

Final Fantasy VIII Maximum Stats Guide

by GirlWithPigtail

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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.

MAXIMUM STATS GAINING GUIDE

for Final Fantasy VIII (Playstation)

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Best viewed with Courier New font

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INTRODUCTION

First of all, this won't be a step-by-step Final Fantasy VIII guide. I'll just gonna tell you what you should have and what should not to gain maximum statistics of the charas, and it'll be your call to do it or not. Refer to other game walkthru for a complete story and others. Just be warned that this guide will take you to over 200 hours of game play time, just to finish disc 3. Your own risk.

This is the second version of the guide, in which I've updated some major stuff inside. I also goes way much deeper about tips on playing this low-level guide. But the real reason I update this FAQ is coz I'm replaying FFVIII since I missed my hunny Zell.... Teehee.... ;P

Ready? Here we go.

ABOUT CHARACTER STATS

The aim of this guide is to help you gain the max out of your charas stats: HP, Str, Vit, Mag, Spr, Spd, Eva, Hit and Luck. Below's a brief explanation of 'what' the stats means:

HP: Hit Points or Health Points (it's the same thing anyway), the number of 'life' your charas had. The higher, the more chance of 'living'. It will be white when you're healthy, yellow when your at critical, and red when it's zero (a.k.a.: DEAD!).

Str: Strength, the bigger the number, the higher damage you'll inflict when you hit your opponent with physical attacks.

Vit: Vitality, the bigger the number, the lower damage you'll receive when you're hit by physical attacks.

Mag: Magic, the bigger the number, the higher damage you'll inflict when you attack your opponent with magic attacks. If you use healing magics (Cure/Cura/Curaga), you will also heal more if you have higher Mag stat.

Spr: Spirit, the bigger the number, the lower damage you'll receive when you're attacked by magic attacks. But beware, if you use healing magics (Cure/Cura/Curaga), you will also heal less if you have high Spr. If you prefer to use Items to heal, than it's no problemo.

Spd: Speed, the bigger the number, will cause the ATB (what's an ATB means or do, please refer to other completed guide) to move faster and your chara will get more turns in battle. Speed could also be increased by casting "Haste" magic and could also be decreased by casting "Slow" magic.

Eva: Evade, the bigger the number, the more chances for your chara to dodge physical attacks, causing no damage and will "miss" instead. Eva stat usually also increase along when your chara's Spd stat increased.

Hit: Hit (d-oh), the bigger the percentage number, the more chances for your chara to hit perfectly to an opponent. The lower the percentage, the more "miss" your chara will do to an enemy. Hit could also be lowered by casting "Blind" magic. Charas with gunblades as their weapon will have a perfect Hit of 255% starting from the beginning of the game (they are Squall and Seifer) and they will never miss, even under the "Darkness" status but they will not be able to do the R1 trigger if they got "Darkness".

Luck: Luck (another d-oh), the bigger the number, the more chances of getting lucky (d-oh again), like getting more critical hits, appearances of GF Odin and Gilgamesh, getting rare items, etc. Charas with gunblades will never do a critical hit, due to the R1 trigger function.

The max number you could get for these stats are 9999 for HP, and 255 for the rest. However, there are only 5 (five) stats that can REALLY be maxed out by using both GF's "- Bonus" abilities and the "- Up" items. They are HP, Str, Vit, Mag, and Spr. Spd and Luck have no "- Bonus" abilities available from the GFs, but there are "- Up" items for them. But without PocketStation or Angelo Search, you can only gain extra stat for Luck just ONCE, yes, once, due to the fact that the item needed to be refined as "Luck

Up" item is only one to be found in the entire normal course of the game. So choose wisely who's gonna get it if you don't own PocketStation or you're too lazy to do Angelo Search. While Hit and Eva has no mean whatsoever to be maxed, except junctioning them. We won't discuss Hit and Eva therefore.

HOW TO GAIN EXTRA STATS?

GFs abilities that could help to level up the stats are: HP Bonus (you'll gain additional 30 points for every levelling ups), Str Bonus, Vit Bonus, Mag Bonus and Spr Bonus (all these will give you 1 additional point for every levelling ups). These means, you can't get additional points for other stats since there are no "- Bonus" abilities for them. Another bad news is, you can only junction four of these abilities while levelling up since there are only four non-command abilities, so you have to choose which ones you wanna get additional points by levelling up, while the remaining one will hafta use "- Up" items.

