




FINAL FANTASY[®] IX


THE OFFICIAL STRATEGY GUIDE

SQUARESOFT[®]







Virtue YOU DON'T NEED A REASON
TO HELP PEOPLE.



Sorrow HOW DO YOU PROVE
THAT YOU EXIST...? MAYBE WE DON'T EXIST...



Devotion SOMEDAY I WILL BE QUEEN,
BUT I WILL ALWAYS BE MYSELF.



Dilemma HAVING SWORN FEALTY, MUST I SPEND
MY LIFE IN SERVITUDE?




Indulgence I DO WHAT I WANT!
YOU HAVE PROBLEM!?



Despair TO BE FORGOTTEN IS WORSE THAN DEATH.

Solitude I DON'T WANNA BE ALONE ANYMORE...



Akrogance THE ONLY DEPENDABLE
THING ABOUT THE FUTURE
IS UNCERTAINTY.



Contents

PAGE

How to play

4

Controls	4
Main Menu and other menus	6
HP, MP and other stats	8
Exploring your surroundings	8
The in-game Help option	9
Addressing people	9
About moogles and saving your game	9
Active Time Events – ATEs	10
Elemental Properties	10
Weapons and clothes	10
Abilities	11
Battle System	18
Status Effects	21
A sample battle	23
Further adventures and side-quests	24
The Tetra Master card game	24
Here again: Chocobos	24
PlayOnline	24
How to use the Walkthrough	25

Characters

26

Walkthrough

34

Walkthrough - CD 1	34
Walkthrough - CD 2	58
Walkthrough - CD 3	84
Walkthrough - CD 4	108

Items

114

Weapons	114
Headgear	116
Arm protection	118
Armour	119
Add-ons	120
Items	122
Synthesis Shops	123

Monsters

124

The card game

158

A game of chance ... or a science?	158
General card information	158
The Tetra Master rules	160
Hints and tips	161
Am I a good Tetra Master player?	161

Secrets

162

Shush: Don't tell!	162
Chocobos and treasure hunting	167
The mini games	171
The secret boss monster	175

Index

176

Credits

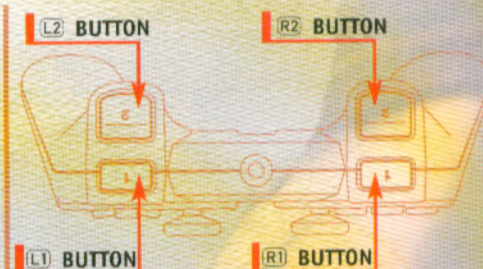
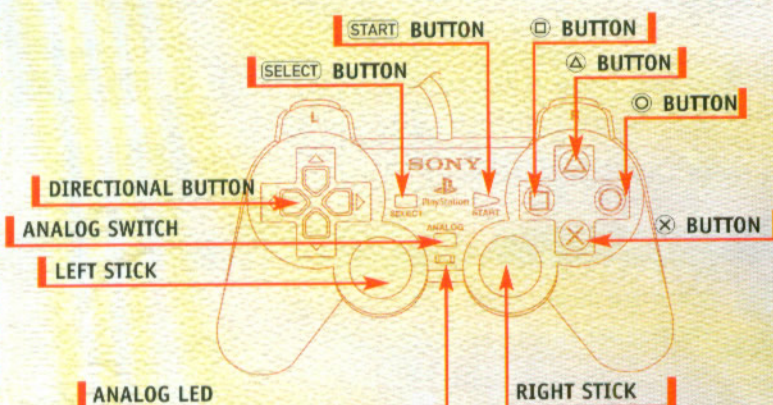
179



How to Play

Take a look at this chapter before embarking on your adventure. Although the basic rules of Final Fantasy IX are always explained as they're needed, it cannot hurt to be better informed from the outset. So this chapter is just what you need if you would like to learn more about abilities, status effects and the battle system. You'll also find a comprehensive introduction to the exclusive Internet feature, www.square-europe.com/playonline, at the end of this chapter.

Controls



The controls for Final Fantasy IX will change depending on which screen you are in (see the following list). Press the (L1), (L2), (R1), (R2), (SELECT) and (START) button simultaneously to perform a Soft Reset. This returns the game to the Final Fantasy IX Title Screen.

Controls in the Menu Screens

Directional buttons	<ul style="list-style-type: none"> • Cursor movement. • Select single or multiple party members when using abilities.
Left stick	• Cursor movement.
Right stick	(not used)
△-Button	(not used)
□-Button	Switch between Ability and Equipment menus.
○-Button	Cancel.
×-Button	<ul style="list-style-type: none"> • Confirm • Display ability list (on Status Screen).
(L1)-Button	<ul style="list-style-type: none"> • Change characters • View previous page • Select single or multiple party members when using abilities.
(L2)-Button	(not used)
(R1)-Button	<ul style="list-style-type: none"> • Change characters • View next page. • Select single or multiple party members when using abilities.
(R2)-Button	(not used)
(SELECT)-Button	Display Help / Cancel Help
(START)-Button	Confirm button selection (only on Custom Controller Screen in the Config Menu).

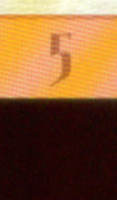


Controls in the battle screen

Directional buttons	<ul style="list-style-type: none"> Cursor movement Select the Defend command.
Left Stick	<ul style="list-style-type: none"> Cursor movement Select the Defend command.
Right Stick	(not used)
△-Button	Cycle to a different ready character.
□-Button	Hold down to clear all windows
○-Button	Cancel.
×-Button	Confirm.
(L1)-Button	<ul style="list-style-type: none"> View previous page. Select single or multiple targets. Escape from battle (when held down with (R1) button).
(L2)-Button	Display / cancel Target Window.
(R1)-Button	<ul style="list-style-type: none"> View next page Select single or multiple targets Escape from battle (when held down with (L1) button).
(R2)-Button	(not used)
(SELECT)-Button	Display Help / Cancel Help.
(START)-Button	Pause



HOW TO PLAY

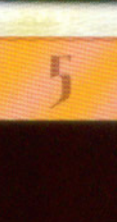


Controls in the field screen

Directional buttons	Character movement.
Left Stick	Character movement.
Right Stick	(not used)
△-Button	Open Main Menu.
□-Button	<ul style="list-style-type: none"> Examine Talk Confirm Challenge a card player.
○-Button	<ul style="list-style-type: none"> Hold down to walk (or run, if set in Config Menu) when pressed with directional button Cancel.
×-Button	<ul style="list-style-type: none"> Examine Talk Confirm
(L1)-Button	(not used)
(L2)-Button	(not used)
(R1)-Button	(not used)
(R2)-Button	(not used)
(SELECT)-Button	<ul style="list-style-type: none"> Display HERE icon. View ATE.
(START)-Button	Pause

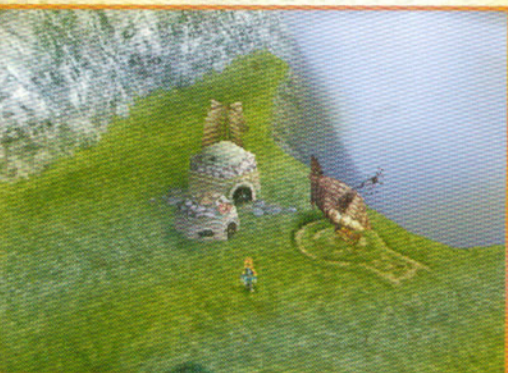


HOW TO PLAY

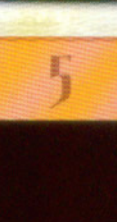


Controls in the world map screen


Directional buttons	<ul style="list-style-type: none"> Character movement Change direction and altitude of Airship
Left Stick	<ul style="list-style-type: none"> Character movement Change direction and altitude of Airship
Right Stick	Move vehicle forward/backward.
△-Button	<ul style="list-style-type: none"> Open Main Menu Move inside the vehicle.
□-Button	<ul style="list-style-type: none"> Call moogles Move vehicle backward.
○-Button	Exit vehicle.
×-Button	<ul style="list-style-type: none"> Enter buildings Ride vehicle Move vehicle forward.
(L1)-Button	Rotate map clockwise.
(L2)-Button	Lock/unlock camera rotation.
(R1)-Button	Rotate map anti-clockwise.
(R2)-Button	Switch perspective.
(SELECT)-Button	Toggle navigation map.
(START)-Button	Pause



HOW TO PLAY



Main Menu and other menus

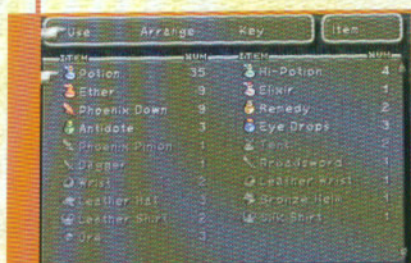
You can open the Main Menu by pressing the  button in the field screen or in the world map screen. The Main Menu lists all characters in your current party, including their Level, HP and MP (the left figure always displays the current points, while the right figure shows the maximum points). The number of magic stones available and their maximum number are also displayed,



The Item Menu

Use or sort your items, or look at the key items obtained so far.


Select Use to deploy an item of your choice (the figure behind the name shows how many of this item you have). Note that only items listed in white can be used; "greyed-out" items cannot be used. The Arrange option enables you to sort your belongings - automatically or manually. Select the Key Item option to view the key items in your possession.



The Ability Menu

Use Action Abilities or select Support Abilities.

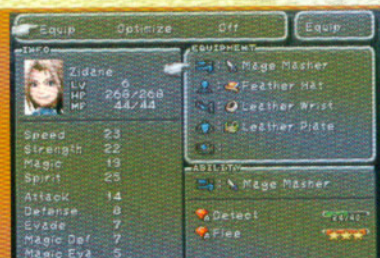
The Use option lists all Action Abilities. Only those listed in white can be used at this time. Select Equip to assign magic stones to abilities your character has learned. This "activates" the chosen abilities.


Press the  button to open the Equipment Menu. Switch between your party members by pressing the (L1) or (R1) buttons.




The Equipment Menu

Alter the equipment of your party members.




Select Equip to alter manually a character's equipment. Choose a body part and confirm by pressing the  button. This opens a window listing all the other items this character can equip in place of

the current item. The left part of the screen shows how the various pieces of equipment affect your character's stats. White figures indicate that no change takes place. Red figures indicate a decrease in stats, while green figures indicate an improvement. If you select Optimise rather than Equip, the programme will automatically select the optimum items for your character. Although convenient, this option is not always best in the long term, as your party members can learn many abilities from weaker items.

If you would like a character to unequip an item without equipping another, choose Off. The  button opens the Ability Menu. Toggle between your party members by pressing the (L1) or (R1) buttons. Press the (SELECT) button to display the Help Screen. This allows you to see your items' properties.

The Status Menu

Take a glance at your characters' stats and the abilities s/he has learned so far.

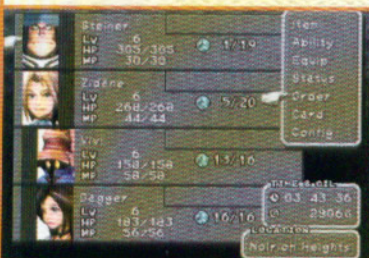
In addition to a character's stats, the items s/he has equipped and the available commands are displayed. You can also see how far the Trance Gauge has been filled, how many EXP the character has accumulated, how many more EXP are required for him or her to reach the next level, and which status effects, if any, s/he is afflicted by. Toggle between your party members by pressing the (L1) or (R1) buttons. Press the  button to display a character's abilities.





The Order Menu

Change the Party Order and determine the characters' Battle Positions.



This menu allows you to determine the order in which your party members are listed and who is to fight in the front or in the back row. Select one character, then press the \times button to move your character to the front or back row. If

you want to swap the positions of two of your characters, select one of these characters, then use the directional button to go the other character and then confirm the exchange with the \times button. Although battles are not greatly affected by the order, they are affected by Battle Positions. Party members in the front row inflict more damage with their Attack command, as well as taking more damage when hit. Conversely, party members in the back row inflict less damage with their Attack command but also take less damage from opponents' hits. Magic attacks or attacks using long-range weapons can inflict equal damage from both the front and the back row. Therefore, you should try to position your weakest character(s) in the back in order to minimise damage.

The Card Menu

This menu allows you to view the cards you have obtained for the Tetra Master game.

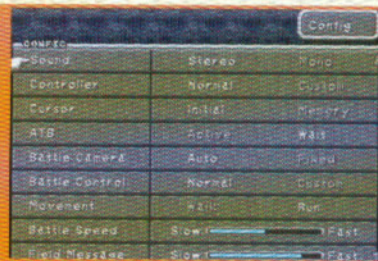


View the number (Stock) of cards you have collected so far at a glance. Type indicates how many different card images you have obtained. Your collector's level and card Rank are displayed, as are the number of games you

have won, lost or finished with a draw. Select a card from the grid so as to view it from close up under Card Info at the bottom right of the screen. Toggle between the cards of a particular Type by pressing the (L) or (R) buttons.

The Config Menu

Adapt various aspects of the game configuration to your personal preferences.



You can change the following options:

Sound: Choose between Stereo and Mono sound.

Controller: Alter the controls after selecting Custom or maintain the default layout.

Cursor: Choose Memory if you would like the Cursor to appear next to the last selection made in one of the menus.

ATB (Active Time Battle): Select Wait to gain time for choosing spells or items in battle. Active does not allow for any respite in the action. Wait is the preferable option for beginners.

Battle Camera: Decide whether you want the camera angle to vary (Auto) or to remain Fixed during battle.

Battle Control: Select Custom if you also want to control your party members using a controller in Port 2. This is ideal if you want to play Final Fantasy IX with a friend.

Movement: Determine whether you want your character to Walk or Run by default.

Battle Speed: Choose from three settings for the speed at which battles unfold.

Field Message: Choose from seven settings determining the speed at which Field Messages are displayed.

HERE Icon: Switch the hand pointer that appears above a character's head on or off.

The hand that sometimes appears above your character's head means: "This is where your character is", and can also be switched on or off. Even when disabled, you can make the hand appear by pressing the (SELECT) button when exploring.

Window Colour: Choose between Normal or the blue Classic window colour.

Target Window: Determine whether you want the Target Window to appear automatically during battle, or whether you prefer to open it manually by pressing the (L) button.

Vibration: Toggle the vibration option of your Analog Controller (DUALSHOCK) On or Off.

HOW TO PLAY

CHARACTERS

WALKTHROUGH

ITEMS

MONSTERS

GEMS

SECRETS

HP, MP and other stats

Looking at the menus in Final Fantasy IX, you will notice a number of abbreviations that you may find confusing at first glance. The following list sheds light on all the window entries.

AP – Ability Points: Party members receive Ability Points, known as AP, after winning battles. Your party members can only learn new abilities by accumulating Ability Points. Once an ability has been learned, it can be used without equipping the item from which your character originally learned it.

Attack: Indicates the attack power of the equipped weapon.

Defence: Indicates the defence power against physical attacks.

Eva: Indicates the degree to which a character can evade physical attacks.

EXP: Party members receive Experience Points – known as EXP – after winning battles. EXP are required to attain higher levels, but victory over some monsters is not rewarded with EXP.

Gil: The universal currency in Final Fantasy IX.

HP – Hit Points: Hit Points reflect a character's life force. If they are reduced to 0, the character is KO'd and must be revived using magic or items. The higher the level and Strength, the more HP a character gains when levelled up (see Level Up below).

Level Up: Moving from one level to the next one is like a promotion for your character. While only few EXP are required at low levels, your characters will later need thousands of EXP to reach higher levels. Each time a character is levelled up, his or her stats change as follows:

- HP and MP increase at each Level Up.
- Speed increases by 1 every 10 levels.
- Strength and Magic increase by 1 at levels 4, 7, 10, 14, 17 etc. Note that the increase always occurs when a level number contains the figures 0, 4 or 7.
- Spirit increases by 1 about every 7 levels. This partially depends on the equipment worn.
- Characters receive a new magic stone at levels 3, 5, 8, 10, 13, 15, 18 etc. (i.e. whenever the level number contains the figures 0, 3, 5, or 8).

Lv – Level: The level, abbreviated to Lv, indicates a character's stage of development.

Magic Def: Indicates the defence power against magic attacks.

Magic Eva: Indicates the degree to which a character can evade magic attacks.

Magic: This figure indicates the strength of a character's magic attacks.

MP – Magic Points: Most abilities require Magic Points in order to be used. This applies especially to Vivi's, Garnet's and Eiko's spells. The higher the level and the Magic stat, the more MP a character gains when levelled up.

Next Lv: Shows how many EXP the character needs to accumulate in order to reach the next level.

Speed: Indicates the speed at which the character's ATB Gauge fills during battle.

Spirit: The higher this figure, the longer status effects last and the stronger the effects of the abilities used. A high Spirit stat enables your character to remain in Trance longer, allowing him or her to use more commands. The higher the Spirit stat, the greater a character's chances of success when using the Steal command.

Strength: A stat from which the overall physical attack power is derived.

Exploring your surroundings

In the world of Final Fantasy IX, you will have frequent and varied opportunities to interact with your surroundings. An "!" symbol appears above your character's head if there are ladders, treasure chests or notice boards in an area, indicating something worth investigating. Press the \otimes or the \square button to examine or use an object within a room. This is also how you climb or descend ladders, read messages or pick up treasure.

If you need to take a particularly 'far-reaching' decision, a speech bubble with a "?" symbol appears above your character's head. Such a decision might be whether to leave a location or to remain for the time being.



The "!" symbol indicates something of interest – maybe information or even treasure?



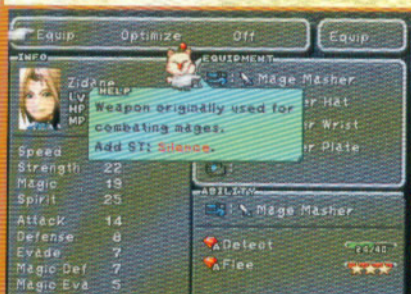
A "?" symbol appears if you can take a decision at a specific place.



If you've lost sight of your character for the moment, press the [SELECT] button to display the HERE icon, a pointing hand.

The in-game Help option

If you are in a Menu Screen, or if a window with an explanation is opened in the game (for example, in the Battle Screen), you can display more information by pressing the **(START)** button. This summons the clever moogles, who explain more about the option or item currently selected with your Cursor. Press the **(SELECT)** button again to make the moogles disappear.



Press the **(SELECT)** button to activate the in-game Help option. The moogles explain (nearly) everything worth knowing.

Addressing people

During your adventure, you will come across many people with whom you can interact and enjoy the odd chat. Topics range from little tidbits for flavour to vital information. To address somebody, approach him or her and press the **(X)** button. Press the **(O)** button to challenge the person to a game of Tetra Master. If s/he is not interested, you will get the same reaction as if you had pressed the **(X)** button. During conversations, a dialogue window displays the name of whoever is speaking, together with what s/he is saying. To speed up the conversation and call up the next dialogue window, press the **(X)** or the **(O)** button.



Initiate a harmless - or even informative - chat by pressing the **(X)** button.



Feel like a game of cards? Press the **(O)** button when standing next to somebody.

About moogles and saving your game

Some moogles can help you save your current game data on a Memory Card. Simply address a moogles by pressing the **(X)** button, and then select the Save option. Each save game requires one block on your Memory Card.

You may think you are alone on the world map, but you can even save your game in the wilderness. Press the **(O)** button to call a helpful moogles. Whenever you finish one of the four game CDs you are automatically given a chance to save your game.

As well as saving your game, moogles can also enable your party to use a recovery Tent. Select this option to use up one of these items from your inventory. Using a Tent restores your party members' HP and MP, as well as curing many status effects.

The Mognet option enables you to deliver letters between moogles. Your postman duties require little effort, since you're roaming the world anyway...

Tip: Heal your characters and check their equipment before saving your game, so you don't have to do so when next setting out to resume your adventure.



Moogles save your game, enable your party to recover and are happy to receive letters from their fellow moogles.



Press the **(O)** button to call a moogles on the world map.

HOW TO PLAY

CHARACTERS

WILDERNESS

ITEMS

BOSSES

LOOPS

SECRETS

Active Time Events - ATEs

Active Time Events - known as ATEs - allow you to follow scenes centred around characters other than those you currently control. You cannot control the actions of the character you are "watching" from afar. However, you learn much and even obtain items during these episodes, so watch ATEs whenever you can.

Simply press the **[SELECT]** button when the ATE message is displayed at the bottom left of the screen. (If the display is grey, the ATE unfolds automatically, as it has a significant bearing on the further course of your adventure.) You'll now be able to see the names of the available ATEs (sometimes there is only one current ATE). Use the directional buttons to choose an ATE, and confirm your choice by pressing the **[X]** button. After the Active Time Event has taken place, the scene switches back to your character.

It is not necessary for you to watch all ATEs. However, you learn far more about the story and the characters than you would otherwise. Note that some ATEs are only available if you viewed certain other ATEs earlier. Characters' reactions may change slightly depending on the ATEs watched - so why not experiment?



*If an ATE message is displayed in the bottom left corner of the screen, you can press the **[SELECT]** button to view a scene with another character.*

Elemental Properties

Elemental Properties are a part of nature in Final Fantasy IX. There are eight of them: Fire, Ice, Thunder, Earth, Water, Wind, Holy and Shadow. These properties can be used for attacking (for example, using specific spells) or for defence (for example, by equipping a piece of armour with a particular Elemental Property). The following table lists the eight Elemental Properties and their effects:

ELEMENTAL PROPERTY	DESCRIPTION
Fire	Effective against Ice-related opponents or undead creatures.
Ice	Effective against Heat-related opponents or dragons. Also useful against insects and large opponents.
Thunder	Effective against monsters living near water.
Earth	Useless against flying opponents
Water	Effective against Fire-related opponents.
Wind	Effective against flying opponents.
Holy	Effective against Shadow-related opponents.
Shadow	Effective against Holy-related opponents.

There is also a Non-elemental Property. It is not affected by any Elemental Property.

Weapons and clothes

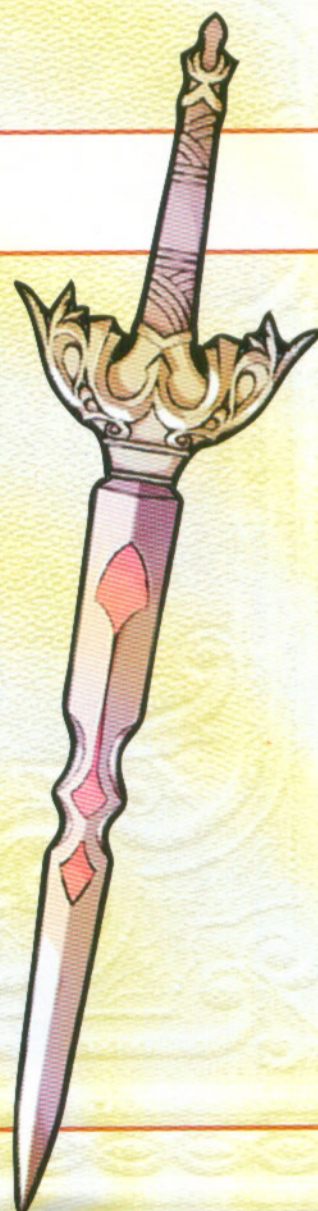
It may not always make sense for your party members to set out with daggers and cotton robes. Have each character equip the most useful items you can afford. Your party will be able to travel in safety if all members wear the best possible equipment. You can find a complete list of items and prices, not to mention all Synthesis Shops, in the Items chapter starting on page 114. Use Synthesis Shops to commission the most powerful blades, gleaming suits of armour and amazing Add-ons ...

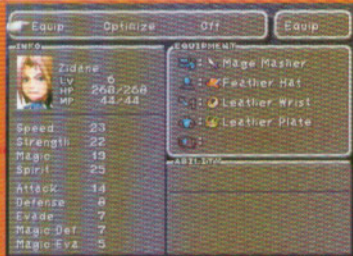
Equipping items

Open the Equipment Menu and select the character whose items you want to adjust. You can now select Optimise and have the programme automatically pick the strongest items for this character. This may well be sufficient during the first hours you spend exploring the world of Final Fantasy IX, given that you have enough other things to attend to. However, once you have made some progress - at the latest when the end of CD 1 draws near - you might want to choose Equip instead, and adjust your characters' equipment manually. After all, learning new abilities is of great importance, and your party members can only achieve this by equipping some weaker items. If you press the **[SELECT]** button, you can get additional information on items. Choose one of five basic categories (Weapon, Head, Wrist, Armour and Add-on) using your controller's directional buttons, and confirm your choice by pressing the **[X]** button.

This opens a window listing all items the character can equip in place of the one s/he is currently wearing. If the window remains empty, there are no suitable items currently available.

The left side of the Equip screen shows how an item affects your character's stats. Red figures indicate a change for the worse, while green figures indicate a stat improvement. White figures indicate that there is no change.





Open the Equipment Menu and select Equip if you would like to alter a character's equipment manually.



Now choose the body part to be equipped with a new item. You can choose from Weapon, Head, Wrist, Armour and Add-on.



All available items are now listed. Make your choice and confirm it by pressing the (X) button. At the bottom right you can see which abilities an item contains (note that each character can only learn specific abilities). The red and green stats on the left indicate the effect of the item on the character's stats.

Commissioning new pieces of equipment at Synthesis Shops

Synthesis Shops are located in several places around the world, and allow you to commission new items for a fee. Each synthesised item is created from two "ingredients" or source items, and you'll find this a very convenient way of obtaining strong and sometimes rare new pieces of equipment. It may be faster to commission an item than to try and steal it from a particular monster. The locations of all Synthesis Shops, as well as the items synthesised there, are listed in the Items chapter.

You will have an opportunity to visit your first Synthesis Shop in Lindblum, towards the end of CD 1.



Have the Synthesist combine two items to forge a formidable new one ... for a fee.

Abilities

What are abilities?

Abilities are special skills that lie dormant within the people of Gaia, the world of Final Fantasy IX. Your characters can "rediscover" and activate their abilities during the course of their adventure. These skills are particularly useful in battle, enabling your party to defeat the mightiest monsters. Indeed, you'll often find that choosing the right set of abilities is the key to winning battles.

There are two basic groups of abilities: Action Abilities and Support Abilities. Support Abilities do not need to be "used", but rather take effect automatically when certain conditions are met. Action Abilities, on the other hand, must be specifically selected as battle commands. This category includes, for example, offensive spells.

The Ability Menu

The Ability Menu is accessible from the Main Menu, which you can open by pressing the (A) button in the field screen or on the world map. The menu allows you to choose between the Use and Equip options. The Use screen lists all Action Abilities, some of which can also be used outside battle - for example, Dagger's Cure and Life healing magic. When a character uses an Action Ability, s/he uses up MP.

The Equip screen lists a character's Support Abilities, which can be activated by equipping magic stones. During your adventure, you will need to consider which set of Support Abilities you wish to have at your character's disposal: as the game progresses, you will rarely have enough magic stones to equip every ability learnt by a character.

The Info window in the Ability Menu displays information on the ability currently selected. The figure to the right of the "AP" entry displays how many AP your character has accumulated. The figure to the right of this one tells you how many AP are required to learn the ability in question. Your characters do not lose accumulated AP when they unequip an item, and you can continue the learning process by having them equip it at some later point. The symbol below the word "Equip" indicates the item from which your character is learning the ability, and is no longer displayed once s/he has mastered the ability in question (i.e. accumulated enough AP).



All abilities gained and learned by a character are listed in the Ability Menu. The Use screen displays all Action Abilities, while the Equip screen shows the Support Abilities.

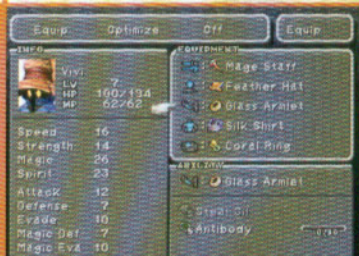
Gaining new abilities

You can activate abilities by equipping items. (Please read the section on "Weapons and clothes" in this chapter for more details.) Characters can activate different abilities from the same piece of equipment. Each character can only activate and learn the specific abilities corresponding to his or her nature.

Until a character has completely mastered an ability, s/he can only use it when the item containing the ability in question is equipped. This means that you can choose your party's equipment according to the abilities you want

your characters to learn - or have them equip specific items whenever you want them to use the associated abilities in particular circumstances.

If a party member equips an item containing a new ability, s/he can make use of that ability while wearing the item in question, but can no longer use the ability after unequipping the relevant item. However, if your character has already accumulated sufficient AP, s/he has "learned" the ability and can use it even without equipping the item in question (see the following section, "Learning abilities").



The item your character has just equipped enables him or her to learn a new ability. The AP required to do so are displayed to the right of the ability name.

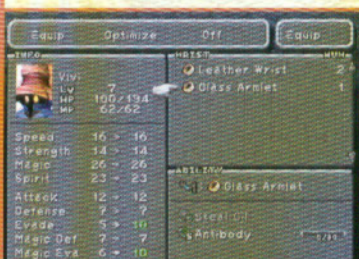
Learning abilities

Your characters must accumulate AP to learn abilities. Each ability requires a specific amount of AP, obtained automatically whenever you have won a battle and your character has equipped an item containing new abilities. The AP are added to the "accounts" of the new ability or abilities of your party. Your party members can learn more than one ability at a time; the number depends on how many abilities their equipment contains. Note that only party members that are not disabled or afflicted by certain status effects when a battle ends obtain AP (see the section "Status effects" in this chapter for details). Press the \otimes button to access the Main Menu and then view your accumulated AP in the Ability Menu or the Status screen.

Each character needs different numbers of AP to learn an ability, so some party members take longer than others to master any given ability.

Tip: Even when you find more potent pieces of equipment for your party members, you should keep their "old" items equipped (if possible) until they have learned the relevant abilities (indicated by the AP gauge).

Tip: If you want a character to learn an ability even faster, have him or her equip several items that contain this ability. This multiplies the distributed AP and fills the AP gauge faster.



When a character equips an item, the AP required to learn this item's abilities are displayed.



The AP obtained in battle are automatically distributed equally to the gauges of all abilities currently being learnt by a character i.e. 3 AP = 3 AP per ability.



You'll know that a character has learnt a particular ability if the ability gauge turns red and stars are displayed. You can view the learning progress by opening the Ability Menu or the Status screen (press the \otimes button to access the Main Menu).

Action Abilities

Abilities used as commands are called Action Abilities, and are marked with a red gem symbol and the letter "A" in the Equipment Menu. Nearly all Action Abilities use up MP. Each character can learn a different set of abilities, some of which may change when a party member enters Trance during battle. You may sometimes find it more effective for a party member to use an Action Ability than to attack an opponent physically. For example, Vivi inflicts far more damage with his Black Magic than by wielding his weapon.

Scan is a particularly interesting Action Ability. It reveals most opponents' weaknesses, allowing you to fine-tune your battle strategy. Concentrate on the monster's weakness(es) by using the corresponding abilities or (in the next battle against such an opponent) by equipping specific items. Of course, you can always take a peek at the monster's statistics in the Monsters chapter of this strategy guide, but gaining the knowledge by fair means is surely more satisfying ...

You can use this ability to scan party members. This can be informative if one of these party members isn't one of the eight main characters.



Zidane can use his Action Abilities in battle by selecting his Skill command. He can use specific skills, some of which support his fellow party members. Zidane's Action Abilities use up fewer MP (or none) than those of the other characters. His "Flee" ability is very likely to enable your party to escape from battle, while "Detect" allows you to take a look at the items carried by a monster. The item hardest to Steal (a regular battle command specific to thieves) is listed first, while the item easiest to Steal comes last.



Vivi's Action Abilities are of a magical nature. The Blk Mag command lists all spells inflicting physical damage or status effects on opponents.

Tips and strategies for learning abilities

If you wish to use a specific ability for a limited amount of time (e.g. during a specific battle), simply have your character equip the item containing the ability in question. If, on the other hand, you would prefer a character to be able to use the ability independently of the item, s/he will have to learn the ability. The various approaches to the ability system are quite intriguing and add to the flavour of the game. We suggest that you develop your personal playing style based on the alternative approaches described below.

Using items in specific situations: Have your party members equip items with the most suitable abilities for dealing with the situation at hand. As you are not bent on obtaining a maximum number of AP, you do not need to do battle too often. The downside is that you must always carry a large number of items for use by your characters. Keep changing the party members' equipment to ensure that you are prepared for all eventualities.

Balancing your playing style: Have your party members learn useful abilities such as "Life", "Loudmouth" or "Alert", and have them equip items in order to use other abilities. Although you must take care when selecting the abilities you want your characters to learn, many gamers will find this style of playing very convenient. The ability tables below will help you choose the best abilities for your adventure

Striving for power: Have your characters learn all abilities contained by your items. This requires your party to battle many monsters in order to obtain AP, but you'll be glad you made the effort: the more abilities your characters learn now, the fewer problems they will encounter towards the end of the game ...



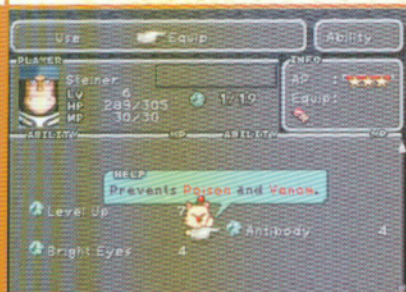
Steiner's Action Abilities are based on his unique swordsman's skills. Many abilities listed under Steiner's Swd Art command decrease the opponents' attack and defence power. "Minus Strike" inflicts physical damage equivalent to the difference between Steiner's current and maximum HP. This makes "Minus Strike" a useful attack to perform when Steiner has been badly injured.

Support Abilities

Abilities that automatically support you during battle are called Support Abilities, and are marked with a blue gem symbol and the letter "S" in the Equipment Menu. Many Support Abilities protect against status effects or increase the damage your characters can inflict on specific kinds of monsters. You can activate Support Abilities by equipping magic stones. These are obtained automatically by your party members during their adventure. The more powerful a Support Ability, the more magic stones a character needs to activate it. Always equip the abilities best suited to your particular situation. Well-considered changes of Support Abilities can make all the difference during battle. Specific combinations of Support Abilities give your party members an unexpected advantage. For example:

Cover + Counter + Eye 4 Eye enables a character to attack more often: Counter makes your character strike back with a certain likelihood when s/he suffers physical damage. Cover draws the opponents' attacks towards you, giving you more opportunity to Counter. Eye 4 Eye increases the probability of your characters performing a Counter.

Use Auto-Potion + Chemist if you want to avoid health worries: Auto-Potion ensures that your character automatically uses a Potion when s/he suffers damage, while Chemist doubles the effect of any medicine. This combination of Support Abilities drastically reduces the probability of your character being KO'd.



Many Support Abilities protect against specific status effects. For example, some render a character immune against Poison or Sleep. The effects of the various abilities are listed in the tables on pages 14-17, and can also be viewed by pressing **SELECT** during the game.

Magic stones

Magic stones are required to activate Support Abilities, but remember that equipping a Support Ability reduces your character's pool of magic stones. Whenever you unequip an ability, the magic stones required to equip it are set free again, becoming available for other abilities. The number of magic stones increases as your characters progress through the adventure, thus resembling stats that also increase at certain points. A character receives a new magic stone whenever s/he reaches a level ending with the figures 0, 3, 5, or 8, i.e. levels 3, 5, 8, 10, 13, 15, 18 etc.

HOW TO PLAY

CHARACTERS

MOUNTAINPASS

ITEMS

MONSTERS

LORDS

SECRETS

Any increase in damage dealt that is mentioned in the description (e.g. "twice the damage" or "increases by 30%") refers to a normal physical attack with the weapon currently equipped. If, for example, Zidane would usually deal 200 HP damage to a beast monster with his current weapon, he deals twice this damage - 400 HP - when the Support Ability Beast Killer is activated with magic stones while this weapon is equipped.

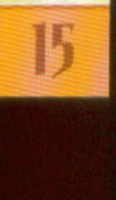
Abilities with the comment - Steiner's Swd Mag in battle. These can only be used if Vivi has learned the spell of the same name. In each case, the Absorb property of the Blood Sword does not take effect, and Sleep is not neutralised. Swd Mag commands are not available when Steiner is afflicted by the Mini status.

Ability

TYPE
MP EXPENDITURE
MAGIC STONES REQUIRED
DESCRIPTION

1,000 Needles	♥	8	-	This ability overcomes any defence and inflicts 1,000 HP damage.
Ability Up	🔵	-	3	The character receives twice as many AP after battle.
Absorb MP	🔵	-	6	The amount of a character's MP equivalent to the amount used by the opponent's magic is restored. E.g., if Quina is attacked with Fire, s/he recovers 6 MP. MP are also restored if Quina is KO'd by the spell.
Accuracy+	🔵	-	2	The probability of physical attacks resulting in a hit increases.
Add Status	🔵	-	3	Attacks with a weapon inflict a status effect on the target. The status effect depends on the weapon used (see Items chapter).
Alert	🔵	-	4	The party is protected against Back Attacks at the beginning of battles.
Angel's Snack	♥	4	-	All party members use a Remedy. If there are not enough of this item left, the action is not performed.
Annoy	♥	4	-	This ability inflicts the Trouble status on the target.
Antibody	🔵	-	4	This ability protects against the Poison and Venom statuses.
Aqua Breath	♥	14	-	This ability deals damage equivalent to 25% of all opponents' maximum HP. It overcomes the abilities Protect and Shell statuses and does not neutralise the Sleep status.
Ark	♥	80	-	This ability inflicts Shadow damage on all opponents. More details are revealed on PlayOnline.
Armour Break	♥	4	-	The target's defence against physical attacks is reduced by 50%.
Atomos	♥	32	-	All opponents receive damage. More details will be revealed on PlayOnline.
Aura	♥	12	-	The character is affected by Full-Life and by the Regen status.
Auto-Float	🔵	-	6	The character is affected by the Float status during battle.
Auto-Haste	🔵	-	9	The character is affected by the Haste status during battle.
Auto-Life	♥	14	-	The character is affected by the Full-Life status during battle.
Auto-Life	🔵	-	12	The character is affected by the Full-Life status during battle. The effect lasts until the character is KO'd.
Auto-Potion	🔵	-	3	A character automatically uses a Potion when s/he loses HP. If there are no more Potions in your inventory, the character uses a Hi-Potion. If neither is available, this ability is rendered useless. The effect of Auto-Potion increases when the Chemist ability is also equipped.
Auto-Reflect	🔵	-	15	The character is affected by the Reflect status during battle.
Auto-Regen	🔵	-	10	The character is affected by the Regen status during battle.
Bad Breath	♥	16	-	The target is afflicted by the Confuse, Darkness, Poison, Slow and Mini statuses.
Bahamut	♥	56	-	All opponents suffer non-elemental damage. More details are revealed on PlayOnline.
Bandit	🔵	-	5	The success rate of the Steal command increases.
Beast Killer	🔵	-	4	The attack power against Beast opponents increases by 50%.
Berserk	♥	6	-	Inflicts the Berserk status on one or more targets.
Bio	♥	20	-	Steiner's Swd Mag in battle. This attack is non-elemental.
Bio	♥	18	-	A non-elemental attack on one or more targets which are afflicted by the Poison status.
Bird Killer	🔵	-	3	The attack power against flying opponents increases by 50%.
Blind	♥	6	-	One or more targets are afflicted by the Darkness status.
Blizzaga	♥	30	-	Steiner's Swd Mag in battle. Ice is the attack element.
Blizzaga	♥	24	-	This ability initiates an Ice attack against one or more targets.
Blizzara	♥	12	-	Steiner's Swd Mag in battle. Ice is the attack element.
Blizzara	♥	12	-	This ability initiates an Ice attack against one or more targets.
Blizzard	♥	6	-	Steiner's Swd Mag in battle. Ice is the attack element.
Blizzard	♥	6	-	This ability initiates an Ice attack against one or more targets.
Body Temp	🔵	-	4	This ability protects against the Heat and Freeze statuses.
Boost	🔵	-	12	The long animation stage of Eidolon summonings always takes place. The Eidolon's attack power is increased by 30%.
Break	♥	18	-	The target is afflicted by the Petrify status.
Bright Eyes	🔵	-	4	This ability protects against the Darkness status.
Bug Killer	🔵	-	2	The attack power against insectoid opponents increases by half.
Carbuncle	♥	24	-	Inflicts the Reflect status on all party members. More details are revealed on PlayOnline.
Chakra	♥	4	-	Restores 20% of the character's maximum HP and MP.
Charge!	♥	10	-	All severely injured party members (i.e. those whose HP are highlighted yellow) attack.
Chemist	🔵	-	4	The recovery effect of Potion, Hi-Potion and Ether is doubled during battle.
Cherry Blossom	♥	46	-	A non-elemental attack which inflicts damage increased by half on all opponents. Damage is reduced by Shell. The Sleep status is not neutralised.
Clear Headed	🔵	-	5	This ability protects against the Confuse status.
Climhazzard	♥	32	-	All opponents suffer twice the regular damage.
Comet	♥	16	-	This ability overcomes the Reflect status and inflicts random non-elemental damage.
Concentrate	🔵	-	10	The healing effect of the Abilities Cure, Cura and Curaga increases by half. The healing effect of the Abilities Life and Phoenix is doubled.
Confuse	♥	8	-	One or more targets are afflicted by the Confuse status.
Countdown	♥	16	-	One opponent is afflicted by the Doom status.

