
 =====

You can start this setup as soon as you begin the Dollet mission. To begin with, stick your Fighter with Ifrit, your Healer with Quezacotl, and Squall with Shiva. Although Siren has the Mag Bonus ability and is better-suited for the Healer, stick her on the Fighter for now to get better Junction coverage. (Thanks to Mr Hangman for pointing this out.) I recommend getting Diablos as soon as possible to make use of his great abilities--I got him immediately after receiving the lamp from Cid. Give Diablos to Squall, as Diablos and Shiva don't overlap each other at all. When you get Brothers, give them to your Healer. This should carry you through until the end of Disc 1.

Although it's a good idea to avoid gaining any levels until later in the game, REALLY try to avoid it in Disc 1, since Squall won't be getting any level-up bonuses with this setup.

When you get Carbuncle, stick him on the Fighter, to give him a Vit-J and Abilityx3.

[Siren, Brothers, and Diablos are in brackets because you don't start with them. So you won't have these abilities in the beginning of Disc 1. That's all this means.]

	FIGHTER	HEALER	SQUALL
HP Bonus	--	[Brothers]	--
Str Bonus	Ifrit	--	--
Mag Bonus	[Siren]	--	--
HP-J	Ifrit	Quezacotl	[Diablos]
Str-J	Ifrit	[Brothers]	Shiva
Vit-J	--	Quezacotl	Shiva
Mag-J	[Siren]	Quezacotl	[Diablos]
Spr-J	--	[Brothers]	Shiva
Hit-J	--	--	[Diablos]
Elem-Atk-J	Ifrit	Quezacotl	Shiva

Elem-Defx2	Ifrit	Quezacotl	Shiva
ST-Atk-J	[Siren]	--	--
ST-Def-Jx2	[Siren]	--	--
Abilityx3	--	--	[Diablos]
HP+80%	--	[Brothers]	[Diablos]
Str+40%	Ifrit	--	--
Vit+40%	--	--	Shiva
Mag+40%	--	Quezacotl	[Diablos]
Spr+40%	--	--	Shiva
Mug	--	--	[Diablos]
Doom	--	--	Shiva
Card	--	Quezacotl	--
Mad Rush	Ifrit	--	--
Treatment	[Siren]	--	--
Defend	--	[Brothers]	--
Darkside	--	--	[Diablos]
Enc-None	--	--	[Diablos]
Move-Find	[Siren]	--	--

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Ifrit	Quezacotl	Shiva
Siren	Brothers	Diablos

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[2.2] EARLY DISC 2

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This setup kicks in after you get Leviathan and lasts until you get Pandemona. Switch Siren back to the Healer and give Leviathan and Carbuncle to the Fighter. You might want to wait until Carbuncle has learned all his junctions before you switch over to this setup.

	FIGHTER	HEALER	SQUALL
HP Bonus	--	--	Brothers
Str Bonus	Ifrit	--	--
Vit Bonus	Carbuncle	--	--
Mag Bonus	--	Siren	--
Spr Bonus	--	Leviathan	--
HP-J	Ifrit	Quezacotl	Diablos
Str-J	Ifrit	Brothers	Shiva
Vit-J	Carbuncle	Quezacotl	Shiva
Mag-J	Carbuncle	Quezacotl	Diablos
Spr-J	Leviathan	Brothers	Shiva
Hit-J	--	--	Diablos
Elem-Atk-J	Ifrit	Quezacotl	Shiva
Elem-Defx2	Ifrit	Quezacotl	Shiva
ST-Atk-J	Carbuncle	Siren	--
ST-Def-Jx2	Carbuncle	Siren	--
Abilityx3	Carbuncle	--	Diablos
HP+40%	Carbuncle	Brothers	--
HP+80%	--	Brothers	--

Str+40%	Ifrit	--	--
Vit+40%	Carbuncle	--	Shiva
Mag+40%	--	Quezacotl	Diablos
Spr+40%	Leviathan	--	Shiva
Mug	--	--	Diablos
Counter	Carbuncle	--	--
Auto-Reflect	Carbuncle	--	--
Auto-Potion	Leviathan	--	--
Doom	--	--	Shiva
Card	--	Quezacotl	--
Mad Rush	Ifrit	--	--
Treatment	--	Siren	--
Defend	--	Brothers	--
Darkside	--	--	Diablos
Recover	Leviathan	--	--
Enc-None	--	--	Diablos
Move-Find	--	Siren	--

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Ifrit	Quezacotl	Shiva
Carbuncle	Siren	Diablos
Leviathan	Brothers	

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[2.3] LATE DISC 2 / EARLY DISC 3
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This kicks in as soon as you get Pandemona, but you might want to wait until you get Cerberus to switch over to this setup. Also, Alexander could just as easily go on Squall (which would give him Elem-Def-Jx4). Alexander's just kind of an odd-man-out with this setup.