What are the "- Up" items?

HP Up: This item will increase your HP by 20 per item (not 30 like HP Bonus). You could get this item by refining 1 Gaea's Ring for 1 HP Up (Forbid Med-RF). 1 Gaea's Ring can be gotten by refining 10 Giant's Ring (GF Abil-RF), which can be bought in Esthar Shop with Familiar.

Str Up: This item will increase your strength by one per item. You could get this item by Mugging or Defeating Raijin in every encounter you get with him. You could also refine 10 Hyper Wrist for 1 Str Up (Forbid Med-RF), 1 Monk's Code for 1 Str Up (Forbid Med-RF). 1 Hyper Wrist can be gotten by refining 10 Power Wrist, which can be bought in Esthar Shop with Familiar.

Vit Up: This item will increase your vitality by one per item. You could get this item by refining 5 Adamantine for 1 Vit Up (Forbid Med-RF). Adamantine can be gotten by defeating Adamantoise. Just defeat both of them, don't bring the Mug ability into battle, and of course, DON'T MUG any of them. Adamantoise can be found at the shores of Long Horn Island, North of Dollet.

Mag Up: This item will increase your magic by one per item. You could get this item by Mugging Left Orb during your fight against NORG. You could also refine 10 Royal Crown for 1 Mag Up (Forbid Med-RF). 1 Royal Crown can be gotten by refining 10 Hypno Crown, which can be bought in Esthar Shop with Familiar.

Spr Up: This item will increase your spirit by one per item. You could get this item by Mugging Right Orb during your fight against NORG. You could also refine 10 Magic Armllet for 1 Spr Up (Forbid Med-RF). Magic Armllet can be gotten by refining Rinoa's card.

Spd Up: This item will increase your speed by one per item.

You could get this item by refining 2 Aegis Amulet for 1 Spd Up (Forbid Med-RF), 50 Jet Engines for 1 Spd Up (Forbid Med-RF), 5 Rocket Engine for 1 Spd Up (Forbid Med-RF), 1 Hundred Needles for 1 Spd Up (Forbid Med-RF). 1 Hundred Needles can be gotten by refining 100 Cactus Thorns. Cactus Thorns can be gotten by defeating/mugging Cactuars or refining 1 Cactuar Card for 1 Cactus Thorn.

Luck Up: This item will increase your luck. You could get this item by refining 1 Luck-J Scroll for 1 Luck Up. Luck-J Scroll can be gotten from Minde Island as part of Obel Lake Mystery Sidequest. And I didn't know any other way to get it unless via PocketStation and maybe Angelo Search.

How to use this items? Simply open the Item option from the menu, select Use, point to the item and point to the chara you want it to be used.

CHARACTERS OF FFXVIII

These are the charas and their starting level, if you keep Squall at level 7:

<1> Your first chara will be Squall (default name). He'll start at level 7. If you manage to get thru disc 3 still at level 7, then Squall will have 2790 additional HP points (30 x 93) and 93 additional other stats points with "- Bonus" abilities. Remember tho, without the "- Bonus" abilities, all of the charas would still received an upgrade on their stats everytime they level up. The "- Bonus" abilities only adds more than what they should receive.

<2> Your second chara to join you will be Quistis. She'll start at level 8.

<3> Your third chara to join is Zell. He'll start at level 8.

<4> Your fourth chara joining you is Seifer, but he's only temporary. Start at the same level with Zell.

<5> Your fifth chara will be Selphie. She'll start at level 8 when she joins.

<6> Your sixth chara will be Rinoa (default name). She'll start at level 11 at join time.

<7> Your seventh chara will be Irvine. He'll start at level 13. He's also your last permanent chara to join.

<8> Your last chara will be Edea, but she's also temporary. She'll always start at level 26, no matter your other charas' level.

MAXIMIZE YOUR STATS!

The mechanics are:

Simple, all you need to do is to keep your permanent charas (exclude Seifer and Edea) at their original level until nearly end of disc 3.

Well, maybe it wasn't that simple since you will encounter many battles which will give you Exp (Experience) points which will increase your level by one for every 1000 of them. So, what will you do to avoid those unwanted Exps?