♥ Action Ability 🔵 Support Ability



PlayOnline.

PASSWORD:
E-SPCTRN

You'll find everything you need to know about Zidane's Trance abilities on PlayOnline.

PlayOnline.

PASSWORD:
E-MGSTN

Gemstones worn by Eiko and Dagger have a very special effect on certain abilities - go to PlayOnline to discover the secret!

Ability

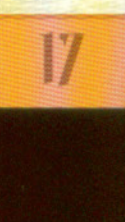
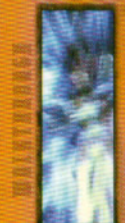
TYPE
MP EXPENDITURE
MAGIC STONES REQUIRED
DESCRIPTION

Counter	☹	-	8	If a character loses HP when attacked physically, there is a 25% probability that s/he will counter-attack. This counter-attack is also performed when the character is affected by the Vanish status.
Cover	☹	-	6	The character protects injured party members from physical attacks (by opponents) by drawing these towards himself/herself. The injured party member must have lost 80% of his or her HP. If several party members have this ability, the character with the greatest number of remaining HP uses it.
Cura	♥	10	-	This ability recovers one or more party members' HP.
Curaga	♥	22	-	This ability recovers one or more party members' HP.
Cure	♥	6	-	This ability recovers one or more party members' HP.
Curse	♥	12	-	An opponent receives an added weakness.
Darkside	♥	-	-	This Shadow attack reduces the user's HP by 12% and increases the damage inflicted on the opponent by 50%.
Death	♥	20	-	KOs the target.
Demi Shock	♥	20	-	An opponent suffers damage equivalent to 20% of their maximum HP.
Demi	♥	18	-	One or more opponents suffer damage equivalent to 30% of their maximum HP.
Detect	♥	-	-	Items that can be obtained by using the Steal command are displayed. The item hardest to Steal is listed first.
Devil Killer	☹	-	2	The attack power against Devil opponents increases by 50%.
Dispel	♥	16	-	All statuses caused by magic are neutralised.
Distract	☹	-	5	The likelihood of evading physical attacks increases.
Doom	♥	12	-	An opponent is afflicted by the Doom status.
Doomsday	♥	50	-	Steiner's Swd Mag in battle. Shadow is the attack element.
Doomsday	♥	72	-	This ability overcomes the Reflect status and inflicts Shadow damage on all participants in battle.
Dragon Breath	♥	78	-	This ability overcomes any defence. It does not neutralise the Sleep status. All opponents suffer damage equivalent to the HP they have lost so far. This ability is ideal for eliminating a group of opponents already injured.
Dragon Killer	☹	-	3	The attack power against Dragon opponents increases by 50%.
Dragon's Crest	♥	16	-	This ability causes the following damage: (Dragon opponents previously defeated) x (Dragon opponents previously defeated). E.g.: If you have defeated 10 Dragon monsters so far, you deal 100 HP damage.
Drain	♥	14	-	This ability overcomes the Reflect status and absorbs HP from the opponent. If you use this ability against an undead monster, your character's MP are absorbed.
Earth Shake	♥	20	-	This ability inflicts Earth damage on all opponents. Damage can be reduced by the Shell ability. The Sleep status is not neutralised.
Esuna	♥	20	-	This ability neutralises all status effects.
Eye 4 Eye	☹	-	5	The likelihood of performing a counter-attack using the Counter ability increases to 75%.
Fenrir	♥	30	-	This ability inflicts Earth damage on all opponents. More details are revealed on PlayOnline.
Fira	♥	12	-	Steiner's Swd Mag in battle. Fire is the attack element.
Fira	♥	12	-	This ability inflicts Fire damage on one or more targets.
Firaga	♥	30	-	Steiner's Swd Mag in battle. Fire is the attack element.
Firaga	♥	24	-	This ability inflicts Fire damage on one or more targets.
Fire	♥	6	-	Steiner's Swd Mag in battle. Fire is the attack element.
Fire	♥	6	-	This ability inflicts Fire damage on one or more targets.
Flare	♥	60	-	Steiner's Swd Mag in battle. The attack is non-elemental.
Flare	♥	40	-	This ability inflicts non-elemental damage on a target.
Flee	♥	-	-	If you use this ability, there is a 100% probability that your party will escape from battle (except for boss battles). In doing so, you lose Gil equivalent to 10% of the money held by your opponents.
Flee-Gil	☹	-	3	Thanks to this ability, you gain 10% of the money held by your opponents when your party escapes from battle. The Millionaire ability raises the amount by 5%, i.e. to 15% of the opponents' funds.
Float	♥	6	-	This ability inflicts the Float status on one or more targets.
Free Energy	♥	10	-	All information for this ability is on PlayOnline.
Frog Drop	♥	10	-	This ability overcomes any defence and inflicts the following damage: (Quina's level) x (frogs caught so far).
Frost	♥	8	-	Inflicts the Freeze status on a target.
Full-Life	♥	24	-	This ability revives a character from KO and restores all of his or her HP.
Gamble Defence	☹	-	1	The character's Defence stat changes randomly to any figure between 0 and 200%.
Goblin Punch	♥	4	-	This ability initiates a non-elemental attack. Damage can be reduced by the Shell status. The Sleep status is not neutralised.
Grand Lethal	♥	60	-	All information for this ability is on PlayOnline.
Guardian Mog	☹	-	3	The Silence, Poison, Petrify, Virus and Zombie statuses are automatically neutralised after battle (also if the party flees).
Half MP	☹	-	11	MP expenditure when using abilities is reduced by half.
Haste	♥	8	-	This ability inflicts the Haste status on a target.
Healer	☹	-	2	The target is healed by the character's attack. Undead monsters suffer damage through this ability.
High Jump	☹	-	4	The attack power of the Jump command is doubled.
High Tide	☹	-	8	Hits received by opponents fill the Trance gauge twice as fast.
Holy	♥	36	-	This ability inflicts Holy damage on the target.
HP+10%	☹	-	4	The maximum HP increase by 10%. If the HP+20% ability is also active, the maximum HP increase by 30%.
HP+20%	☹	-	8	The maximum HP increase by 20%. If the HP+10% ability is also active, the maximum HP increase by 30%.
Iai Strike	♥	16	-	A randomly selected opponent is attacked and defeated.
Ifrit	♥	26	-	This ability inflicts Fire damage on all opponents. More details are revealed on PlayOnline.
Initiative	☹	-	5	The likelihood that your party can begin battle with a Back Attack increases. (Does not work with powerful opponents such as boss monsters.)
Insomniac	☹	-	5	This ability protects against the Sleep status.
Jelly	☹	-	4	This ability protects against the Petrify and Gradual Petrify statuses.
Jewel	♥	4	-	If you use this ability, you receive the item Ore on this occasion.

Ability

	TYPE	MP EXPENDITURE	MAGIC STONES REQUIRED	DESCRIPTION
Lancer	♥	10	-	This ability inflicts an additional 20% damage on an opponent. The target's MP are reduced by 6% of the damage inflicted.
Level Up	♦	-	7	You receive 50% more EXP (Experience Points) after battle.
Leviathan	♥	42	-	This ability inflicts Water damage on all opponents. More details are revealed on PlayOnline.
Life	♥	8	-	This ability revives a target from KO. The HP the character recovers depend on his or her Spirit stat.
Limit Glove	♥	10	-	If a character's HP are reduced to 1, this ability overcomes any defence and inflicts 9,999 HP damage on the target. The attack fails under any other circumstances.
Locomotion	♦	-	4	This ability protects against the Stop status.
Long Reach	♦	-	16	Character can deal the same damage from the back row as from the front row of the party during battle.
Loudmouth	♦	-	4	This ability protects against the Silence status.
Lucky Seven	♥	6	-	If the last digit of the character's HP equals "7" (e.g. 537 or 1217), the target randomly suffers 7, 77, 777 or 7,777 HP damage. If the last digit of the HP equals any other number, only 1 HP damage is inflicted. This attack overcomes the Protect status. It does not neutralise the Sleep status.
Luna	♥	12	-	This ability inflicts the Berserk status on all party members.
LV3 Def-less	♥	12	-	If the opponent's level is a multiple of 3, this target's Defence stat is reduced.
LV4 Holy	♥	22	-	If the opponents' levels are a multiple of 4, these targets are attacked with the Holy element.
LV5 Death	♥	20	-	If the opponents' levels are a multiple of 5, these targets are automatically defeated.
Madeen	♥	54	-	This ability inflicts Holy damage on all opponents. More details are revealed on PlayOnline.
Mag Elem Null	♦	-	13	This ability turns all your own spells into non-elemental attacks. This also applies to the spell created by the Return Magic ability.
Magic Break	♥	4	-	The target's magic power is reduced by 25%.
Magic Hammer	♥	2	-	This ability randomly reduces the target's MP.
Man Eater	♦	-	2	The attack power against human opponents increases by 50%.
Master Thief	♦	-	5	This ability increases the probability of stealing valuable items from monsters.
Matra Magic	♥	8	-	Reduces the target's HP to 1.
Mental Break	♥	8	-	Reduces the target's Magic Defence by half.
Meo Twister	♥	32	-	All information for this ability is on PlayOnline.
Meteor	♥	42	-	This ability overcomes the Reflect status and deals random non-elemental damage to all opponents.
Might	♥	14	-	The target's Strength stat is raised by 25%. Using this ability repeatedly enhances the effect.
Mighty Guard	♥	64	-	This ability inflicts the Shell and Protect statuses on all party members.
Millionaire	♦	-	5	You receive 50% more Gil after battle.
Mini	♥	8	-	This ability inflicts the Mini status on one or more opponents.
Minus Strike	♥	8	-	This ability inflicts damage equivalent to the HP lost by the character so far. Affects a single opponent.
MP Attack	♦	-	5	The attack power of the Attack command increases by half. 12% of the attacker's maximum MP are spent. If the MP equal 0, the attack power remains unchanged.
MP+10%	♦	-	4	The character's maximum MP increase by 10%. If the MP+20% ability is also active, MP increase by 30%.
MP+20%	♦	-	8	The character's maximum MP increase by 20%. If the MP+10% ability is also active, MP increase by 30%.
Mug	♦	-	3	If the Steal command is used successfully, the target also suffers random damage.
Mustard Bomb	♥	10	-	This ability inflicts the Heat status on an opponent.
Night	♥	14	-	There is a certain likelihood that all participants in battle will be afflicted by the Sleep status.
No Mercy	♥	12	-	This ability inflicts an additional 70% physical damage on an opponent.
Odin	♥	28	-	This ability KO's an opponent. More details are revealed on PlayOnline.
Odin's Sword	♦	-	5	If the Odin ability fails, this ability inflicts damage. More details are revealed on PlayOnline.
Osmose	♥	2	-	This ability overcomes the Reflect status and absorbs MP from the target. If you use this ability on an undead monster, the character's MP are absorbed instead.
Panacea	♥	4	-	This ability neutralises the Venom and Poison statuses.
Phoenix	♥	32	-	This ability inflicts Fire damage on all opponents and revives all party members from KO. More details are revealed on PlayOnline.
Poison	♥	8	-	This ability inflicts the Poison status on one or more targets.
Power Break	♥	8	-	Reduces the target's Strength stat by 25%.
Power Throw	♦	-	19	The attack power of the Throw command increases by 50%.
Power Up	♦	-	3	The healing effect of the Chakra ability is doubled.
Protect Girls	♦	-	4	Zidane intercepts the opponent's attack if directed against Dagger, Freya or Eiko, but the girls must have lost 50% of their HP for Zidane to do so. This ability overrides the Cover ability.
Protect	♥	6	-	This ability inflicts the Protect status on a character.
Pumpkin Head	♥	12	-	A non-elemental attack that deals damage equivalent to the HP the character has lost so far. This ability overcomes any defence. It does not neutralise the Sleep status.
Ramuh	♥	22	-	This ability inflicts Thunder damage on all opponents. More details are revealed on PlayOnline.
Reflect	♥	6	-	This ability inflicts the Reflect status on the target.
Reflect-Null	♦	-	7	This ability enables the character's magic to overcome the target's Reflect status.
Reflectx2	♦	-	17	The power of a character's spell is doubled if repelled by the Reflect status.
Regen	♥	14	-	This ability inflicts the Regen status on a character.
Reis's Wind	♥	12	-	This ability inflicts the Regen status on all party members.
Restore HP	♦	-	8	If a character's HP are reduced to less than 16% of his or her maximum HP and the following attack does not reduce them to 0, s/he recovers half of his or her maximum HP.
Return Magic	♦	-	9	This ability causes the character to counter-attack with the same spell the opponent used on him or her.
Revive	♥	20	-	This ability revives a character from KO. The HP s/he recovers depend on his or her Spirit stat.
Roulette	♥	18	-	This ability randomly KO's a participant in battle.

♥ Action Ability ♦ Support Ability



Ability

Ability	TYPE	MP EXPENDITURE	MAGIC STONES REQUIRED	DESCRIPTION
Sacrifice	♥	32	-	Zidane's HP and MP are reduced to 0, while the HP and MP of the other party members are fully restored. Status effects are not neutralised by this ability.
Scan	♥	4	-	This ability displays the target's stats as follows: maximum HP, current HP, maximum MP, current MP and weakness. If the ability fails, the message Miss is displayed.
Scoop Art	♥	14	-	All information for this ability is on PlayOnline.
Shell	♥	6	-	This ability inflicts the Shell status on a character.
Shift Break	♥	16	-	All information for this ability is on PlayOnline.
Shiva	♥	24	-	This ability inflicts Ice damage on all opponents. More details are revealed on PlayOnline.
Shock	♥	46	-	This ability inflicts three times the regular damage on an opponent.
Silence	♥	8	-	This ability inflicts the Silence status on an opponent.
Six Dragons	♥	28	-	The HP and MP of all party members are randomly reduced to 1, completely restored or remain unchanged.
Sleep	♥	10	-	This ability inflicts the Sleep status on one or more targets.
Slow	♥	6	-	This ability inflicts the Slow status on a target.
Solution 9	♥	48	-	All information for this ability is on PlayOnline.
Soul Blade	♥	6	-	An opponent is afflicted with a negative status effect unless it is immune to the particular status effect in question. Depending on Zidane's weapon, the following status effects can be inflicted: Butterfly Sword = Silence, The Ogre = Darkness, Exploda = Trouble, Rune Tooth = Poison, Angel Bless = Confuse, Sargatanas = Petrify, Masamune = Doom, The Tower = Minimize, Ultima Weapon = Sleep.
Spare Change	♥	-	-	All information for this ability is on PlayOnline.
Steal Gil	♥	-	5	You receive Gil in addition to items when using the Steal command.
Stellar Circle 5	♥	24	-	All information for this ability is on PlayOnline.
Stock Break	♥	26	-	This ability increases the damage inflicted on all opponents by half.
Stona	♥	8	-	Neutralises the Petrify status.
Stone Killer	♥	-	4	The attack power against Stone opponents increases by half.
Stop	♥	8	-	This ability inflicts the Stop status on a target.
Thievery	♥	8	-	This ability overcomes the Protect status and inflicts the following damage: (Zidane's level) x (number of items to be stolen from monsters) / 2. The Sleep status is not neutralised.
Thundaga	♥	30	-	Steiner's Swd Mag in battle. Thunder is the attack element.
Thundaga	♥	24	-	This ability initiates a Thunder attack against one or more targets.
Thundara	♥	12	-	Steiner's Swd Mag in battle. Thunder is the attack element.
Thundara	♥	12	-	This ability initiates a Thunder attack against one or more targets.
Thunder Slash	♥	24	-	This ability inflicts Thunder damage on an opponent. The damage is equivalent to 20% of the target's maximum HP.
Thunder	♥	6	-	Steiner's Swd Mag in battle. Thunder is the attack element.
Thunder	♥	6	-	This ability initiates a Thunder attack against one or more targets.
Tidal Flame	♥	12	-	All information for this ability is on PlayOnline.
Twister	♥	22	-	This ability inflicts Wind damage on all opponents. It does not neutralise the Sleep status.
Undead Killer	♥	-	2	The attack power against undead opponents increases by half.
Vanish	♥	8	-	This ability inflicts the Vanish status on a character.
Water	♥	26	-	Steiner's Swd Mag in battle. Water is the attack element.
Water	♥	22	-	This ability initiates a Water attack on one or more targets.
What's that!?	♥	2	-	The target turns around during battle and is vulnerable to damage equivalent to that of a Back Attack.
White Draw	♥	36	-	This ability restores a random number of MP to all party members.
White Wind	♥	14	-	This ability restores HP equivalent to 1/3 of Quina's maximum HP level to all party members.

Battle System



A general introduction

When facing fearsome monsters, the outcome is rarely decided by brute force or a well-honed blade. Instead, Final Fantasy IX is structured to allow even a clearly weaker party to emerge victorious from battle - as long as you familiarise yourself with the finer points of the battle system. Study the details well and outwit your opponents, putting their weaknesses to your advantage.

Final Fantasy IX uses the Active Time Battle System, or ATB. Each character (and each monster) has an ATB Gauge that fills

up during battle. Once the ATB Gauge is full, the character or monster can perform an action. This prevents participants in battle from attacking incessantly, reflecting the fact that they must recoup their strength after executing an action. The actions that can be executed depend on the character or monster in question, while the effectiveness of an attack depends on the opponent in question. It may sound complicated, but in fact it's all very simple.

The Battle Screen

Cursor: Shows which character's turn it is next. The name of this party member is shown in yellow at the bottom right of the screen.

Commandos: The Attack and Item commands can be executed by all party members. The two remaining commands are specific to a character.



This screen shows a typical battle situation. It is a party member's turn, and you plan your character's next action, selecting one of his or her commands.

HP and MP: Characters whose HP drop to 0 are KO'd and take no further part in the battle. MP are required in order to use most abilities.

ATB-Gauge: This fills over time. A character can execute a command once his or her ATB Gauge is full.

Trance-Gauge: A character's Trance Gauge fills when this character receives damage from opponents. Once the gauge is full, the party member enters Trance. The Trance Gauge first appears after a specific event on CD 1.

Read before attacking

Change of character: There is little you can do other than plan your next actions while the ATB Gauges of your party members fill up. Use the time to compare your characters' ATB Gauges. You should wait if a weak character - let's call him or her A - is next to perform an action, and the ATB Gauge of a stronger character - called B here - will be filled soon after A's. Press the Δ button when B's ATB Gauge is filled to change from A to B. This prevents you from wasting time on the comparatively ineffective action of a weak party member - time which the monster may use to launch an attack of its own. Having selected an action from B, you can skip back to A.



Once the ATB Gauges of several party members are full, toggle between them by pressing the Δ button.

Flight over fight: If your opponent seems overpowering, or if you simply do not feel like spending time doing battle, you can end the encounter by fleeing. Press the (L1) and (R1) buttons simultaneously until you make your escape. Your party might not be able to flee immediately, and your characters may suffer some damage before making their escape. When hit, your party members take 50% more damage than usual as they are attacked from behind. Such is the price of flight! Note that there are some opponents you cannot "flee" from.



If your opponent seems too strong, hold down the (L1) and (R1) buttons simultaneously to escape.



Press the (L2) button to open the Target Window, enabling you to choose a target faster.

Choose a target faster:

If you have problems choosing a friendly or hostile target using the directional buttons of your controller (for example, if you want to heal a party member during battle), simply press the (L2) button. This opens the Target Window, allowing you to easily select your target.

Ambush: The surprise attack

You'll sometimes have an opportunity to surprise your opponent and attack it from behind when battle begins. Unfortunately, the same can happen to you. Whoever is attacked from behind receives 50% more damage than from a frontal hit. This character only turns around, ending this unfortunate situation, once his or her ATB Gauge is full, allowing your character to execute his or her first command in battle. In this situation, your characters who were originally fighting very comfortably in the back row, now find themselves on the front lines.

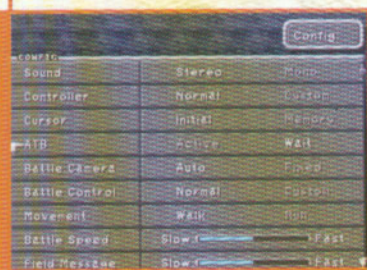
Your turn: the commands

Once a character's ATB Gauge is full, you can select one of the four available commands or you can choose to defend. In addition to the straightforward Attack option or the opportunity to use an Item, each character has two individual commands at his or her disposal. For example, Zidane can attempt to steal items from monsters, while Vivi can cast powerful spells with the Blk Mag command. Garnet will eventually be able to use her summon command after a certain event on Disk 2.



Your character can execute one of four commands once his or her ATB Gauge is full.

If you find yourself spoilt for choice at the start, gain time by setting the ATB option in the Config Menu to Wait. This halts the battle action, allowing you to choose from the options offered within a command at your leisure. Of course, the main decision is not delayed: which of the four commands to select? For the sake of fairness, your other party members' ATB Gauges do not fill up either during this time. Once a character has executed the selected Command, his or her ATB Gauge is emptied and begins to fill up again from scratch.



Set the ATB option in the Config Menu to Wait. This gives you unlimited time to choose spells, items and the like to use during battle.

The damage display

If you hit an opponent or if a party member receives damage, the number of HP lost is briefly displayed on the screen. Some attacks also affect the number of the target's MP. Final Fantasy IX uses the following system to indicate gains or losses in HP or MP:

HP-Change:

9999 HP White figures indicate a loss
9999 HP Green figures indicate healing

MP-Changes:

9999 MP White figures indicate a loss
9999 MP Green figures indicate healing

In addition, four damage symbols indicate specific circumstances, and are displayed in the following situations:

MISS If an attack or other action misses its target.
CRITICAL If the target receives critical damage.
KO If the target is disabled instantly.
GUARD If the target is protected against status effects or elemental attacks.



When hit, a target loses the number of HP displayed in white. A green figure would indicate that the target is healed by this number of HP.



Four damage symbols indicate special circumstances during battle - such as an attack that misses its target.

HOW TO PLAY

CHARACTERS

MONSTERS

ITEMS

MONSTERS

CHARACTERS

ITEMS

Trance

This mysterious state sets free unexpected powers in your party members. Specific kinds of energy and sensations that are only generated by battle (such as hatred, anger etc.) are focussed and consolidated in the form of Trance Power. This slowly fills a Trance Gauge with every bit of damage a character takes. (The Trance Gauge does not fill by damage taken through other party members.) Once the Trance Gauge is full, the character enters a "superhuman" state. As a rule, this party member now has enhanced attack power and can use new commands. Also, s/he now looks slightly different, shrouded by a luminous glow.

Your party members cannot enter Trance from the outset of your adventure, but are only introduced to this mystical power after defeating Prison Cage in the Evil Forest on CD 1.

Try to fill your characters' Trance Gauge before confronting a boss monster or other powerful opponents. This can be achieved by fighting a number of random battles on the world map. When your characters subsequently confront a mighty (boss) opponent, their Trance Gauges will quickly fill up completely, thus releasing their special powers.

Unlike the ATB Gauge, a character's Trance Gauge is not emptied at once by an action. Instead, Trance Power is depleted as follows:

Each command a character executes in Trance somewhat reduces his or her Trance Power. The higher the Spirit stat, the more actions a character can perform in Trance before his or her Trance Gauge is entirely depleted.

The Trance Gauge is immediately depleted to 0 when a character is afflicted by the Zombie status effect.

If battle ends while the Trance Gauge is still filled, the remaining Trance Power automatically seeps away. Unfortunately, this also happens if your character has not yet executed a command while in Trance.

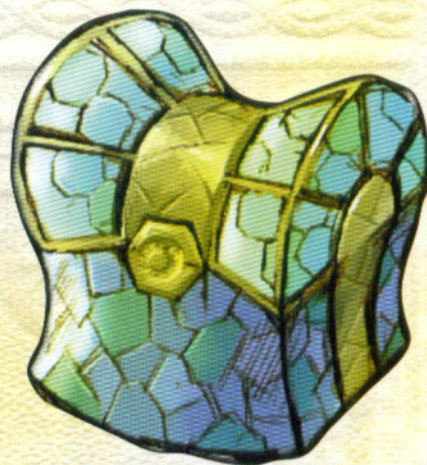


While In Trance, your party members can execute special commands and/or inflict more damage with physical attacks.

New commands and possibilities in Trance

Once a character's Trance Gauge is full, s/he enters Trance. In this mysterious state, a party member gains greater attack power and can use special attack commands instead of some regular commands. For example, Zidane's Skill command turns into the Dyne command, allowing Zidane to execute devastating special attacks. Dyne is only available while Zidane is in Trance. Vivi's Blk Mag command turns into Dbl Mag while the little Black Mage is in Trance, enabling Vivi to cast two spells in a row.

CHARACTER IN TRANCE	NEW COMMANDS
Zidane	Dyne – Enables Zidane to execute special new attacks.
Vivi	Dbl Mag – Enables Vivi to cast two spells in a row.
Steiner	Triples Steiner's attack power.
Garnet	Eidolon – The Eidolons summoned by Garnet appear repeatedly while she is in Trance.
Freya	Freya attacks all opponents instead of just one with her Jump command. In addition, Freya keeps attacking until she leaves Trance.
Quina	Cook – Quina can already devour its opponent when it has only lost half of its HP (normally, the opponent must have lost 74% of its HP).
Eiko	Dbl Wht – Enables Eiko to cast two spells in a row.
Amarant	Elan – The special attacks of this command are directed against all opponents.

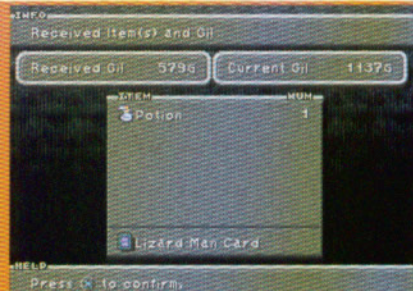


The reward for valiant warriors

Once you have robbed your opponents of their last HP, your party members cheer and dance with joy. Next, the results are assessed. The EXP of the monster(s) are divided by the number of party members that are not disabled (KO'd) or under the Virus status at the end of the battle, and are then distributed evenly among those party members. Each character who is not disabled when battle ends gains the same number of the opponents' AP. Any Gil or items obtained are added to the joint funds and inventory.



After a battle is won, those party members still on their feet receive AP and EXP. This enables them to reach higher Levels (Level Up) and/or to learn abilities.



You then receive money and items as a reward.

Status effects

Status effects alter a character's (or an opponent's) status. They are inflicted by spells or special attacks - or by using specific items. While most status effects are detrimental to the target, some are actually beneficial. When a participant in battle is afflicted by a status effect, the corresponding symbol is displayed above the participant's head. You can also open the Status Menu to view the status effects currently afflicting your party members. Press the **[SELECT]** button in the menu to display the names and symbols of all status effects.

The following pair of tables lists and describes all positive and negative status effects and how to neutralise them. In Trance, all status effects are automatically neutralised except for Petrify, Zombie and Virus.

If your party members are afflicted by status effects of limited duration, you might consider saving the items or the spells that neutralise them. Eiko is the only one who can cast Dispel.



Unfortunately, most status effects are harmful to your characters. A glance at the tables reveals how to cure them.

Beware...

... of status effects that could disable your entire party if you are unlucky. The game ends if all party members are afflicted by KO, Petrify, Stop or Venom. Remember to cure status effects that prevent your characters from evolving. Party members afflicted with KO, Petrify, Virus or Zombie do not receive EXP or AP after battle.



Positive Statusveränderungen

STATUS EFFECT	SYMBOL	DESCRIPTION	CAN BE CURED BY:
Float		The target floats in the air, avoiding Earth-related damage.	Dispel / Ending the status effect automatically after a set period.
Full-Life		The target is revived from KO and recovers all HP at once.	Dispel / After healing.
Haste		The ATB Gauge fills up faster.	Dispel / Effect ends automatically after a set period.
Protect		Reduces damage the target takes from physical attacks.	Dispel / Effect ends automatically after a set period.
Reflect		Reflects most magic back to the caster.	Dispel / Effect ends automatically after a set period.
Regen		The target's HP are gradually restored.	Dispel / Effect ends automatically after a set period.
Shell		Reduces damage the target takes from magic attacks.	Dispel / Effect ends automatically after a set period.
Vanish		Renders the target invisible, protecting the target against physical attacks. A particularly useful status effect.	Dispel / Magic attacks / Effect ends automatically after a set period.

HOW TO PLAY

CHARACTERS

MOUNTAINS




ITEMS

MONSTERS

STATUS

SECRETS

Negative status effects

STATUS EFFECT	SYMBOL	DESCRIPTION	CAN BE CURED BY:
Berserk		The target cannot be controlled and continuously attacks opponents.	Gysahl Greens / Effect ends automatically after a set period.
Confuse		The target cannot be controlled and randomly attacks opponents and allies.	Esuna / Physical attacks / Effect ends automatically after a set period.
Darkness		The target is blinded and its attack accuracy decreases.	Esuna / Eye Drops / Remedy.
Doom	-	The target is disabled and afflicted by the KO status effect KO once the timer reaches 0.	-
Freeze		The target is frozen and cannot be controlled. Physical attacks KO the target instantly.	Esuna / Fire-related magic / Effect ends automatically after a set period.
Gradual Petrify	-	The target is afflicted with the Petrify status effect Petrify once the timer reaches 0.	Stona / Esuna.
Heat		The target is burned - and KO'd if it acts.	Esuna / Ice-related magic / Effect ends automatically after a set period.
KO	-	The target is disabled until revived.	Life / Full-Life / Phoenix Down / Phoenix Pinion.
Petrify		The target is literally petrified, turning to stone, and cannot perform actions.	Stona / Remedy / Soft.
Poison		The target continuously loses HP.	Antidote (spell) / Esuna / Antidote (item) / Remedy / Effect ends automatically after a set period.
Mini		The target shrinks ... as do its attack and defence power.	Mini / Esuna / Remedy / Effect ends automatically after a set period.
Silence		The target cannot use magic.	Esuna / Echo Screen / Remedy.
Sleep		The target falls asleep and cannot perform actions. It takes 50% more damage than usual when hit.	Esuna / Physical attacks / Effect ends automatically after a set period.
Slow		The ATB Gauge fills more slowly, allowing the target fewer turns.	Dispel / Effect ends automatically after a set period.
Stop		Time stops for the target; s/he cannot be controlled.	Dispel / Remedy / Effect ends automatically after a set period.
Trouble		The target's allies receive half the damage taken by the target.	Vaccine.
Venom		The target is poisoned and cannot be controlled.	Antidote (spell) / Antidote (item) / Remedy.
Virus		The character cannot evolve, as s/he receives neither EXP nor AP after battle.	Vaccine.
Zombie		Recovery items and spells have an opposite effect to that intended.	Magic Tag.



A sample battle

To show you that battles are not nearly as complicated as they might seem at first, we have described a sample encounter including the various situations you can experience during battle.



Battle is initiated and your characters' ATB Gauges begin to fill. Once an ATB Gauge is full, the Cursor moves to this character. A window

listing the four available commands is displayed. Once several characters' ATB Gauges are full, you can toggle between party members by pressing the Δ button.

If an opponent seems too powerful or you are in a hurry, hold down the \square and \circ buttons simultaneously to escape from battle. This works during most encounters, but remember that your characters may receive damage when they beat a retreat. Make it a rule to check your party members' HP, MP, equipment and abilities before confronting a boss monster. You will find these encounters clearly indicated in the Walkthrough chapter, so do not worry that you might run into a boss unawares!



Select one of the four commands, but remember that time does not stand still until you choose a command: the clock keeps ticking, bringing closer your opponents' next

attack. Once you have selected a command, time is stopped (provided you have set ATB to Wait in the Config Menu). You now have all the time in the world to choose, say, a spell or an item.

If you want your character to attack physically, select the Attack command. If you want him or her to use an item (such as a Potion to heal an injured ally), select the Item command. In addition to these two standard commands, each character has two unique commands. For example, Zidane can steal items from opponents, while Vivi can cast offensive spells if you select his Blk Mag command.



select the wrong opponent or party member by mistake. You can cancel your selection by pressing the \circ button - unless you have already confirmed it by pressing the \times button. To select a target faster, press the \square button instead. This opens a Target Window and allows you to make your choice easily. Certain commands, such as most healing or offensive spells, enable you to include more than one target. Press the \square or \circ button when choosing a target to include the entire group. This displays several HERE icons - one for each target.



Once a character's Trance Gauge is full, she temporarily develops superhuman strength. Each character possesses

enhanced physical attack power and/or a unique set of skills (indicated by altered commands) in Trance. Vivi, for example, can use the new Dbl Mag command to cast two spells during the same turn, while Zidane can perform special attacks when you select his new Dyne command.

Unfortunately, Trance only lasts for a few rounds, and characters revert to their normal state when battle ends.



Always keep an eye on your party members' HP and remember to heal injuries in time. You can use recovery items such as Potions or Hi-Potions. Alternatively,

Garnet's and Eiko's spells Cure or Cura restore HP. Select the girls' Wht Mag command to use these spells.

If a character's HP drop to 0 despite your efforts, and if this party member is KO'd, simply use the Phoenix Down or Phoenix Pinion items. If you use a Phoenix Down, you might want to take further measures to heal the character, as only a few HP are restored when s/he is revived.

It also makes sense to cure negative status effects using items or Eiko's Dispel magic - especially if they do not expire automatically after a set period. A glance at the table on page 22 shows you which status effects you should be particularly wary of - and how to cure them.

Further adventures and side-quests

In Final Fantasy IX, there are countless things to explore and many adventures to experience outside of your main quest. One of these is the card game Tetra Master, which is described in a chapter of its own, and there are also mini-games such as the skipping game in Alexandria or frog-catching in Qu's Marsh.

These mini-games are explained in greater detail in the Walkthrough and Secrets chapters.

Occasionally, you will find certain items or animals that can be delivered to specific inhabitants of Gaia, the world of Final Fantasy IX. For example, you can help Tom, the boy from Alexandria, find his cat in the city. While early tasks are easy to perform, later ones require a greater effort.



Final Fantasy IX contains a number of mini-games, designed as exciting diversions for the player. With luck and a good grasp of the controls, you can master them and obtain rewards.

One side quest among many: the "Mognet"

The Mognet is one of several side-quests. After you have already addressed them once, some moogles ask you to deliver a letter or read it aloud. Choose the Mognet option during your conversation to allow this side-quest to evolve. The letters you receive are always addressed to another moogle, whom you still need to find. If you want to be an efficient Mognet postman, make a note of the names and locations of the moogles you come across. You cannot carry more than three letters at a time. Some moogles move on during the adventure, and pop up around the world.



The post's here! Why not do the friendly moogles a favour and act as postman?

The Tetra Master card game

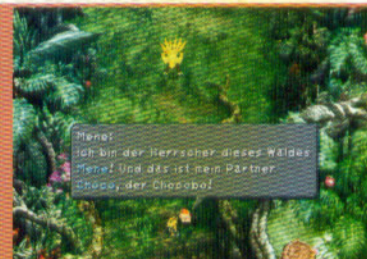
Many inhabitants of Gaia enjoy the occasional game of cards. Tetra Master is played on a 4x4 grid. Your aim is to place your five selected cards in such a manner as to win as many of your opponent's cards as possible. The player who has most cards at the end of the game wins the match and can choose one of his or her opponent's cards as a trophy. Tetra Master has so many intricacies that we have dedicated an entire chapter to the card game. Go to page 158 and read all about this particular challenge.



To win at Tetra Master, use your brains and place your five selected cards cleverly on the 4x4 grid.

Here again: Chocobos

Fans of the Final Fantasy series are familiar with the feathered friends of previous adventures, so you'll be glad to know that the yellow riding birds also make an appearance in Final Fantasy IX. You can befriend a Chocobo early on CD 1, and your loyal companion will be there for you throughout your adventure. Starting on page 167, the Secrets chapter reveals more about Chocobos and the Chocobo Hot & Cold game.



Chocobos are here again in Final Fantasy IX. Be sure to befriend these helpful mounts!

PlayOnline

The Internet address www.square-europe.com/playonline introduces you to the most ambitious project undertaken by software giant Squaresoft to date. All the role-playing games in the Final Fantasy series are extremely complex, and Squaresoft believes that all players should have 24-hour access to an information pool. In addition to offering players brilliant and exciting games, Squaresoft now reveals everything worth knowing about the ninth episode in this epic role-playing saga ... online! This unique service is called PlayOnline, and offers tips, secrets and much more. Purchasing this guidebook has given you exclusive access to a special section of the website: Top Secrets. Exclusive passwords enable you to log on and unravel the deepest mysteries of Final Fantasy IX. This privilege is unique to you, as a buyer of this guide. Throughout this guide, you will find coloured inserts providing a short explanation and a password for PlayOnline. If you would like to delve deeper into the secret mentioned in the insert, simply surf to www.playonline.com, enter your password and access more detailed information.

How to use the Walkthrough

No, this is not a guide to the guide. Just allow us to briefly introduce you to the features of the Walkthrough chapter for even better orientation and greater enjoyment of this book:

Map screenshots: Particularly complex or large areas are presented in exclusive map screenshots for easy orientation. The locations of all items are entered and marked by letters, while a legend next to the map lists the letters and corresponding items. A moogles on the map (these are the little white piglet-like fellows with a red bobble) indicates that you can save your game here.

Locations: The bold headings tell you which location or region you are in.

"Must do" text: All the information you need to progress through the game is described in these obvious text blocks. The "must do" text is the backbone of Final Fantasy IX. Items you can find are highlighted in **red**, while specific items you can use are highlighted in **blue**. The short heading gives you an idea of the section contents.