Don't gain any levels! Once you get Cactuar in Disc 3, you can gain all the levels you want. In fact, that's what the next setup is devoted to.

	FIGHTER	HEALER	SQUALL
HP Bonus	--	Brothers	--
Str Bonus	Ifrit	--	--
Vit Bonus	--	Carbuncle	--
Mag Bonus	--	Siren	--
Spr Bonus	--	Leviathan	--
HP-J	Ifrit	Brothers	Diablos
Str-J	Ifrit	Brothers	Shiva
Vit-J	Quezacotl	Carbuncle	Shiva
Mag-J	Quezacotl	Siren	Diablos
Spr-J	Cerberus	Brothers	Shiva
Spd-J	Cerberus	--	Pandemona
Hit-J	Cerberus	--	Diablos
Elem-Atk-J	Ifrit	Leviathan	Shiva
Elem-Defx2	Ifrit	Leviathan	Shiva
Elem-Defx4	Alexander	--	--
ST-Atk-J	Cerberus	Siren	--
ST-Def-Jx2	Cerberus	Siren	--

ST-Def-Jx4	Cerberus	--	--
Abilityx3	Cerberus	Carbuncle	Diablos
HP+40%	--	Brothers	Diablos
HP+80%	--	Brothers	Diablos
Str+40%	Ifrit	--	Pandemona
Vit+40%	--	Carbuncle	Shiva
Mag+40%	Quezacotl	Siren	Diablos
Spr+40%	Alexander	Leviathan	Shiva
Spd+40%	Cerberus	--	Pandemona
Mug	--	--	Diablos
Med-Data	Alexander	--	--
Counter	--	Carbuncle	--
Expendx2-1	Cerberus	--	--
Auto-Reflect	--	Carbuncle	--
Auto-Potion	--	Leviathan	--
Auto-Haste	Cerberus	--	--
Initiative	--	--	Pandemona
Card	Quezacotl	--	--
Treatment	--	Siren	--
Defend	--	Brothers	--
Darkside	--	--	Diablos
Recover	--	Leviathan	--
Revive	Alexander	--	--
Enc-None	--	--	Diablos
Move-Find	--	Siren	--

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Ifrit	Siren	Shiva
Quezacotl	Brothers	Diablos
Cerberus	Carbuncle	Pandemona
Alexander	Leviathan	

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[2.4] LEVELING UP (WITH SQUALL)

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Most people will tell you not to level up in Final Fantasy VIII. This is because the monsters level up with you, so the game can actually become harder as you level up. However, toward the end of the game (in Disc 3), you gain access to most of the Bonus skills that award stat raises upon leveling up. Once you gain access to these, leveling up can actually be beneficial. How much you do is up to you, but here's a way to get the most out of it.

I didn't really include two GFs in this chart: Bahamut and Eden. The reason for Eden is that the lower levels of the Deep Sea Research Center are among the best places in the game to level up, and you can't get Eden until after that. The reason for Bahamut... well, I was assuming you'd want to get some leveling done before fighting Bahamut. If you DO have Bahamut, I paired him with Cactuar to make full use of all of Cactuar's Bonus abilities (remember that Bahamut has Abilityx4). (All GFs can learn Abilityx4 with the Rosetta Stone. Read more about it in Section 4.)

In major fights, I usually have the Healer at full health and the

Fighter and Squall at lower health so they can use their Limit Breaks. That's why I gave the Healer the Vit and Spr Bonuses--so she can stay alive longer. I gave the Fighter the HP Bonus so he can have as many HP as possible while keeping the number in the critical zone. For Squall, I usually give him the Str, Vit, and Spr Bonuses (with Abilityx4, I add the HP Bonus), but it's really up to you and how you use him.

This setup was made assuming you're leveling up Squall along with the others. If Squall is already at level 100 (or if you kill him off to level up other party members), the next setup will probably work better for you.