1. RUNAWAY. This is your best bet coz it won't give you any exp, yet it will also not give you items and APs too. Just remember not to attack an enemy before you runaway coz exp received if you damaged the enemy. You could runaway by pressing the L2 + R2 buttons at the same time.

2. CARD. Turning the enemy into card will gain you zero exp, yet you'll still receive APs and items after battle, plus you'll receive a new card for your inventory. Pretty good, huh? You could card an enemy by using GF Quezacotl Card ability (requires 40 APs to learnt). This is a command ability, so you must equip it in order to use it. How to use it? Simply damage your enemy until their HP is about 40-25% of their max and then cast Card on them. If it didn't work, just cast Card again. The third one shouldn't miss if your enemy's HP has reached that percentage. Don't attack it again if you're sure they are left with 40-25% coz you might end up killing them. Sometimes you could get lucky to Card them even when you only cut 10% of their HP, just try it if you wanna. But note that sometimes some enemies will be hard to be carded if their HP drop too low (less than 15-10%) and altho there is a possibility to card them at their full health, but it will be too damn hard, it's just not worth the try. So just damage as necessary and then Card. The only problem for this ability is it only work for non-human enemies. Humans, demi-humans and bosses can not be Card-ed, yet you can card other type of enemies and also some non-human sub-bosses.

3. ENC-NONE. After you have gotten Diablos, he'll have an ability to learn as priority: Enc-Half, which will reduce your encounter rate to 50% if you equip this ability to one of your main party member. When you finish learning it, you will get a new ability to learn on Diablos' list: Enc-None. Enc-None will give you NO ENCOUNTERS whatsoever (except for sub-bosses, bosses and some mandatory battles of course, like battles at the Deep Sea Deposit) if you equip this ability to one of your main party member. This way, you could fight enemies when and where you want it to. I love you, Diablos.

4. BREAK. This magic will cause Petrify status and it's a real good one when you're fighting human and demi-human enemies, but no effect on robotic/cyborg and those kinda enemies. You won't get anytn, anytn at all, no exp, ap, or item after battle, but it's your only choice for humans and demi-humans.

TIPS AND PRECAUTIONS

IMPORTANT things to remember:

(1) The longer time you take to finish off an enemy, the more exp (experience points) you'll gain.

(2) Exp will be divided equally between the three party members, but the one who gives away the killing blow will receive extra exp. GFs will also receive the same amount of exp, and also divided between the GFs that you carry in the battle (you don't hafta summon them, just bring them, that's why you should always bring ALL GFs to battle, no matter how useless they are).

(3) If the killing blow done by GF summoning attack, then the GF who'll receive the extra exp.

(4) Only normal enemies and sub-bosses gives away exp while the bosses don't. So if you want to draw, or do anything that will long-lasting your fight against a boss, do it, it doesn't matter.

(5) At 3 first discs, we don't need Exp, but we definitely need APs, so find enemies with lotsa APs. Bosses gives TONS of APs, so be sure to allocate what your GF's learning to maximize the use of those APs. For example: you need only 10 APs for Ifrit's Boost, yet you will fight a boss with 20 APs. Then, you should find APs for Boost elsewhere and let Ifrit learn other when you are going to face the boss (Str+20% for example). My suggestion for one of the best enemies to gain APs are the Fastitocalon-F. You'll ALWAYS and ONLY encounter them at beaches, you'll gain 3 APs for each, and they can show up 3 at a time. I know you could gain more APs by fighting other enemies such as Chimera, Ochu, and such, but how much percentage for them showing up? Fastitocalon-F is always there for you, so go to the beach and spend some time with them. :)

(6) Since some sub-bosses do gives Exp and some cannot be card-ed or Petrified, try not to make the battle long. Avoid drawing or anything, just hit it fast, and if your GF is stronger than you, use GF most of the time to shorten the time (hopefully you got enough compatibility to summon them a lil faster). And if the GF do the killing blow, he/she/it will be the one who received the extra Exp points, which is good rather than to have one of your chara receive it.

(7) If you wanna get all of your GFs at level 100 too (or maybe just Siren...), you can do this while leveling up Seifer, Edea or when leveling up your permanent charas. Here's how to count how many exp a GF would get. Let's say you wanna level up Quezacotl, Shiva and Ifrit when Seifer is in your party. Just as a sample, Seifer gets 300 exp from a battle, the same number will be received by the GFs junctioned to him. BUT not necessarily the exact amount.