Screenshot: Numerous screenshots document the course of the adventure. The numbers on the screens refer to the corresponding places in the text - and vice versa. To avoid confusion and keep figures manageable, the screens are numbered separately for each of the four CDs.

Black Mage Village

Conde Petie

Legend

A: 1st Floor
B: 2nd Floor
C: 3rd Floor
D: 4th Floor
E: 5th Floor
F: 6th Floor
G: 7th Floor
H: 8th Floor
I: 9th Floor
J: 10th Floor
K: 11th Floor
L: 12th Floor
M: 13th Floor
N: 14th Floor
O: 15th Floor
P: 16th Floor
Q: 17th Floor
R: 18th Floor
S: 19th Floor
T: 20th Floor
U: 21st Floor
V: 22nd Floor
W: 23rd Floor
X: 24th Floor
Y: 25th Floor
Z: 26th Floor

Black Mage Village

Conde Petie

Legend

A: 1st Floor
B: 2nd Floor
C: 3rd Floor
D: 4th Floor
E: 5th Floor
F: 6th Floor
G: 7th Floor
H: 8th Floor
I: 9th Floor
J: 10th Floor
K: 11th Floor
L: 12th Floor
M: 13th Floor
N: 14th Floor
O: 15th Floor
P: 16th Floor
Q: 17th Floor
R: 18th Floor
S: 19th Floor
T: 20th Floor
U: 21st Floor
V: 22nd Floor
W: 23rd Floor
X: 24th Floor
Y: 25th Floor
Z: 26th Floor

"Can do" text: These texts are far less conspicuous than the "must do" text. They describe possible optional paths of action, which are not mandatory in order to finish the game. Relax and enjoy these mini-games or side-quests between dangerous journeys. You should occasionally take a look at these passages in order not to miss valuable items or interesting encounters. The short heading gives an indication of the section contents.

CD number: This indicates which of the four Final Fantasy IX CDs the information in the Walkthrough refers to.

Monster insert: Whenever you have to confront a boss monster, the "must do" text explains the most useful strategy. You will also find an insert with the monster's statistics (such as its HP, MP and EXP), its weaknesses (if any ...), and the items you can obtain during and after battle.

HOW TO PLAY



CHARACTERS

The following pages introduce you to eight characters whose fate lies in your hands as you play Final Fantasy IX. You'll find the ability tables particularly interesting, since they list the specific Abilities which each of your characters can learn during his or her adventure. You may want to document the progress of your various characters by ticking the relevant box each time they learn a new ability.

Zidane Tribal

This 16-year-old thief is the central character in Final Fantasy IX. Zidane is guided by impulse rather than by concepts such as "good" or "bad". He is generous and always helps those in need, while his uncanny instincts have saved him from many a dangerous situation. Zidane is also a romantic, falling in love with every pretty woman who crosses his path.

Action Abilities



ABILITY	AP REQUIRED
<input type="checkbox"/> Annoy	50
<input type="checkbox"/> Detect	40
<input type="checkbox"/> Flee	40
<input type="checkbox"/> Free Energy	-
<input type="checkbox"/> Grand Lethal	-
<input type="checkbox"/> Lucky Seven	85
<input type="checkbox"/> Meo Twister	-
<input type="checkbox"/> Sacrifice	55
<input type="checkbox"/> Scoop Art	-
<input type="checkbox"/> Shift Break	-
<input type="checkbox"/> Solution 9	-
<input type="checkbox"/> Soul Blade	35
<input type="checkbox"/> Stellar Circle 5	-
<input type="checkbox"/> Thievery	100
<input type="checkbox"/> Tidal Flame	-
<input type="checkbox"/> What's that!?	40

Please find a detailed description of all abilities on pages 14-17.

Support Abilities



ABILITY	AP REQUIRED
<input type="checkbox"/> Ability Up	95
<input type="checkbox"/> Accuracy+	30
<input type="checkbox"/> Add Status	35
<input type="checkbox"/> Alert	40
<input type="checkbox"/> Antibody	20
<input type="checkbox"/> Auto-Float	20
<input type="checkbox"/> Auto-Haste	55
<input type="checkbox"/> Auto-Life	130
<input type="checkbox"/> Auto-Potion	30
<input type="checkbox"/> Auto-Reflect	95
<input type="checkbox"/> Auto-Regen	25
<input type="checkbox"/> Bandit	40
<input type="checkbox"/> Beast Killer	30
<input type="checkbox"/> Bird Killer	20
<input type="checkbox"/> Body Temp	25
<input type="checkbox"/> Bright Eyes	35
<input type="checkbox"/> Bug Killer	35
<input type="checkbox"/> Clear Headed	25
<input type="checkbox"/> Counter	70
<input type="checkbox"/> Devil Killer	25
<input type="checkbox"/> Distract	30
<input type="checkbox"/> Eye 4 Eye	60
<input type="checkbox"/> Flee-Gil	45
<input type="checkbox"/> Gamble Defence	20
<input type="checkbox"/> High Tide	35
<input type="checkbox"/> HP+20%	40
<input type="checkbox"/> Insomniac	30
<input type="checkbox"/> Jelly	35
<input type="checkbox"/> Level Up	75
<input type="checkbox"/> Locomotion	30
<input type="checkbox"/> Long Reach	170
<input type="checkbox"/> Man Eater	25
<input type="checkbox"/> Master Thief	50
<input type="checkbox"/> MP Attack	45
<input type="checkbox"/> Mug	65
<input type="checkbox"/> Protect Girls	35
<input type="checkbox"/> Restore HP	85
<input type="checkbox"/> Steal Gil	40
<input type="checkbox"/> Stone Killer	30
<input type="checkbox"/> Undead Killer	45



Action Abilities



ABILITY	AP REQUIRED
Ark	100
Atomos	30
Bahamut	80
Berserk	30
Blind	40
Confuse	35
Cura	50
Curaga	155
Cure	30
Float	20
Ifrit	35
Leviathan	40
Life	30
Mini	40
Odin	30
Panacea	15
Protect	30
Ramuh	30
Reflect	20
Scan	25
Shell	35
Shiva	20
Silence	30
Stona	25

Garnet Til Alexandros 17th

Despite being raised in her own safe and protected world, the 16-year-old princess has a well-developed sense of right and wrong, and is particularly worried about the plans and actions of her mother, Queen Brahne. Garnet's greatest adventure begins when she is abducted from her home, Alexandria Castle. As she leaves her familiar surroundings, Garnet's quest for self-knowledge begins.

Support Abilities



ABILITY	AP REQUIRED
Ability Up	60
Antibody	15
Auto-Float	20
Auto-Haste	55
Auto-Life	105
Auto-Potion	20
Auto-Reflect	75
Auto-Regen	35
Body Temp	25
Boost	190
Chemist	15
Clear Headed	25
Concentrate	80
Half MP	125
Healer	30
High Tide	30
Insomniac	25
Jelly	40
Level Up	50
Locomotion	30
Loudmouth	20
MP+20%	45
Odin's Sword	50
Reflect-Null	45

Please find a detailed description of all abilities on pages 14-17.

HOW TO PLAY

CHARACTERS

WIKINGRAPH

ITEMS

MONSTERS

CUTS

SECRETS

Adelbert Steiner

The stout-hearted and somewhat stuffy Captain of the Knights of Pluto protects Princess Garnet with his sword and his life. Steiner is a thoroughly honest and honourable man with high principles and an unswerving devotion to duty. Garnet's abduction signals that it is time for the 33-year-old knight to relax his firm principles and travel down new paths.



Action Abilities

ABILITY	AP REQUIRED
Armour Break	30
Bio	-
Blizzaga	-
Blizzard	-
Charge!	30
Climhazzard	70
Darkside	30
Doomsday	-
Fira	-
Firaga	-
Fire	-
Flare	-
Iai Strike	40
Magic Break	25
Mental Break	45
Minus Strike	35
Power Break	40
Shock	60
Stock Break	35
Thundaga	-
Thundara	-
Thunder Slash	30
Thunder	-
Water	-

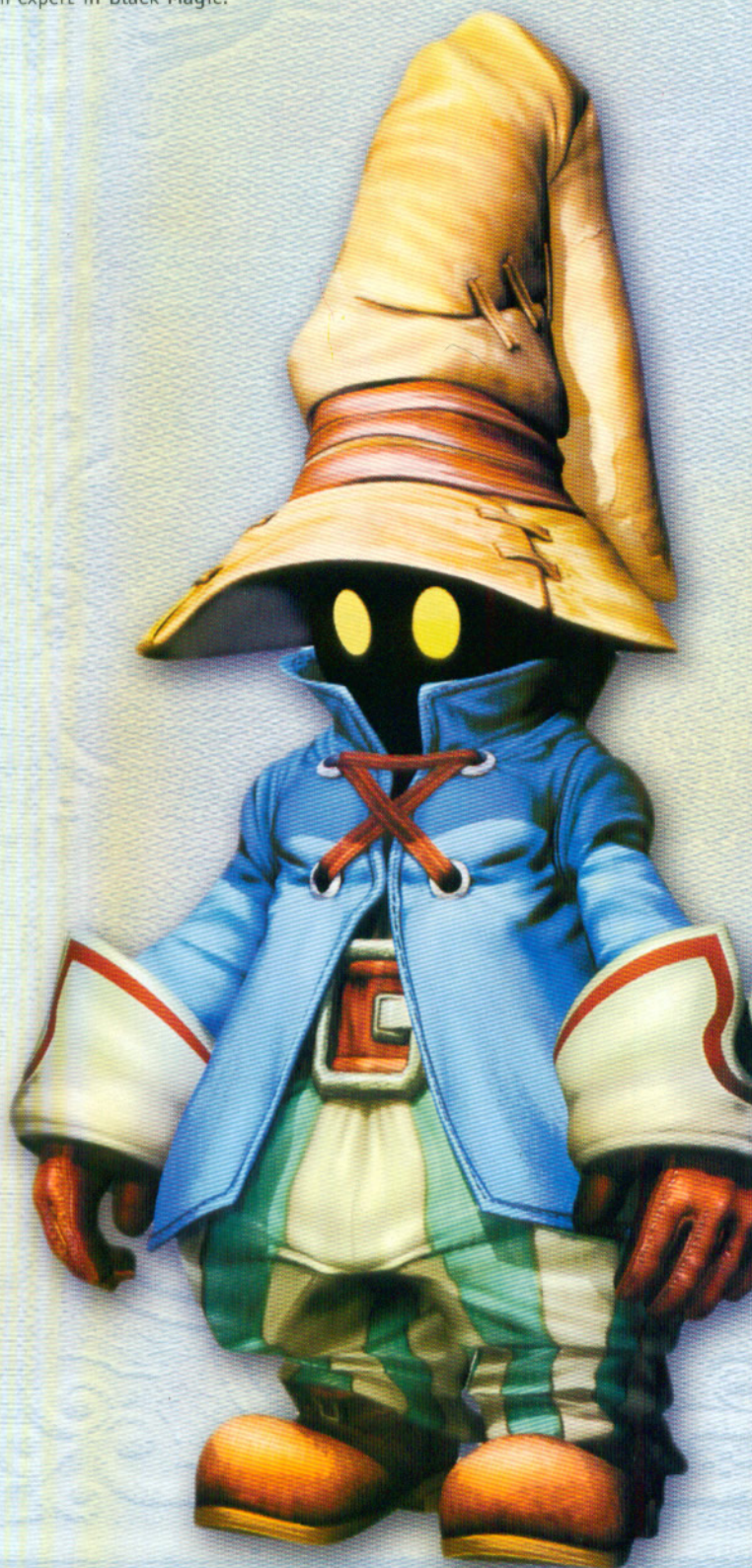
Support Abilities

ABILITY	AP REQUIRED
Ability Up	70
Accuracy+	40
Add Status	50
Alert	60
Antibody	35
Auto-Float	20
Auto-Haste	65
Auto-Life	155
Auto-Potion	20
Auto-Reflect	95
Auto-Regen	75
Beast Killer	55
Bird Killer	25
Body Temp	35
Bright Eyes	25
Bug Killer	50
Chemist	20
Clear Headed	30
Counter	100
Cover	20
Devil Killer	30
Distract	30
Eye 4 Eye	35
High Tide	35
HP+10%	20
HP+20%	60
Insomniac	25
Jelly	30
Level Up	50
Locomotion	35
Long Reach	200
Man Eater	20
MP Attack	50
Restore HP	100
Stone Killer	20
Undead Killer	30

Please find a detailed description of all abilities on pages 14-17.

Vivi Orunitia

Vivi, a little mage with a huge pointy hat, is haunted by questions concerning his origins. He does not believe that simply being able to move one's arms and legs is proof that one really lives - and so Vivi continues on his fervent quest for proof of his own existence. Although only nine years old, Vivi is already an expert in Black Magic.



Action Abilities



ABILITY	AP REQUIRED
Bio	40
Blizzaga	85
Blizzara	50
Blizzard	25
Break	30
Comet	55
Death	45
Demi	30
Doomsday	150
Drain	60
Fira	50
Firaga	75
Fire	25
Flare	95
Meteor	95
Osmose	70
Poison	35
Sleep	20
Slow	20
Stop	25
Thundaga	80
Thundara	50
Thunder	25
Water	55

Support Abilities



ABILITY	AP REQUIRED
Ability Up	55
Add Status	25
Antibody	30
Auto-Float	20
Auto-Haste	55
Auto-Life	70
Auto-Potion	10
Auto-Reflect	70
Auto-Regen	30
Body Temp	15
Clear Headed	15
Half MP	140
Healer	20
High Tide	25
Insomniac	25
Jelly	25
Level Up	30
Locomotion	35
Loudmouth	40
Mag Elem Null	115
MP+20%	30
Reflect-Null	30
Reflectx2	110
Return Magic	90

Please find a detailed description of all abilities on pages 14-17.

HOW TO PLAY

CHARACTERS

WEAPONS

ITEMS

MONSTERS

CARDS

SECRETS

Freya Crescent

Freya dreams of her hometown and her long-lost sweetheart. She knows that both lie some years in the past, and is resigned to accepting her fate despite her unhappiness. The 21-year-old Dragon Fighter seems self-assured and robust, but bears deep scars and generally conceals her inner turmoil. Freya is an excellent fighter, specialising in high jumps that end in ferocious and devastating attacks on her opponents.

Action Abilities



ABILITY	AP REQUIRED
Cherry Blossom	40
Dragon Breath	205
Dragon's Crest	45
Lancer	20
Luna	30
Reis's Wind	40
Six Dragons	25
White Draw	90

Please find a detailed description of all abilities on pages 14-17.

Support Abilities



ABILITY	AP REQUIRED
Ability Up	65
Accuracy+	30
Add Status	25
Antibody	15
Auto-Float	20
Auto-Haste	75
Auto-Life	125
Auto-Potion	30
Auto-Reflect	95
Auto-Regen	25
Beast Killer	25
Bird Killer	30
Body Temp	20
Bright Eyes	20
Bug Killer	25
Chemist	35
Clear Headed	35
Counter	85
Cover	30
Devil Killer	30
Distract	25
Dragon Killer	70
Eye 4 Eye	35
Gamble Defence	20
High Jump	75
High Tide	20
HP+10%	30
HP+20%	75
Initiative	95
Insomniac	30
Jelly	30
Level Up	40
Locomotion	25
Long Reach	210
Man Eater	20
MP Attack	20
MP+10%	35
Restore HP	85
Stone Killer	20
Undead Killer	20



Quina Quen

Quina lives for the pleasures of the table and is bent on avoiding discomfort or - far worse - anything which may disrupt its gluttonous routine. Merrily sampling any tasty-looking plants or creatures, Quina is always on the lookout for new delicacies to augment its favourite diet of frogs. In addition to this culinary obsession, Quina boasts an unusual appearance: this ebullient character is something of a cross between a clown and a Sumo wrestler. Quina's name is a Japanese play on words. Quina means "Eat!", while Quen translates as "Cannot eat" ...

For ease of reading, we sometimes refer to Quina as "it" or "its". However, in the game, Quina is sometimes referred to as "s/he" or "him".



Action Abilities



ABILITY	AP REQUIRED
1,000 Needles	-
Angel's Snack	-
Aqua Breath	-
Auto-Life	-
Bad Breath	-
Doom	-
Earth Shake	-
Frog Drop	-
Frost	-
Goblin Punch	-
Limit Glove	-
LV3 Def-less	-
LV4 Holy	-
LV5 Death	-
Magic Hammer	-
Matra Magic	-
Mighty Guard	-
Mustard Bomb	-
Night	-
Pumpkin Head	-
Roulette	-
Twister	-
Vanish	-
White Wind	-

Support Abilities



ABILITY	AP REQUIRED
Ability Up	40
Absorb MP	80
Add Status	35
Antibody	20
Auto-Float	40
Auto-Haste	70
Auto-Life	165
Auto-Potion	30
Auto-Reflect	75
Auto-Regen	30
Body Temp	20
Clear Headed	25
Counter	55
Gamble Defence	40
Half MP	90
Healer	60
High Tide	250
Insomniac	40
Jelly	35
Level Up	60
Locomotion	20
Loudmouth	30
Millionaire	100
MP+10%	50

Please find a detailed description of all abilities on pages 14-17.



Eiko Carol

Eiko is the last human inhabitant of Madain Sari, having lost her friends, neighbours and family. However, the buoyant six-year-old puts a brave face on her gnawing solitude and is distinguished by her indomitable high spirits. Exceptionally wise and educated for her age, Eiko has a pet moogles as well as other moogles companions, but is always on the lookout for new friends.



Action Abilities



ABILITY	AP REQUIRED
Carbuncle	35
Cura	40
Curaga	80
Cure	20
Dispel	35
Esuna	80
Fenrir	55
Float	25
Full-Life	90
Haste	30
Holy	110
Jewel	50
Life	35
Madeen	120
Might	25
Mini	35
Panacea	15
Phoenix	40
Protect	20
Reflect	25
Regen	25
Shell	20
Silence	25
Stona	25

Please find a detailed description of all abilities on pages 14-17.

Support Abilities



ABILITY	AP REQUIRED
Ability Up	55
Antibody	20
Auto-Float	25
Auto-Haste	65
Auto-Life	100
Auto-Potion	30
Auto-Reflect	70
Auto-Regen	35
Body Temp	20
Boost	150
Clear Headed	15
Concentrate	90
Guardian Mog	30
Half MP	120
Healer	20
High Tide	30
Insomniac	25
Jelly	35
Level Up	65
Locomotion	15
Loudmouth	15
MP+10%	15
MP+20%	50
Reflect-Null	55

Amarant Coral

At first glance, Amarant seems to be a typical mercenary who relies solely on his fists. However, the 26-year-old knows that physical power is not everything - an insight that eventually leads him to join Zidane's party. The redheaded giant cherishes his freedom, and is drawn to vast tracts of land untouched by civilisation. It is often difficult to fathom this lone wolf.



Action Abilities



ABILITY	AP REQUIRED
Aura	25
Chakra	30
Countdown	40
Curse	20
Demi Shock	50
No Mercy	25
Revive	35
Spare Change	90

Support Abilities



ABILITY	AP REQUIRED
Ability Up	80
Accuracy+	30
Add Status	20
Alert	30
Antibody	25
Auto-Float	35
Auto-Haste	70
Auto-Life	140
Auto-Potion	30
Auto-Reflect	85
Auto-Regen	35
Beast Killer	10
Bird Killer	10
Body Temp	30
Bright Eyes	25
Bug Killer	10
Clear Headed	30
Counter	240
Cover	90
Devil Killer	10
Eye 4 Eye	50
Flee-Gil	30
Gamble Defence	35
Healer	40
High Tide	60
HP+10%	10
HP+20%	40
Insomniac	20
Jelly	15
Level Up	50
Locomotion	20
Long Reach	210
Man Eater	10
MP Attack	60
Power Throw	125
Power Up	30
Restore HP	75
Return Magic	170
Stone Killer	10
Undead Killer	10

Please find a detailed description of all abilities on pages 14-17.



Prima Vista

Paces in the dark

Your adventure begins aboard the airship Prima Vista, seen at the end of the opening titles. Move the blonde boy a few steps up the screen until he reaches the table, when a speech bubble with a "?" will appear above his head. Take a look by pressing the (X) button, which lights the candle and triggers further events. You'll find that, while the candle dispels the darkness you will no longer be able to explore the room. Moving around in the dark before lighting the candle allows you to find **47 Gil** near the back of the left wall, while a **Potion** is hidden on the opposite side. As soon as you see a "!" above your character, you can pick up the items in question by pressing the (X) button (screen 1). "!" symbols may draw your attention to information as well as items. For example, there is a notice on the wall to the right of the clothes horse, telling you more about the Prima Vista. Once you have explored your surroundings, walk to the table and light the candle.

The boy you are controlling is called Zidane, but you can rename him at this point if you wish. As with your other main allies, our walkthrough always refers to him by his original name. You won't have long to wait for your first battle (screen 2).

Doesn't your opponent look bizarre? Press the (SELECT) button to display the name of this adversary. What you thought was a dragon is in fact a Masked Man called Baku. It turns out later that this battle was a training session for Zidane and his comrades. So, before attacking your opponent, why not use the Steal option to relieve him of a **Potion**, a **Wrist** and a **Mage Masher**?



After the battle Baku explains the situation. Apparently, Zidane belongs to the Tantalus gang of thieves, who are scheming to abduct Princess Garnet of Alexandria. The Tantalus leader will ask whether you have understood the plan, and he'll repeat his question until you get the answer right. Once you have given the correct answer the Prima Vista flies to Alexandria, where you'll meet the game's second main character.



Alexandria

Arrival in Alexandria

In Alexandria you slip into the character of a mysterious little boy whose face is hidden beneath the brim of a huge pointy hat. Like most Alexandrians, he is eager to see tonight's play. Take a look at the **Ticket** under Key Item in your Item inventory. That's strange: the name of the play on your Ticket seems incorrect. But don't let that deter you from approaching the Ticket Booth in the Square (screen 3) and presenting your Ticket. Your Ticket is forged, but the friendly Ticketmaster consoles you with three cards: a **Goblin Card**, a **Forest Fang Card** and a **Skeleton Card**. Now enter the Alley to the left of the Square where you'll come across the Rat Kid. Agree to become his slave. It's not a taxing job: you just have to act as lookout to make sure the coast is clear for a minor robbery. As the Rat Kid makes off with his loot, Alleyway Jack comes around the corner. As soon as you see Alleyway Jack and the "!" symbol, press the (X) button to stop him relieving you of a few Gil. If you address him fast enough, he'll be happy to explain the basic card game rules. If you want to challenge Alleyway Jack to a match make sure you save your

game first: Jack is a professional card-shark and hard to beat. To save your game, visit the Rat Kid in the Steeple. As you try to climb the ladder, a moogles tumbles down. This is Kupo, who will save your game for you after a short chat.

Once you have gathered up all stray items from the streets of Alexandria it is time to follow the Rat Kid up the Steeple ladder onto the roof. Now your character with the pointy hat finally introduces himself as Vivi. Rat Kid introduces himself as Puck. Follow Puck to the Castle, where the spectacle is about to begin (screen 4) ...



No need to buy - just collect!

The Weapon Shop and the Synthesis Shop do not yet sell items, but you can still find a **Remedy** and a dose of **Ether** there (screen 5). The Tool Shop sells medicine, but hang onto your money for now. If you haven't come across an item yet, just press the (SELECT) button to find out more. This useful option is available in all menus.



Finder's keepers

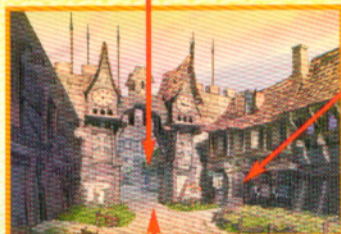
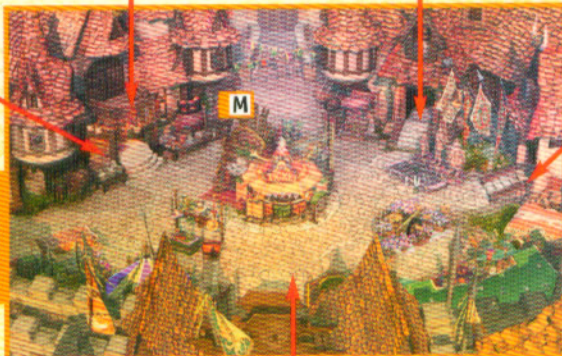
You'll be surprised at the amount of items lying scattered around the streets of Alexandria. Scavenging is good form in Final Fantasy IX, so make sure to pick up everything dropped by the careless citizenry! For example, you'll find a **Lizard Man Card** hidden behind the statue at the bottom of Main Street. Although not visible, the card can be retrieved by pressing the (X) button when the "!" is displayed above Vivi's head (screen 6). Go to the Private Residence on the right side of the Steeple. Although a girl is blocking the stairs to the first floor, she'll run away as soon as you leave the house. Go back, and you'll be free to collect 3 Gil upstairs.



How about a game of cards?

Once you possess at least five cards you can challenge various citizens of Alexandria to a friendly Tetra Master game; just approach them and press the (L) button. In the Square you'll come across Hippaul, who tells you of three cards he has hidden in a safe place. Climb up the ladder in the Steeple and pull the bell rope (screen 7) to retrieve an **Ironite Card**, a **Goblin Card** and a **Forest Fang Card**. These cards are only available on this occasion after you talk to Hippaul and before you visit the Ticket Booth.





Alexandria

ALLEY

Don't skip this one

If you're feeling light-footed, why not take part in the skipping game in the Square? As well as demonstrating your skill, your winnings could come in useful. The girl in the middle will be happy to trade places with you (screen 8). Press the \otimes button to begin, then press it again rhythmically to leap over the rope.

PlayOnline.

KEYWORD:
E-SKIPGAME

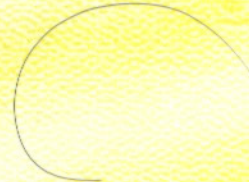
Exhausted, but happy: PlayOnline tells you what you receive for a brilliant skipping performance.

SPECIAL ITEM



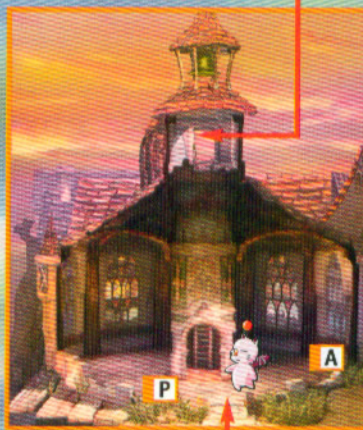
Pet lover special

A boy named Tom is among those hanging around By the Steeple. The poor lad has lost his kitten! You'll find it scampering around just below the spot where you took control of Vivi (screen 9). To help Tom, press the \otimes button once you are near the cat. If you address the boy again By the Steeple, he'll give you a **Bomb Card** as a token of his gratitude.



LEGEND

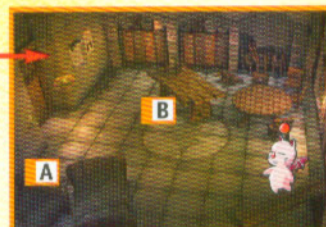
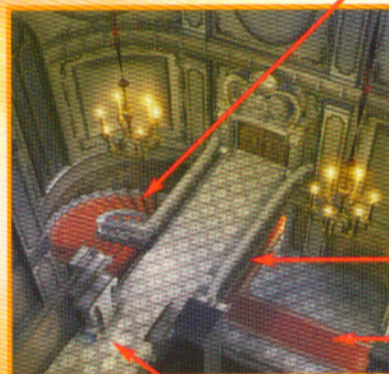
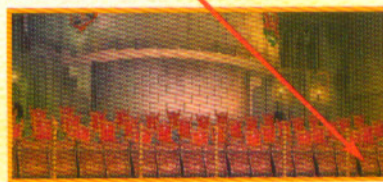
- A** Potion (6x)
- B** Sahagin Card
- C** Zombie Card
- D** Lizard Man Card
- E** 9 Gil
- F** Forest Fang Card
- G** 33 Gil
- H** Goblin Card
- J** Flan Card
- K** 27 Gil
- L** 38 Gil
- M** Phoenix Pinion
- N** Remedy
- O** Ether
- P** Tent
- Q** 3 Gil
- R** Eye Drops
- S** 29 Gil
- T** 63 Gil
- U** 92 Gil



SQUARE



Alexandria Castle



LEGEND

- A** Phoenix Down
- B** Blutzen, Pluto Knight II
- C** Laudo, Pluto Knight IV
- D** Dojebon, Pluto Knight V
- E** Breireicht, Pluto Knight VI
- F** Weimar, Pluto knight VII
- G** Haagen, Pluto Knight VIII
- H** Mullenkedheim, Pluto Knight IX
- J** Knight of Pluto



All the world's a stage

Vivi and Puck appear just in time for the curtain to rise at the castle. You now slip back into the character of Zidane. With three of his comrades, he takes part in an exhibition match on stage against three actors. The SFX command does not cause damage but simply initiates visually dramatic moves (screen 10). Attack King Leo to end the show quickly. It is unlikely that you need to use healing items on one of your party, since just one of your fighters needs to 'survive' the battle for you to win.



Zidane then duels with Blank (screen 11). Lots of Gil await you if you can impress the audience with your acting prowess. Enter the commands displayed on the screen quickly and correctly to win the spectators' approval.

The command sequence varies with every attempt. The only constant is that the **△** and **⊙** button usually do not appear among the first 15 commands. Once you've been asked to press the right directional button, it will not be prompted again until the left directional button is used. You'll find this duel a lot easier with two people operating the controller.

After this interlude it is time to abduct the princess. In order to move freely around the castle, Zidane and Blank disguise themselves as guards. However, this freedom is relative as you can only walk upstairs for now. Zidane runs into a girl, but the options you choose in the ensuing dialogue have no effect on the outcome.



ensuing dialogue have no effect on the outcome.

Escape from the castle

You now slip into the role of Steiner, the honourable (if a little pompous) Captain of the Knights of Pluto (screen 12). Your aim is to reach the top of the West Tower. On your way there, you can take on another self-imposed task, ordering all Pluto Knights to search for Princess Garnet (see "Captain Steiner" below). However, this is optional.



You continue in the role of Zidane aboard the Prima Vista. Follow Garnet to the Engine Room. Turn the engine wheel to both the left and right to reveal treasure chests on the lower deck, one of which is hidden by the engine (screen 13). The chests contain a **Phoenix Down** and a **Phoenix Pinion**.

As you leave the room through the doorway, Steiner bars your path. Deal about 170 HP damage to the captain to end the duel. Following a theatrical sketch (screen 14), battle recommences. Attack Steiner again. The third and last battle for now does not require you to take action. Simply wait until the fire monster explodes. The Prima Vista now stages a dramatic flight from Alexandria before crashing in the Evil Forest.



PlayOnline

KEYWORD:
E-SWORDF

SPECIAL ITEM

An enthusiastic audience rewards your performance with [Gil], but Queen Brahne is not stingy either. PlayOnline reveals what the monarch has in store for you.

Captain Steiner

Walk to the right and enter the Guardhouse. Talk to Blutzen, pick up a **Phoenix Down** and read the list revealing the names of the Pluto Knights. Ask the moogles to save your game if you like. Leave the Guardroom, climb the stairs and approach the Throne. If Queen Brahne enjoyed Zidane's and Blank's exhibition duel, she'll present Steiner with an item.

The route to the West Tower and the locations of the Pluto Knights are displayed on the map screenshots on pages 38-39. Address Breireicht in the West Tower twice (screen 15) to find out which knights you have issued orders to. If you have been to see them all, Breireicht will hand you a dose of **Elixir**.

Incidentally, when Breireicht mentions the specialisations of the Pluto Knights he isn't just indulging in idle banter. Take note of this information: it'll come in handy later on and will earn you a special item.



Evil Forest

The first test

Once the Prima Vista has crashed you slip back into the role of Zidane. Press the **SELECT** button to view the ATE (Active Time Event). These events allow you to observe incidents taking place simultaneously elsewhere. In this case, you will find out that Garnet and Vivi are unharmed – at least for now. A **Phoenix Down** is lying around behind the sleeping Conductor. If you stole the Mage Masher from Baku at the beginning of your adventure, have Zidane equip it now. This enables you to use the Detect Skill and find out which items your opponents carry. Remember to equip abilities in the Ability Menu. The hollow tree trunk leads into the Evil Forest, scene of your first serious battle. Be sure to ask the moogles to save your game before setting out from the airship wreck. The path takes you to a princess in distress. Attack the monster but do not use Zidane's Trance ability Tidal Flame, as it would hurt the captive Princess Garnet as well as your opponent. Remember to use your Potions in time to heal Garnet; otherwise, the game will end when Garnet is KO'd (screen 16).

After this, Vivi is also kidnapped, and you must go back into battle. Again, ensure the captive's survival. Following victory, Zidane, Steiner and Vivi, the little Black Mage, return to the Prima Vista where they are automatically healed.



Comrades-in-arms

Still in the role of Zidane, the action continues on the Bridge of the Prima Vista. Baku thinks it too dangerous to leave the airship in search of the princess. Find the hidden treasure chest with the **Bronze Gloves** before leaving the Bridge (screen 17). Watch the pair of ATEs in the Hallway, and open the treasure chest to retrieve a **Wrist**. Enter the Cabin to the right to see how Vivi is faring. Pick up the dose of **Ether** and find **116 Gil** on the raised bed. After leaving the room, Zidane starts fretting about Garnet.

Regardless of the options you choose while Zidane talks to himself, his decision is never in doubt. Someone must go to the princess's aid.

After a short exchange with Blank you set off to find the boss. As he is not on the Bridge, you need to search the left-hand section of the airship. Take the dose of **Ether** (screen 18) before climbing down the stairs to the Cargo Room, where you'll find a **Rubber Helm** near the back wall. Baku is waiting in the Meeting Room to the right, eager to enter training battle with Zidane again. Open the treasure chest containing a **Potion** before following Baku. If you like, ask the moogles outside the airship to save your game before you take on the leader of Tantalus. Baku means business this time, so be sure to heal Zidane once his HP drops below 30.

After this battle, you'll find the door to Storage, where Steiner is imprisoned, unlocked. As rescuing Princess Garnet is more important than petty differences, Steiner and Zidane bury the hatchet for the time being. Return to Storage and open the chest to retrieve the dose of

Ether. Now it only remains to have a word with Vivi. With Vivi's help, Steiner will be able to perform Sword Magic in future battles, an invaluable tool. You are now ready to leave for the forest.

Still in the role of Zidane, you are handed **Blank's Medicine** before leaving the Prima Vista. Board the airship one more time and pick up a **Leather Hat** (screen 19).

Outside, Cinna is hawking medicines. Have Steiner and Vivi equip their new pieces of armour and abilities. Once you're ready to enter the forest, ask the moogles to save your game.

Help is at hand

Run along the path and view the ATE showing the Tantalus orchestra playing a piece from Final Fantasy VII. The waterfall is a dead-end but there is a path leading to the right just before it (screen 20).

You can view another ATE near the spring in the woods. This spring clearly has wondrous powers: as soon as Zidane drinks from it, the HP and MP of all party members are fully restored (screen 21). If you took a letter from Kupo back in Alexandria you can deliver it to the moogles in the tree stump by addressing it and choosing the Mognet option. Choose this option again, followed by Cancel, to read a letter from Stiltzkin. Repeat this procedure with every moogles you encounter to read the entire correspondence. The path leading right takes you to the boss monster, Plant Brain, so you might want to save your game before heading there.



Plant Brain

Blank comes to your aid after a certain amount of time has elapsed, or when Zidane's HP gauge turns yellow. As the damage received by Plant Brain so far has not been quantified, it's a good idea to have Vivi use the Focus command to increase the power of his subsequent spells. And, in your role of Zidane, you would be well advised to steal items from the monster. When necessary have Steiner use Potions to heal your little band.

Since Plant Brain's Pollen attack (screen 22) only impairs physical attacks, you can ignore it for now. Use Eye Drops or Remedy to cure the Darkness status.

Once Blank appears on the scene, the monster's hours are numbered. A Fire spell cast by Vivi and a Sword Magic attack performed by Steiner will finish him off. Zidane now uses **Blank's Medicine** to cure Garnet.



NAME:	Plant Brain	HP:	MP:	LV:
		916	1,431	7
WEAKNESSES: Fire				
ITEMS GAINED USING STEAL COMMAND: Eye Drops, Iron Helm				
EXP:	AP:	Gil:	ITEMS:	
0	5	468	Potion, Phoenix Down	
CARDS —				

A hasty retreat

After battle, the party is assaulted by an endless stream of Plant Spiders. Press the **△** button and heal your characters. Do not bother to equip Blank with valuable items; he is about to leave the party. In fact, his Silk Shirt will come in handy for other party members. Now beat a quick retreat from the advancing spiders.

After a series of battles you finally leave the Evil Forest behind and your characters' HP and MP are automatically restored. View the ATE to hear Mogster explain some game basics (screen 23). Zidane receives a **Moogles Flute** enabling you to summon a moogles anywhere on the world map. With his help, you can recover in a Tent and save your game. The **Continental Map** that Blank hurled at Zidane at the very last moment helps you navigate.

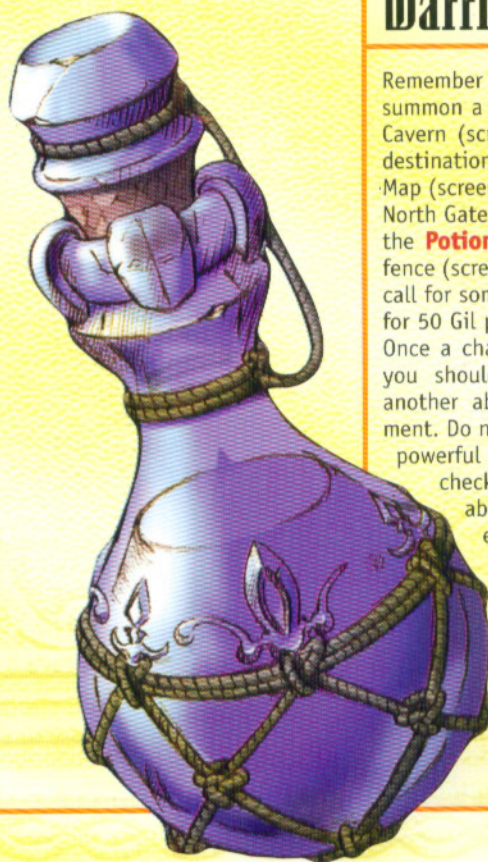


Mist Continent - Gunitas Basin

Warriors at large

Remember to have Garnet equip items and summon a moogles to save your game. The Ice Cavern (screen 24) to the south is your next destination. You'll find it on your Continental Map (screen 25). If you wish, make a detour to North Gate in the west, where you can retrieve the **Potion** and **Eye Drops** from behind the fence (screen 26). If you listen at the gate and call for somebody you can stock up on Potions for 50 Gil per flask.

Once a character has mastered a new ability, you should check whether s/he can learn another ability from other pieces of equipment. Do not limit your equipment to the most powerful pieces. Instead, make it a habit to check all items a character can equip for abilities s/he might learn. This helps each character build a large repertoire of abilities.



Ice Cavern



An icy welcome

Vivi's Fire magic comes into its own in the caves of the frosty cavern. When facing more than one attacker, you can direct magic attacks at all opponents (screen 27) by pressing the **(L1)** or **(R1)** button while aiming your spell. Look out for places where a "!" appears above Zidane's head. Press the **(X)** button here to have Vivi melt the walls by wielding Fire magic, revealing some useful items. You'll find these spots marked with a "V" on the map screenshots on page 43.