	FIGHTER	HEALER	SQUALL
HP Bonus	Brothers	--	Cactuar
Str Bonus	Ifrit	--	Cactuar
Vit Bonus	--	Carbuncle	Cactuar
Mag Bonus	--	Siren	Cactuar
Spr Bonus	--	Leviathan	Cactuar
HP-J	Ifrit	Carbuncle	Diablos
Str-J	Ifrit	--	Shiva
Vit-J	Quezacotl	Carbuncle	Shiva
Mag-J	Cerberus	Siren	Diablos
Spr-J	Brothers	Leviathan	Shiva
Spd-J	Cerberus	[Eden]	Pandemona
Eva-J	--	[Eden]	Cactuar
Hit-J	Cerberus	[Eden]	Diablos
Luck-J	--	--	Cactuar
Elem-Atk-J	Ifrit	Leviathan	Doomtrain
Elem-Defx2	Ifrit	Leviathan	Pandemona
Elem-Defx4	--	Alexander	Doomtrain
ST-Atk-J	Cerberus	Siren	Doomtrain
ST-Def-Jx2	Cerberus	Siren	--
ST-Def-Jx4	Cerberus	--	Doomtrain
Abilityx3	Cerberus	Alexander	Diablos
Abilityx4	--	--	[Bahamut]
HP+40%	Brothers	Carbuncle	Diablos
HP+80%	Brothers	--	Diablos
Str+40%	Ifrit	--	Pandemona
Str+60%	--	--	[Bahamut]
Vit+40%	--	Carbuncle	Shiva
Mag+40%	Quezacotl	Siren	--
Mag+60%	--	--	[Bahamut]
Spr+40%	--	Leviathan	Shiva
Spd+40%	Cerberus	--	Pandemona
Eva+30%	Tonberry	--	Cactuar
Luck+50%	Tonberry	[Eden]	Cactuar
Mug	--	--	Diablos
Med Data	--	Alexander	--
Counter	--	Carbuncle	--
Expendx2-1	Cerberus	--	Cactuar
Expendx3-1	--	[Eden]	--
Auto-Reflect	--	Carbuncle	--
Auto-Shell	--	--	Doomtrain
Auto-Protect	--	--	[Bahamut]
Auto-Haste	Cerberus	--	--
Initiative	Tonberry	--	Cactuar

Auto-Potion	Tonberry	Leviathan	Cactuar
Move-HP Up	Tonberry	--	Cactuar
Card	Quezacotl	--	--
LV Down/Up	Tonberry	--	--
Treatment	--	Siren	--
Defend	Brothers	--	Cactuar
Darkside	--	[Eden]	Diablos
Recover	--	Leviathan	--
Absorb	--	--	Doomtrain
Revive	--	Alexander	--
Alert	Cerberus	--	--
Enc-None	--	--	Diablos
Move-Find	--	Siren	--
Rare Item	--	--	[Bahamut]

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Quezacotl	Siren	Shiva
Ifrit	Carbuncle	Diablos
Brothers	Leviathan	Pandemona
Cerberus	Alexander	Doomtrain
Tonberry	[Eden]	[Bahamut]
		Cactuar

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[2.5] LEVELING UP (WITHOUT SQUALL)
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Same as above, but Squall is already at level 100 and won't need level-up bonuses. Also, the Fighter and Healer have access to all bonuses--so now, you have the freedom to boost the Healer's strength or the Fighter's magic or spirit stats if you want to.

	FIGHTER	HEALER	SQUALL
HP Bonus	Cactuar	Brothers	--
Str Bonus	Cactuar	Ifrit	--
Vit Bonus	Cactuar	Carbuncle	--
Mag Bonus	Cactuar	Siren	--
Spr Bonus	Cactuar	Leviathan	--
HP-J	Quezacotl	Carbuncle	Diablos
Str-J	Cerberus	Ifrit	Shiva
Vit-J	Quezacotl	Carbuncle	Shiva
Mag-J	Cerberus	Siren	Diablos
Spr-J	Cerberus	Leviathan	Shiva
Spd-J	Cerberus	[Eden]	Pandemona
Eva-J	Cactuar	[Eden]	--
Hit-J	Cerberus	[Eden]	Diablos
Luck-J	Cactuar	--	--
Elem-Atk-J	Quezacotl	Leviathan	Doomtrain
Elem-Defx2	Quezacotl	Leviathan	Pandemona
Elem-Defx4	--	Alexander	Doomtrain
ST-Atk-J	Cerberus	Siren	Doomtrain
ST-Def-Jx2	Cerberus	Siren	--
ST-Def-Jx4	Cerberus	--	Doomtrain