Why? Because exp for GFs are calculated like this:

[Exp received by a GF = Exp that should be received by the chara it is junctioned to / How many GFs junctioned to the chara]

So if all three were junctioned to Seifer, then Quezacotl, Shiva and Ifrit each will receive 100 Exp. But if you junction each one to Seifer, Squall and Zell, then each GFs will receive 300 exp. You said, but Squall and Zell are dead? Don't worry! See above, how I wrote EXP THAT SHOULD BE RECEIVED BY THE CHARA. Eventho the GF was junctioned to a dead chara, it will still receive the exp. For me, I prefer to level up Quezacotl, Shiva and Ifrit to 100 when Seifer's around, then Siren, Brothers, Diablos, Pandemona, Carbuncle, Leviathan, Cerberus, Alexander and Doomtrain at 100 by Edea, and the rest by the same time the party's levelling up.

FINALLY: THE WALKTHROUGH

Now, let's start with the how-to-pass-disc-3-as-low-levels-as-possible guide.

<1> The first time in this whole wide game you control Squall, DO NOT, I mean, DO NOT train him inside the Training Center. Just go straight to the front gate of Balamb Garden to meet Quistis.

<2> When Quistis joins Squall, try to encounter as few enemies as possible. If you want to totally avoid any and all encounters at the World Map, here痴 a way: SAVE for every step Squall takes. If you encounter enemy, load and try again till you reach the Fire Cavern. You can稚 avoid enemies at the Fire Cavern of course, but if you don稚 go wonder around and go straight to where Ifrit is, you should encounter very few enemies. And if you still didn稚 wanna get in battles, just runaway from all of them.

<3> When Seifer joins your party, put one GF to each Seifer, Squall and Zell, and at the very first battle you encounter with him, kill Squall and Zell and don't revive them afterward. Let Seifer do all the battles alone. No worry to let Seifer fight alone for this man can easily pull out his Limit Break even if his HP only got damaged 5%. (I have 3 G-Soldiers to fight, Seifer's max HP was 1000 and he got damaged 50 by the enemies, leaving him with 950HP and voila, No Mercy! :P This guy IS dangerous) This way, only Seifer and the GFs will gain Exp and AP while the two will still at their original levels. You might wanna spend 20-25 hours to get him at level 100 so you could get all of the GFs abilities learnt (including Card, if you haven't) and it will also get your GFs at level 100 too, plus you could draw the -ga and higher level magics (Curaga, Firaga, Thundaga, Blizzaga, and even Dispel) from the enemies so you could junction them to your charas stats. But don't forget to revive them when Seifer left and Selphie replace him. Since now your level 7 and 8 charas have the strength

of level 30 charas, while the enemies are back to the strength of level 8, you can easily beat the heck out of X-ATM if you wanna. (I did) And another addition, by doing level up for Seifer and the GFs, you are guaranteed to get your SeeD level goes up by 10, yes, 10 (!) the first time you receive your salary. Which means if you got the perfect score (you should if you did all of this and also get the timer runs below 10 seconds when defeating Ifrit) and get your level up to 10 after your SeeD inauguration, you'll be at level 20 by the time you get your first paid off.

<4> Get Diablos immediately after Squall, Zell and Selphie have been 'crowned' as SeeDs. Again, he's at his original level's strength, yet you're not. So this is another easy boss battle. Get his Enc-Half ability learnt, which will lead to Enc-None ability to be learnt also. Equip one of your main party member with this ability when you decide not to fight.

<5> Do your AP gaining at the world map, not at dungeons. This way, you could save as often as possible incase something went wrong. DON'T FORGET that your charas now had power exceeding their levels, so sometimes it's good to lower their Str a lil by removing the junction or by junctioning lower magic. You don't wanna kill your Card-to-be enemies, rite? If you wanna do the AP gaining at the dungeons (due to some enemies only available at dungeons and you wanna card them) do it near save point.

<6> After Rinoa joins your party, it's a good idea to have her in your party when you're battling those sub-bosses in which you cannot Card nor Break. She will start with 1000 EXP left, so with low levels, she should be manage to receive the exp without having her level goes up. The same thing goes when Irvine joins in.