Remember to watch out for the icy breeze blowing through the caverns in several places, for example to the left and right of the first treasure chest. As soon as Zidane touches these breezes, a monster called Wyerd appears. You can avoid these encounters by waiting for the air to clear before moving on. You'll see a treasure chest on a platform near the bottom left of the second cave. Access to this chest is concealed behind the stairs (screen 29).

The path branches shortly before you reach the far end of the Ice Cavern. The path to your left leads to the Ice Flower Field, where Vivi can release a moogles from his chilly confinement. In the following ATE, Mogster gives another display of his enormous knowledge. His lectures on Status Effects are of particular interest.

The next item on your agenda is to heal Zidane. This is crucial, since he is about to enter battle alone. Leave the cavern once you are fully prepared. You'll now have to watch your entire party fall unconscious. Zidane alone recovers, and is able to search for the source of the trouble. You might want to return to the moogles and save your game before proceeding to the right.



Black Waltz 1


If you attack the Sealion first, his fellow monster will heal him by casting Blizzard. Concentrate on Black Waltz 1 instead (screen 30), and defeat it before attacking the Sealion. The circle on your opponent's torso will change from blue to red after he has taken several hits. His attacks will then become stronger, so make sure to use your Potions to heal Zidane in time. If Zidane enters Trance, you'll be able to inflict a lot of damage. Just use his Dyne command and select Free Energy. You might want to stroll around the caverns picking fights before this boss battle to fill up your Trance gauge.

If you feel up to it, try to snatch the Mythril Dagger. Use the Steal command after defeating Black Waltz 1 and before attacking the Sealion for the first time. This shouldn't be a problem as long as you carry enough Potions.

After battle, Zidane returns to his companions, who are just regaining consciousness. The four comrades now walk up the incline past the waterfall.

After leaving the Ice Cavern (screen 31), you can select an alias for Garnet. She suggests the name of Dagger. Make sure you're happy with this fanciful name, since the princess will bear it from now on.

NAME:	Black Waltz 1	HP:	MP:	LV:
		229	9,999	2
	WEAKNESSES:		Fire, Ice	
	ITEMS GAINED USING STEAL COMMAND:			
	Remedy, Silk Shirt			
	EXP:	AP:	Gil:	
	0	5	399	
ITEMS:				
-				
CARDS: -				

NAME:	Sealion	HP:	472	MP:	9,999	LV:	3
		WEAKNESSES:		Fire			
		ITEMS GAINED USING STEAL COMMAND:					
		Ether, Mythril Dagger					
		EXP:	AP:	Gil:			
		0	5	399			
		ITEMS:					
		Hi-Potion, Phoenix Down					
		CARDS: Fang					



Mist Continent - Norkrich Heights

On route to Dali

After leaving the Ice Cavern, the party decides to make for Dali to the west. You can make two detours before heading for Dali, but these are optional. South Gate/Dali Gate (screen 32) lies to the south-east, but you are not allowed to pass without a permit. Talk to the Guard, choose Rest and wait a moment for Part-time Worker Mary to come running up (screen 33). You can buy medicine from her and let the characters recover their HP and MP for the customary 100 Gil. But you might want to hold on to your money since your characters' HP and MP will be restored automatically in the next village.

If you look to the right just before the hamlet, you'll see a rocky outcrop (screen 34), known as Observatory Mountain. There's no need to explore it, since you'll pass here on your way back from Dali anyway.

A dose of **Hi-Potion** lies hidden behind the barrels in the front (screen 35), while **135 Gil** are waiting for their finder near the fence to the right. An old man named Morrid lives in the hut.



Dali

A rural idyll

Entering Dali, you wonder where to head first (screen 36). The party decides to rest at the Inn. Garnet - now known by her alias Dagger - has reservations about sharing a room with three men, but under such circumstances even princesses can't expect special treatment. While Steiner insists on escorting his fair charge back to Alexandria, Dagger would much rather visit the city of Lindblum. Zidane promises to help her, but that is easier said than done, South Gate being closed for now. Eventually, the party follows Vivi's example and turns in for the night.

Slipping back into the role of Zidane, you wake up alone at the Inn. Open the treasure chests to receive a **Potion** and a dose of **Antidote**. There is a moogle in the lobby. Check the Mognet and save your game. Leaving the Inn,

you have a choice of several ATEs. Make sure to view Dagger Tries and Dagger Tries Harder if you want to meet the princess later on. The other ATEs indicate that strange things are afoot in Dali.

You'll find the Weapon Shop opposite the Inn. Somebody has lost **120 Gil** above the entrance; be sure to scoop them up. You see Dagger in the shop and arrange to meet her at the Inn to discuss what to do next with the other party members.

Vivi is waiting near the windmill (screen 37). Zidane leaves after telling Vivi where to meet. You now witness the little mage being abducted! Enter the Inn Room to meet Dagger. Since Vivi still hasn't turned up, Dagger and Zidane decide to look for him. An ATE automatically unfolds, during which Steiner is sent to investigate Observatory Mountain just outside the village (screen 38).

Walk to the place near the windmill where you last saw Vivi. It turns out that he is being held captive underground. The entrance to access underground is inside the windmill. Retrieve the **Aries** Stellazzio in the back of the room before opening the dome on the floor. There are more of these Stellazzio coins, which will be listed in the Key Item Menu as you find them. You can trade them for valuable prizes later on.



A stroll around the village

The Pub to the right of the windmill does not yet serve drinks, but you can buy medicine there. The Weapon Shop offers more interesting items. The Iron Sword could be of use to Steiner, and both Vivi and Zidane could do with a Feather Hat. It enables them to learn the Add Status ability, activating the status effect of equipped weapons. For example, if Zidane attacks with the Mage Masher, there is a certain probability that his opponent will be afflicted with the Silence status.

A note on the bottom wall contains general playing hints as well as the latest information on the card game. Why not challenge the salesgirl to a match of Tetra Master?

A visit to the Mayor's House (screen 39) is cut short, since Mayor Kapu immediately drives you away. Thus, you have no way of obtaining the Mayor's Key to unlock the windmill door, nor can you reach the pair of treasure chests on the upper floor of the windmill.



SPECIAL ITEM

PlayOnline

KEYWORD:
E-DALIKEY

No entry to the locked room in the windmill?
PlayOnline discloses how to gain access ...

Where's Vivi?

Still in the role of Zidane, hop on the lift, ride down and open the treasure chest containing **156 Gil**. In the next tunnel room you and Dagger watch Vivi being carried off (screen 40). There is a **Potion** on the left inside the hut, and you can find **Eye Drops** near the fence in front of the entrance. A moogles is



hiding in a barrel in the Storage Area, and you can see a pair of chests in the background. Climb the stack of crates and retrieve the dose of **Ether**. And why not gather up another Potion? Kicking the rusty wheel (screen 41) will work wonders. The second Storage Area also has two chests with items. Do not miss out on the **Iron Helm** and the **Leather Wrist**.

In the adjacent Storage Area, Dagger hears somebody whimpering in a barrel. Zidane discovers Vivi, ready to be dispatched - obviously to Alexandria Castle. The little mage joins your ranks again to investigate the mysterious underground operation. Remember to check and "update" your characters' equipment, as you will soon be entering a series of battles.

The treasure chest next to the engine yields **95 Gil**. Upon opening the great oak doors, you are attacked by a pair of Ghosts. No need to do battle unless you want to, since the room behind the doors only contains chests with a **Phoenix Pinion**, a **Potion** and a **Phoenix Down**. One of the chests lies hidden to the right behind the engine.

Follow the wooden walkway alongside the conveyor belt. Eventually, you will stumble on the terrible secret behind this subterranean plant. What's the story behind the life-size "dolls" that bear such an uncanny resemblance to Vivi? And what is Queen Brahne's role in all this? The answers will come later: for now, Steiner is the focus of attention.



NAME:

Black Waltz 2

HP:

1,030

MP:

3,017

LV:

2

WEAKNESSES:

Wind

ITEMS GAINED USING STEAL COMMAND:

Steepled Hat, Leather Plate

EXP:

0

AP:

5

Gil:

441

ITEMS:

Ether

CARDS: -

Awaiting the Cargo Ship

You find Steiner on Observatory Mountain, the rocky outcrop just to the north-east of Dali. Talking to Morrid is of no avail, so you can march down the steps without further ado. If you did not visit the Observatory Mountain after your escape from the Ice Cavern, you can now pick up **135 Gil** and a **Hi-Potion**. Wait for Morrid in the hut and address him (screen 42). Steiner desperately tries to find out when the Cargo Ship is due, and eventually hears that it has already landed.

Make sure to check Steiner's equipment before you leave the hut and set off for Dali: you'll be battling another Black Waltz monster in a moment.



Black Waltz 2

The party is reunited in time to do battle against Black Waltz 2 (screen 43). The fellow monster of the one you defeated in the Ice Cavern is more resistant than Black Waltz 1 and has a few surprises up his sleeve. Black Waltz 2 counters with Fira when attacked with magic, so wield your weapons instead. You'll find Steiner's Sword Magic invaluable. Zidane can snatch a Steeped Hat and a Leather Plate from this boss monster.

The Black Waltz does not attack Dagger (screen 44), since he has orders from Queen Brahne to take her back to Alexandria. If Black Waltz 2 defeats his three male opponents, he will put Dagger to sleep and your cause will be lost. But defeat is not inevitable ...

After dealing with this opponent, you are free to enter Dali once more. Take this opportunity to shop and rest at the Inn, where you can save your game and heal your characters. Then it's time to leave the village and board the Cargo Ship.





LEGEND

- A** Potion (4x)
- B** Antidote
- C** 120 Gil
- D** Aries
- E** 156 Gil
- F** Eye Drops
- G** Ether
- H** Iron Helm
- J** Leather Wrist
- K** 95 Gil
- L** Phoenix Pinion
- M** Phoenix Down

EXIT

WALKTHROUGH

NOLRICH
HEIGHTS

Dali

Black Waltz 3

After talking to Dagger and Vivi, climb up the ladder. Zidane has a few words with Steiner before you can visit the bridge. The two characters bicker again, but their squabble is rudely interrupted by the arrival of Black Waltz 3 (screen 45), who launches a ferocious attack on the airship. The Black Mages seem to be more than soulless vessels, since they rush to Vivi's aid. Unfortunately, they pay the price for this display of solidarity. When battle begins, Vivi is in Trance and can thus use two spells each time it's his turn. Black Waltz 3 attacks with Thundara, a potent spell. The creature cannot be hit physically while floating (screen 46). Unless you have a vast supply of medicine, you should end this battle as soon as possible: remember that Dagger is steering the airship and cannot participate. If you feel safe, have Zidane steal three valuable items. Otherwise, you can buy them in the Weapon Shop at your next destination. You can even obtain the Silver Gloves for free in the city.

Once you have inflicted sufficient damage on Black Waltz 3, the creature will retreat and pursue you from aboard Zorn's and Thorn's airship (screen 47). Zidane comes up with an audacious escape plan ...

NAME:	Black Waltz 3	HP:	MP:	LV:
		1,128	2,080	7
WEAKNESSES:		Man Eater, Bird Killer, Wind		
ITEMS GAINED USING STEAL COMMAND:				
Steepled Hat, Linen Cuirass, Silver Gloves				
EXP:	AP:	Gil:	ITEMS:	
0	0	0	-	
CARDS: -				



Lindblum

Metropolis

The end of a spectacular air chase sees you safely landed in Lindblum (screen 48). Either walk past the pair of guards towards the lift, or take the stairs to the Guest Room and save your game. In the lift, Minister Artania expands on the situation in Lindblum. He takes you to meet Regent Cid, whose appearance is not quite what you'd expect from a ruler: Cid was turned into an Oglop six months ago. While Dagger talks to Regent Cid alone, Zidane explores Lindblum and meets up with Freya, an old acquaintance (screen 49). If you wish, you can rename Freya at this point.



After resting, you can watch Mogster explaining about Synthesis Shops in an ATE. You then slip back into the role of Zidane back at the Inn. Visit the moogles next door before leaving the house.

In the following ATE, Vivi's Shopping, the little mage with the large hat acquires a **Kupo Nut**, the moogles' favourite snack. To continue the story, enter the Station situated opposite the Inn and board the Air Cab headed for the Theatre District. However, it may be wiser to explore the Lindblum Business District and Industrial District first.

A day in the country

From the bottom end of Main Street, you can leave Lindblum via Hunter's Gate. Wander east to the Pinnacle Rocks (screen 50) and retrieve a **Phoenix Down** as well as a dose of **Elixir** from the treasure chests (screen 51). Since Zidane is currently alone, battles with monsters are something of a trial.



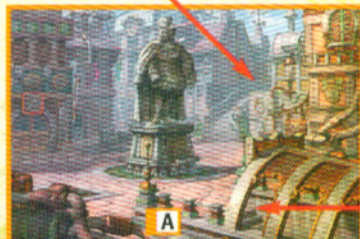
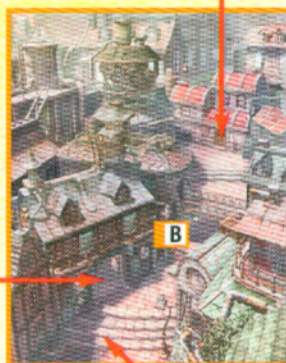
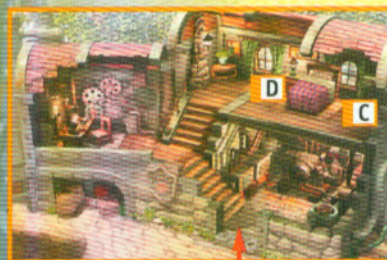
The Industrial District

Board the Air Cab headed for the Industrial District and explore the streets. As always, the map screenshots on this page will show you where valuable items are hidden. Ride to the Theatre District after you have explored the Industrial District and the Business District.

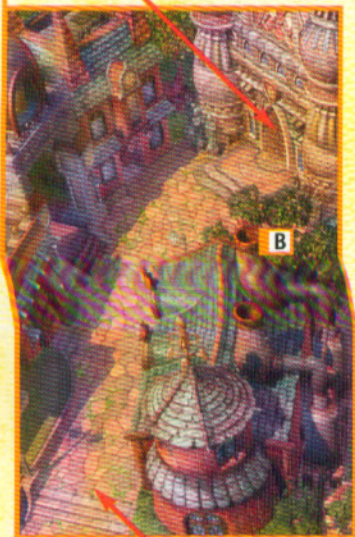
LEGEND - The Industrial District

- A** Leather Wrist
- B** Bronze Vest
- C** Steepled Hat
- D** Mimic Card

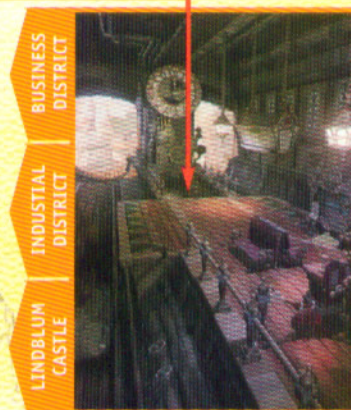
The Industrial District



Lindblum - Business District



LINDBLUM
PLATEAU



LEGEND - Business District

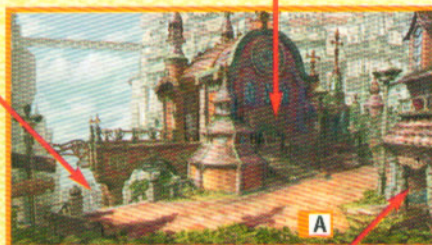
- A** 163 Gil
- B** Tent
- C** Leather Plate
- D** Echo Screen
- E** Hi-Potion
- F** Silver Gloves



LINDBLUM
CASTLE

BUSINESS
DISTRICT

INDUSTRIAL
DISTRICT



Lindblum – Theatre District

LEGEND - Theatre District

- A 127 Gil
- B Ore
- C 282 Gil
- D 68 Gil
- E 97 Gil
- F Mini-Burmecia

Where is the princess?

After arriving at the Castle, walk to the Hallway fountain. As a guard blocks the lift, you can only walk up the steps to the right. In the Guest Room, Steiner reports that the princess is nowhere to be found. If you have not been to this room before, ransack the pair of treasure chests to obtain a **Glass Armlet** and a dose of **Ether**. You might also want to save your game. Your next aim is to find Dagger.

Walking towards the lift, Zidane hears the princess singing. She must be on the upper floor of the castle. But how is he to reach her while the guard blocks the lift?

Did you notice the sleeping guard in the Hallway outside the Guest Room earlier? Walk back to that Hallway, go downstairs and address the guard (screen 54). Then lure him into the Guest Room on a pretext. After a short scuffle, you will be able to don the guard's uniform. Thus disguised, you will be free to enter the lift and ride to the upper level.

Another guard blocks your path, forcing you to climb the stairs to the left. Continue to the Telescope Tower, where Dagger is humming her lovely song.



The Lindblum Business District

Walk to the upper end of Main Street to reach the Shopping Area. The alley to the upper right leads to several shops. Do not waste your money on a Fork or Javelin at the Weapons Shop, since none of your four party members can use them. These weapons are carried by two characters who will soon join your little band. Incidentally, Zidane's comment on the sword displayed on the far wall alludes to Final Fantasy VII.

If you walk behind the counter of the Synthesis Shop (screen 52) and address the Synthesist, he will only chat with you. Go to the other side of the counter if you want to be served. The Synthesist forges new, stronger items from pairs of other items - for a fee. You'll probably have most of the "ingredients", but if you're missing any you can buy them at the Weapon Shop. The Ogre is an excellent weapon for Zidane. He'll be able to try it out during the Festival of the Hunt.



The Theatre District

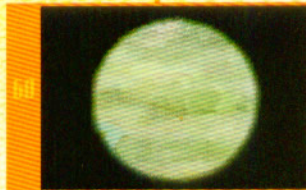
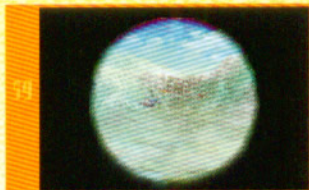
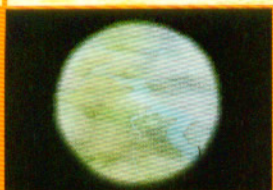
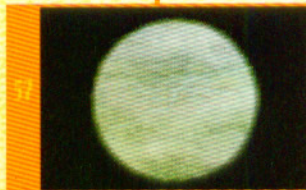
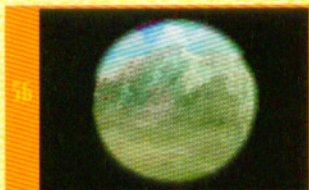
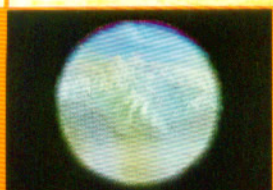
Leave the station and walk down the stairs on the left. Entering the Tantalus Hideout triggers an ATE with Dagger, so Zidane decides to look for the princess. You might want to visit the theatre before heading back to Lindblum Castle. The theatre entrance is besieged by a horde of girls, the fan club of theatre star Lowell, who makes a discreet escape disguised as a moogle a little later (screen 53). You'll meet him again in the Studio in front of the station, when he'll graciously hand you an **Autograph**. You'll find his **Mooglesuit** stashed in the half-opened drawer. These key items are of no practical use, however.



A nice prospect

While Zidane enjoys the breathtaking view through the telescope, it's up to you to spot six locations. Press the (X) button whenever a "1" appears in front of the lens. Sightseeing ends when you have discovered all six locations.

Aerbis Mountain: (screen 55) Aerbis Mountain: (screen 56) Marshland: (screen 57) Cebebell River: (screen 58) South Gate: (screen 59) ??? Forest: (screen 60) After this, Zidane once again ruins a romantic scene with Dagger. He decides to participate in the Festival of the Hunt to impress the princess.



The Festival of the Hunt

Check Zidane's equipment before entering the contest. The Beast Killer ability, available after equipping the Leather Wrist, is particularly useful. And make sure to equip The Ogre. Visit the castle moogles to save your game before heading towards the Station. Take the Air Cab to the Theatre District, where the twelve-minute countdown begins. You must defeat as many monsters as possible during this time. When less than four minutes remain, a monster named Zagnol appears in the Business District Square. Freya rushes to

your aid as you reach the Square. Depending on who wins the hunt, your party receives one of three possible items as well as the **Master Hunter** title after battle.

Zidane = 5,000 Gil

Freya = Coral Ring

Vivi = Theatre Ship Card

As the 5,000 Gil are less desirable than the rare Coral Ring you might want to let Zidane lose the hunt to Freya, for example by making him attack himself (screen 61) or by avoiding or fleeing preliminary battles.

If you want Vivi to ascend the winner's podium, both Freya and Zidane must be defeated by the Zagnol. To this end, make them attack one as well as being attacked by the Zagnol, and do not use Potions to heal them.

If you are bent on Zidane winning the hunting contest, you can neutralise Freya by attacking her during the Zagnol battle and knocking her out (screen 62). Regardless of your strategy, have Zidane steal the monster's Mythril Gloves and Needle Fork. After the contest ends, all characters' HP and MP are automatically restored.



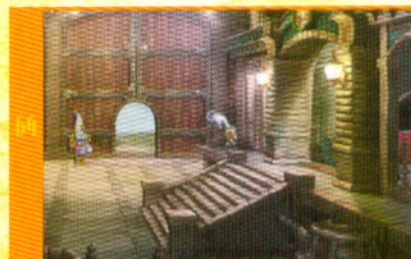
On to Burmecia

Regent Cid hands the prizes to the winner of the hunt. A messenger arrives, bringing devastating news: Burmecia has been attacked by Black Mages! A crisis meeting is held and the party decides to come to the aid of the beleaguered town. As a Burmecian native, Freya joins the group. Zidane, concerned about Dagger's safety, warns her against leaving Lindblum. However, the princess has a mind of

her own ... she is determined to travel to Alexandria with Steiner to find out whether her mother, Queen Brahne, is involved in the dramatic events.

Have Zidane, Vivi and Freya take the lift down to Base Level. The pair of cars here takes you to Dragon's Gate or to Serpent's Gate respectively. Card collectors should ride to Serpent's Gate first and pick up the **Wyerd Card** (screen 63). But Dragon's Gate remains your real destination. Stock up on medicine from the merchant;

you will need a lot of it since Dagger is not in your party to heal your characters. Having a reserve of at least 50 Potions and a sizeable number of Phoenix Downs will help you on your journey. Pick up the **Tent** hidden behind the ledge (screen 64) and ask the moogles to save your game. And don't forget to equip Freya's abilities before setting out. When asked, the guard will explain how to reach Gizamaluke's Grotto.



Mist Continent - Eunokus Plains

On the road again

Gizamaluke's Grotto lies to the north of Dragon's Gate. The mountain cave is already marked on your map (screen 65). You can embark on a number of subquests, but these are not crucial to the game and can be undertaken later on. However, it is worth visiting Qu's Marsh, situated between Dragon's Gate and Gizamaluke's Grotto, where you will recruit a new party member.

A glance at the map reveals another destination further east: Chocobo's Forest. Here, you can take charge of one of the legendary riding birds.

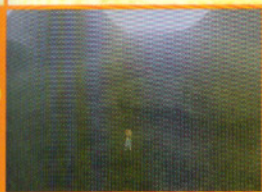


Qu's Marsh

You will come upon Qu's Marsh on your way to Gizamaluke's Grotto (screen 66). Enter the swamp and follow the wooden pier up to Mogster, who will again divulge his wisdom if asked. Walking up through the reeds takes you to a Pond, where you meet a strange creature. Press the \otimes button to catch a frog (screen 67), and then address the creature. Its name is Quina. It would like to travel with you and sample the delicacies of other countries. Allow Quina to join you: it may be bizarre, but it has a special skill which will be invaluable to your party.

Using the Eat command, Quina can devour opponents once they have lost 75% of their HP. And, when in Trance, Quina can attempt to Eat a monster once it has lost 50% of its HP. If it is successful, Quina can add one of the monster's abilities to its repertoire of Blue Magic.

Try to Eat a Gigan Toad (screen 68). This enables Quina to learn Frog Drop. The power of this attack depends on the number of frogs you catch at the Pond. Return there and catch frogs. After a certain number of frogs have been caught, Master Quale appears and rewards Quina with increasingly valuable items. Try to let at least one male and one female frog escape so that their population can regenerate faster.



Chocobo's Forest

You will meet true hospitality here: the resident moogles give you **Gysahl Greens**. This herb allows you to call the chocobo wherever you find their tracks on the world map (screen 69). Look for the tracks and use **Gysahl Greens** from your Item Menu. The chocobo will not only take you to destinations faster; you also avoid random hostile encounters when riding the yellow bird. Returning to Chocobo's Forest with the

chocobo, you can buy additional Gysahl Greens or take part in a little treasure hunt for a small fee. This has you and the chocobo digging for items (screen 70). Sooner or later you will unearth a Chocograph. Mount your friendly bird and press the \triangle button to activate the map section in the new menu, revealing the location of a treasure chest. The

first chest is on the beach on the far side of the river (screen 71). There are 23 more **Chocographs**, revealing the location of increasingly valuable treasure chests. However, at the moment you can only reach a few of these Chocographs, and thus only a few of the treasures. Make regular detours to Chocobo's Forest to unearth further Chocographs.



PlayOnline

KEYWORD:
E-CHOCHES

Is treasure hunting with the chocobo worth the effort? Of course it is. PlayOnline reveals what treasure awaits you.

SPECIAL ITEM

Bohden Arch

Your chocobo takes you safely to Bohden Arch in the east (screen 72). Drink the spring water to restore the HP and MP of all your party members. You can find **Mocha Coffee** just to the right of the spring. A dose of **Ether** lies near the right handrail of the bridge.



Gizamaluke's Grotto

Open, Sesame!

Still in the role of Zidane, tend to the wounded soldier. He hands you a **Gizamaluke's Bell** which opens the stone door. On the other side, Zorn and Thorn let a pair of Type As loose on you (screen 73). They resemble the Black Waltzes but are far weaker. After battle your path is blocked by three doors, and you will need another Gizamaluke's Bell to proceed. Either return to the entrance and search the dead soldier to find one, or defeat the Type A prancing around the centre of the hall. You can now leave the grotto by the quickest route, or make a complete tour of the location.

If you are in a hurry, open the middle door with your **Gizamaluke's Bell** to enter the Bell Room. If you are more interested in obtaining equipment for Quina, you should ring the bell at the left door. You'll find a **Bronze Vest** hidden behind the pillar (screen 74). Continue until you reach the wounded soldier, who will give you the next **Gizamaluke's Bell**. Use it to open the middle or the right door.

Somebody left behind a pair of **Mythril Gloves** on the dais in the Bell Room (screen 75). A "!" reveals the location of a **Magus Hat** concealed underneath

the staircase. In the middle of the room you will meet a female moogles, whose husband is trapped beneath the massive bell on the floor. Fortunately, he scents the **Kupo Nut** that Vivi obtained in Lindblum. Eager to sample remembered delights, he develops amazing powers and escapes his confinement without further help. The happy couple slips away, leaving behind a treasure chest with - surprise - a **Gizamaluke's Bell**. This enables you to open the right door and enter the Cavern, where you'll stumble on the moogles couple again. Take this opportunity to rest and save your game. The vine at the far end of the Cavern leads to the wooded Popos Heights. Take Moguta's warning of the monsters there seriously: they are way beyond your current fighting prowess (see the section "Dragon slayer" below).

On leaving the Cavern through the front entrance, you'll receive a **Holy Bell**, enabling you to open the left door in the Bell Room. Check your equipment before continuing. Your host has prepared a decidedly hostile welcome.

Dragon slayer

There is not much to do on Popos Heights other than do battle with fearsome creatures. The monsters inhabiting this plateau are virtually impossible to defeat at this stage, although even the formidable Garudas are easy prey compared to the fearsome Grand Dragons (screen 76). If you do manage to survive battle you'll be royally rewarded: 35,208 EXP beckon!



Gizamaluke

Gizamaluke is controlled by Thorn and Zorn. It uses silent Voice to counter any magical attack with Silent Voice. You can simplify this battle by using a Tent on Gizamaluke (screen 77). There is a high probability that this will inflict a negative status such as Silence or Darkness on your opponent. Only try this at the start of battle: if it's your unlucky day, the Tent may fully heal Gizamaluke. Of course, it would be most useful if Zidane were to achieve Trance during this encounter.



	NAME: Gizamaluke		HP:	MP:	LV:
			3,175	502	16
WEAKNESSES:					
Bird Killer, Thunder, Wind					
ITEMS GAINED USING STEAL COMMAND:					
Elixir, Magus Hat					
EXP:		AP:		Gil:	
0		5		800	
ITEMS:					
Tent					
CARDS: Mythril Sword					



South Gate

Bohden Gate

Once Gizamaluke is defeated, the scene switches to Steiner and Dagger, who are on their way to Alexandria. Thanks to a ploy devised by the princess, the two of them receive permission to pass the gate.

Examine the front left treasure chest next to the barrel to receive a **Multina Racket**. Your next task is to reach the alley on the right unnoticed. You are unable to reach the chest on top of the covered wagon for now - it will be a long time before you can return and open it.

Talk to Part-time Worker Mary and offer her a few words of comfort. Then address the Worker on the left, near the gate. Finally, report to the Earnest Young Man on the right. You are now free to continue. Before you can slip into the alley, a guard rushes up and hands Steiner a **Gate Pass**. Time to exit through the archway!

You'll see a treasure chest containing a **Potion** on the square in front of the train, and the local shop sells the usual range

of medicine. Dagger does not necessarily require any medicine, but as all characters can access the inventory it is wise to stock up on Potions and the like for Zidane and his comrades. "Update" Dagger's and Steiner's equipment and save your game.

You have now exhausted all the options available at Bohden Station. Address the Conductor (screen 78) and take your seat on the train. The adventure then continues. In the role of Zidane, you are ready to leave Gizamaluke's Grotto with your companions.



Mist Continent - Daines-Horse Basin

A cross-country tour

Your next destination is now marked on your map (screen 79). Do not be surprised at the blinking dot on the map: it indicates the chocobo's current location (as long as you've already taken possession of one of these feathered mounts). Check your characters' abilities - your companions may have learned new ones after gaining a number of AP in battle with

Gizamaluke. If so, change their equipment to have them learn other abilities.

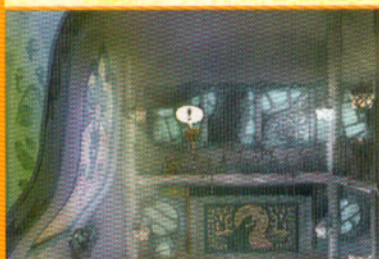
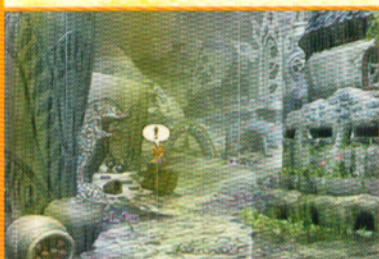
Half way to Burmecia, you will see Burmecia Arch to the east (screen 80). Make a short stop there and collect a **Tent** as well as a **Hi-Potion**. And it may be a good idea to summon a moogle and save your game before entering Burmecia proper.



Burmeccian Kingdom

Upstairs, downstairs

Freya's hometown offers a heart-rending scene of destruction. The Black Mage army has obviously done its job thoroughly (screen 81). You can find **Cancer**, the second Stellazzio coin, behind the toppled cart in the Suburb (screen 82). Make your way further into the city until you encounter Zorn and Thorn again. As in Gizamaluke's Grotto, they let a pair of Type As loose on your party. It's time to give these two tiresome jesters something to think about. After this



battle you should begin exploring Burmeccia by climbing the stairs on the right.

The treasure chest at the bottom of the stairs inside the house yields a **Soft** (screen 90). You think there might be a chest on the upper floor, but it turns out to be a Mimic monster! You can avoid this encounter by leaving the room directly, using the left door. Should you decide to battle the Mimic, note that the monster will summon a Magic Vice. Defeat the Mimic first unless you want it to keep summoning new support. You also have another option: have Quina try to Eat a Magic Vice. This enables it to learn Magic Hammer.

Since the great door in the next room cannot be opened yet, simply continue left. Be careful if you want to reach the treasure chest containing **Germinas Boots** on the far side of the landing (screen 84). Walk rather than run. If you rush across, the landing will crumble and access to the chest will be permanently barred.

Time to retreat. The landing will invariably collapse behind you. This time, the effect is intentional as the fallen landing now spans the gap in the gallery a floor below. Now return to the place where the pair of A Types attacked you earlier.

From here, walk through the left door and retrieve a **Soft** and a **Potion** from the two chests on the ground floor. Another Mimic is lurking upstairs. The door on the right leads to the Architect's House. Climb through the window to step on the balcony, from where you can jump across to another section of the mansion. Address the Burmeccian Soldier cowering on the floor, who mentions a **Protection Bell** which you'll find behind the bed after your chat. There also is a dose of **Ether** lurking behind the shelf (screen 85).

Now return to the great door in the other part of the building and ring the Protection Bell. Step onto the Pathway, talk to the fleeing soldiers and climb the stairs to the Uptown District.

The beginning of the end

Step through the archway on the ground floor. Here you can save the life of an injured Burmeccian citizen. Now climb upstairs and enter the building through the left door. The right door leads to a dead-end after a few paces. The two chests yield a **Tent** and a **Phoenix Down**. You can ignore the treasure chest at the end of the passage; it is yet another Mimic. Walk through the doorway to enter the Palace Square (screen 86).

The left building houses the Weapon Storage, where Freya discovers a **Mythril Spear** which you might want to equip. The right door leads



to the Treasure Room, where a moogles has made himself at home. Open the treasure chest and have Vivi equip the Lightning Staff. Stiltzkin now arrives and suggests you buy a Soft, a Hi-Potion and a dose of Ether for a total of 333 Gil. Make sure to accept his offer; you'll be glad you did later on.

Take a look at the goods on offer at the Mogshop. You will find new pieces of armour as well as the usual medicine. Heal your characters or use a Tent, and then save your game. Equip any items that absorb or diminish Thunder damage - such as the Coral Ring - before setting out for the palace.

Freya falls to her knees before the palace walls. Leave her to a moment of contemplation before pressing on. Your worst fears are confirmed: Queen Brahne was, indeed, instrumental in the assaults. But what is her ultimate aim? And which part does the mysterious Kuja (screen 87) play in all this? Unfortunately, the feared and fearsome warrior Beatrix stands between you and any answers.


Beatrix

Beatrix cannot be defeated by your party. After a set amount of time has elapsed, or after she has lost 3,630 HP, Beatrix ends the battle using her Stock Break attack (screen 88). Select Zidane's Steal command to relieve Beatrix of her Chain Plate and Mythril Sword, provided you are well protected against Beatrix's Thunder attacks. Vivi's Thundara spell and Freya's Jump command are quite effective.

Once Beatrix loses interest in the battle, the HP of all party members who are still conscious are reduced to 1. The queen and her entourage move out to Cleyra, leaving behind Zidane's beaten band.

CD 1 ends, and you can save your game (screen 96).



	NAME: Beatrix		
	HP:	MP:	LV:
	3,630	3,467	14
	WEAKNESSES: Man Eater		
	ITEMS GAINED USING STEAL COMMAND: Phoenix Down, Chain Plate, Mythril Sword		
	EXP:	AP:	Gil:
	0	0	0
	ITEMS:		
	CARDS: -		



HOW TO PLAY

CHARACTERS

WALKTHROUGH

ITEMS

MONSTERS

CARDS

SECRETS

South Gate

Tickets, please

Zidane, Vivi, Freya and Quina suffered a spectacular defeat in the battle of Burmecia, but Steiner and Dagger are oblivious to this development. The princess and her knight are still on their journey back to Alexandria. Although Dagger refuses to believe rumours that her mother, Queen Brahne, is responsible for the war that has broken out, she is determined to take her mother to task. For now, the princess and Steiner stop off at Summit Station to change trains.



Pop into the Rest Stop and retrieve a **Phoenix Down** from the chest (screen 1). You'll also find a moogles here. After talking to the Attendant, Dagger hears a familiar voice booming from next door. Enter the adjoining screen, then return to the Rest Stop. The train stops at the platform after

you have talked to Cinna, Marcus and Steiner. In the train carriage, Marcus explains that he is looking for Supersoft, a medicine which may be able to cure Blank. If you address Marcus again during your train journey, you will make an unscheduled stop in the wilderness.

Pen pals

At the counter beside the moogles (screen 2) you can buy various pieces of equipment, including weapons with new abilities for Dagger to learn. And spare a thought for your other characters, currently forced to make do without Dagger's healing skills.



If you continue to deliver Moguet letters, you will receive a **Kupo Nut** every now and then. Since you can only carry one of these at a time, get into the habit of visiting the moogles couple at Gizamaluke's Grotto. The moogles husband is always grateful for **Kupo Nuts**...

Black Waltz 3

It's time to finally rid yourself of this troublesome creature. As the Black Waltz has orders to bring the princess home alive, it only attacks your two male characters. Since the battle is not very demanding, Marcus seizes the chance to test his thieving skills and steals two wands from the Black Waltz which Vivi will find very useful. If both Steiner and Marcus are KO'd, the Black Waltz will attack itself (screen 3).



NAME:	Black Waltz 3	HP:	MP:	LV:
		1,292	344	9
WEAKNESSES:		Man, Bird Killer, Wind		
ITEMS OBTAINED USING STEAL COMMAND:				
Steepled Hat, Lightning Staff, Flame Staff				
EXP:	AP:	Gil:	ITEMS DROPPED AFTER BATTLE:	
0	0	864	-	
CARD: -				

Right or left?

Dagger decides to help Marcus find some Supersoft. After Alexandria Station, whose only feature of interest is a Shop, you reach a junction. Dali Gate is to the left while Treno, your destination, is to the right.

If you go down a few steps on the far side of the bridge, you'll find a chest containing a phenomenal **1,610 Gil** (screen 4). Now you only need to pass Treno Gate, which the guard is happy to open once he has seen your **Gate Pass**.



Detour to Dali

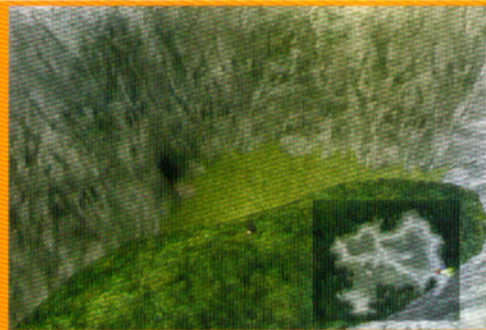
Talk to the guard at Dali Gate, who will let you cross since you have a **Gate Pass**. However, little has changed in the village to warrant the detour. You will find additional information on the card game in the Weapon Shop, and the old woman no longer blocks your path to the chest in the field, where you can now pick up a dose of **Elixir** (screen 5).



Mist Continent - Bencini Heights

Welcome to Treno

You can hardly miss the Dark City Treno, which is situated just a few paces ahead and is also marked on your map. If you decide to explore your surroundings before entering Treno, you will discover a cave to the southeast of the city, on the far side of the forest (screen 6). In here, there are two boxes, both of which contain an **Ether**, and a hot spring, where your group can recover HP and MP at any time. Apart from these new discoveries, you come across a (nearly empty) crevice. Apart from picking up a further **Ether** at this point, there is not much else to do at Quan's Dwelling for the moment, although it may be worth a visit later.