Abilityx3	Cerberus	Alexander	Diablos
Abilityx4	Bahamut	--	--
HP+40%	--	Carbuncle	Diablos
HP+80%	--	Brothers	Diablos
Str+40%	--	Ifrit	Pandemona
Str+60%	Bahamut	--	--
Vit+40%	--	Carbuncle	Shiva
Mag+40%	Quezacotl	Siren	Diablos
Mag+60%	Bahamut	--	--
Spr+40%	--	Leviathan	Shiva
Spd+40%	Cerberus	--	Pandemona
Eva+30%	Cactuar	--	Tonberry
Luck+50%	Cactuar	[Eden]	Tonberry
Mug	Bahamut	--	Diablos
Med Data	--	Alexander	--
Counter	--	Carbuncle	--
Exp2-1	Cactuar	--	--
Exp3-1	--	[Eden]	--
Auto-Reflect	--	Carbuncle	--
Auto-Shell	--	--	Doomtrain
Auto-Protect	Bahamut	--	--
Auto-Haste	Cerberus	--	--
Initiative	Cactuar	--	Pandemona
Auto-Potion	Cactuar	Leviathan	Tonberry
Move-HP Up	Cactuar	--	Tonberry
Card	Quezacotl	--	--
LV Down/Up	--	--	Tonberry
Treatment	--	Siren	--
Defend	Cactuar	Brothers	--
Darkside	--	[Eden]	Diablos
Recover	--	Leviathan	--
Absorb	--	--	Doomtrain
Revive	--	Alexander	--
Alert	Cerberus	--	--
Enc-None	--	--	Diablos
Move-Find	--	Siren	--
Rare Item	Bahamut	--	--

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Quezacotl	Ifrit	Shiva
Cerberus	Siren	Diablos
Bahamut	Brothers	Pandemona
Cactuar	Carbuncle	Doomtrain
	Leviathan	Tonberry
	Alexander	
	[Eden]	

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[2.6] FINAL SETUP

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This is an ideal setup for tackling Ultimecia's Castle, but it applies for any boss battles toward the end of the game. This setup assumes a few things:

1. You have all GFs.
2. You have all abilities.
3. You're not worried about HP bonus, Str bonus, Mag bonus, or anything related to leveling up. (So you'll probably be using Enc=None.)
4. You don't care too much about lower-level abilities, like Card and Mad Rush. You can still use them, but I didn't take them into account for this chart.

Anyway, without further ado, the Final Setup:

	FIGHTER	HEALER	SQUALL
HP-J	Ifrit	Brothers	Diablos
Str-J	Ifrit	Brothers	Shiva
Vit-J	Quezacotl	Carbuncle	Shiva
Mag-J	Cerberus	Siren	Diablos
Spr-J	Cerberus	Brothers	Shiva
Spd-J	Cerberus	Eden	Pandemona
Eva-J	Cactuar	Eden	--
Hit-J	Cerberus	Eden	Diablos
Luck-J	Cactuar	--	--
Elem-Atk-J	Quezacotl	Brothers	Shiva
Elem-Defx2	Ifrit	Leviathan	Pandemona
Elem-Defx4	Alexander	--	Doomtrain
ST-Atk-J	Cerberus	Siren	Doomtrain
ST-Def-Jx2	Cerberus	Siren	--
ST-Def-Jx4	Cerberus	--	Doomtrain
Abilityx3	Cerberus	Carbuncle	Diablos
Abilityx4	--	--	Bahamut
HP+80%	--	Brothers	Diablos
Str+40%	Ifrit	--	Pandemona
Str+60%	--	--	Bahamut
Vit+40%	--	Carbuncle	Shiva
Mag+40%	Quezacotl	Siren	Diablos
Mag+60%	--	--	Bahamut
Spr+40%	Alexander	Leviathan	Shiva
Spd+40%	Cerberus	--	Pandemona
Eva+30%	Cactuar	Tonberry	--
Luck+50%	Cactuar	Tonberry	--
Mug	--	--	Diablos
Med Data	Alexander	--	--
Counter	--	Carbuncle	--
Expendx2-1	Cactuar	--	Bahamut
Expendx3-1	--	Eden	--
Auto-Reflect	--	Carbuncle	--
Auto-Shell	--	--	Doomtrain
Auto-Protect	--	--	Bahamut
Auto-Haste	Cerberus	--	--
Initiative	Cactuar	Tonberry	Pandemona
Auto-Potion	Cactuar	Tonberry	--
Move-HP Up	Cactuar	Tonberry	--
Treatment	--	Siren	--
Defend	Cactuar	Brothers	--
Darkside	--	Eden	Diablos
Recover	--	Leviathan	--
Absorb	--	--	Pandemona
Revive	Alexander	--	--