<7> When Edea joins your party, again, kill the other two party members and let Edea levelled up to 100 to gain more Exp for your GFs and more abilities learnt. I even have all my remaining GFs at level 100 too and all their abilities learnt. The best place to level up is at the Great Salt Lake. The Vysages here gives away more than enough to level up Edea to 100 in less than 5 hours. But will more if you're levelling up your GFs too. Since you could only get Doomtrain after passing the Great Salt Lake, you could level it up with Edea at the World Map, Esthar World Map, or even inside Lunatic Pandora. Whichever you prefer. But don't do it while your chasing Lunatic Pandora inside Eshtar City or you'll loose the time.

<8> Draw necessary magics only. If you're a physical player like me, have each magic stocked 300 only, altho you have 6 permanent charas. This due to the fact that these magic was used for junctioning only for physical players, yet you could switch junctions and magics between the charas easily, and also not all magics fit to one chara's inventory. So if you have all 8 pages of magic full of your three main party members, yet you have other magic needed, put the rest of the magic to the other 3 charas inventory

and exchange them when needed. Exception for Healing magic. You can stock more than 300 coz you surely need to heal your charas, rite? But if you're a magic player, remember that the total type of magic available in the game exceed the 8 pages available for each chara. Choose which one you'll use more often to stock more and stock just enough for those you'll rarely use.

<9> If you want all the GFs to be at level 100 too, get Doomtrain before you went to space, and get Jumbo Cactuar, Bahamut and Eden immediately after you have gotten Ragnarok. If you have levelled up Seifer and Edea before, your charas should be at a decent strength by now altho they are at low levels and you should beat Ultima Weapon with no worry. You should thanks that Ultima Weapon is unlike Omega Weapon who will always be at level 100. Ultima will still had the 'average level' system, altho he will still be about 10 levels above your party. The same goes for other monsters found here. For example, I fought him with Squall, Zell and Rinoa at their original levels, and I got Ultima at level 24, but since my charas had the strength of level 50, then... Real nice, huh? The only thing that will make the battle long is if you're drawing and stocking Ultima magic from him, but if you don't feel like drawing anytn but Eden, a Renzokuken or an Armageddon Fist, and he'll be gone.

<10> If you want Odin (before facing Seifer if you wanna get Gilgamesh), and also to get Tonberry King afterward, get Odin after your party is ready to do the levelling up coz you can't control Odin's appearance, which means you can't control your Exp gaining. If you're not ready to level up yet, avoid Odin at all costs, even if it means you'll have to sacrifice your need to get Tonberry King. DON'T.

<11> After you have gained all the GFs and their "- Bonus" abilities learnt, then you're ready to level up all of your charas. You can do this anytime in disc 3. We can only level up one chara at a time, so junction the GFs with "- Bonus" abilities (Cactuar has all of them, but other GFs can also be combined to get all four "- Bonus" abilities) and the GF with 4 non-command ability (Bahamut) to the chara you wish to level up (Squall didn't hafta be the first one, infact you could make him last if you wanna) and junction the rest of the GFs to the remaining party members. But if you had all the GFs at level 100 and all of their abilities learnt, you can choose not to junction anytn to the remaining members. It's up to you. If you have extra Rosetta Stone and use it to one of your GFs to learn Abilityx4, then you can have 2 members to be levelled up at once. Just pair one chara with Cactuar and Bahamut, and the second chara with the GF you give Abilityx4 and combined other GFs who has "- Bonus" abilities. As usual, kill the remaining member and let the levelled up chara do all the job. When he/she is already at level 100, switch him/her to the next chara you want to be levelled up and switch his/her junction to the new chara, and repeat. You could also replace one of the dead member with the level 100 chara so you could ease up the battle a bit, since the level 100 chara won't gain anymore Exp, yet he/she will be powerful enough to make him/her as the main attacker while the level up-wannabe chara could do the healing and