Dark City Treno

A thieves' den

On arriving in Treno, Marcus and Steiner quarrel. The righteous knight is not at all happy that Marcus intends using the tricks of his criminal trade to procure Supersoft. Dagger makes use of this interlude to vanish and explore Treno on her own. Steiner is eventually left to his own devices, and you can press the **[SELECT]** button to choose which of two ATEs to watch.



Inspecting the fountain on your left, you can throw 10 Gil into the water. If you make use of this option 13 times, you will receive a valuable Stellazzio coin, **Gemini**, as a reward.

Now walk to the right and enter Treno Slums. The two chests near the Shop yield a **Yeti Card** and **1 Gil**, and you'll find the Stellazzio coin **Taurus** behind the tent (screen 7). As soon as you walk through the Knight Residence tower, the local moogles appear and settle down outside the Weapon Shop (screen 8).

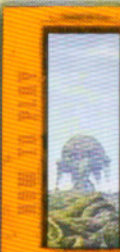
Some kind soul has left **2,225 Gil** for you outside the King Residence (screen 9). If you watched the Treno Tradition ATE earlier, you should only enter the Auction Site after you (as Steiner) visit the Bishop's Residence, where the Synthesist forges some special items. You'll meet Dagger at the Auction Site, and you can join forces to look for Marcus. You'll find him in the Pub, where you can rest for 100 Gil.

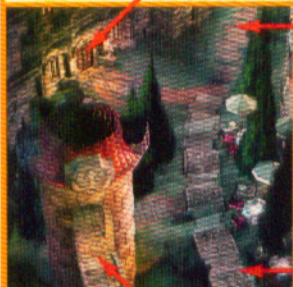
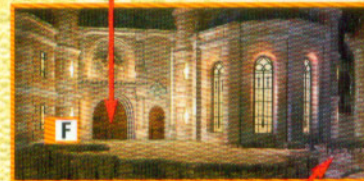


Choose your ATEs

At the Gate you have a choice between two ATEs, and you'll be offered further ATE options whenever you enter a new section of Treno. Although they add flavour, there's no pressing need to view the ATEs. Existence is the only ATE to unfold automatically, starting as soon as you approach the Auction Site.

There is one special ATE, however. Entering Treno for the first time, you can choose to watch Treno Tradition, showing Dagger being "relieved" of 1,000 Gil by a local pickpocket. Press the **[X]** button as soon as the "!" symbol appears above Dagger's head to reduce the theft to 500 Gil. This involuntary investment pays off when you (as Steiner) approach the Bishop's Residence where you'll find the culprit, a Four-armed Man (screen 10). If you address him, he'll give himself away and hand you a **Power Belt** to make amends.





CARD STADIUM



GARGAN ROO



DOCK

Dark City Treno

LEGEND

- A** Yeti Card
- B** 1 Gil
- C** Taurus
- D** Mythril Dagger
- E** Ether
- F** 2,225 Gil



D



BENTINI HEIGHTS



C

A

B

The monster in the cellar

The Weapon Shop at the Knight Residence has a range of new items for sale. There's no need to waste your money on an Ice Staff or Flame Staff, however, as you will soon find one of each. Be sure to ask the shopkeeper about the monster. When you address her again you are offered the chance to do battle against the beast, a Griffin (screen 11). If you emerge victorious, you'll be rewarded with a **Tonberry Card**. If, however, you are defeated, your character will limp away with 1 HP.

If you return to Treno later, you'll find other monsters in the cellar. Battle against the latest occupants to garner other handsome rewards.



Going, going, gone!

The four different items put up for auction at the Auction Site may include useful pieces of equipment such as a Reflect Ring. Walk up to the dais to place a bid (screen 12). It is best to wait until the auctioneer asks "Any more?" before bidding, since you'll force prices up unnecessarily if you enter the bidding too early. In fact, considering the wealth of the local population, perhaps you should think twice before bidding at all.



Four aces up your sleeve

The Card Game Usher outside the Card Stadium (screen 13) is happy to explain Tetra Master in detail. His colleague at the ticket counter sells Goblin, Flan, Skeleton and Forest Fang cards at 100 Gil apiece. If you want to win a few cards, enter the building and take part in a match.



The Queen of coins

You can redeem your Stellazzio coins at the Queen Residence, where Queen Stella will exchange them for valuable rewards. Then talk to her assistant to receive your due. You should have found four Stellazzio coins by now (screen 14). Even after you have gathered and delivered all twelve coins, however, your quest will continue ... but that's still some time away. Outside the mansion, you'll find a dose of **Ether** on the lakeshore to the left.



The potion for Blank

After addressing Marcus at the Pub, approach Baku at the Dock. Talk to him, enjoy the boat ride (screen 15) and explore the Synthesis Shop, where your party comes across Doctor Tot, Princess Garnet's old tutor. He is happy to help and invites the three would-be pickpockets into his tower, located to the left of the Gate. Follow him inside after ransacking the treasure chest in front of the entrance to receive a **Mythril Dagger**. Marcus deftly picks up the dose of **Supersoft** inside the Tot Residence (screen 16).

Now it's time to depart for Alexandria. After a further chat, Doctor Tot opens a hatch. Climb up the ladder and jump into the shaft that leads down into the bowels of the city, Gargan Roo.



Gargan Roo

Public transport of a different kind

Feeling battle-weary? You can climb the ladder, next to which there is a moogle, at any time to return to Treno for a good night's rest or new equipment. An ATE called Crime And Punishment shows that Cinna pays the price for ignoring Baku's orders.

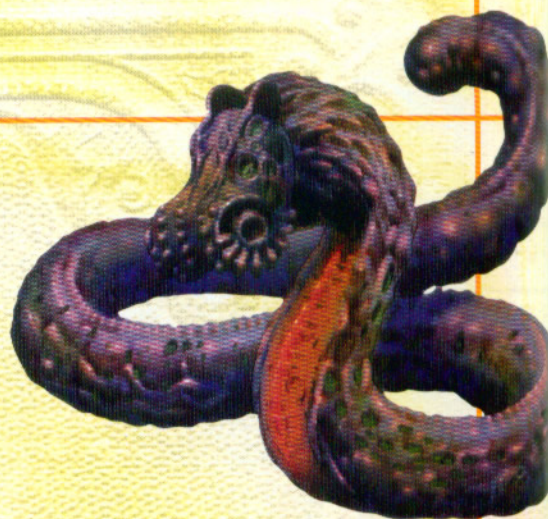
Meanwhile, Doctor Tot asks you to find the Sequence Trigger. No problem: it is located down the left passage, where you'll also find a pair of chests yielding a **Chain Plate** and a **Phoenix Down**. Pull the lever (screen 17) and return to the Entrance.

Now walk to the right towards the Boarding Area. Two gates which previously blocked your path have now been opened, but the lever is still of no use. Walk to the back of the area and pull the chain at the Switch Point to summon a Gargant. This is an entirely new kind of public transport - ecologically sound if a little bizarre! Pull the Boarding Area lever to stop the Gargant, and make sure your party is rested and well equipped before pulling the lever again to set out.




Ralvurahva

You didn't really think your ride to Alexandria would be uneventful - did you? Just as you settle down to enjoy the trip, Ralvurahva attacks. As this creature concentrates on one opponent during each turn (screen 18), you should be able to defeat it without too much trouble. Dagger can use Cure to heal injuries in time while Steiner attacks the monster. To start off with, Marcus should concentrate on stealing items from Ralvurahva. Have Dagger cast Panacea or use the Antidote or Remedy items if the monster poisons party members.



Unless you need her healing powers, you can keep Dagger on standby by using the button to switch to another character. This ensures that Dagger is ready to act when one of her companions is injured. You'll find this strategy useful in most (boss) encounters, since Dagger is unable to inflict much damage with her physical attacks.

Unfortunately, Ralvurahva retreats before you can defeat it - so chances are he'll try to ambush you again later on.

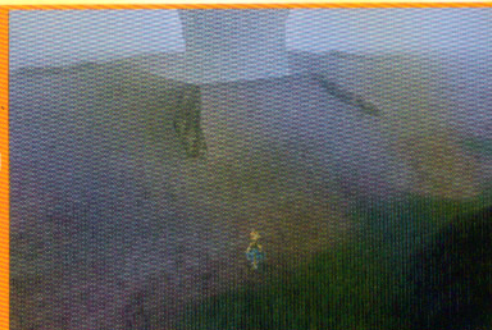
NAME:	Ralvurahva			HP:	MP:	LV:
				2,296	3,649	13
				WEAKNESSES:		
				Ice		
				ITEMS OBTAINED USING STEAL COMMAND:		
				Bone Wrist, Mythril Fork		
				EXP:	AP:	Gil:
				0	0	0
				ITEMS DROPPED AFTER BATTLE:		
				-		
				CARD: -		

Mist Continent - Daines-Horse Basin

Next stop: Cleyra

The princess and her two companions have walked straight into the trap set by the scheming court jesters, Zorn and Thorn. Even Steiner is slowly starting to realise that Queen Brahne is not overly concerned with her daughter's welfare. Before you discover what happens next, the scene switches back to Zidane and his friends.

If you have a **Kupo Nut**, you can hand it to the moogle husband in Gizamaluke's Grotto. You receive a reward. Have your characters equip the new items acquired in and around Treno, and set off on your journey to Cleyra. The city lies concealed within the tornado to the southwest of Burmecia (screen 19), and you'll now find it marked on your map. Save your game while you are still on the Mist Continent.



Cleyra's Trunk

A tree worth hugging ...

The path up to Cleyra, the fabled treetop settlement, is long and arduous. Look for item locations on the map on page 64, and continue up the inhospitable giant tree-trunk until you reach a locked door, which is opened using the lever above the stairs.

Progressing through the cavernous tree, you will sooner or later be assaulted by a Sand Golem. This monster comes in two parts, and you'll find that attacking its body will only disable the Sand Golem for a short while. Concentrate your attacks on the minuscule Core instead (screen 20) to defeat the monster for good. Since the Core is particularly vulnerable to Ice damage, have Vivi equip the Ice Staff to learn Blizzara, the most useful spell here.



If you forgot to buy this weapon in Treno you'll find it in the Tree-Trunk (screen 21).

You'll find another kind of monster, the Zuu bird, lurking around outside the giant tree. It has the unhealthy habit of devouring opponents for starters (screen 22). Although the consumed party member rejoins you after battle, s/he does not gain any EXP or AP. If possible, equip the Bird Killer ability to end battle faster.

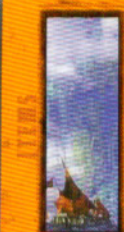
After leaving the first cave, you can scramble up a tree root on the outside (screen 23). However, this does not get you very far for now, so follow the path to its end, where a hole in the ground will draw your attention. Have Zidane stick his hand in to activate a switch and re-route the sand flow within the tree. You can now climb up the outside root to reach a new cave. The two treasure chests look intriguing, but they remain inaccessible for now (screen 24). After crossing the suspended bridge, you'll find yourself at the entrance to a vast cavern with three treasure chests. The chest inside the tree stump is easy to miss (screen 25). You can now either continue left, or stop to gather up a few more items.

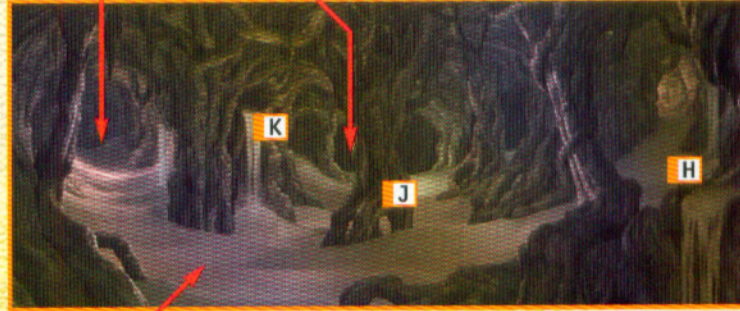
The sands of time

If you want to ransack the whole Tree Trunk, walk straight ahead through the cavern containing three chests. You'll reach a winch enabling you to divert the sand flow again. Return to the cavern, take the left exit and walk to the right in the adjoining cave to open the next treasure chest.

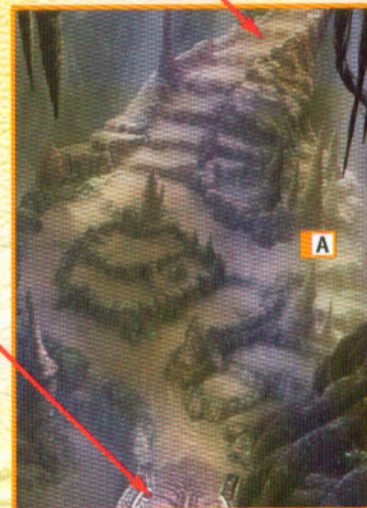
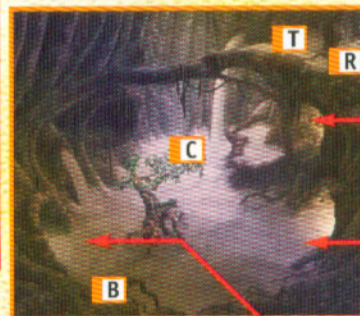
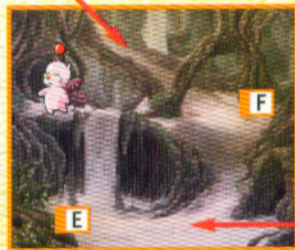
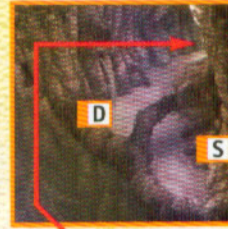
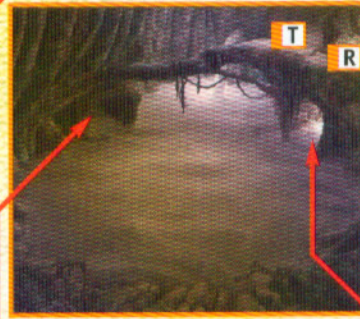
Look out! Quicksand!

There are three quicksand eddies in the next cave. As you approach the first chest, use the directional buttons on your controller to cautiously navigate around these treacherous spots. There's no way around the third quicksand eddy. Keep pressing the \otimes button as quickly as possible to escape the trap and jump left (using the directional button) to reach the exit. If you fail, you'll have to do battle against one or two Sand Scorpions (screen 26), after which you can leave the cave. You have nearly reached your destination. Raid the treasure chest behind the ladder, if you like, then climb up to Cleyra. Ensure that Vivi has equipped the Ice Staff if he has not yet learned Blizzara, since this will be your last chance to alter his equipment before the next boss encounter.





Cleyra's Trunk



VUBE
DESERT

LEGEND

- A Phoenix Down
- B Magician Shoes
- C Ice Staff
- D Ether
- E Needle Fork
- F Tent
- G Flame Staff
- H Remedy
- J Desert Boots
- K Mythril Vest
- L Mythril Gloves
- M Potion
- N Elixir
- O Hi-Potion
- P 900 Gil
- Q Gysahl Greens
- R Silk Robe*
- S Lever, Switch and Winch
- T Magician Shoes *

* = You cannot yet reach these two items. They only become accessible later (see the section "Better safe than sorry" below).

Cleyra Settlement

FINAL FANTASY® IX

The eye of the storm

Your party is welcomed by two inhabitants of Cleyra at the Entrance. One escorts Freya to the king of Burmecia, while the other offers you a guided tour of the town. Although the tour is not mandatory, you will find it informative. Zidane is now free to explore Cleyra. Use this opportunity to gather up a few items and watch ATEs. Burmecian Soldier Dan outside the Inn moonlights as an itinerant Weapon Store trader (screen 27), so address him to discover what he has for sale. Star Maiden Nina in the Windmill Area sells medicine (screen 28). After exploring to your heart's content, visit Tree Oracle Wyllan at the Cathedral. He sends you back to the Inn, where Dan comes rushing up in panic: an Antlion has taken a child captive. Before following the soldier down to the Sandpit, be sure to save your game at the Inn.



Better safe than sorry

If you visited Qu's Marsh before and recruited Quina to your party, you'll come across two ATEs called No Yummy-Yummies! and There's A mushroom! among others. Watch them both to trigger a little sub-quest. Save your game at the Inn before having Zidane rush down to the Sandpit near the Entrance (screen 29), where you'll find Quina. Always on the lookout for new delicacies, Quina jumps into the shifting sands when you address it. Zidane has little choice but to follow.



What a stroke of luck! You land right next to the pair of hitherto inaccessible treasure chests in the Tree Trunk, and find they contain **Magician Shoes** and a **Silk Robe**. There's just one problem: Zidane and Quina must make their way

through the Trunk again if they want to get back to Cleyra! Jump down near the vines and begin your return journey.

Antlion

The child captured by the Antlion looks familiar (screen 30). Who would have thought that Puck, from Alexandria, would turn out to be a child of noble lineage?

When attacked physically, the Antlion uses Counter Horn (screen 31), so keep your weapons sheathed. If possible, have your warriors equip the Bug Killer ability, which helps if you are forced to attack physically. Have Vivi use Focus four or five times to enhance the power of his spells, and select Zidane's Steal command. The remaining characters should heal the injured. Restore

everybody's HP quickly after enduring the devastating Sandstorm attack. You'll find Quina's Blue Magic White Wind especially useful here, while Freya's Reis's Wind helps the characters recover a number of HP during each turn.

Vivi should cast Blizzara once he has finished his preparations, since Ice is the Antlion's great weakness. Note that the effects of Focus persist even if Vivi has been KO'd and revived in the meantime.



NAME:	HP:	MP:	LV:
Antlion	3,938	3,950	16



WEAKNESSES: Ice

ITEMS OBTAINED USING STEAL COMMAND:
Annoyntment, Mythril Vest, Gold Helm

EXP:	AP:	Gil:
0	5	1,616

ITEMS DROPPED AFTER BATTLE:
Ether, Annoyntment

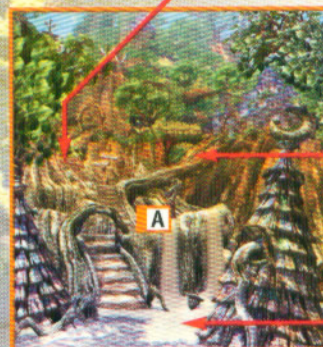
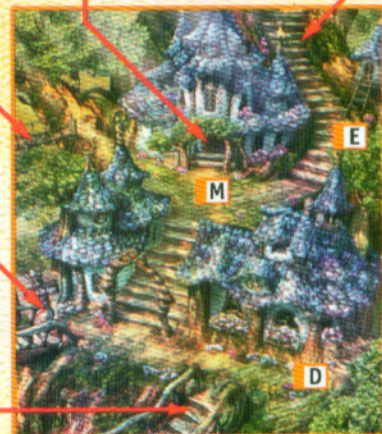
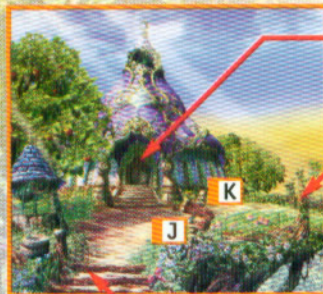
CARD: Sahagin



LEGEND

- A** Phoenix Pinion
- B** 970 Gil
- C** Thunder Gloves
- D** Ore
- E** Remedy
- F** Echo Screen
- G** 1,250 Gil
- H** Ether
- J** Gysahl Greens
- K** Echo Screen
- L** Yellow Scarf
- M** Burmecian Soldier Dan
- N** Star Maiden Nina
- O** Ore
- P** Phoenix Pinion
- Q** Ether

Cleyra



CLEYRA TREE TRUNK



"Lord of the dance"

Once Puck has been taken to safety, it is time to perform the traditional dance to strengthen the protective tornado around Cleyra's tree (screen 32). Unfortunately, the ceremony isn't quite as successful as hoped...

Following this scene, you pay a short visit to the other characters back in Alexandria. Your selection during the conversation between Dagger and Queen Brahne does not affect the outcome, only changing the contents of a moogles letter in the Mognet chain slightly.

Back in Cleyra, Zidane and Freya discuss events. Queen Brahne's machinations were clearly behind the disappearance of the tornado. You now slip into the role of the Burmecian dragon fighter (Freya). Before heading for the Entrance, you can collect a few items which eluded Zidane earlier. You'll find a **Phoenix Pinion**, a dose of Ether and a portion of **Ore** hidden in the Cathedral. Address the Cleyran High Priest to receive an **Emerald**, which allows its bearer to learn new abilities once it has been equipped. Stiltzkin has set up shop at the Inn. The moogles traveller offers a Hi-Potion, a dose of **Ether** and a **Phoenix Pinion** for a total of 444 Gil.

As always when meeting the local moogles, take the opportunity to ask for Mognet news and perhaps save your game. Once you have taken care of everything, meet the others at the Entrance and check everybody's equipment. Try to have your party members equip the Man Eater ability.



Diversiónary tactics

You must now battle your way back down the Tree Trunk, as soldiers from Alexandria regularly confront your party. If you did not divert the sand flow earlier, you can walk to the upper right at the junction (screen 33) and empty the treasure chest.



Fight your way through to the Suspension Bridge. Regardless of which option you select during Zidane's discussion with Freya, Puck comes running along and reports that the town is under attack.

The invasion of the Black Mages

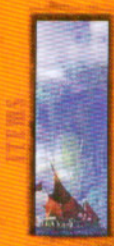
The Black Mage invasion is already under way when Zidane and his companions reach the Entrance. After defeating the first Type B, you can visit Stiltzkin and another moogles at the Sandpit (screen 34). As you attempt to climb up the steps, you'll find your path is first barred by Soldiers and then by another Type B.

After these encounters, Zidane automatically rushes up the stairs. You now run into several inhabitants of Cleyra who are desperate to escape and need your directions. Tell the first pair (screen 35) to head right. Follow them to the Inn and send the family there to the left. Remember to heal your

characters after battles, and restore Vivi's MP from time to time. Next, suggest to the woman with the children (screen 36) that she head to the right and cross the bridge. The choice you make at Observation Point is not relevant, however.

It appears that you must make your last stand outside the Cathedral. Just as all seems lost, a Dragon Knight appears out of nowhere and wins the day for you. However, Beatrix also arrives, hoping to make off with the Magic Stone of Cleyra.

The survivors of the invasion have assembled in the anteroom of the Cathedral (screen 37). If you have saved all inhabitants, you can now address each of them to receive the following items: **Remedy**, **Phoenix Down**, **Nymph Card**, **Zuu Card**, **Elixir**, **Phoenix Pinion** and **Ether**. You might want to rest in a Tent and ask the moogles to help save your game before confronting Beatrix.



Beatrix

You still stand no chance of defeating this mighty warrior: your task is simply to survive long enough. After a certain period of time has elapsed, or once you have inflicted 4,700 HP damage on Beatrix, she ends the battle by using her devastating Stock Break attack (screen 38). As she only assaults one character at a time, you should have no trouble surviving the encounter - as

long as you remember to heal your characters in time. Thunder-absorbing items, such as the Coral Ring Freya gained at the Festival of the Hunt in Lindblum, are particularly useful. If you carry enough Potions, you may also find it helpful to equip the Auto-Potion ability.



NAME: Beatrix		HP: 4,736	MP: 3,964	LV: 17
WEAKNESSES: Man Eater				
ITEMS OBTAINED USING STEAL COMMAND: Phoenix Down, Thunder Gloves, Ice Brand				
EXP: 0	AP: 0	Gil: 0	ITEMS DROPPED AFTER BATTLE: -	
CARD: -				

Armageddon

Zidane and his friends have barely come to terms with their defeat before they devise a new plan. Everybody follows the Black Mages through the teleport pods - with the exception of Quina, who claims to be scared of heights and scampers off on foot to an uncertain future. You are filled with helpless rage at the knowledge that you are powerless to stop Queen Brahne from using her newly acquired power and sealing Cleyra's fate with the help of the Eidolon Odin.

Zidane, Vivi and Freya materialise aboard the queen's airship and observe three Black Mages being ordered to take the teleport to Alexandria. Climb up the stairs and eavesdrop on Beatrix and her queen. Dagger is in mortal danger! You glimpse a moogles as you head back down (screen 39). You may want to turn and follow him to save your game. Address Vivi on the lower deck to trigger your departure for Alexandria.



Alexandria Castle

Let's swing!

Your next task is to free Steiner and Marcus from their lofty prison. Press the left or right directional button to set the cage in motion, and then press the opposite directional button as the cage swings back in the other direction. If you perform this correctly, both captives shift their weight in unison (screen 40). Repeat this a few times (per movement, you can eventually press up to three times in the direction opposite to the direction of the swing) until the cage swings to its maximum extent and crashes into the gallery railing. Now check Steiner's equipment and run to the left. Do not bother to equip Marcus with better items - he is about to leave your party!

You can avoid the soldiers storming up the gallery rather than battling them. If you do take them on, reinforcements will keep coming at you. You can use these encounters as useful practice for Steiner to gain EXP and AP.

The ladder in the middle of the spacious hall is a red herring. Keep heading left and climb up the left-hand ladder to leave the palace Dungeon. Zidane, Vivi and Freya appear out of thin air as Marcus takes his leave. There is no time to explain, however, as a timer now begins to count down. You have just 30 minutes to reach the princess and save her from certain death.



Reunited

30 minutes are ample to reach Dagger. Have Steiner equip the Man Eater ability, although you can avoid most of the battles against castle soldiers (screen 41). Switch the default Movement to Run in the Config Menu to get around faster. However, these encounters are an excellent opportunity for Steiner to obtain EXP and AP. Unequip the Auto-Potion ability, since it costs valuable time during battle.

Run into the castle and up the stairs (unless you wish to peek inside the Library to the left first). Then run to the front and rush up the next flight of stairs in the adjoining room. Open the door, cross the hall and exit through the door at the far end (screen 42).

In the Queen's Chamber, examine the candelabra next to the fireplace. The secret passage leads to the Staircase, where you can retrieve a **Tent** and an **Ice Brand** from treasure chests. Walk down the stairs to the platform and prepare for battle before opening the door.

Reading broadens the mind

From the Hallway, you can make a detour to the Library on the left. As well as information on the Jewel coveted by Queen Brahne, the library contains an unusual monster spoiling for a fight. Walk up to the bookshelf with the single book lying across the top and press the \otimes button (screen 43). Next, select the upper choice twice to initiate battle against Tantarion.

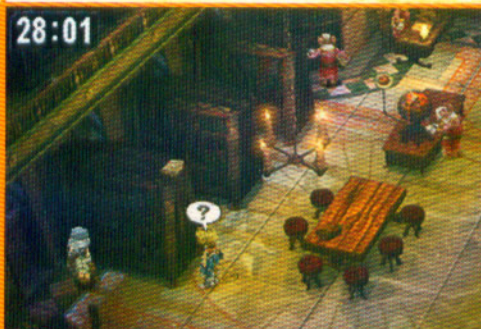
If you defeat this opponent you'll be rewarded with over 12,000 EXP and a pair of valuable Running Shoes. You'll richly deserve your reward: the odds are stacked against you during this battle, and there is no moogles nearby to save your game. If you decide to leave Tantarion to its own devices this time, you can still challenge the monster on Disc 3. If you inflict damage on Tantarion, it opens the page number corresponding to the number of HP it has lost. Using Steiner's Minus Strike Sword Art allows you to gauge the damage figure beforehand. Select Vivi's Focus command while Tantarion's pages remain closed. If the monster receives between 150 and 200 HP damage, its main body appears from among the pages (screen 44). This is the body you must defeat to win the battle. Do not use physical attacks once the book is open, or Tantarion will close its pages and you will have to inflict the correct damage to open it again. Tantarion only uses Poison attacks when its main body is visible. Protect your characters by equipping their Antibody ability before battle. Have Vivi cast his strongest spells and use Zidane's Steal command to obtain items.

Zorn and Thorn

You can finally teach the mischievous jester duo a lesson. Since Zorn and Thorn reinforce one another's spell-casting powers, you can thwart their efforts to use magic by always attacking the jester who is currently concentrating and surrounded by a glow (screen 45). If you time your actions correctly, Zorn and Thorn will be unable to attack even once!

You should also have no trouble stealing every single item the two jesters carry. However, remember that the battle must end before the countdown expires. Once you have inflicted sufficient damage on either jester, both make their escape. Mere seconds now separate you from Dagger, who is lying at the far end of the room.

28:01



21:35



14 44



NAME:	Thorn	HP:	MP:	LV:
		2,984	9,999	16
WEAKNESSES:		Man Eater		
ITEMS OBTAINED USING STEAL COMMAND:		Mythril Armour, Mythril Armlet		
EXP:	AP:	Gil:	ITEMS DROPPED AFTER BATTLE:	
0	0	0	-	
CARD: -				



NAME: Zorn		HP: 4,896	MP: 9,999	LV: 16
WEAKNESSES: Man Eater				
ITEMS OBTAINED USING STEAL COMMAND: Partisan, Stardust Rod				
EXP: 0	AP: 0	Gil: 0	ITEMS DROPPED AFTER BATTLE: -	
CARD: -				

Summit meeting

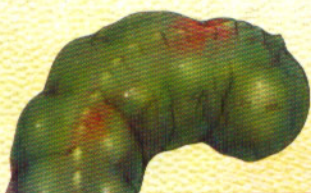
If you manage to reach Dagger in time, an ATE shows Marcus curing his comrade Blank. Now leave this inhospitable place and save your game before climbing back up the spiral staircase. Use a Tent to restore your characters' HP and MP while you are here, since you will soon be confronted by Beatrix for the third time.

This encounter takes place in the Queen's Chamber (screen 46). Your strategy should remain the same as during the first two battles against this formidable warrior, but she now takes 5,700 HP damage before the battle is decided.

After the battle Zidane convinces Beatrix to mend her ways. To the dismay of Zorn and Thorn, the warrior resuscitates the princess. Now that she possesses all the Eidolons, Queen Brahne shows little interest in her daughter (screen 47). She even unleashes her monsters...

Beatrix and Freya make a stand, while the others usher the princess down the secret passage to safety. Do not let the three Type Cs deter you as you go down the spiral staircase.

The scene switches to the pair of female warriors for a short time. Due to Beatrix's Seiken attacks, these battles should not pose any problems (screen 48). Steiner nevertheless rushes to the damsels' aid, leaving Vivi and Zidane in charge of the princess. Enter the Chapel to save your game, then continue down the staircase. On your way to Gargan Roo, you spring yet another trap set by Zorn and Thorn. Fortunately, Marcus and Blank come to the rescue.



NAME: Beatrix		HP:	MP:	LV:
		5,709	4,203	19
WEAKNESSES:		Man Eater		
ITEMS OBTAINED USING STEAL COMMAND:		Phoenix Down, Ice Brand, Survival Vest		
EXP:	AP:	Gil:	ITEMS DROPPED AFTER BATTLE:	
0	0	0	-	
CARD: -				

Ralvuimago

Ice is this monster's single weakness. When attacked physically, Ralvuimago curls up into a ball, increasing its defence power (screen 49). If this happens, wait for the monster to unroll before using further physical attacks.

A possible strategy would be to have Vivi cast Blizzara while Dagger attacks, then wait. Select Vivi's Focus command and have Dagger attack, then wait again. Now have Vivi cast Blizzara. With luck, Ralvuimago will not attack once. Use the pauses between attacks to let Zidane steal items.



NAME: Ralvuimago		HP:	MP:	LV:
		3,352	584	18
	WEAKNESSES:		Ice	
	ITEMS OBTAINED USING STEAL COMMAND:			
	Oak Staff, Adaman Vest, Phoenix Down			
	EXP:	AP:	Gil:	
	0	7	1,404	
ITEMS DROPPED AFTER BATTLE:				
Ether				
CARD: Gargant				



Pinnacle Rocks



LEGEND

- A "Hero"
- B "Beginning"
- C Mythril Vest
- D "Human"
- E The Ogre
- F "Cooperation"
- G Mythril Armlet
- H "Silence"

The might of magic

The queen now strikes back with scant regard for her daughter's well being. She commissions two bounty hunters to retrieve the princess's Pendant and eliminate the little Black Mage. One of the mercenaries seems to have a personal grudge against Zidane.

Of course, your three heroes have no idea of this development as they rush past Treno and make an unscheduled landing at Pinnacle Rocks near Lindblum. A mysterious old man called Ramuh hails them and asks Dagger for help. The princess must pass a test to convince the Thunder God to become her Eidolon. Dagger needs to find five manifestations of Ramuh containing segments of a story which she must later piece together. Solving this task is not mandatory, but being able to summon Ramuh will help Dagger and her friends in coming battles.

First return to the spot the characters left automatically, and address the spectre (screen 50) to receive

chest. You can jump down to retrieve a **Mythril Armlet** once a "?" appears above Daggers's head, while Part 5 of the story can be found next to the chest (screen 54). Now walk back up.

Ramuh now makes his appearance near the point from where you jumped down earlier. He asks you to piece four parts of the Story into a coherent narrative. There are two possible solutions: 1) Beginning, Cooperation, Silence, Hero or 2) Beginning, Cooperation, Silence, Human. Regardless of the solution she offers, Dagger receives a **Peridot** which she should equip to learn the spell to summon Ramuh. It's now time to set off for Lindblum.



part 1 of the story. Part 2 can be found near the moogles (screen 51). You'll find a **Mythril Vest** in a chest down by the water, while part 3 of the story can be retrieved at the rear (screen 52). You'll find part 4 a little further on, directly in front of a chest containing **The Ogre** (screen 53). Now climb the tree-trunk until you reach the spot above the other



Lindblum

City in ruins

As Dagger, Vivi and Zidane approach Lindblum, they find that Queen Brahne beat them to it. A host of Black Mages, aided by the powerful Eidolon Atmos, are laying waste to the city. As Vivi might be mistaken for one of the attackers, he stays behind at the city gates.

You can save your game at the Inn before scouring the rubble for items. You'll find a **Lindblum Card** lying in the Shopping Area (screen 55), and the pair of chests in the house next door has been re-stocked, yielding a **Phoenix Pinion** and a dose of **Ether**. Walk to the right to reach the Square, where you'll meet Minister Artania. He escorts you to Regent Cid, who has news of Queen Brahne and the ominous Kuja. Vivi joins you during the conversation. The friends then decide to head for the Outer Continent to root out all evil by confronting Kuja.

As you have no means of aerial transport there's only one way to reach the Outer Continent: you'll have to make your way through a tunnel system starting in a cave under a swamp to the northwest of Lindblum. Before you leave, Cid hands you **3,000 Gil** for your travels.



Last-minute preparations

You can now prepare for your journey. Although the Weapon Shop has nothing new, you'll find that the Synthesis Shop has updated its stock. Alice is still selling medicine outside the ruins of her Tool Shop.

If you're running low on funds, take an Air Cab to the Theatre District and ransack the three chests stashed in the Hideout, which yield **340,993 and 262 Gil**. The treasure chest in the Studio contains a portion of **Ore**.



Once you have gathered up everything you need, have a word with the Man in the Square (screen 56). Dagger and Zidane then meet up with Regent Cid on the Base Level of Lindblum Castle. The Regent gives you a **World Map** to help you navigate beyond the Mist Continent. The Merchant at Dragon's Gate sells a few items not available in the city, and the hidden treasure chest (screen 57) has been refilled. It now yields a **Bandana**. Make your usual moogles stop before setting out for Qu's Marsh. The connecting tunnel to the Outer Continent must be somewhere in the swamp.



Qu's Marsh

Thank goodness for Quina

You can make a detour to Chocobo's Forest or visit the moogles couple in Gizamaluke's Grotto to deliver a **Kupo Nut**, although this will only earn you a dose of **Elixir**.

If you recruited Quina into your party earlier, you can head straight up to the Pond (screen 58) and address it. Zidane automatically asks Quina about the subterranean path to the Outer Continent, rumoured to be somewhere in the vicinity. The prospect of catching more delicious frogs immediately entices Quina to join you. If you leave the Pond and return, you get another chance to catch Quina's favourite meal. But your last frog-catching expedition, on Disk 1, may not have left enough for a satisfying meal this time around.

If you did not enter Qu's Marsh on Disc 1, and have survived the catastrophes in Burmecia and Cleyra without Quina's help, you must ask the rotund gourmet to accompany you this time. The moogles point you towards Qu, so pass the Pond and enter the Master's House. After talking to Qu, you will meet Quina at its favourite spot. Catch a frog and address Quina again, when it offers to join you. You can consent immediately, or leave Quina to catch a few frogs (while you control it) and take it up on its offer later.

Return to the moogles with your hungry companion and walk to the right, from where you can head straight up into the reeds (screen 59). Quina's insatiable appetite proves invaluable here, as it detects the entrance to what might well be the subterranean passage leading to the Outer Continent.



Fossil Roo

Look who's coming

Check the condition of your party members before entering the structure, and try to have them equip the Man Eater and MP Attack abilities. After you've taken a few steps into the subterranean Passage, a bizarre monster latches on to you and doggedly pursues you through a series of tunnels. Run down the first Passage and watch out for the movement of the pendulums. Although they cannot KO you, they do waste valuable time, allowing the freak at your heels to catch up. Stop briefly before running past the first pendulum. This should enable you to run straight past the next two blades (screen 60). If Armodullahan manages to touch you, battle begins and the monster attacks with LV. 5 Death (screen 61). If any of your party members currently has a level that is a multiple of 5, s/he will be KO'd instantly.

Armodullahan does not carry any valuable items, and victory is not rewarded with either EXP or AP. You can only interrupt the monster's progress for a short time before it continues its pursuit. You can finally shake off this troublesome creature after passing the eighth pendulum.



The bounty huntress

After the daring leap across the chasm and a short chat, you are attacked by the bounty huntress Lani, whose attacks are primarily directed at Dagger (screen 62). There is no ideal strategy for this encounter, other than ensuring that Dagger heals herself (and her companions) in time, while the other party members take on Lani.



The Man Eater and MP Attack abilities come in handy here, and Zidane can attempt to steal the Gladius sword. However, you'll also have a chance to buy it very soon. Since Lani eventually flees the battle you are not awarded any AP, so it is sufficient for one party member to survive the encounter.



NAME:	Lani	HP:	MP:	LV:
		5,708	4,802	19
WEAKNESSES:	Man Eater			
ITEMS OBTAINED USING STEAL COMMAND:				
Coral Sword, Gladius, Ether				
EXP:	AP:	Gil:	ITEMS DROPPED AFTER BATTLE:	
0	0	0	-	
CARD: -				

Flower power

If you do feel like a detour after chasing off Lani, you can return to the Entrance of Fossil Roo and retrieve a dose of **Elixir** in the chamber from which Armodullahan emerged earlier (screen 63). After this, your path leads back deeper into the tunnel system, where a Gargant scrambles past. It seems your transport problem has been solved! But how to make the insect mount stop? Take the time to pick a flower (screen 64) and walk two steps to the right. Hold up the flower by pressing the (X) button when the "!" symbol appears, enticing a Gargant to draw closer. After munching the delicacy, it lets you hop "aboard" and carries you to another part of the tunnel system.

First walk up the stairs to the right and pay a social visit to the resident moogles and Stiltzkin. The tireless traveller will offer you a **Phoenix Pinion**, a **Remedy** and a dose of **Ether** for a total of 555 Gil if you address him twice.