Enc-None	--	--	Diablos
Move-Find	--	Siren	--
Rare Item	--	--	Bahamut

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Quezacotl	Siren	Shiva
Ifrit	Brothers	Diablos
Cerberus	Carbuncle	Pandemona
Alexander	Leviathan	Doomtrain
Cactuar	Tonberry	Bahamut
	Eden	

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3. GENERAL TIPS - Why I Made That Chart the Way I Did

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This is a bit of my reasoning behind all that madness above. It made sense to me, but I thought I'd better write it out to give people a better understanding of GF distribution.

- In a perfect world, every character would have junctions for HP, Strength, Vitality, Magic, Spirit, and Speed. That's first priority when choosing GFs.
- If you give one or two characters Spd-J, don't expect to get much use out of the remaining one or two characters. Spd-J is the first thing I make sure every character has.
- Initiative can be invaluable--especially if you want to start a fight with low HP to enable Limit Breaks. That little trick allowed me to kill Ultima Weapon in four turns before he had a chance to do anything.
- Make sure every character has Abilityx3. (Abilityx4 can be substituted, if you so desire.)
- Squall doesn't need Hit-J. All of his weapons have a hit value of 255. Selphie's final weapon also has a hit value of 255, which is part of why I lumped the two of them into one category.
- Squall doesn't need a high Luck stat, either. His critical hits are determined by how competent you are at pressing the trigger button. A Luck-J better serves the Fighter, as it gives him more critical hits.
- If you plan on using Enc-None, that's one less ability available to the character equipped with it. That's why I usually pair Bahamut (Abilityx4) with Diablos (Enc-None).
- There are a couple GFs I call "Big Fight Preparation GFs." These GFs are Cerberus, Carbuncle, and Doomtrain. I put each of these on a different character so that you can call them in the first three turns if you so desire.

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4. GF ITEMS

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These setups are usually pretty balanced; but occasionally, you'll have

one that's really lacking in a particular area. That's where the GF items come in. Here are a few of the more notable ones and how you can get your hands on them.

HP-J Scroll	GF learns "HP-J" Ability
Str-J Scroll	GF learns "Str-J" Ability
Vit-J Scroll	GF learns "Vit-J" Ability
Mag-J Scroll	GF learns "Mag-J" Ability
Spr-J Scroll	GF learns "Spr-J" Ability
How to get:	Buy in Timber Pet Shop (with Familiar)
Other uses:	See Gaea's Ring, Hyper Wrist, Adamantine, Magic Armlet, and Royal Crown
Spd-J Scroll	GF learns "Spd-J" Ability
How to get:	Mug Cerberus
	Find in Lunatic Pandora
Other uses:	10 will refine into 1 Jet Engine
Luck-J Scroll	GF learns "Luck-J" Ability
How to get:	Mug Odin
	Find during Obel Lake sidequest
Other uses:	1 Luck-J Scroll --> 1 Luck Up
Aegis Amulet	GF learns "Eva-J" Ability
How to get:	Drop from UFO
	50 Barriers --> 1 Aegis Amulet
Other uses:	2 Aegis Amulets --> 1 Spd Up
	1 Aegis Amulet --> 100 Haste spells
Elem Atk	GF learns "Elem-Atk-J" Ability
How to get:	1000 Energy Crystals (!) --> 20 Samantha Souls
	--> 1 Elem Atk
	1 Ifrit card --> 3 Elem Atks
Other uses:	1 Elem Atk --> 4 Elixers
Elem Guard	GF learns "Elem-Defx4" Ability
How to get:	5 Diamond Armors --> 1 Elem Guard
	1 Selphie card --> 3 Elem Guards
Other uses:	1 Elem Guard --> 4 Elixers
Status Atk	GF learns "St-Atk-J" Ability
How to get:	20 Royal Crowns --> 1 Status Atk
	1 Siren card --> 3 Status Atks
Other uses:	1 Status Atk --> 4 Elixers
Status Guard	GF learns "St-Defx4" Ability
How to get:	Found in Shumi Village sidequest
	1 Doomtrain card --> 10 Status Guards
Other uses:	1 Status Guard --> 4 Elixers
Rosetta Stone	GF learns "Abilityx4" Ability
How to get:	Found in Cheryl's Shop, Esthar (while Lunatic Pandora is passing over)
	Found in Ultimecia's Castle
	1 Shaman Stone --> 1 Rosetta Stone
Other uses:	1 Rosetta Stone --> 1 Shaman Stone
Gaea's Ring	GF learns "HP+80%" Ability
How to get:	100 HP-J Scrolls --> 10 Giant's Rings --> 1 Gaea's Ring