reviving when necessary. If you decide to level up Squall first, then replace one of the dead member with him after he has reached level 100 and let Squall at critical status (yellow HP) and fight Elnoyles at Esthar (find the soldier who said "Heehahaheehee" when you talk to him to fight Elnoyles all the time. His location: from Esthar City entrance, go left 2 screens and you should be at the entrance of Odine's Lab. If you come with Ragnarok and landed at the Airstation, then go South two screens to find Odine's Lab entrance. Go north from here and you'll find the soldier at the right of the street junction. After you talk to him (and fight him), he'll be gone. But if you exit and re-enter the screen, you'll find him again and you can talk to him again to fight Elnoyle again). At critical, let Squall execute Renzokuken all the time (if the arrow showing his Renzokuken didn't appear, just keep pressing Circle until it appear) while the levelling up chara stay put until Squall needed to be revived or him/herself needed to be healed. You'll gain at least 600+ Exp per Elnoyle and you'll needed 6 turn at most (could be just one or two even depends on the situations) with Squall doing Renzokukens, making it a pretty fast levelling up. If you decide to level up Zell first, then let him at yellow HP also and do Armageddon Fist (Punch Rush, Booya and repeat, or Booya, Heel Drop and repeat). If you're levelling up other charas first, I'm not sure if they can make it to fight alone against the Elnoyle. I prefer to level up either Squall or Zell first if I wanna face Esthar's Elnoyles. But you could try other charas first and prove me wrong. :) If all of your charas have reached level 100, yet your GFs haven't, you may or may not spend more time to level them up.

<12> After all your charas are at level 100, you might found that not all their stats reach their max. Of course, you've gain some levels early on without those "- Bonus" stuffs equipped, rite? And even tho you didn't 稚 gain any level at all (BRAVO!!), the game DID didn't 稚 allow you to gain max stats this way. C知on, it痴 Final Fantasy we池 talkin bout. You gotta do everytn on your own here. Square is NOT that nice. Anywho, now is the time to use the "- Up" items. Refer to the earlier section above. If you have problems finding money to buy some of the "- Up" items ingredients, buy 100 Tents, refine them with Recov-Med RF ability (from the Menu) to 25 Mega-Potions and sell them, and repeat until you have enough money and until you have all your charas at max. Or if you think buying Tents just to refine and sell them again is too expensive, try battling Mesmerizes to get their Mesmerize Blades. One Mesmerize Blade could be refined to 2 Mega-Potions and you can sell it. Just remember that they didn't drop it all the time. It takes time, but it's better than to wait for your SeeD salary. This is one of the reason why it took so long just to finish disc 3. Money gaining, people! Who said we didn't use money that much in FFVIII? You're dead wrong!

<13> By now, you should have 2 choices. Get all the "- Up" items to max out your charas' stats, or get just 'enough' stats and junction them with magic so they will be max. It's your choice. Personally, I like to spend a couple

hundred hours if needed, to get the stats max without junctioning. Why is that? Some of the magics junctioned to get the max out of your stat are sometimes the 'good ones' like Ultima, Meltdown, and such, which I think is better to be casted than to be junctioned. If you junction them, yet you use it on battle too, you'll get your stats lowered for every magic you used. Pity, I think. Without junctioning, the magic can be casted without worry and you will have easier time in battle. But it痴 just me, a perfectionist.

LAST WORDS

Okay, we're done. What? That's it? Yeah, this is all you need to gain max stats with a lil more ease. The reason why I told you to finish all this by disc 3 is so that you might or might not have to do something that involving cities (sidequests and stuffs) in which you can no longer do when you're at disc 4, due to your high concentration to the stats max-ing. Also, at disc 4, you might wanna concentrate on surviving at Ultimecia's Castle so you don't hafta worry bout your charas strength anymore.

Thanks for reading, hope it's a help. If there's anything you need to know regarding stats max-ing that you can't found in this guide, or you wanna contribute anytn for this guide (THANK YOU!), feel free to e-mail me at zell_alwayz@yahoo.com with "FF8 Max Stats" as the subject line (sorry, but I'll ignore other subject). I won't reply to e-mails regarding other stuffs that has already been covered by other faqs, thank you. You can use this guide in your own guide or put in your website, as long you didn't change anytn in it and give me, as the author, the proper credit. Obviously, I will be happy if you let me know by e-mail first, but I won't mind no e-mail as long you really credited me. Oh, and one more thing for those dirty handed: DON'T MAKE MONEY OUT OF IT!!

Find this guide and its updates only at www.neoseeker.com (yes, there will be updates, coz I值l keep searching for it. I知 a perfectionist, remember?;P).

This guide was first created by Girl With Pigtail at July 2005, copyrighted to me of course, and dedicated to the cutest guy in FFVIII: Zell Dincht (hope the Combat King will be any use for you).