To and fro

The Treasure Hunter in the moogles Cavern explains a little about the underground transport system. Walk past him to the upper right and ride a Gargant to the next Cavern. Operate Switch No. 1 (screen 66) to re-route the Gargants and have one take you to a new area. Climb up the stairs and follow the path to a treasure chest containing a dose of **Ether**. Then follow the lower path to the very end and operate Switch No. 2. Return to Switch No. 1 and operate it to shift it to its original position. The Gargant next door then takes you back to the vicinity of the moogles. You might want to rest and save your game before walking to the right and calling the next Gargant. This ride ends near a second Treasure Hunter selling pieces of equipment (screen 67). Be sure to stock up on Potions - you will soon need at least one. Now walk up the stairs to reach Switch No. 4.



Precious jewellery

From the moogles, take the time for a short but worthwhile detour. Walk to the right (screen 65) until you reach the next Gargant stop and use a flower to entice one of the willing creatures to you. It takes you to another Nest, where you'll find a treasure chest with a pair of **Fairy Earrings** in the adjoining cave. Retrieve them and return to the moogles.



It takes you to another Nest, where you'll find a treasure chest with a pair of **Fairy Earrings** in the adjoining cave. Retrieve them and return to the moogles.

Treasure trove

The following interlude, although not mandatory, is well worth the effort. Operate Switch No. 4, walk to the right and call a Gargant. Walk to the right after dismounting and retrieve **Lamia's Tiara** from the treasure chest (screen 68). Ride back and operate Switch No. 4 again to return it to its original position.



Down the finishing straight

Leave Switch No. 4 in its extended position and call a Gargant to the right. It leaves you at a Nest from where you can climb up the vines (screen 69). You eventually need to operate Switch No. 3 to progress through Fossil Roo, but how about a treasure hunt first?



In a cavern, in a canyon ...

Leave Switch No. 3 be for now and walk to the bottom right to reach the next Nest. Let flowers speak their accustomed language, and dismount at another Nest. A **Survival Vest** waits for its new owner to the far left (screen 70), while the exit in the back leads to an Excavation Site, occupied by a third Treasure Hunter. Talk to him and rent a **Pick** for the modest fee of one **Potion**. Try your tool out on the rock face to the right (screen 71). If you repeat this action often enough, you'll free a moogles who was trapped in the rocks!



You can also hammer away at the left rock face while you are at it. With luck, you might find a portion of **Ore**, a **Hi-Potion** or even a **Madain's Ring**. Once you are tired of hacking away, leave the site and return to the vine-decked wall in the adjoining cave. It's about time to leave the subterranean maze ...

Let's get out of here!

Scramble along the vines to reach Switch No. 3, but watch out for the gargoyles. Pass directly underneath their mouths to avoid being washed into the pool by the water they spew (screen 72). Operate the switch and head for the Nest at the bottom right. The Gargant finally sets you down safely at a cave near the exit of Fossil Roo. Just a few more steps bring you to the Outer Continent.



Outer Continent - Donna Plains

Conquest of the new world

You glimpse a strange structure built across a bridge to the north (screen 73). This is your next destination. You may encounter Cactuars in the barren land. Have Quina Eat one of the deceptively tiny creatures to learn some valuable Blue Magic: 1,000 Needles inflicts 1,000 HP damages. But be careful: only attack a Cactuar once it has resumed its original size (screen 74), or your characters will be the ones to suffer 1,000 HP damage! Follow the rock face on the right to access the plateau. The bridge now lies to the west (screen 75).

Alternatively, you can travel a little further east to find another Qu's Marsh and catch a few frogs. Make sure to leave one female and one male frog in the Pond, so their population can recover faster.

There are Chocobo tracks to the northeast of Qu's Marsh. If you would like to explore the lie of the land without being held up by chance encounters, use Gysahl Greens here to call your yellow riding bird (screen 76).

When you are done, make your way to the prominent structure on the bridge.



HOW TO PLAY

CHARACTERS

WALKTHROUGH

ITEMS

MASTERS

FARMS

SECRETS

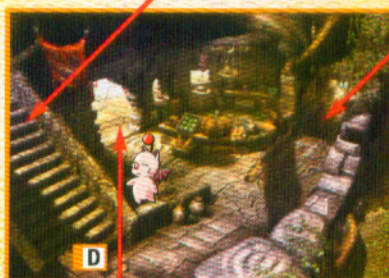
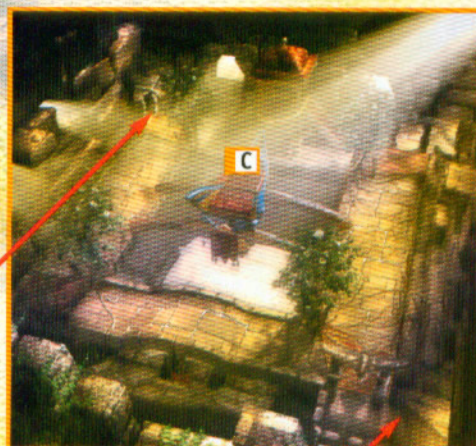
Conde Petie

LEGEND

- A** 2,700 Gil
- B** 1,800 Gil
- C** Diamond
- D** Phoenix Pinion



MOUNTAIN PATH



DONNA PLAINS

Alone among strangers

It turns out that the strange building on the bridge is home to a race of Dwarfs whose village is called Conde Petie. You have barely arrived when your companions rush off in all directions, leaving Zidane to explore alone. You can view several ATEs to see how your friends are faring.

Although you are far from the Mist Continent, the locals here are equally careless with their belongings. Do not hesitate to pick up anything you find lying around. The exact locations of these items are marked on the map screenshots.

A Black Mage at the Tool Shop takes his leave as soon as you enter (screen 77). Strange ... the Black Mage was only going

about his shopping. The Dwarf near the village entrance tells you that the creatures with the Pointy Hats live deep inside the Southeast Forest, so your next destination is clear. Visit the Weapon Shop at the Street Stall and say hello to the moogles at the Tool Shop before leaving. You can collect a **Phoenix Pinion** from the landing near the moogles.



Outer Continent - Donna Plains

A walk in the woods



Even from Conde Petie, you can see the village in the forest (screen 78). It is located to the southeast, but to reach the secluded spot you first need to travel all the way around to Gegalrich Shores, and then return to the northwest in a broad arc.

PlayOnline.

KEYWORD:
E-CHOCHES

Feeling too lazy to dig? Let PlayOnline motivate you a little ...

SPECIAL ITEM

Where there are no owls...

Remembering the clue to the location of the Black Mage Village, Zidane examines the sign at the fork in the path (screen 79). This sign shows you which of the two available paths lead to a place where there are owls, and which leads you to a place where there are none. Go in the direction of the place that has no owls. Zidane enters what seems to be the same Grove again. This time however, one of the owls perched in the trees has taken flight. Repeat the process several times, reading the sign (it changes as to which direction leads to the

place without owls) and so on, until a Black Mage appears. Follow him, and he will lead you to the hidden village.



Black Mage Village

Homesick

The Black Mages lead a totally secluded life in their village. Their reaction to Zidane and his companions is rather unexpected: the dreaded mages flee! When you enter new sections of the village, you are generally greeted with an ATE. Although not mandatory, take a look at them to learn more about the Black Mages.



You'll come across Dagger at the Synthesis Shop, but she leaves after a brief chat. Pick up the money lying around in the corner (screen 80).

If you're feeling a little lonely, take a stroll to the Inn to find Vivi. During your chat you can choose to rest. Zidane then reveals some astonishing information about his life. You learn that he

was brought up by a foster father, and has been trying in vain to find his place of birth ever since. All he remembers is a brilliant blue light ... Vivi is also driven by some inner turmoil (screen 81). Why do so many Black Mages suddenly die? Could he make a new home in this village? Haunted by many questions, the answers still elude the little mage.

Next morning, the party decides to head for the Sanctuary at Conde Petie. Before leaving the village for Conde Petie though, if you climb up the ladder located in the Synthesis Shop and walk to the near edge of the rooftop planking, you can overhear a conversation being held at the Tool Shop. If you then go into the Tool Shop and ask for the usual, the shopkeeper goes to search for it, allowing you to climb the ladder behind the counter. Once upstairs, search by the bed, and you will find a **Black Belt**.



Black Mage Village

LEGEND

- A** Elixir
- B** Gysahl Greens
- C** 2,000 Gil
- D** 843 Gil
- E** Ether
- F** Virgo
- G** Black Belt



Conde Petie

An odd couple...

At the Entrance of Conde Petie, your characters discuss how to reach the Sanctuary. Two possible starting points are mentioned: one can either address the guard in the Shrine, or talk to the pair of guards at the Street Stall. Apparently, only those who have just participated in the Ceremony

are permitted to pass. His Holiness, whom you find on the Pathway, explains more about this Ceremony (screen 82) ... After the formalities have been dealt with, you can select one of two options during Zidane's conversation with Vivi. Choose the second option to watch an amusing ATE. Regardless of your selection, the two guards now let you pass to the Exit. You might want to unequip any valuable items Quina is wearing, since it is about to leave your little band.



Mountain Path

A capricious kid

Quina's departure is well timed, as it allows you to accept buoyant little Eiko into your party. Have Eiko equip her abilities and adjust her equipment if necessary. She is already learning a first summoning spell with Fenrir. Have her equip a Phoenix Pinion for an additional summoning spell. Scramble up



the roots in the rear to reach a chest containing a **Remedy** (screen 83); you'll also find a **Blue Stone** to the right. Climb back down and walk to the right, where there's another root to be climbed. Clamber up and retrieve a **Red Stone** as well as a **Tent**.

Follow the path until it forks. Drop in on the resident moogle so she can save your game, and buy the three items Stiltzkin is offering for 666 Gil:

a Magic Tag, a Tent and a dose of Ether. The right-hand path leads to a statue, where you can insert the two coloured stones - but you're better off doing this later. Note the statue's location, and then take the left-hand path from the moogles. Climb up the ladder and follow the path. A short cinematic shows the characters gazing at the huge tree on the horizon. Things are about to get nasty, so make sure to heal your entire party.

Good hunting!

Before departing, you can return to the Trail from the moogles and catch a **Mountain Oglop** (screen 84). If you succeed, you can take your catch to Conde Petie, where Brian Rootrunner will reward you with an **Oglop Card**.



Hilgigars

Most of Hilgigars' attacks are directed against a single opponent and can thus be healed without any problems. To ward off Hilgigars' Earthquake attack (screen 85), cast Float in time or equip items that reduce or absorb Earth damage. Lamia's Tiara is one of the items enabling Dagger and Eiko to learn Float.



Once Hilgigars has lost most of its HP it casts a healing spell, but this can be prevented by inflicting Silence on the monster.

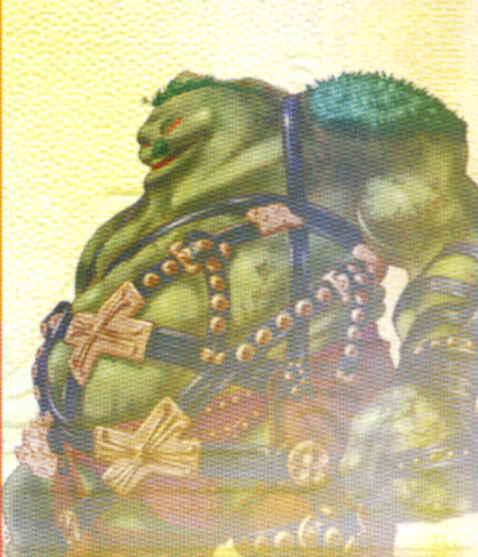


NAME: Hilgigars		HP:	MP:	LV:
		8,106	908	28
WEAKNESSES:		Man Eater		
ITEMS OBTAINED USING STEAL COMMAND:				
Phoenix Down, Mythril Fork, Fairy Flute				
EXP:	AP:	Gil:	ITEMS DROPPED AFTER BATTLE:	
0	9	2,136	Tent, Elixir	
CARD: Antlion				

Four coloured stones

After defeating Hilgigars, you stand directly in front of a **Yellow Stone**. Pick it up and continue along the path. There's no point yet in stopping off by the Iifa Tree. Take the right-hand path at the next fork (screen 86) to find a **Green Stone** and a dose of **Ether**. You've now completed your collection of **four coloured Stones**, so head back to the statue near the moogles and insert them to receive a Moonstone.

Now return to the previous fork (screen 86). Take a left here to reach Lucid Plains. Eiko's home is situated just a few paces to the northeast (screen 87). It is advisable to call a moogle and save your game at this point. Other than the culinary frenzy being whipped up by Eiko, there is no "danger" in her village. However, once you leave it'll be quite a while before you can save your game again.

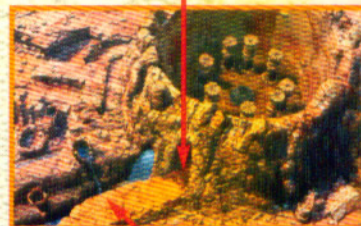
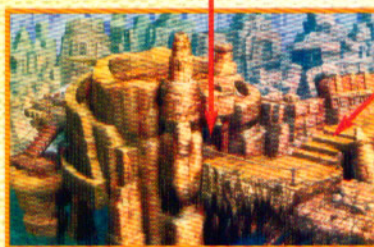


Maidin Saki



LEGEND

- A** Libra
- B** Tent
- C** Ore
- D** Phoenix Pinion
- E** Kirman Coffee



LUCID PLAINS

Home sweet home

Eiko is quite a hostess. She prepares a sumptuous meal for her guests, but you need to take care of a few things with Zidane first. Press the **(SELECT)** button to watch the ATE showing Vivi's Feelings, then collect the **Libra** coin from behind the fountain in the Open Area and retrieve the **Tent** next to Dagger. You can witness an ATE involving Dagger when you walk to the Path on the right.

On your return to the Open Area, you can help Eiko cook up a delicious meal in an ATE. Send Chimomo fishing, ask Mocha to dig up potatoes and let Momatose help out in the kitchen. In your role of Zidane, go to Eiko's house on the left and talk to Vivi outside the door. Follow Morrison to the Eidolon Wall and use the next ATE to improve Eiko's cuisine. Choose to prepare a meal for 11 or 12 people, leave out the Oglop ingredient, and let Momatose cook and help with the fishing. If you like, load your previously saved game later and see what happens when you use different recipes...



After this interlude, continue to the Eidolon Wall with Zidane and address the moogle. Find Dagger at the Entrance and tell her what you have learned. Talk to the moogle outside the Eidolon Wall again to visit this sacred place.

Exiting the Eidolon Wall, you have another chance to peek at Eiko's preparations in an ATE.

She seems to have reeled in a very sizeable catch

... and one that knows all about cooking! Ask Quina for advice. Zidane can now finally enter Eiko's house (screen 88).

No fighting after meals

After eating your fill, you can collect a portion of **Ore** and a **Phoenix Pinion** in the Resting Room before complying with Eiko's suggestion that you clear the table. Talk to the cook in the Kitchen and pick up the **Kirman Coffee** to the left of the table. When you try to leave the house, Momatose offers you a good night's rest free of charge. Although there's no need to accept his offer yet, you'll have to sooner or later. Zidane only decides to set out for the Iifa Tree once dawn has broken next day. Return to the spot on the Mountain Path where you encountered Hilgigars. The upper path leads you towards the Iifa Tree (screen 89).



Iifa Tree

The source of all Mist

It appears that the Ancient Tree of Life is the source of the Mist. Eiko is able to break the seal and receives a **Ruby**, enabling her to learn the Carbuncle, a summon ability.

The monsters you might encounter on your way to the Iifa Tree are vulnerable to Vivi's Fire-related spells. Eventually, you meet a moogle and reach a circular platform (screen 90). This is, in fact, a lift waiting to take you down.

Any number of undead creatures haunt the inside of the giant tree. The Undead Killer ability enhances Zidane's attack power, while healing spells such as Cura strike fear into the monsters.

You can collect a number of items on your way through the sprawling roots of the Iifa Tree. Niches beside the path conceal switches, just waiting to be pressed. Find them to make treasure chests drop from above. There is one spot (screen 91) where pressing the switch does not seem to have any effect, but first appearances can be deceptive. Walk back up to find a new chest that contains a **Healing Rod**.

A giant leaf serves as a lift taking you down to even greater depths. You are attacked by Zombies on your ride down. Talk to Vivi, and then fend off the attack of the Dracozombie.

A dose of **Elixir** (screen 92) and a **Brigandine** are yours for the taking at the bottom of the tree. You'll find the **Brigandine**, a piece of armour, hidden behind the trunk to the left. Prepare your characters for mortal combat, then press the (X) button and run towards Dagger.


Soulcage

Although this monster is vulnerable to Fire-related attacks, don't be tempted to have Vivi cast such spells: they turn the Soulcage's Leaf Swirl attacks into lethal Fire Blades. When in need, you can undo this change by using an Ice-related attack.

Actually, you'll find it very easy to defeat the Soulcage (screen 93). Simply cast Life or use an Elixir on the monster to disable it instantly.

After battle, your party is automatically returned to the Outer Seal of the Iifa Tree. The Mist has dissipated, but just what does that mean? For now, travel back to Madain Sari.



NAME: Soulcage		HP:	MP:	LV:
		9,765	862	26
		WEAKNESSES:		
		Undead Killer, Fire, Holy		
		ITEMS OBTAINED USING STEAL COMMAND:		
		Oak Staff, Magician's Cloak, Brigandine		
EXP:	AP:	Gil:		
0	9	3,800		
ITEMS DROPPED AFTER BATTLE:				
Phoenix Pinion, Elixir				
CARD: Antlion				



lifa Tree

LEGEND

- A** Switch for Phoenix Down
- B** Switch for Healing Rod
- C** Phoenix Down
- D** Hi-Potion
- E** Healing Rod
- F** Ether
- G** Lamia's Flute
- H** Remedy
- J** Elixir
- K** Brigandine



PUALEI
PLAINS



Madain Sari

The duel

Follow Eiko into her Kitchen and climb down the stairs to the Secret Room (screen 94). Somebody has used your absence to steal yet another priceless jewel! Open the pair of chests to retrieve a **Phoenix Down** and a **Survival Vest** before setting out to investigate the theft. Equip the Auto-Haste ability if Zidane has already learned it.



Have the moogle outside the Eidolon Wall heal your party, and then take a look inside to receive an **Exploda** and a dose of **Elixir**. Ask for Mog, so that you can rush to Eiko's rescue. The little girl has been seized by Lani, but her fellow bounty hunter draws the line at abducting children. He intervenes and then challenges Zidane to a duel.

Scarlet Hair



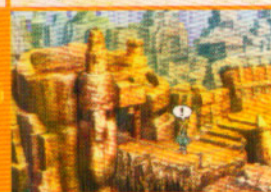
Although the mysterious Scarlet Hair is a quick and tough opponent, his attacks do not cause great harm if you heal yourself in time. Whenever your opponent draws back and moves towards the walls (screen 95), simply wait until he returns. You'll find the Counter, Man Eater and Auto-Potion abilities very useful here.



NAME:		Scarlet Hair		HP:	MP:	LV:
				8,985	5,865	22
WEAKNESSES:		Man Eater				
ITEMS OBTAINED USING STEAL COMMAND:		Ether, Poison Knuckles				
EXP:	AP:	Gil:	ITEMS DROPPED AFTER BATTLE:			
0	9	4,790	Tent			
CARD: -						

Memories

Zidane defeats Scarlet Hair, but allows the bounty hunter to escape with his life. Follow Eiko into the Secret Room where she presents you with her **Memory Earring**. Now it's time to turn your attentions to the other young lady for a change. A "1" symbol appears outside the house entrance (screen 96), allowing you to listen to Dagger's song when you press the \times button. The following exchange finally unravels the meaning of the game's introductory cinematic. A new light is also shed on Queen Brahne's attitude towards her daughter.



It is time to see how things are doing at the Iifa Tree. The red-headed bounty hunter you defeated earlier makes his appearance as you cross the Entrance of Madain Sari. The man introduces himself as Amarant, and Zidane asks him to join your party. For the first time, you must now decide which characters to take along. Since Dagger and Eiko have rather similar skills, you may want to leave one of them behind.

After picking your team, take the Mountain Path and return to the Iifa Tree.

Showdown

You have another opportunity to regroup at the Outer Seal of the Iifa Tree. Make use of it if you wish, then begin your search for Kuja. The path is easy to find: just follow the roots! Since all five of your characters participate in the scenes that now unfold automatically, the character you left behind does not miss anything. As you draw closer to Kuja (screen 97), you are given a third chance to regroup. Your choice is not of vital importance here, since you are not about to take on your foe just yet. Like any villain worth his

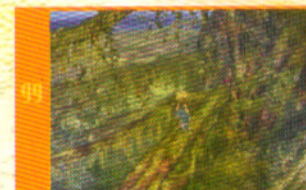


salt, Kuja has anticipated the events due to take place. Thus, he is not in the least surprised when Queen Brahne sails in with her entire fleet, bent on destroying her former ally. As Kuja has his hands full without attending to Zidane and his friends, he lets a horde of Mistodons loose on them (screen 98). Despite all that has happened, Dagger still wants to help her mother. She runs off, enabling Amarant to take an active part. If you neglected to do so earlier, now is the time to check his equipment and abilities. Pay a visit to the moogle lurking behind the tree-trunk (screen 99) to save your game, and then make haste to follow the princess. You are repeatedly attacked by Mistodons on your way down.

At the foot of the tree you'll find Dagger, whose attempt to help Queen Brahne is doomed. Although the princess finds an **Aqua-**



marine containing the legendary Eidolon Leviathan, she is powerless to prevent what follows. Queen Brahne does not stand the slightest chance against Kuja's overwhelming power ... Dagger and her friends then return to Alexandria, where the princess will soon ascend the throne.



Alexandria

The future casts its shadow

Life in Alexandria has returned to normal, and the people look forward to Princess Garnet's coronation in three days' time. However, the princess does not seem happy at the prospect of becoming queen ... (screen 1). Meanwhile, Zidane is wallowing in self-pity since he is convinced that a common thief like him has no chance of winning the heart of a future monarch. Fortunately, Vivi is also here. As once before, you control the little mage as he walks through the streets of Alexandria. At the Pub you find that Zidane is not particularly responsive, but the bartender tells you that his friends can be found at the Mini Theatre.



Whenever you enter a new quarter of the city, you can witness several ATEs showing Eiko, Tantalus members and several moogles. You run into Marcus and Blank in the Alley (screen 2). Do Blank a favour and watch the play. Note that once you walk down the stairs, you can no longer race against Hippaul back on Main Street. While Vivi enjoys the spectacle, the scene switches to the princess.

Go for Gold



How about a race? In the role of Vivi, talk to the Hippolady on Main Street (screen 3). She is looking for volunteers to race her son, Hippaul, who could do with some exercise.

When you win a race, Hippaul's level rises by anything between 1 and 5, depending on the lead you have when you finish (screen 4). Hippaul tells you his current level when addressed. You have nothing to lose by racing. On the contrary, you can be certain of winning cards. And there's no need to worry about jumping the gun: you don't have to wait for starter's orders to begin rapidly pressing the button.

Déjà Vu

In the Steeple you encounter the travelling moogle, Stiltzkin. He sells you a **Phoenix Pinion**, a **Hi-Potion** and a dose of **Elixir** for a total of 777 Gil. You can also save your game here.

As was the case during Vivi's first visit to Alexandria, you can climb the ladder in the tower and pull the bell rope (screen 5) to obtain a **Shiva Card** and a **Ramuh Card**. If you did not pull the bell rope on Disc 1, you will also obtain an **Ironite Card**, a **Goblin Card** and a **Forest Fang Card**.



You should now take the opportunity to check the Card Menu and see how many cards you have. Since you can only carry 100 cards at a time, you might want to discard the odd duplicate to ensure that you have as many different kinds of cards as possible, thus improving your card Rank.

Love's Labour's Lost

In the castle, Doctor Tot hands the princess precious stones containing three new Eidolons: an **Opal**, a **Topaz** and an **Amethyst** (screen 6). However, the princess's wish to see Zidane is not granted. For once in agreement, both Steiner and Beatrix consider Garnet's wish unsuitable.



Eiko is determined to put Garnet's enforced "absence" to her best possible use. Aided by Doctor Tot, she writes a love letter to Zidane, while the scholar reminisces on his first encounter with young Garnet. It's clear that the two young ladies share more than a certain physical likeness ...

You now slip into the role of Eiko for a few moments. If you like, ask the Guardhouse moogle to save your game. There is little you can do now except to walk up into the Hallway. The short scene with Eiko ends soon after she bumps into Baku and finds herself in a rather awkward situation (screen 7). The Tantalus chief kindly offers to deliver her letter but loses it almost instantly, whereupon it is found by Beatrix who believes that Steiner penned the romantic lines. Where will it all end?

SPECIAL ITEM

PlayOnline.

KEYWORD:
E-HIPRACE

The great prize of Alexandria: PlayOnline lists the rewards Vivi receives when victorious.



Dark portents

As Zidane believes the future queen is unattainable, he reluctantly asks Baku to take him back into Tantalus. However, the gang leader isn't prepared to allow his protégé to give up that easily. At this point, Vivi enters the Pub and convinces his friend to join him on a visit to Dagger. If you like, you can roam Alexandria or do some shopping before walking to the Dock, where Amarant and Freya rejoin the party. Collect a **Phoenix Pinion** from the left-hand stairs before boarding the castle ferry, and don't forget to pick up the **3,927 Gil** from the stairs on the right.

There is more to be found in the Courtyard on the far bank, where you'll discover a **Phoenix Pinion** hidden behind the second pillar near the left front (screen 8), while there is a dose of **Ether** behind the pillar to the right and a **Lapis Lazuli** behind the fountain. Interested in more treasure? Explore the West Tower to find a **Phoenix Pinion** to the right in front of the grille. You'll find **Leo**, a Stellazzio coin, next door in the Watercraft Room (screen 9).

You are reunited with your friends outside the main entrance to the castle, and Steiner has another opportunity to rattle his sabre. After a rather cool meeting with Dagger, Zidane, Vivi, Freya, Amarant and Eiko decide to visit Doctor Tot in Treno and participate in a card game tournament. While the party takes the Gargan Roo to Treno, an ATE shows two sinister figures, Zorn and Thorn, slinking into Alexandria ...

Plenty to do in Alexandria

If you feel like increasing your funds with no risk, visit the Mini Theatre where somebody has left **2,680 Gil** beneath the first table. If you would like to play a unique game of cups, you should head for the Weapon Shop (screen 10). The stakes rise each time you win a round, and you'll find that both the shopkeeper and the Synthesist next door have updated their stock. If you want to try out your new equipment, why not leave the city through the gate at the bottom end of Main Street (screen 11)?

In the meantime, Stiltzkin has left Alexandria, leaving a letter with the moogles in the Steeple.



TRENO

ATEs and their consequences

Once again, the companions disperse in various directions, leaving behind Zidane, whom you now control (screen 12). However, you can track the progress of your comrades by watching the ATEs.

As soon as you leave Doctor Tot's study, you should press the **[SELECT]** button to view the ATE entitled How He Ended Up Here. This ATE is something special.

After Vivi's conversation with his acquaintance, you can choose between Pass By Home and Stay In Treno. Selecting the latter will affect the card

game tournament. If you choose to Pass By Home instead, you will discover more about Vivi's origins in Quan's Dwelling.

Another ATE, Memories By The Water, reveals that Amarant has been to Treno before, and it turns out that even the infamous Four-armed Man has a healthy respect for the mysterious loner. Later on, the ATE City People (at the Card Stadium), during which Eiko obtains a **Chimera Armlet**, will only appear if you have watched this episode.

Quan's Dwelling

To the east of Treno you'll find a cave named Quan's Dwelling, concealing two chests containing one dose of **Ether** each. Examine the pond to restore all of Zidane's HP and MP ... and, as a bonus, you'll find **Scorpio**, a Stellazzio coin, near the healing waters (screen 13).

Enter the rear part of Quan's Cave and climb the ladder to find a third dose of **Ether**. If you chose Pass By Home during Vivi's ATE in Treno, you will encounter the little mage on the balcony (screen 14). As the conversation develops, you'll discover more about Vivi's origins and his grandfather.



Money makes the world go around

Catoblepas, a new monster, is now kept in the cellar of the Weapon Shop. Equip your **Beast Killer** ability to increase your chances of winning the battle and scooping a reward of 15,000 Gil. If you have problems, take on



some monsters outside the city to fill Zidane's **Trance** gauge, after which you can return and deal with Catoblepas (screen 15).

You should also pay Queen Stella a visit (screen 16) and deliver your **Stellazzio** coins - you may have up to four of them by now - in exchange for some valuable rewards.

You'll need every Gil since there's a vast range of items on sale in the city shops. You should take this opportunity to visit the **Auction Site**, since one of the items being auctioned is **Dark Matter**. If you're feeling flush, you should do your best to outbid the competition and acquire this item, since **Dagger** can use it to learn **Odin**, a summon ability. Unfortunately, the auction is rather a costly affair ...

Daylight robbery

Do you remember the windmill in Dali? Its cogwheels are currently immobile, allowing you to reach the treasure chests on the upper floor (screen 17) and retrieve a **Cachusha** together with a dose of **Elixir**. Although you can return later to pick up these items, you now have the once-off chance to find the key to the rear exit of the windmill in Dali, thus revealing 30,000 Gil. This money is in a chest, which houses an additional item ... Once the tournament in Treno starts, this chance will be lost forever.



The Card Game Tournament

Are you ready to prove your skill as a card player? You will be surprised how easily the first two rounds can be won ... although it might still be wise to save your game before entering the tournament. If you are not an experienced card player, you should take some time to practise and become familiar with the rules. If you have less than five cards, address Doctor Tot who will be glad to help you out.



Walk to the Card Stadium with Zidane and register for the tournament by addressing the man to the left of the entrance (screen 18). The Card Usher to the right of the entrance willingly explains the rules to you. Enter the building to begin the tournament.

If you chose the upper option during the ATE *How He Ended Up Here*, and have not been to Quan's

Dwelling, the ATE *Home Sweet Home* will appear after the first round of the tournament. Regardless of this, you can view a conversation between Freya and Amaranth in the ATE *Good Old Days*. If you would like to find out why the red-headed fighter bears a grudge against Zidane, choose the answer "Of course I'm interested". Still controlling Zidane, you next enter a new city district to trigger the ATE *Lessons Of Life*.

The second round of the tournament begins as soon as you re-enter the building. Afterwards, you will be offered a further selection of ATEs.

A dramatic finale

The winner of the tournament obtains a **Rebirth Ring**, so if you want to win this valuable add-on make sure to save your game before triggering the third round. This allows you to replay the round as many times as necessary if you lose. In the finale you meet Erin, the pilot of the airship *Hilda Garde 2*, accompanied by Regent Cid. Despite your opponent's card-playing skill, this round should not be too much of a challenge (screen 19).

After the tournament ends you hear the terrible news that Alexandria is under attack! Kuja is using the **Eidolon Bahamut** to reduce the city to rubble.



Alexandria

Captain Dagger

In order to save Alexandria and its inhabitants, the princess must now assign different tasks to the Knights of Pluto (screen 20). There are four teams of two, each with a different specialisation. Depending on how many teams you have assigned to their proper tasks, you receive one of several items.

- 0 = Potion
- 1 = Ether
- 2 = Elixir
- 4 = Angel Earrings

The information needed to choose correctly was revealed at the beginning of the adventure when Steiner talked to Breireicht during his search for Princess Garnet. These are the correct combinations:

Gather information: Blutzen & Kohel
Protect the townspeople: Weimar & Haagen
Contact Lindblum to request reinforcements: Breireicht & Laudo
Begin preparations to fire the cannons: Dojebon & Melgenheim

The dream team

You now slip into the role of Steiner, who has joined forces with Beatrix in a desperate effort to defend Alexandria. First, check Steiner's equipment, and you may want to take this opportunity to take Beatrix's items, such as her valuable Cross Helm.

Neither the shops nor the Alley - the path to the moogles - are currently accessible. Thus, your only option is to lead the pair of knights down Main Street. As in the Iifa Tree, you are repeatedly attacked by Mistodons (screen 21). Beatrix's Seiken attacks help you end these battles quickly and efficiently. You can also use Beatrix's White

Magic "Life" to kill the Mistodons. Since both characters are about to enter four consecutive battles, make sure to heal them fully - at the latest, when you are outside the Pub. As you emerge victorious, the scene switches to Dagger.

The battle of the Eidolons

You now have just one task: to take the princess to the Altar at the very top of the castle. Follow the familiar path to the Hallway outside the Queen's Chamber, and then go through the left-hand door. Now just keep following the stairs upwards. If you try to deviate from your path by entering another room, Dagger will be repelled by a type of energy barrier (screen 22). Once you have reached the top, you will be powerless to control events.

Zidane and his companions are aboard Hilda Garde 2 when Eiko is suddenly gripped by some inexplicable power and floats across to Dagger. The girls

jointly summon the mighty Eidolon Alexander to save the city from destruction. At first, Alexander seems to have been successful since Bahamut's wings are mightily clipped.

The end is nigh

However, Kuja has another ace up his sleeve. Once again, the huge, menacing eye appears in the sky. Even Alexander is not mighty enough to withstand its power. The "eye" belongs to the appropriately named airship Invincible. On board the airship is a man called Garland. Garbed all in black, he holds forth in a strange monologue (screen 23). It seems he wants to punish Kuja, since 'this' is not why he was sent to Gaia. Garland rages that Kuja has betrayed his mission ... and so has Zidane!?

Meanwhile, Zidane, Vivi, Amarant and Freya arrive at the castle. You must now guide the party to Dagger and Eiko, using the path you took with the Princess earlier. This time, however, you find that the other castle rooms are accessible. Although you can take care of other matters before hurrying to the girls, you are powerless to prevent the destruction of Alexandria.

A second chance

Before rushing to the Altar with Zidane and his friends, you can save the palace staff. Each person you address in the Kitchen and Library leaves the castle and is spared the impending havoc. However, do not expect a reward for your good deeds.

If you neglected to challenge Tantarion in Disc 2, you will still see a book lying on the lower shelf in the Library (screen 24). If you want to take this second and final opportunity of battling a particularly strange monster, take a look at the book.

Although your chances of success are greater than before, it cannot hurt to save your game in the Guardhouse before battle.



Lindblum

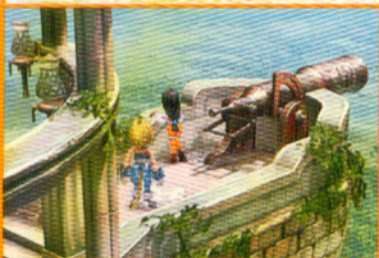
Silence is golden ...

After the spectacular deliverance of Dagger and Eiko, Zidane awakes alone in the Guest Room of Lindblum Castle. The treasure chests yield an **Egoist's Armlet** and a dose of **Elixir**. As you reach the exit with Zidane, Blank storms through the door and begins a discussion. You may want to ask him about Dagger before leaving the room. In the Hallway you can view an ATE showing Quina's arrival in Lindblum harbour.

Take the lift upstairs. If you asked about Dagger in your previous conversation, you should now head for Telescope Tower. The princess is here, but she is strangely silent (screen 25). Your companions gather in the Conference

Room and send you to the Royal Chamber, where you should address the guard outside the doors to gain admittance. After a brief chat, a major meeting begins in the Conference Room (screen 26). Vivi is distraught at the news that Kuja has been seen in the company of talking Black Mages, since these can only be the formerly peaceful inhabitants of the Black Mage Village! A new airship would be required to solve this mystery, but Regent Cid is unable to do anything about this in his current state.

Suddenly, Eiko appears bearing more bad tidings: Dagger has lost her voice! The destruction of her beloved realm, together with the death of her step-mother, has left Dagger in a state of shock. Still in the role of Zidane, return to the Guest Room to see how the princess is faring.



Seek and ye shall find

Although Doctor Tot states that nothing can be done for Dagger at present, there is a cure for Regent Cid. It can be concocted from three rare ingredients, one of which might even be in Cinna's possession. In the role of Zidane, go to the Theatre District to find out if the rumour is true. Arriving with the Air Cab, you meet acquaintances from Burmecia outside the station. It's clear that they've been putting something away for their old age! (screen 27) ...

After this brief interlude, walk down the stairs to Theatre Avenue and address Cinna who is happy to hand you his **Unusual Potion**. Zidane then automatically heads for the station. Do not let this deter you. Instead, return to the Tantalus Hideout where you'll find that the three chests have been replenished with **1,273 Gil**, **970 Gil** and **4,826 Gil** respectively.

You'll find the second ingredient for Cid's cure tucked away in the Studio. Talk to Michael and search the foot of the stairs between the pair of pipes to

retrieve the **Strange Potion**. You'll also find a **Lapis Lazuli** stored in the treasure chest. Now take the Air Cab to the Business District.



It was worth a try

If you have diligently kept up your Mognet deliveries, you should now pay a visit to the moogles at the Business District Inn. Rummage through the pile of debris to the left of the Shopping Area to find **Sagittarius**, a Stellazzio coin (screen 28). As usual, it's worth raiding the pair of chests in the Private Residence, since they contain a **Remedy** and a dose of **Elixir**. But don't forget that your real purpose here is to find the third ingredient.

Enter the Square and address the young woman in front of the ruins of the former Tool Shop. Alice, whose goods are now for sale at the Weapon Shop, hands you her **Beautiful Potion**. Make sure to view the new items available at the Weapon Shop before returning to the castle. As before, talk to the guards outside the Royal Chamber to gain admittance. The **Unusual Potion**, the **Strange Potion** and the **Beautiful Potion** are now mixed to produce the alleged remedy for Cid's state. The regent immediately applies it.

Unfortunately, the experiment does not go as planned (screen 29) ...



Quina's return

Since there's no point in dwelling on the airship business for now, the companions decide to pursue Kuja across the seas. Although they don't have a specific lead, Vivi suggests that you start by investigating the mysterious appearance of the talking Black Mages around Kuja.

After the meeting ends you can view an ATE showing Quina sampling specialties in the Shopping Area. If you turn up there with Zidane, you'll be faced with a bill of 100 Gil for the food Quina has devoured (screen 30), after which Quina joins your party. But there's no need to pay the bill, since the rotund gourmet is bound to join you when you board the ship.



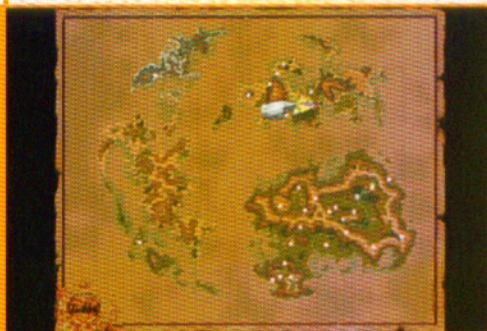
Take the lift down to the Base Level. The car to the left takes you to Dragon's Gate, where you can retrieve a **Remedy** from the hidden chest, but your actual destination is Serpent's Gate. You'll find a **Chimera Armlet** (screen 31) hidden in the background. Exit through the gate to reach the harbour, where you can board the Blue Narciss.

Blue Narciss

All aboard!

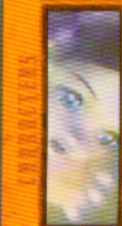
Once on board, your first task is to form a party of four. Although Zidane is always part of the group, you can choose three of his companions. Remember that there's no telling when Dagger will regain her voice, so she will be unable to use some of her commands in battle if you have her join the party. At the moment, Eiko may be a more desirable travelling companion since she can wield healing magic. On the other hand, Dagger has received new Eidolons and will require a large number of AP to learn their summon abilities.