1 Ward card --> 3 Gaea's Rings
 Other uses: 1 Gaea's Ring --> 1 HP Up

Hyper Wrist GF learns "Str+60%" Ability
 How to get: Mug Bahamut
 100 Str-J Scrolls --> 10 Power Wrists --> 1
 Hyper Wrist
 1 Zell card --> 3 Hyper Wrists
 Other uses: 10 Hyper Wrists --> 1 Str Up

Adamantine GF learns "Vit+60%" Ability
 How to get: Drop from Adamantoise (lvl. 30+)
 20 Vit-J Scrolls --> 10 Orihalcons --> 1
 Adamantine
 1 Minotaur card --> 10 Adamantines
 Other uses: 5 Adamantines --> 1 Vit Up
 20 Adamantines --> 1 Steel Curtain

Magic Armlet GF learns "Spr+60%" Ability
 How to get: 10 Force Armlets --> 1 Magic Armlet
 1 Rinoa Card --> 3 Magic Armlets
 Other uses: 10 Magic Armlets --> 1 Spr Up
 20 Magic Armlets --> 1 Moon Curtain

Royal Crown GF learns "Mag+60%" Ability
 How to get: Mug Edea (Galbadia Garden)
 100 Spr-J Scrolls --> 10 Hypno Crowns --> 1
 Royal Crown
 1 Edea Card --> 3 Royal Crowns
 Other uses: 10 Royal Crowns --> 1 Mag Up
 20 Royal Crowns --> 1 Status Atk

Rocket Engine GF learns "Spd+40%" Ability
 How to get: 100 Spd-J Scrolls --> 10 Jet Engines --> 1
 Rocket Engine
 1 Irvine card --> 3 Rocket Engines
 Other uses: 5 Rocket Engines --> 1 Spd Up

Three Stars GF learns "Expendx3-1" Ability
 How to get: Found during Obel Lake sidequest
 Mug Ultima Weapon
 Drop from Omega Weapon
 1 Squall card --> 3 Three Stars
 Other uses: 1 Three Stars --> 100 Triple spells

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5. WHAT'S NEXT?

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Just corrections. E-mail me if you find anything wrong here.

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6. THANK-YOUS, CREDITS, AND OTHER STUFF

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Thanks to Headmaster_Cid, Mr Hangman, Vilurum, and anyone who's helped to refine this guide.

Thanks to GameFAQs.com for hosting the guide, and doing everything else that they do.

I'm a Christian, but I feel kind of cheesy thanking God for this guide; however, I would like to briefly express how much I appreciate Him just being there.

Thanks to Square for making such great games. (But no thanks for stopping after FF9!)

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7. ABOUT THE AUTHOR
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Brandon is a deadbeat college graduate with little discernable purpose in life. But he's in a band. He plays bass and acoustic guitars and drums, and he rocks out really hard. If you want to know more than that, go to his personal website:

<http://brandon.pulpexplosion.com>

He also runs a web-zine with no purpose or direction:

<http://www.pulpexplosion.com>

And he contributes to a blog that discusses Christian faith and Liberal politics:

<http://bornagainliberal.blogspot.com>

Brandon has one interest and only one interest, and that is candy. If you have some, please let him know.