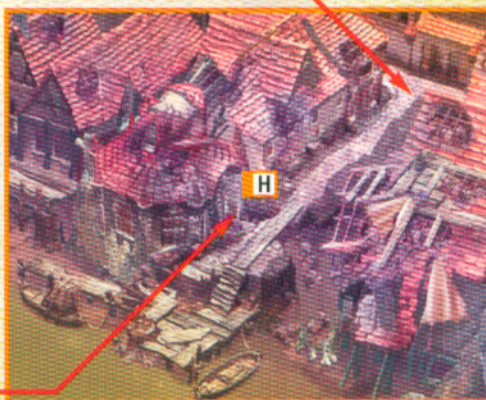
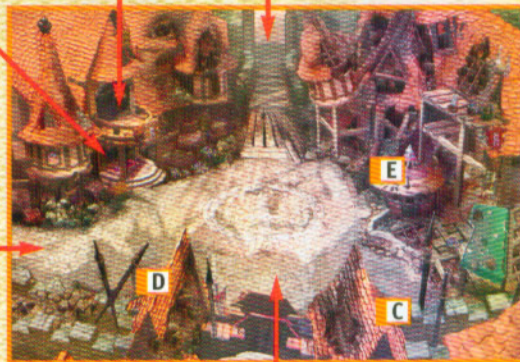
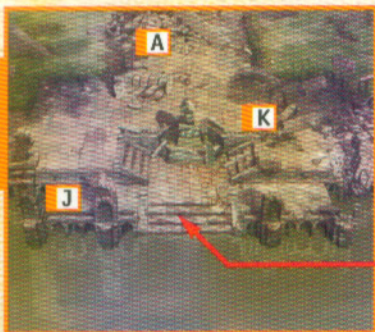
While steering the ship, you can interrupt your voyage by pressing the **△** button, which will take you on deck (screen 32). Address Cid if you want to regroup, or talk to Blank if you want to take the helm of the Blue Narciss again. You can go ashore at any beach by pressing the **○** button. Head straight for the Black Mage Village to trigger new events. Land the ship on Gegalrich Shores (screen 33) and cross the forest. You can walk or call the Chocobo for this last leg of the journey. Of course, you may first choose to make some detours and take care of other business.



Alexandria

You can land at the port to the northeast of Alexandria (screen 34) and take the boat to the palace. You'll find several items scattered around the Courtyard and throughout the town. The items are displayed in the map screenshots on page 90. Address Cid if you want to regroup, or talk to Blank if you want to take the helm of the Blue Narciss again. You can go ashore at any beach by pressing the **○** button. Head straight for the Black Mage Village to trigger new events. Land the ship on Gegalrich Shores (screen 33) and cross the forest. You can walk or call the Chocobo for this last leg of the journey. Of course, you may first choose to make some detours and take care of other business.



ALEXANDRIA
PLATEAU

Alexandria

LEGEND

- A** Sapphire x2
- B** Ether
- C** Remedy
- D** Amethyst
- E** 365 Gil
- F** 4,832 Gil
- G** Topaz
- H** Tent
- J** Opal
- K** Peridot



1001 possibilities

You can embark on any number of sub-quests while on board the Blue Narciss. Here are some of the possibilities open to you:

Deliver a Kupo Nut to the moogles couple in Gizamaluke's Grotto.

Dig for Chocographs in Chocobo's Forest.

Find hidden treasure chests using Chocographs.

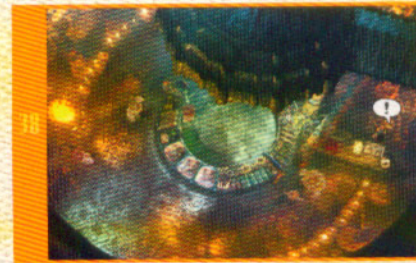
Catch frogs with Quina. There is a third Qu's Marsh on an island in the southwest (screen 36).

Collect new Eat abilities for Quina. Quina can learn Lv 5 Death from a monster named Whale Zombie which you'll find lurking on some beaches. This ability enables you to defeat opponents as powerful as the mighty Grand Dragon with a single attack.

- Search the forests for the Ragtime Mouse and answer his pop quiz questions.

- Go to South Gate and collect items.

- Visit Esto Gaza on the northwest continent (screen 37), where you'll be able to buy numerous Mythril items. You'll find that this shop will update its stock later. Collect a **Wing Edge** while you are here (screen 38).



Black Mage Village

Anybody at home?

Vivi's suspicions are confirmed! Nearly all the Black Mages have joined Kuja, who has promised to prolong their lives. You meet No. 288 and Vivi at the Cemetery. The little mage appears here, regardless of whether or not he is currently in your party. Follow him to the Chocobo stable at the far end of the settlement (screen 39). You learn that Kuja's Secret Palace is located in the east of the continent, hidden beneath quicksand.

The Tool Shop is deserted, as are the other houses in the Black Mage Village. This enables you to climb up the ladder behind the counter and to scramble onto the bed on the first floor

(screen 40). You can access the treasure chest from here and retrieve a **Black Belt**, if you neglected to collect it on a previous visit. Then return to the Blue Narciss.



Blue Narciss

The desert crossing

Sail the ship east to Kiera Desert (screen 41), where you will see four sand whirlpools in the desert area. Although they look treacherous, you are in no danger of being sucked down. Instead, press the (X) button to enter the depths below the quicksand. However, only one of the pools, the one in the northwest, which does not spew out sand clouds, leads to Kuja's hideout (screen 42). If you enter the wrong pool you will be attacked by an Antlion.



Desert Palace

Into the lion's den

Of course, Kuja was fully prepared for his unannounced visitors. Although it's unclear exactly how he disabled the party, Zidane wakes up next to Cid in a prison cell. There is no trace of his other companions. Kuja blackmails Zidane into doing him a little favour. If the young thief does not comply, his friends will die. Whether or not you agree, Kuja has you over a barrel.

Still in the role of Zidane, go down to the pair of Black Mages (screen 43). You will then be teleported to the Lord's Sanctum. When you walk to the right, Kuja states his conditions. Zidane must travel to a place named Oeilvert on the Forgotten Continent where he must retrieve the Gulug Stone.

You can choose three companions. Kuja has pointed out that magic is neutralised in Oeilvert, so it might be wise to select your strongest fighters. Be warned, however, that the remaining characters will soon be forced into action, so form two roughly equal groups. For example, assign Dagger and Eiko to separate teams so that each team has a healer at its disposal. There will be ample opportunity to use healing spells on your way to Oeilvert. Since magic is neutralised in Oeilvert, Vivi should obviously be assigned to the second group.

Kuja teleports Zidane and his three companions to the Dock (screen 44). Make sure to check everybody's equipment, since you'll probably find yourself doing battle as you take the few steps to Hilda Garde 1.

A short dispute with Zorn and Thorn ensues aboard the airship (screen 45). You cannot influence the flight path, but the airship automatically lands and you disembark at a specific location on the Forgotten Continent.



Forgotten Continent - Blairksurpass Plains

On the enemy's orders

Press the (X) button when standing next to the airship to open a shop menu. You can buy medicine and, for the first time, stock up on Vaccines. This item cures the Virus status and will come in very handy later on.

Oeilvert is located to the south, and you'll find it marked on your map (screen 46) as usual. It's still worth making a detour in the opposite direction, though. If Quina is in your party, head for Qu's Marsh (screen 47) to catch some frogs.

A little further to the north, between two little copses, you detect Chocobo traces. If you want to reach the gates of Oeilvert without hostile encounters (screen 48), use Gysahl Greens to call your feathered friend. Oeilvert is where Kuja wants you to find the Gulug Stone.



Oeilvert

FINAL FANTASY IX

Last-minute preparations

The moogles at the entrance make some money by selling expensive pieces of equipment. Take heed of Kuja's warning that magic is useless in Oeilvert. Bearing in mind that this extends to the girls' healing spells, you should stock up on medicine and Phoenix Downs, as well as a number of Softs. Then continue towards the building and walk through the huge gates that open as if by magic. You will find map screenshots for this area on page 94.

If Eiko or Dagger have learned the Healer ability, you should equip it now. This means that the girls can actually heal their companions by attacking them during battle. Have your fighters equip the Bird Killer, Man Eater, MP Attack and Stone Killer abilities, and don't forget to protect your party members against the Petrify status.

Epitaph, the opponent you encounter most frequently in Oeilvert (screen 49), has the uncanny power to produce a mirror image of one of your eight characters. If the apparition summoned by Epitaph is the double of one of your current party, it invariably strikes him or her down with its Death spell. Fortunately, Epitaphs have one weakness: they are vulnerable to Soft. Use this item on the monster to defeat it in one fell swoop!



The pages of history

Cross the bridge and examine the orb in the middle of the small platform (screen 53) in the centre. After a brief slideshow, you are free to return to the Planet Display, where you will find that the blue door in the background can now be opened. It leads to the Narration Room, where strange mechanical heads recount the downfall of an alien civilisation (screen 54). How can Zidane understand the written and spoken language of this alien culture? All will be revealed later ...

Return to the entrance hall after this unusual history lesson. Head to the right and enter the Star Display, where you will witness another narrative dealing with two planets. Now ask the moogles to save your game and use the exit on the right. The lift takes you to your journey's goal, the Gulug Stone. Prepare your party members for battle before you head there.

Mother Terra?

If you would like to meet Stiltzkin, first walk to the right from the entrance hall. Stiltzkin has set up shop in the Star Display, and is offering a **Hi-Potion**, an **Emerald** and a dose of **Elixir** for a total of 888 Gil. Remember that if you explore other areas of Oeilvert first, and come to this room later, Stiltzkin will no longer be here.

Return to the entrance hall, climb the stairs to the upper floor, and enter the Planet Display on the left. Approach the blue stone and press the \otimes button, whereupon the stone will take on a red hue (screen 50). Return to the Hall and walk to the left to the Planet Display on the bottom floor.

If you continue left, a holographic image of a globe will be projected into the room. Although the writing on the globe is in an alien language, Zidane grasps some of its meaning ... something about 'mother Terra'. Make sure to empty the chest behind the globe projection (Screen 51) before taking the stairs at the bottom left down to the Ship Display.

Examine the four lights in this new room, beginning with the fourth light, the one to the upper left (screen 52). Moving in a clockwise direction, examine the other lights to learn about the origins of the Invincible. After this, take the stairs to the upper left to leave the Ship Display.



HOW TO PLAY

CHARACTERS

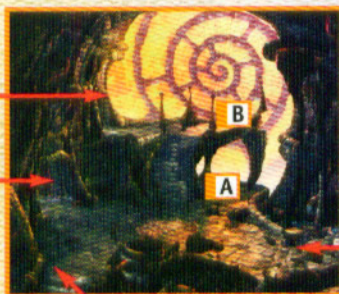
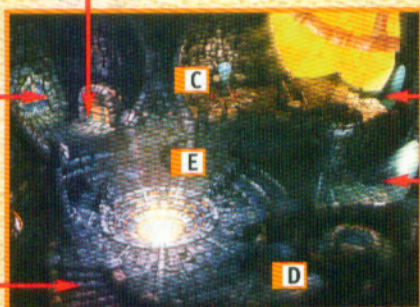
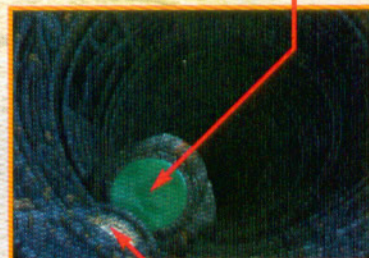
WALKTHROUGH

ITEMS

MONSTERS

BOSS

SECRETS



SEAWAYS CANYON

The Ark

Have your characters equip Clear Headed to protect them from the Ark's special attack inflicting the Confuse status on the target. As magic is useless during this battle, you must rely on conventional attacks. Abilities such as Bird Killer, Counter and MP Attack help turn the tables in your favour (screen 55).

Examine the pedestal again after battle to retrieve the **Gulug Stone**.

Your other characters will shortly be drawn into action, so use the opportunity to remove items you would like your friends at the Desert Palace to equip. If Eiko is in this second group, have her equip the Antibody ability.



Deilvert

LEGEND

- A** Remedy
- B** Rising Sun
- C** Elixir
- D** Diamond Sword
- E** Shield Armour
- F** Power Vest
- G** Feather Boots
- H** Gaia Gear
- J** Gulug Stone

NAME:	Ark	HP:	MP:	LV:
		20,002	1,374	38

WEAKNESSES: Bird Killer, Wind

ITEMS OBTAINED USING STEAL COMMAND:

Elixir, Power Vest, Holy Lance

LEARNED BY QUINA USING EAT COMMAND:

EXP:	AP:	Gil:	ITEMS DROPPED AFTER BATTLE:
0	11	5,964	Pumice Piece, Ether

CARD: -

Desert Palace

Slowly but surely

It's no surprise that Kuja breaks his promise and continues to threaten the lives of his prisoners. It's almost impossible for Zidane to complete his errand for Kuja in time, but luckily Cid is still free. Hop to the right with the regent and enter the Torture Chamber once the two Black Mages have left. As soon as you enter this room, a countdown begins. You can pick up the **Hourglass Key** here, an item that might save your four friends. However, Cid is scared stiff of the monster in this room, even though it is securely caged.

As soon as the monster turns its back on you, press the \odot button repeatedly as fast as you can. This makes Cid inch closer to the key. Don't move a muscle when the monster turns towards you (screen 56). If it "catches" you moving, Cid will scamper back to the entrance of the room and you must start all over again.

5 15



The countdown should leave you enough time to place three weights on the scales in the back of the room. You have a choice of four weights, and the correct combination is clay - stone - iron.

However, you must examine the weights to find out what they're made of. Rather than wasting time on this examination, select the option B - C - D. Cid can now reach the hourglass and unlock his friends' cells by using the **Hourglass Key** (screen 57).

Incidentally, don't be put off by the countdown. Once the time has run out, the challenge simply begins again, with Cid standing at the entrance to the Torture Chamber. So there's no need to panic.



Let there be light

Your party now consists of the four characters who did not accompany Zidane on his journey to the Forgotten Continent. When equipping abilities, bear in mind that the monsters at the Desert Palace attack using Confuse, Freeze, Poison, Sleep and Stop.

Battling Grimlocks (screen 58) is particularly tricky. Keep an eye on the colour of the monsters' heads. When they are blue, magic attacks have almost no effect, so you should use conventional weapons. When the heads are red, physical attacks will be almost useless, so you should make full use of Vivi's and Quina's abilities.



Remember what Cid heard when he eavesdropped on the pair of Black Mages? Take their words to heart, and light everything that can be lit on your way through the Desert Palace.

First, walk to the left into the Hallway and climb the stairs. Light the candles on the left-hand statue to illuminate the bloodstone on the right (screen 59). Examine the bloodstone to receive a **Promist Ring**.

It is vital that you examine all the bloodstones. Doing this will not only reward you with valuable items, but it will also have a favourable effect on your impending battle with the boss monster of the Desert Palace.



The Light Chamber

Make your way to the Light Chamber. You will find that the outer statues follow your movement with great interest. However, the stone figures are rather short-sighted, remaining immobile when you walk past near the banister at the front. Ensure that both their heads are turned outwards to conjure up a bridge of light (screen 60). Cross it and light the candles on the gallery, revealing a treasure chest on the right side of the Light Chamber. Retrieve the **Fairy Earrings** and leave the room to the left, heading for the Fire Chamber.



HOW TO PLAY

CHARACTERS

WALKTHROUGH

ITEMS

MONSTERS

LADS

SECRETS

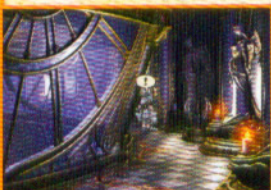
The Fire Chamber

First, light the fire in bowls 1, 2 and 3 (screen 61). Then walk through the door and follow the path until you reach the right-hand side of the Fire Chamber. Light bowl 7 to make the statues on the left side of the room disappear. Return there and light bowls 4 and 6. The statues on the right now vanish and you can light bowls 8 and 9. Finish by lighting bowl 5, when a glowing bloodstone will appear in front of and above the statue.

Examine it to receive an **Anklet**, and then leave the room through the right door.



Hallway & Stairwell



Light the candle in front of the statue (screen 62) to reveal a bloodstone. Examine it to receive a **Shield Armour**, and then climb up the stairs at the back. Light the candlestick to the right next to the upper landing, and then follow the gallery into the Library.

The Library



First, light the candles at the bottom left in front of the bookshelf, conjuring up a staircase on the right. Climb it to reach the candles on the upper left side. Light them and examine the glowing red bloodstone to obtain an **N-Kai Armlet**. You'll find a hint alluding to a future puzzle on the bookshelf near the head of the stairs (screen 64), while the next candlestick to be lit stands to the right. Again, you find that you have opened a secret door. Light both candles in the passage beyond this door and then return to the Library. Now light the remaining candles at the bottom right, and go through the door, which then opens. If you light the candles on this balcony, you'll be able to leave the Library through the stained glass window on the left (screen 65). A moogles has taken up his post on the other side. Continue left to the Shadow Chamber.



The Shadow Chamber

Light both candles and examine the bloodstone to receive a **Black Hood**. Take the door that leads to the left section of the Shadow Chamber, and make the bloodstone materialise by lighting both candles in front of the statue, whereupon you'll be rewarded with a **Venetia Shield**. Light the candle below and to the left of the painting and press the \otimes button to receive a hint: "Dare not to follow those of evil. Strive to follow those of good". This refers to the shadows on the wall. So, extinguish the left candle in front of each statue (screen 66) to make a staircase appear in the middle of the room. Of course, you climb up. Prepare for battle before lighting the last candle at the end of this passage (screen 67).

If no "!" symbol appears above the head of your character at this point, you have not yet lit all the candles in front of the stained glass windows in the main hall. In this case, return to the Stairwell and the secret passages of the Library and check the lighting. This is what the hint on the bookshelf earlier on referred to.



Valia Pira

Before battle commences, Valia Pira attempts to enhance its powers with the help of the bloodstones. However, the attempt remains fruitless as long as you have examined all six bloodstones.

Your opponent casts Reflect as protection against magic attacks. You can circumvent this barrier by casting Reflect on at least one party member, whom you then attack with magic (screen 68). The spell is redirected towards Valia Pira, penetrating the monster's protective barrier.

It is virtually impossible to lose this battle if one of your party members possesses the Auto-Reflect ability. Remember that Eiko can summon her Carbuncle Eidolon to cast Reflect on the entire party.

The battle ends once your opponent runs out of HP or MP, so have Quina use its Blue Magic Magic Hammer to quickly reduce your opponent's MP.

Once you've won the battle, press the X button again near the candlestick. If Eiko is in your party, have her equip the Antibody ability. Then

return to the platform in front and press the X button to activate the teleporter.



NAME:		Valia Pira		HP:	MP:	LV:
				12,119	9,999	36
WEAKNESSES:						
		Bird Killer, Wind				
ITEMS OBTAINED USING STEAL COMMAND:						
—						
LEARNED BY QUINA USING EAT COMMAND:						
—						
EXP:	AP:	Gil:	ITEMS DROPPED AFTER BATTLE:			
0	11	4,089	Elixir, Ether			
CARD: Shiva						

A parcel for Master Kuja

It is now time to see to Zidane and his companions, who landed safely at the Dock on board the airship. Walk to the teleport on the right and press the X button. Since Kuja insists on talking to Zidane alone, your other three characters remain outside.

Soon after this, the remaining four companions enter the room, and the entire group follows Zidane. They want to prevent Kuja from obtaining the Gulgug Stone. Eiko, who is taken captive by Zorn and Thorn as she approaches the room, is the only one missing. This diversion enables Kuja to grab the Gulgug Stone (screen 69) and flee.

Choose three characters to accompany Zidane in pursuit of Kuja. You need not take much trouble with your choice or with preparations, as this episode is a short one. However, do take the time to pick up the **Namingway Card** (screen 70) before leaving the room. The left teleporter takes you to the Dock.

The Black Mage who previously guarded the pier is now gone, so you can now walk straight up the pier and leave the Dock. Activate the lever outside, climb down the rope ladder and follow the path to the exit on the upper left (screen 71). On board the Blue Narciss you automatically follow the path of Kuja's airship. Upon your arrival on the Lost Continent, you are given another opportunity to choose three characters to accompany Zidane.

If you like, you can re-board the airship and fly to a destination of your choice. Sooner or later, however, you must return and march west towards Esto Giza. Before setting out, have your party members equip the Body Temp ability to protect them against unpleasant temperature-related status effects.



Esto Giza

Fire and ice

The Bishop engages you in discussion near the entrance to Esto Giza (screen 72). You see a flashback showing Kuja and his henchmen crossing the building with Eiko in their wake. The Bishop explains that their supposed objective was Gulgug Volcano, an extinct volcano.

If Vivi is not in your active party, he now demands to be taken along. You can choose two more friends to accompany him and Zidane.

The Shop to the right sells equipment. If you have been here before,

you will find that the stock has been updated. Make sure to buy an Octagon Rod for Vivi, as it allows him to learn the powerful Blizzaga, Firaga and Thundaga spells.

You can rest at the Bishop's for 100 Gil. If you would like to regroup after everybody has recovered, you can do so aboard the Blue Narciss. Otherwise, leave the Altar through the rear exit and ask the moogle to save your game. Now walk to the right to enter Mount Gulgug. If Steiner is in your party, do not have him equip his Flame Sabre since most monsters you encounter here are Fire-resistant.



HOW TO PLAY

CHARACTERS

WALKTHROUGH

ITEMS

MONSTERS

CARDS

SECRETS

Mount Gulug

Left or right?

From the entrance area, you can walk to the left to collect a few items. You'll find that **9,693 Gil** have been deposited near the receptacle at the bottom right corner of the first Room, while you'll find a hint on how to use the Well (screen 73) on the left wall. Climb up the ladder and you'll find a dose of **Ether** lying among the rubbish. Then walk to the left, climb down the ladder and pick up the **Red Hat** on the platform. Finally, return to the cave entrance.



Red dragon alert

Walk to the right from the entrance and go through the first hut without further ado - there is nothing to be found here. A "!" symbol appears near the rope on the platform (screen 74), and you can climb down if you press the X button here. Another "!" appears in the corner to the far right, indicating an optional but very worthwhile detour. If you follow the platform to the very end, you'll discover a treasure chest containing a **Golden Hairpin**.

Return to the rope and climb down. Keep to the right and retrieve a **Wing Edge** from the bottom right corner of the hut where the moogles live. Continue to the right. At the end of the passage, above the stairs, you can read a hint revealing more about how to operate the Well (screen 75). Interested in a **Gaia Gear**? Follow the upper path to retrieve it. Otherwise, turn back. Two Red Dragons soon impede your return to the Well (screen 76). You'll find Ice attacks especially effective at fending the monsters off. If possible, have your character equip items offering protection against Wind damage. It's also a good idea to use a Tent on each opponent, since it inflicts Poison, Darkness and Curse on your target.



Day of reckoning

Now walk left from the Well. Retrieve a **Demon's Mail** from the treasure chest in the hut and read the third hint concerning the Well lever. You now have all the information required to operate the Well. You might want to enter the tunnel in front of the hut and ask the moogles to save your game before entering the Well. The moogles also sell medicine, so seize this chance to stock up on Vaccines for the impending boss monster battle.

The chest in the next hut contains a dose of **Elixir**, but a Red Dragon is displeased at your intrusion and attempts to stop you retrieving it (screen 77). Fend off the monster and return to the Well, where you should pull down the lever on the left



three times. At the bottom of the Well you'll be attacked by another pair of Red Dragons. Defeat them and prepare for the boss battle before stepping through the hole in the wall. You witness Zorn's and Thorn's attempt to relieve Eiko of the Eidolons. The dastardly duo is using the same method that nearly killed Dagger back in Alexandria (screen 78). Fortunately, Eiko's friend Mog helps the little girl and reveals herself to be an Eidolon. The dangerous pair of jesters is defeated during a short sequence that unfolds automatically. Eiko receives a **Ribbon** enabling her to learn



Madeen, a summon ability.

Kuja manages to flee yet again, leaving Zorn and Thorn behind to face their final battle. They literally join forces ...

Meltigemini

As Vivi has rushed off in pursuit of Kuja, you now face Meltigemini with Zidane, Eiko and the two companions you chose in Esto Giza. Your opponent (screen 79) uses various attacks inflicting the Poison status on its target. Fortunately, Meltigemini is vulnerable to Fire,



so have Steiner wield his Flame Sabre. The Reflect and Antibody abilities offer good protection for your party members, while Devil Killer and MP Attack are useful for the offensive. After battle, it comes as no surprise to find that Kuja lied to the Black Mages. Even

he cannot prolong the lives of the artificial beings. The party also discovers Regent Cid's wife, Hilda (screen 80). The entire company returns to Lindblum, where Regent Cid finally regains human form.

NAME:	Meltigemini	HP:	MP:	LV:
		24,348	1,570	42

WEAKNESSES:

Devil Killer, Fire

ITEMS OBTAINED USING STEAL COMMAND:

Vaccine, Golden Hairpin, Demon's Vest

LEARNED BY QUINA USING EAT COMMAND:

-

EXP:	AP:	Gil:
0	11	6,428

ITEMS DROPPED AFTER BATTLE:

Vaccine

CARD: Tantara



Lindblum

The calm before the storm

Once again, Zidane awakes in the Guest Room, and it only remains to take him to the Conference Room on the floor above. During the ensuing meeting, Hilda reveals information she has gleaned from Kuja (screen 81). Everybody now learns that Kuja is, indeed, not of this world.

An ATE shows Tantalus helping Steiner in his search for the princess. Hilda then resumes her narrative. It seems that the passage between the worlds of Terra and Gaia is sealed. Zidane and his friends must travel to Ipsen's Castle on the Forgotten Continent to find out how to break the seal. Another ATE shows the preparations for the journey. Cid drives forward the construction of the airship Hilda Garde 3.

As Dagger is not to be found in Lindblum, Zidane makes a short detour to Alexandria where he meets Beatrix. She hands

him a gem called **Garnet**, which will later enable the princess to learn Bahamut, a summon ability. When Zidane finally finds Dagger, he is relieved to find that she is herself again - and that she has regained the power of speech. Finally, all characters are reunited aboard the Hilda Garde 3 (screen 82), and you resume control of events.

Begin by choosing three companions to join Zidane's party.



Hilda Garde 3

Lord of the skies

Press the **△** button to stroll around the airship. If you search the deck to the left of the ladder you'll find a **Tent** (screen 83), while a dose of

Elixir is lurking at the top of the ladder. Address the Crew Member on the Bridge if you want to change the composition of your little band.

Talk to Erin if you would like to take control of the Hilda Garde 3. You can return to a familiar place by selecting it on your map and pressing the **×** button. The autopilot then takes you to this destination. It is worth doing a bit of globetrotting, since you'll find interesting possibilities around the world.

Alexandria: If Vivi or Eiko are in your party, you can have another attempt at the skipping game. The girls have moved to the Steeple (screen 84).

Treno Arch: This gate was only accessible on the back of a special Chocobo before. You'll now find a moogles here - not to mention three treasure chests containing two doses of **Elixir** and 3,206 Gil (screen 85).

Bohden Gate: Do you remember the chest that Steiner was unable to open because he had the princess in a sack slung over his shoulder? You can return there now and pick up an **Elixir Card** (screen 86).



Qu's Marsh: If Quina was not in your party during your excursion to Oeilvert you can take it here for an initial frog-catching foray.



Treno: A new monster is caged in the cellar of the Weapon Shop (screen 87). If you defeat Amdusias, you'll be rewarded with a pair of Running Shoes.



Quan's Dwelling: Visit this place

with Vivi and Quina to learn something about Vivi's grandfather. On your way back do not overlook taking the **Running Shoes**, which can now be found in the grandfather clock.

Daguerreo: The entrance to this village is located on a plateau on an island in the southwest (screen 88). Among other items, you can find the Stellazzio coin **Capricorn** here (screen 89). You can also buy or commission the most astonishing items at this location. And that is not all ...



Ipsen's Castle

Topsy-turvy world

Fly to Ipsen's Castle in the northeast of the Forgotten Continent. Unequip any valuable pieces of equipment carried by Amarant, since the redheaded fighter will be leaving his companions for a short while at the Castle Entrance (screen 90). Your most frequent opponents in this strange castle are pairs of Agares and Gargoyles (screen 91). As a rule, you can only do serious damage to a Gargoyle once its fellow monster has roused it from stony slumber. Concentrate on the Agares first. There is an easy way to deal with the stone monster: use a Soft to disable it instantly.

You'll find a chest on either wall of the entrance hall. One chest contains the Stellazzio coin **Aquarius**, while the other reveals a **Dagger** (screen 92). More low-grade weapons lie scattered all over the castle - and for good reason, as you'll see if you read the text on the middle door. In Ipsen's Castle, powerful weapons are virtually powerless, while low-grade weapons cause the greatest damage. However, this does not apply to your armour and spells, so do not modify those! Simply have your warriors equip their lowest-grade weapons.

No need to worry if you have sold all your basic weapons by this stage. The moogle in the Small Room sells precisely the kind of low-grade weapons which no sane fighter would buy nowadays.

Walk through the right back door to reach the moogle. The chest in the far left corner contains a **Cat's Claw**. Now slither down the pole.



Taharka

This monster reduces any Ice-related damage it receives by half, as well as neutralising Earth attacks (screen 97). When Taharka minimises its size by using Curl, your physical attacks are rendered pretty much ineffective. However, the monster is vulnerable to Fire. Have Vivi execute his Focus command repeatedly, then have him cast Firaga. Equipped with Add Status and his Flame Sabre, Steiner can inflict the Heat status on your opponent, putting a quick end to the battle. As always, remember to heal your party members in time. You can leave Ipsen's Castle after defeating Taharka.



Mirror, mirror on the wall

Climb up the left ladder in the Upside-down Room and follow the passage to the Upside-down Hall. Immediately take the exit and jump onto the ladder (screen 93). Climb up to find a chest containing a **Javelin** to the left, and another yielding a **Broadsword** to the right.

Now go down again. Cross the hall and jump onto the far ladder. Climb up and jump off to the right at the first opportunity (screen 94). Open the treasure chest if you are interested in a **Rod**. Otherwise, follow the right ladder further up. Step through the centre rear door in the next room (screen 95) to encounter Amarant.

After the redheaded fighter leaves you can examine the wall (screen 96) to receive four key items: **Earth Mirror**, **Water Mirror**, **Fire Mirror** and **Wind Mirror**. Prepare for the impending boss battle before leaving the room.

NAME:	Taharka	HP:	MP:	LV:
		29,186	1,776	46

WEAKNESSES:

Bird Killer, Fire, Wind

ITEMS OBTAINED USING STEAL COMMAND:

Elixir, Mythril Claws, Orichalcon

LEARNED BY QUINA USING EAT COMMAND:

-

EXP:	AP:	Gil:
0	11	8,092

ITEMS DROPPED AFTER BATTLE:

-

CARD: Ramuh



A quiet power

You can examine the wall carving in the Lift room. At first, you only have a choice of **Leave** or **Examine**. After **Examine**, you can also choose to **Push**, then **Pound** and finally **Think**. If you repeatedly select one of these options you are then allowed to **Try** something drastic. After this you have the additional options of **Kick** and **Rest**.



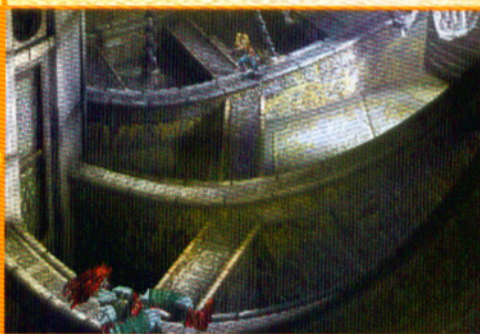
Once you finally decide to **Rest** (screen 98), the wall opens and you can retrieve a **Barette** from the right side of the landing, after which you can return to the Small Room.

As soon as you enter, a trap door opens and you can make out the outline of another trap door at the top left by the floor colour. Jump down (screen 99) to reach the treasure chest below containing a **Maiden Prayer**.



A friend in need ...

At the castle entrance you find the entire company gathered - with the exception of Amaran. Zidane decides to go back and look for the redheaded fighter. Enter the Small Room, slide down the pole and address Amaran, whom you find in the Upside-down Room (screen 102). After Zidane explains why he is unable to leave his companion behind, you can leave the castle for good. Remember to have Amaran equip a low-grade weapon for the way back.



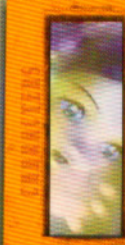
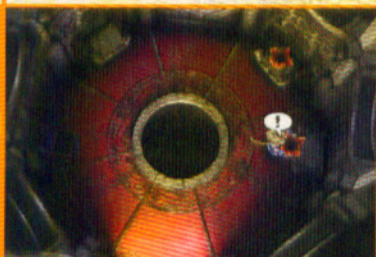
Going round and round

You'll now find a staircase leading up from the Hall, and the centre door is open (screen 100). Use this new exit and follow the path to the Lift. You can find a treasure chest with an **Air Racket** to the far left. Take the Lift down to the Sword Chamber.

The treasure chest to the left contains a **Golem's Flute**. If you carry the vase back and forth, you'll be given some words of advice: "To obtain my power,

fight against the flow of time". This cryptic message tells you to carry both vases from one platform to the other in an anti-clockwise direction (screen 101). After some time a ray of energy is discharged into one of the vases. Examine that vase to receive an **Ancient Aroma**, which will enable Dagger to learn Odin's Sword after equipping it.

If you like, return to the Small Room and climb up the pole, from where Zidane can jump onto the chandelier. From here, you can access two chests containing a **Mage Staff** and a **Fork**. Now that you have unearthed all Ipsen's Castle's secrets, you are ready to leave.




Hilda Garde 3

Seek and ye shall find

The four Mirrors from the Room with a Mural provide all the information you need to break the seal dividing the worlds. First, choose four characters to make up your party. Do not take too much trouble over your selection - all your characters will soon be split up into four pre-determined pairs.

Zidane and Quina fight the next battle alone. For a change, the four destinations you must reach on Hilda Garde 3 are not marked on your map; instead, you must use the information provided by the Mirrors to find them. You are also free to visit other places now. For example, you can travel across specific areas on foot to have Quina learn additional types of Blue Magic from the local monsters.

During the shrine quest, your first destination is located in the sea to the south of Ipsen's Castle. Press the  button

once you are hovering above the Water Shrine to drop Dagger and Eiko off automatically (screen 103). You are then asked to form a party of four, but once again your choice has no bearing on the outcome.

Your second destination is a volcano to the northeast of Esto Giza (screen 104). Amaran and Freya enter the Fire Shrine together.

Vivi and Steiner then disembark at the Wind Shrine, located in a valley to the southeast of Oeilvert (screen 105).

The Earth Shrine, to the southwest of the Desert Palace, is your fourth and final destination (screen 106). Make sure to save your game before entering the structure with Zidane and Quina.



Earth shrine

Traps galore

In the role of Zidane, go with Quina down the passage, towards the left. Watch out for the "!" symbol to appear above Zidane when the walls begin to close in. Press the X button in time (screen 107) to jump. Two leaps later, you'll have left the traps behind. Dagger and Eiko are also having a hard time, but there's no need to intervene. Check your equipment before having Zidane insert the **Earth Mirror** in the stone. After all, it would be rather bad form - not to mention pretty hazardous - to confront the next boss monster with



your beginners' weapons from Ipsen's Castle!

protects your characters from Wind and Fire damage gains Zidane enough time to use his Steal command, while you'll also find that Devil Killer and MP Attack enhance your attack power. Once the Earth Guardian has lost about 15,000 HP, you can try defeating it using Quina's Eat attack.

The Earth Guardian

You'll find Desert Boots or Feather Boots very useful during this battle, since they reduce or absorb any Earth damage you suffer from the Earth Guardian's attacks (screen 108). Equip the Auto-Float ability to avoid the Earthquake attack altogether. Quina's White Wind Blue Magic comes in handy for healing the pair. If you have your characters equip the Auto-Reflect, Auto-Regen and Auto-Haste abilities, you'll have little to fear. Equipping armour that



NAME:	Earth Guardian		
HP:	MP:	LV:	
20,756	2,234	54	



WEAKNESS:
Devil Killer, Wind, Holy

ITEMS OBTAINED USING STEAL COMMAND:
Avenger, Rubber Suit

LEARNED BY QUINA USING EAT COMMAND:
Earth Shake

EXP:	AP:	Gil:
0	11	4,512

ITEMS DROPPED AFTER BATTLE:
Phoenix Down

CARD: Atmos

Final Fantasy IX

The last chance

After this battle Zidane and Quina automatically return to the airship to pick up their friends. In the role of Zidane, you have a chat with Amarant, but your choice of reply has no bearing on events. Next, choose three companions for Zidane before flying to the Shimmering Island (screen 109), which you'll find already marked on your map.

On your return from this adventure you'll find that the world map has changed somewhat. You will no longer be able to enter the following places: Conde Petie, Conde Petie Mountain Path, Desert Palace, Esto Gaza, Fossil Roo, all Gates, Ice Cavern, Iifa Tree, Mount Gulug, Observatory Mountain, Oeilvert

and Pinnacle Rocks. So, if you have unfinished business in any of these locations, this is your last (!) chance to fly there. If you have already accomplished everything you wanted, press the \otimes button to head for Terra.



Terra

Welcome to Terra

The old man whom you saw on board the Invincible earlier welcomes you to Terra and utters a few enigmatic remarks concerning Zidane. As the friends have not met Garland before, the meeting leaves them none the wiser. You can now regroup and prepare for the forthcoming battles. Protect your characters against Darkness, Silence and Sleep and, if possible, have them equip Bird Killer and Devil Killer – your opponents won't like this.

A few steps on, you come across a girl who bears an astonishing resemblance to Zidane (screen 110) ...

Catch me if you can!

Perhaps the friends are slightly smelly after their long journey? Whatever the reason, the girl runs away. You can either follow her immediately, or walk to the left towards the Stepping Stones (screen 111) first to collect a few items. After opening the treasure chests containing a **Coronet** and a **Dragon Wrist**, you have no choice but to follow the girl.

You encounter her again in the next room. Open the chest on the left to retrieve a dose of **Elixir**, then follow the girl as she heads for the Top of the Tree. Scramble down the net on the right to reach the middle level. If you like, you can use the other net to scramble all the way down and collect a **Remedy** from the chest at the very bottom. From the middle level, your path continues to the left and the far side of the tower (screen 112), where you'll find a treasure chest with a **Mythril Racket** hidden behind the corner. Follow the girl to the very bottom and collect a **Demon's Vest** from the treasure chest. The stranger promises that Zidane will soon find out more about his origins, so continue on to get to the bottom of the mystery. You'll find a secret opening to the left, near the KO (screen 113). Follow the path in a clockwise direction to reach the chest containing a **Minerva's Plate**. Once you've retrieved this, walk up the stairs.



Bran Bal

Welcome home!

The girl reappears and claims that this is Zidane's home! And as if that wasn't enough, the Invincible approaches. Dagger faints at the sight of her. While Steiner guards the princess, Zidane and three of his friends set off to find help. As there are no battles to be fought in Bran Bal, you can form your party at random. Dagger is perfectly safe, so take your time exploring the settlement. Start by walking to the right.

You can do some shopping and save your game in the building on the other side, where you'll also find a chest containing a **Wing Edge**. When you enter the room for the second time, you'll find Stiltzkin there (screen 114). He sells you a Diamond, a dose of Ether and a dose of Elixir for a total of 2,222 Gil. The building at the top is the Meeting Place. Walk down the stairs there to enter the Research Centre, where you'll find a dose of **Elixir** at the bottom front.



Now explore the left part of Bran Bal, where you'll find a pair of **Angel Earrings** on the upper bank of the pond. A path leads to the right near the lower bank (screen 115). If you follow it to the end, a "!" symbol appears. Press the (X) button to jump across to an islet and retrieve the **Flash Hat** from the treasure chest.

After all this, it's time to find somewhere for Dagger to rest. Address the boy to the left of the pond, who believes that the building on the left may be suitable. While you are checking it out, Eiko receives a message that Zidane has been summoned to the Underground Laboratory.

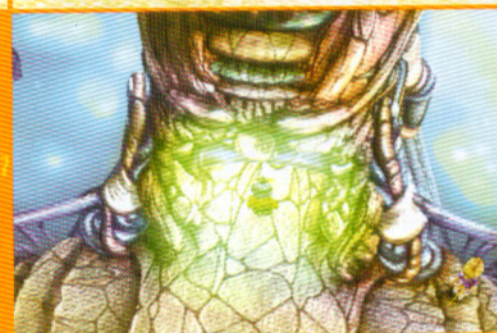
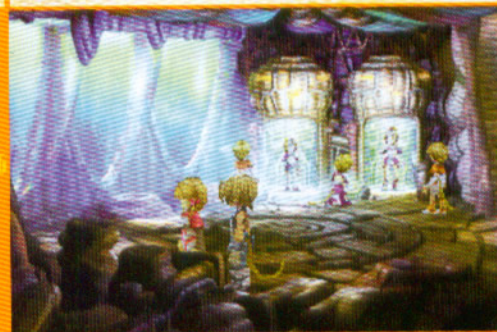


The painful truth

You should accept the invitation once Dagger has woken up. First, re-enter the building and open the chest containing a dose of **Elixir**. Address Freya if you would like to rest. Then head for the Research Centre and talk to the girl (screen 116). Zidane discovers why the inhabitants of Bran Bal resemble him, and why his long search for his home on Gaia was doomed. However, something sets Zidane apart from the soulless vessels "living" in this place. Follow the girl upstairs to continue the conversation, during which you'll discover more about Terra and Garland's plan.

The scene then switches to Eiko, who has to find Zidane. You can view a number of ATEs showing Zidane talking to his friends. However, if you walk to the place where he found the Flash Hat earlier you will be unable to see some of these ATEs.

In the role of Eiko, go to the Meeting Place and address Quina who then joins you. Continue to the right-hand bank and talk to Vivi. You'll find Amaranth waiting near the left of the bridge. From there, walk up to the Hilltop (screen 117) and address the girl to complete this episode.



Pandemonium

Angel of death

Aboard the Pandemonium you resume control of Zidane. Walk straight into the adjoining room to meet Garland (Screen 118), who reveals why Zidane, unlike others of his kind, grew up on Gaia. The old man interrupts the conversation at regular intervals to head deeper into the Pandemonium. Simply follow him to continue the discussion, during which you receive more information and hear something shocking about Kujia. Zidane faints at the end.



A strong team

Zidane wakes up to find Eiko and Vivi standing in front of him. This time, it is Zidane who despairs and is racked by doubt, unable to bear the secret of his origins. He brusquely rejects his friends' offers of help. You only resume control of events when Zidane is attacked by an Amdusias.

Freya comes to your aid once the monster has lost about 5,000 HP. Inflict the same amount of damage again to call Amarant into action (screen 119), and continue the battle together with your three fighters. The battle ends once you have inflicted another 5,500 HP damage on the monster.

After this encounter, Zidane also leaves these two companions behind. He meets Steiner and Quina, who must endure two attacks by Abaddon before Zidane finally enters the battle (screen 120). The damage you inflicted up to this point is not counted. Once Zidane appears, reduce Abaddon's HP by about 11,000 to defeat the monster.

You then resume your solitary journey. Very soon, you face a Shell Dragon. The monster is unscathed by the battle, and you cannot prevent Zidane's HP being reduced to a dangerous low. Then Dagger leaps into action and automatically heals her critically injured partner. Only now does the real battle begin. You win after inflicting around 12,661 HP damage on Shell Dragon (screen 121).

Together again

Zidane is once again willing to accept help from his friends, and forms a party with Dagger, Quina and Steiner. To find out what happened to your other companions, walk back to the right where you'll find them assembled two rooms further, enabling you to regroup. Incidentally, you'll also find a moogles there (screen 122). Walk to the right to retrieve a **Holy Mitre**, and then head left until you reach the Generator room.

Press the button at the top right to switch on the machine, after which a bridge of light will appear in the next room. You must reach it within 30 seconds, but must avoid touching the changing beams of light on your way to the bottom left (screen 123). Otherwise, you will be embroiled in battle and the time will run out. If this happens, just press the button again to initiate the sequence once more.



Operating instructions

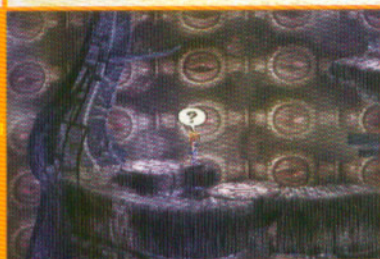
Examine the machine in the Control Room. You can enter a number between 0 and 5. The figure alters the Current Heading of the lift in the adjoining hall. This determines which platform you can take the lift from and thus where you arrive.

If you feel like replenishing your purse, start by entering the figure 3. Walk to the third ramp and call the lift by pressing the \otimes button, whereupon you will automatically ride to the level above. Walk towards the back here (screen 124) and step on the lift from the next platform, from where you will be taken to a chest containing a phenomenal **20,007 Gil**. Now return to the Control Room.

Set the machine to "4" and hop on the lift from the first platform next door (screen 125). Again, you are taken up a level and must walk all the way to the top. This time, call the lift from the second ramp (to the very left, screen 126) and leave the hall.

By the way, if you set the machine to "1" you can jump on the lift from the second ramp. However, you cannot go any further.

Entering the figures 0, 2 and 5 does not even get you that far. If you make a few failed attempts and repeatedly go back and forth between the Control Room and the lift, your team will split up automatically. Some of your friends will remain in the Control Room while you go to the lift in the role of Zidane. You will then be able to switch between your characters by pressing the **[SELECT]** button.



A maze of teleports

Stand on the right teleport above the lift (screen 127) and press the X button. Next, you have a choice of three teleports (screen 128). The right one takes you to a chest containing a dose of **Elixir**, while the left teleport enables you to retrieve a **Carabini Mail**. The upper teleport takes you back down to the lift via another route.



Not far to go

Head down from the lift (screen 129) and use the teleport. At the first junction (screen 130), walk down to find the treasure chest containing a pair of **Battle Boots**. If you walk to the upper right instead, you'll find yourself inexorably nearing your destination. Avail of the moogles help to save your game and regroup. You're about to face three battles, so take time to prepare for battle before exiting to the right. You won't be able to modify your equipment or rest between battles.



Silver Dragon

Attack is the best form of defence, and you can put this maxim to the test by equipping the MP Attack ability. You'll also find the Sleep and Slow spells effective against the Silver Dragon (screen 131). Still, you need one character capable of healing the party - maybe Dagger or Eiko, who can cast Cura and Curaga? Have your characters equip items such as the Coronet or the Ribbon for protection against Wind attacks like Twister or Aerial Slash. Nothing much can go wrong if your party is also protected by abilities such as Auto-Regen or Auto-Life.



NAME:	Silver Dragon		
	HP:	MP:	LV:
	24,055	9,999	58
	WEAKNESS:		
	Dragon Killer, Bird Killer, Ice		
	ITEMS OBTAINED USING STEAL COMMAND:		
	Elixir, Dragon Mail, Kaiser Knuckles		
	QUINA ERLERNT DURCH FRESSEN:		

	EXP:	AP:	Gil:
	0	13	5,240
	ITEMS DROPPED AFTER BATTLE:		
	Wing Edge		
	CARD: Fenrir		



Garland

Garland only attacks one character at a time (screen 132), occasionally inflicting Stop on his target. This can be avoided by equipping the Locomotion ability. Use the Remedy item to heal any characters afflicted with Stop. Apart from this, there are no specific rules for you to observe. Keep attacking, and keep an eye on the amount of damage inflicted by Garland so you can heal your injured characters in time.



NAME: Garland		HP: 40,728	MP: 9,999	LV: 62
WEAKNESS: Man Eater				
ITEMS OBTAINED USING STEAL COMMAND: Battle Boots, Ninja Gear, Dark Gear				
LEARNED BY QUINA USING EAT COMMAND: -				
EXP: 0	AP: 0	Gil: 0	ITEMS DROPPED AFTER BATTLE: Elixir, Phoenix Down	
CARD: -				

Women and children first

Kuja is so busy with his destructive work that he forgets all about your group. Zidane orders his companions to fly to safety on board the Invincible while he tries to save the inhabitants of Bran Bal. However, Dagger insists on accompanying Zidane.

Take the two of them to the platform (screen 134) and then cross the bridge of light. At the end of the path you discover a teleport which takes you to the Hilltop. From there, run to the entrance of Bran Bal (screen 135).

The following scenes unfold automatically. Terra is doomed but, at the very last moment, Zidane manages to bring the Genomes on board the Invincible. Together again, the friends make their escape - only to find that Gaia, too, is in a bad way. The entire planet is smothered in a thick layer of menacing Mist ...

Thus endeth CD 3.

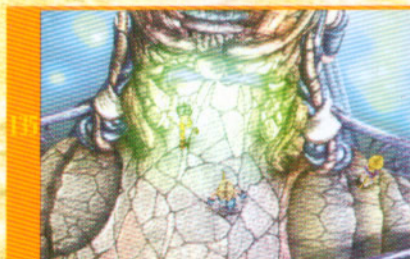
Kuja

If your party has survived the first two battles, you should not have any serious problems dealing with Kuja (screen 133). You can try to inflict Slow on him, but avoid using Reflect as this would induce Kuja to attack the party with his disastrous Flare Star. Regardless of your defence power, Flare Star inflicts damage equivalent to 40 times the target's level. Thus, a character at Level 50 loses 2,000 HP when hit. Kuja's other attacks are only aimed at one character at a time. Demi inflicts one per cent (of HP) damage, which means that this attack cannot KO a character.

Battle ends once Kuja has lost about 42,000HP and enters Trance, after which he strikes down your party by casting Ultima. However, Garland spoils his moment of glory. Kuja learns that, like the Black Mages, his life span is limited after all. Gripped by a burning rage, he destroys Terra ...



NAME: Kuja		HP:	MP:	LV:
		42,382	9,999	64
WEAKNESS: Man Eater				
ITEMS OBTAINED USING STEAL COMMAND:				
Ether, Carabini Mail, Light Robe				
LEARNED BY QUINA USING EAT COMMAND:				
—				
EXP:	AP:	Gil:	ITEMS DROPPED AFTER BATTLE:	
0	0	0	—	
CARD: —				



Black Mage Village

Peaceful coexistence

Vivi's idea of having the Genomes settle in the Black Mage Village is translated into action (screen 1). If successful, the project could provide a ray of hope - perhaps humans and Black Mages might one day live together in peace. Yet the various peoples living on Gaia may be denied any kind of future unless Zidane and his friends can stop Kuja and prevent the imminent destruction of their world.



Dagger asks that the magnitude of the problem be kept secret from Regent Cid, since she fears that panic might spread among the populace. In any case, the doors of the Royal Chamber in Lindblum Castle remain closed to you. The many places you can no longer visit are listed on page 103. After selecting three friends to accompany Zidane, you resume control of the Invincible. Since the Iifa Tree is the source of the Mist covering the world, you check what's happening there, even though the location itself is now barred to you.

Invincible

Be prepared!

Before departing for your ultimate destination, you can now roam around Gaia with your new airship. Use the controls on the Bridge to determine what happens next. You can regroup, take off or press the \otimes button to explore the airship. You'll find the Stellazzio coin Pisces (screen 2) hidden on board, so remember to deliver it to Queen Stella in Treno (screen 3).

While you're in Treno, take a look in the Weapon Shop and cross swords (or, rather, fangs) with the new monster in the cellar (screen 4).

The globetrotting Stiltzkin has returned to the Steeple in Alexandria (screen 5), so address him twice to find out about today's offer: he's selling a Moonstone, a Ruby and a dose of Elixir for 5,555 Gil. You also receive a Mognet letter from the resident moogles.

If you're feeling flush, return to the Black Mage Village and scroll through the mouth-watering collection of new items, particularly those that can be commissioned at the Synthesis Shop. Unfortunately, the prices are pretty steep ...



PlayOnline.

KEYWORD:


E-RESMNET

SPECIAL ITEM

Why do you find yourself delivering letters for the moogles? PlayOnline lets you know what's in it for you.

Iifa Tree

Nova Dragon

Fly the Invincible to the Iifa Tree and press the  button within the energy sphere (screen 6) to trigger a spectacular series of events. Your airship is attacked by hundreds of dragons but is saved by a brand-new fleet under the command of Cid and Beatrix. You only need to deal with one of the attackers yourself (screen 7).

The Nova Dragon behaves much like the Silver Dragon. You can impede its actions by casting Slow, and you'll also find MP Attack very useful. Make sure to protect your characters from

Wind and Water attacks by equipping suitable items, and ensure that at least one party member is able to cast Cura or Curaga.

NAME:	Nova Dragon		
	HP:	MP:	LV:
	54,940	9,999	67
WEAKNESS:			
Dragon Killer, Bird Killer, Ice, Wind			
ITEMS OBTAINED USING STEAL COMMAND:			
Remedy, Dragon Wrist, Grand Armour			
ABILITY LEARNED BY QUINA USING EAT COMMAND:			
—			
	EXP:	AP:	Gil:
	0	13	9,506
ITEMS DROPPED AFTER BATTLE:			
Ether, Wing Edge, Elixir			
CARD: Elixir			





Memoria

World of memories

A strange place lies beyond the energy gate at the Iifa Tree. Zidane hears Garland's voice telling him that Memoria is built of memories. Choose any four companions to explore your surroundings - even Zidane can be switched. You can now enter the strange structure in the back. A "?" symbol appears above your character at the entrance. You can return to the Invincible from here, in which case you will be asked to again select four characters: the one certainty is that your little band will be led by Zidane.

There is a radiant sphere in the room. If you examine this orb, you'll be able to use a Tent and save your game. You'll also be given another chance to regroup.

A small niche in the right wall contains a **Kain's Lance** (screen 8). In the next room, near the Stairs of Time, a "!" symbol appears above your character at the bottom left (screen 9). Although pressing the  button has no effect, pressing the  button enables you to challenge a Master Phantom to a game of Tetra Master.

Of course, you can also head directly for the Stairs of Time and pick up **The Tower**, a mighty weapon for Zidane, from the front right edge of the landing (screen 10).

As soon as you enter the Outer Pass, make sure to prepare for your next major battle. You'll find the first of four Chaos Guardians lying in wait for you before you reach the end of the bridge.



Maliris

If your warriors are inexperienced and have low HP levels, it is imperative that you have them equip the Auto-Life ability for the battle against Maliris (screen 11). At the end of this encounter, the Chaos Guardian usually attacks with Raining Swords, inflicting between 1,000 and 3,000 HP damage on each of your characters. You'll find MP Attack and Devil Killer very useful, while Body Temp will protect your party members from Maliris's Heat attacks. Your opponent absorbs Fire damage and uses Reflect - but, as you already know, you can neutralise this yourself by casting Reflect on one of your own characters, and then casting attack spells on him or her. You'll find the Auto-Regen ability indispensable during all boss battles in Memoria.



NAME:		Maliris		HP:	MP:	LV:
				59,497	3,381	72
WEAKNESSES:		Devil Killer, Ice				
ITEMS OBTAINED USING STEAL COMMAND:		Genji Armour, Ultima Sword, Masamune				
ABILITY LEARNED BY QUINA USING EAT COMMAND:		—				
EXP:		AP:		Gil:		ITEMS DROPPED AFTER BATTLE: Phoenix Pinion, Phoenix Down Ether, Elixir
0		10		8,532		
CARD: —						

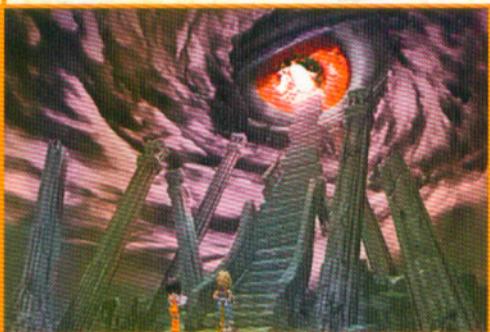
True to life

In the next room, you'll see an image of Alexandria Castle projected in the background. Dagger is forced to witness the destruction of her home for the second time. Yet Quina seems strangely impervious to this desolate picture. It turns out that the scene was simply a projection of the other characters' memories - memories which Quina does not share. (Those involved (screen 12) appear even if they are not part of your current party.)

Still in the role of Zidane, you'll find an **Angel's Flute** on the left, near the pillars outside the ruins. You can rest in a Tent, regroup and save your game on the right.




After this brief interlude, proceed straight ahead to the People's Memories. On the left, you'll find another Phantom waiting to be challenged to a game of Tetra Master. If you walk to the right, you'll see a woman lowering her child into a small boat. This obviously represents Dagger's escape from Madain Sari. Strange that, in the role of Zidane, you should witness a scene which does not spring from your own memories. If you walk a few steps further to the right, you'll stumble across a long flight of stairs leading into the dreaded "eye" of the Invincible (screen 13). Search the space between the pillars on the left to retrieve **Rune Claws**, and then prepare for battle with the second Chaos Guardian.

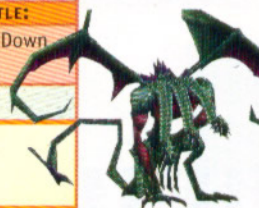


Tiamat

Select items to protect your characters from Wind damage, and have them equip the Body Temp and MP Attack abilities. Tiamat has greater defence power than Maliris (screen 14). Do not let any character afflicted by Float attack Tiamat physically, since s/he would simply be blown away and would take no further part in the battle.

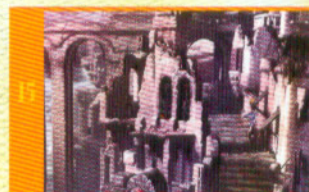


NAME:	Tiamat	HP:	MP:	LV:
		59,494	3,381	72
		WEAKNESSES:		
		Dragon Killer, Ice		
		ITEMS OBTAINED USING STEAL COMMAND:		
		Blood Sword, Feather Boots, Grand Helmet		
		ABILITY LEARNED BY QUINA USING EAT COMMAND:		
		-		
		EXP:	AP:	Gil:
		0	10	8,820
		ITEMS DROPPED AFTER BATTLE:		
		Ether, Wing Edge, Phoenix Down, Elixir		
		CARD: -		



Distant memories

There is a passage between the buildings on the right in Memory of Ruins (screen 15). You can save your game in this passage, and you'll find another card player looking for a challenge in the next room - just keep an eye out for the "!" symbol when you approach the barrels at the bottom right. Then continue left. The only notable event before you reach the next save orb is the Planetary Fusion scene (screen 16), which, according to Garland, took place in the far distant past.



Things change in the next room, Birth, when you enter the tiny niche on the right. Although neither "!" nor "?" appear, you can examine the right side of the room by pressing the (X) button. You are then asked to choose between "Leave" or "Don't Leave" (screen 17).

If you decide to stay you'll be attacked by Hades (screen 18), an exceptionally strong opponent with a repertoire of dangerous attacks. You'll receive a special reward if you manage to inflict 55,000 HP damage on Hades. This encounter is optional, so don't rush headlong into battle unless you've taken the time to save your game. If your characters have no more than about 3,000 HP, you should avoid this battle and prepare for your encounter with the third Chaos Guardian who is waiting in the following room.



Kraken

Kraken is the only opponent in Final Fantasy IX consisting of three parts: the body and a pair of tentacles (screen 19). Concentrate your attacks on the body. Most of your efforts will be countered by Ink or Water-gun, so make sure to have your characters equip items that reduce or absorb Water damage. Since Kraken occasionally uses these attacks to recover HP, you should forgo using Reflect.

As with the other Chaos Guardians, the Devil Killer and MP Attack abilities are particularly useful, while Body Temp protects your characters against the Heat

and Freeze statuses. Kraken is vulnerable to Thunder damage, so have Vivi cast Thundaga or use Sword magic Thundaga.



NAME:

Kraken

HP:

59,496

MP:

3,380

LV:

72

WEAKNESSES:

Devil Killer, Thunder

ITEMS OBTAINED USING STEAL COMMAND:

Genjihelm, Magierrute, Fressrobe

ABILITY LEARNED BY QUINA USING EAT COMMAND:

EXP:

0

AP:

10

Gil:

8,628

ITEMS DROPPED AFTER BATTLE:

Phoenix Pinion, Phoenix Down, Ether, Elixir

CARD: -

At the dawn of time

After the Kraken encounter, you can find a concealed save orb in the right hand corner of the Time Warp (screen 20). Press the (X) button when the "!" symbol appears. The Phantom on the balcony will be happy to play a game of Tetra Master with you.

The door on the left leads to a place where you can witness the birth of the planet Gaia. Climb the ladder, and discover the next invisible card player in the top right corner of the platform (screen 21). A **Mace of Zeus** awaits its new owner on the other side. The next ladder takes you to the Gate to Space, where the fourth Chaos Guardian is eager to do battle.



Lich

Have your characters equip items that protect them against Earth damage. The Float spell and the Auto-Float ability also offer protection against Lich's Earth Shake attack. His Lv 5 Death instantly KO's any character whose current level is a multiple of 5 (screen 22). Lich is vulnerable to Fire damage, and you'll also find your tried and tested MP Attack and Devil Killer abilities very handy. Once you've defeated Lich, save your game at the left-hand pillar after victory and step through the archway. During your walk through space, press the directional button up until you touch the green light (screen 23). According to Garland, you have now reached the very source of all life - a presence that presides over all life and memories. The crystal ...



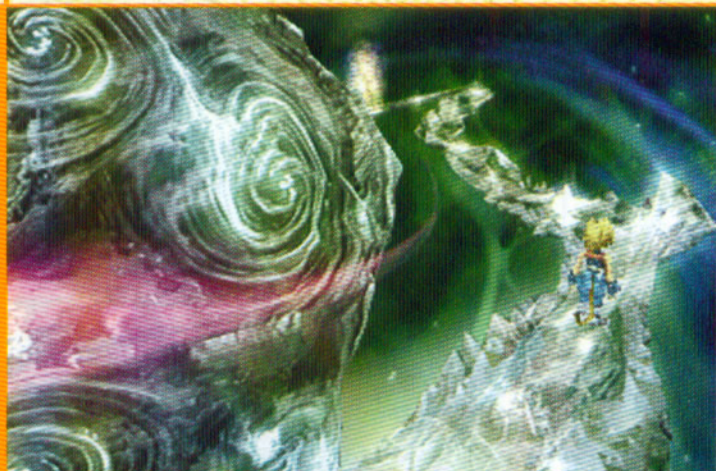
NAME: Lich		HP: 58,554	MP: 9,999	LV: 71
WEAKNESSES: Devil Killer, Fire, Wind, Holy				
ITEMS OBTAINED USING STEAL COMMAND: Genji Gloves, Siren's Flute, Black Robe				
ABILITY LEARNED BY QUINA USING EAT COMMAND: —				
—				
EXP: 0	AP: 10	Gil: 8,436	ITEMS DROPPED AFTER BATTLE: Phoenix Pinion, Phoenix Down, Ether, Elixir	
CARD: —				



The Crystal

You have nearly reached the ultimate destination of your journey. The Crystal is constructed in a linear fashion, so just follow the given path (screen 24). On your way, you will be attacked by crystalline images of the Chaos Guardians (screen 25), but these creatures are not nearly as strong as their originals. If you like, you can use Zidane's Flee skill to escape these battles altogether. You eventually reach the last save orb before the ultimate battle (screen 26). Here, you'll be given the option of being teleported back to the Entrance of Memoria. But consider carefully, since there is no teleport back to the Crystal. Only make use of this option if you are certain that your current party does not stand a chance against the final opponents. If you have followed our advice and obtained as many items and abilities as possible, you should not need to turn back.

Prepare for the battle against Deathguise and then step into the light. Do not worry yet about the battle with Kuja which will follow your encounter with Deathguise, since you'll have another chance to return to the save orb. Have your party members equip the Auto-Regen and, if necessary, Auto-Potion abilities to prepare for the three impending battles.



Deathguise

Deathguise (screen 27) casts Meteor at the beginning of the encounter. If your luck is out and your characters do not have enough HP, this could mean that the battle is over before it has really begun. That's why it makes sense to have your characters equip abilities like Auto-Life. Remember to immediately heal the wounded before going on the offensive with Ice and Wind attacks and magic. Your fighters should make sure to equip the Bird Killer and MP Attack abilities, and you'll find that Quina's Night Blue Magic can inflict Sleep on Deathguise which simplifies matters considerably. If you choose this strategy, have all characters equip Insomniac before battle.



NAME:	Deathguise	HP:	MP:	LV:
		55,535	9,999	74

WEAKNESSES: Devil Killer, Bug Killer, Bird Killer, Ice, Wind
ITEMS OBTAINED USING STEAL COMMAND: Elixir, Black Belt, Duel Claws
ABILITY LEARNED BY QUINA USING EAT COMMAND:

EXP:	AP:	Gil:
0	0	19,016

ITEMS DROPPED AFTER BATTLE: Phoenix Down, Wing Edge
CARD: —

Trance Kuja

Kuja (screen 28) is no longer simply bent on controlling Gaia and Terra. If he must die, he is determined that all life shall die with him. Kuja plans to shatter the Crystal in order to destroy the source of everything - the universe and all memories ...

Have your characters equip the MP Attack and Man Eater abilities, and you'll also find Amarant's special Slow and Curse attacks highly effective. As Kuja occasionally counters with Flare Star or Curaga, you should ensure that only those characters capable of inflicting massive damage are allowed

to attack. Even Trance Kuja's strongest attack will only inflict about 2,000 HP damage.

NAME:	Trance-Kuja	HP:	MP:	LV:
		55,535	9,999	76

WEAKNESSES: Man Eater, Bird Killer
ITEMS OBTAINED USING STEAL COMMAND: Ether, White Robe, Rebirth Ring
ABILITY LEARNED BY QUINA USING EAT COMMAND:

EXP:	AP:	Gil:
0	0	0

ITEMS DROPPED AFTER BATTLE: —
CARD: —

Necron

Kuja is not the only one with a warped sense of logic and justice. Necron intends to reduce all of creation back to the so-called Zero World, a place of nothingness. Since nothing exists in Zero World, there is also no fear of death - a highly desirable aim for all life forms as far as Necron is concerned.

Convincing Necron to reconsider will not be easy. His Neutron Ring is a devastating attack, and will wipe out your party in no time at all unless your characters have 3,000 HP or more. The Auto-Life, Auto-Regen and Auto-Potion abilities help even the odds somewhat, as do Bird Killer and MP Attack. You'll also find High Tide very useful, since it helps increase the damage inflicted by allowing your characters to enter Trance faster. Freya can avoid the Neutron Ring attack by using her Jump command. Beware of the possible use of a powerful Grand Cross (screen 29) attack by your opponent.

Good luck in this final battle. Remember that the fate of the universe rests in your hands!



NAME:	Necron	HP:	MP:	LV:
		54,100	9,999	69

WEAKNESSES: Bird Killer, Wind, Holy

ITEMS OBTAINED USING STEAL COMMAND:

Elixir, Elixir, Elixir, Elixir

ABILITY LEARNED BY QUINA USING EAT COMMAND:

EXP:	AP:	Gil:	ITEMS DROPPED AFTER BATTLE:
0	0	0	—

CARD: —

Items Chapter

Is a monster too powerful or your injuries too serious? Don't panic - there are items suited for your every need. A well-honed blade, or a potent medicine, can easily turn the tables in battle if used at the right time. The following pages explain the purposes to which the various items are best suited. Which piece of armour should you equip? Which abilities can your characters learn from an equipped add-on? Look up the tables to make the most of your inventory. An overview at the end of this chapter lists the Synthesis Shops dotted throughout Final Fantasy IX, where you can commission new and powerful items to accompany you on your adventure.

Weapons



Price when bought: The amount of Gil you must pay at a shop to buy this weapon. If the price is marked in blue, this weapon can only be commissioned at a Synthesis Shop. If no price is listed, the weapon can neither be bought nor synthesised, but must be picked up during your adventure.

Price when sold: The amount of Gil you receive when selling this weapon at a shop.

Abilities: Indicates the abilities characters can learn when equipping the weapon in question. Note that not all characters can learn every ability (see pages 26-33).

Attack power: The weapon's attack power. The higher the figure, the more damage this weapon will inflict on your opponent.

Status effect: Your weapon inflicts the status listed in this column when you hit an opponent - unless the monster happens to be immune to the status in question.

Remarks: This column contains more information on the weapon.

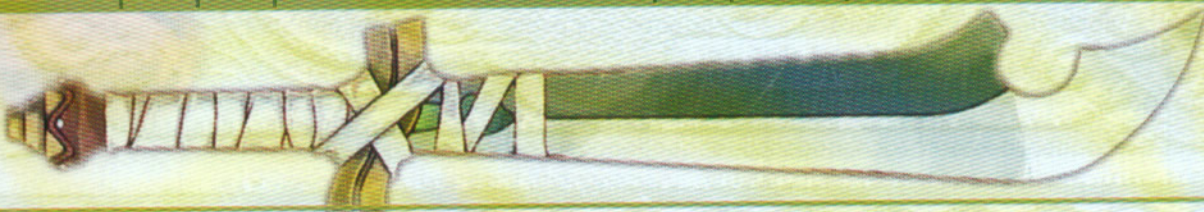
ZIDANE'S WEAPONS

	PRICE WHEN BOUGHT	PRICE WHEN SOLD	ABILITIES	ATTACK POWER	STATUS EFFECT	REMARKS
Angel Bless	9,000	3,500	Thievery	44	Confuse	-
Butterfly Sword	300	650	Protect Girls, What's That!?	21	Silence	-
Dagger	320	160	Flee	12	-	-
Exploda	1,000	1,400	Lucky Seven, Sacrifice	31	Trouble	-
Gladius	2,300	1,150	Annoy, Lucky Seven	30	Slow	-
Mage Masher	500	250	Detect, Flee	14	Silence	-
Masamune	16,000	6,500	Sacrifice	62	Doom	Additional bonus: Magic +2
Mythril Dagger	950	475	Bandit	18	-	-
Orihalcon	17,000	8,500	Detect	71	-	Additional bonus: Speed +1
Rune Tooth	2,000	1,900	Lucky Seven	37	Poison	-
Sargatanas	12,000	4,750	Annoy	53	Petrify	-
The Ogre	700	850	Soul Blade	24	Darkness	-
The Tower	-	15,000	Lucky Seven, Thievery	86	Mini	-
Ultima Weapon	-	20,000	Flee	100	Sleep	-
Zortin Shape	6,000	3,000	Flee	42	-	-



VIVI'S WEAPONS

	PRICE WHEN BOUGHT	PRICE WHEN SOLD	ABILITIES	ATTACK POWER	STATUS EFFECT	REMARKS
Cypress Pile	3,200	1,600	Break, Comet, Demi	27	Confuse	-
Flame Staff	1,100	550	Fira, Sleep	16	-	Elemental attack: Fire
High Mage Staff	6,000	3,000	Meteor, Osmose	32	Silence	-
Ice Staff	980	490	Blizzara, Slow	16	-	Elemental attack: Ice
Lightning Staff	1,200	600	Poison, Thundara	16	-	Elemental attack: Thunder
Mace of Zeus	-	5,000	Doomsday	35	Mini	-
Mage Staff	320	160	Fire	12	-	-
Oak Staff	2,400	1,200	Bio, Drain, Stop	23	Slow	-
Octagon Rod	4,500	2,250	Blizzaga, Firaga, Thundaga	29	Trouble	Absorbs Water and Wind damage. Enhances Water attacks.

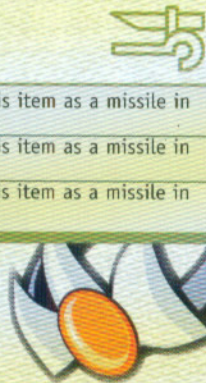
	PRICE WHEN BOUGHT	PRICE WHEN SOLD	ABILITIES	ATTACK POWER	STATUS EFFECT	REMARKS
STEINER'S WEAPONS						
Blood Sword	-	950	Darkside	24	-	Restores number of HP equivalent to damage inflicted.
Broadsword	330	165	Beast Killer	12	-	-
Coral Sword	4,000	2,000	Charge!	38	-	Elemental attack: Thunder
Defender	9,340	4,670	Thunder Slash	65	-	Reduces any Ice and Thunder damage received by half. Additional bonus: Spirit +1
Diamond Sword	4,700	2,350	Power Break	42	-	-
Excalibur	-	9,500	Climhazzard	77	-	Elemental attack: Holy
Excalibur II	-	19,500	Climhazzard, Minus Strike, Stock Break	108	-	Elemental attack: Holy
Flame Sabre	5,190	2,595	Magic Break	46	Heat	Elemental attack: Fire
Ice Brand	3,780	1,890	Mental Break	35	Freeze	Elemental attack: Ice
Iron Sword	660	330	Minus Strike	16	-	-
Mythril Sword	1,300	650	Armour Break	20	-	-
Ragnarok	-	14,500	Shock, Thunder Slash	87	Slow	-
Rune Blade	8,900	4,450	Iai Strike	57	Darkness	-
Ultima Sword	14,000	7,000	Stock Break	74	Sleep	-
GARNET/DAGGER'S WEAPONS						
Air Racket	400	200	Panacea, Scan	13	-	Elemental attack: Wind
Asura's Rod	3,180	1,590	Confuse, Mini, Silence	27	-	Elemental attack: Holy
Healing Rod	1,770	885	Cura, Healer, Life	23	-	Restores target's HP
Magic Racket	1,350	675	Berserk, Cure, Mini	23	-	Elemental attack: Wind, enhances Holy attacks. Additional bonus: Magic +1
Multina Racket	750	375	Blind, Shell, Stona	17	-	Elemental attack: Wind
Mythril Racket	2,250	1,125	Protect, Reflect, Shell	27	-	Elemental attack: Wind
Mythril Rod	560	280	Life, Shell, Silence	14	-	-
Priest's Racket	11,000	4,000	Might, Silence	35	-	Elemental attack: Wind
Rod	260	130	Cure, Panacea, Protect	11	-	-
Stardust Rod	760	380	Ability Up, Float, Reflect	14	-	Reduces any Shadow damage received by half. Additional bonus: Spirit+2
Tiger Racket	-	2,900	Dispel	45	-	Elemental attack: Wind
Whale Whisker	-	5,140	Curaga, Life	36	-	-
Wizard Rod	3,990	1,995	Curaga, Protect, Shell	31	-	-
QUINA'S WEAPONS						
Bistro Fork	10,300	5,150	High Tide	68	Sleep	-
Fork	1,100	550	High Tide	21	-	-
Gastro Fork	-	6,650	High Tide	77	Stop	-
Mythril Fork	4,700	2,350	High Tide	42	-	-
Needle Fork	3,100	1,550	High Tide	34	Petrify	-
Silver Fork	7,400	3,700	High Tide	53	Slow	-
FREYA'S WEAPONS						
Kain's Lance	-	7,500	Cherry Blossom, Dragon's Crest, White Draw	71	Confuse	-
Dragon's Hair	-	11,750	Dragon's Breath	77	-	-
Heavy Lance	4,700	2,350	Six Dragons	42	Stop	-
Holy Lance	11,000	5,500	Dragon's Crest, Reis's Wind	62	-	Elemental attack: Holy
Ice Lance	2,430	1,215	White Draw	31	Freeze	Elemental attack: Ice
Javelin	-	880	Dragon Killer	18	-	-
Mythril Spear	1,100	550	Reis's Wind	20	-	-
Obelisk	6,000	3,000	Cherry Blossom, Initiative	52	Petrify	-
Partisan	1,600	800	High Tide, Lancer	25	-	-
Trident	3,580	1,790	Luna	37	Darkness	-



ITEMS

EIKO'S WEAPONS		PRICE WHEN BOUGHT	PRICE WHEN SOLD	ABILITIES	ATTACK POWER	STATUS EFFECT	REMARKS
	Air Racket	400	200	Panacea, Scan	13	-	Elemental attack: Wind
	Angel Flute	-	4,150	Curaga, Esuna, Holy	33	-	-
	Fairy Flute	4,500	2,250	Esuna, Haste, Regen	24	-	-
	Golem's Flute	2,700	1,350	Auto-Regen, Cura, Life	17	-	-
	Hamelin	5,700	2,850	Curaga, Jewel, Might	27	-	-
	Lamia's Flute	3,800	1,900	Float, Silence, Stona	21	-	-
	Magic Racket	1,350	675	Berserk, Cure, Mini	23	-	Elemental attack: Wind, enhances Holy attacks. Additional bonus: Magic +1
	Multina Racket	750	375	Blind, Shell, Stona	17	-	Elemental attack: Wind
	Mythril Racket	2,250	1,125	Protect, Reflect, Shell	27	-	Elemental attack: Wind
	Priest's Racket	11,000	4,000	Might, Silence	35	-	Elemental attack: Wind
	Siren's Flute	7,000	3,500	Dispel, Esuna, Full-Life	30	-	-
	Tiger Racket	-	2,900	Dispel	45	-	Elemental attack: Wind
	AMARANT'S WEAPONS						
	Avenger	16,000	8,000	Counter, Demi Shock	70	Death Blow	-
	Cat's Claws	4,000	2,000	Chakra, Counter	23	-	-
	Dragon's Claws	-	5,180	Counter, No Mercy	53	-	Elemental Attack Water
	Duel Claws	16,000	10,750	Aura, Counter, No Mercy	79	Berserk	-
	Kaiser Knuckles	18,000	9,000	Count Down, Counter, Curse	75	Trouble	Elemental attack: Wind
	Mythril Claws	6,500	3,250	Counter, Curse	39	-	-
	Poison Knuckles	5,000	2,500	Counter, Spare Change	33	Poison	-
	Rune Claws	-	14,400	Demi Shock, Revive, Spare Change	83	Darkness	-
	Scissor Fangs	8,000	4,000	Aura, Counter	45	Venom	-
	Tiger Fangs	13,500	6,750	Counter, Revive	62	-	Elemental attack: Water

THROWING WEAPONS	PRICE WHEN BOUGHT	PRICE WHEN SOLD	ATTACK POWER	REMARKS
Pinwheel	200	100	25	Amarant can use this item as a missile in battle.
Rising Sun	500	250	36	Amarant can use this item as a missile in battle.
Wing Edge	-	1,500	64	Amarant can use this item as a missile in battle.



Headgear



Price when bought: The amount of Gil you must pay at a shop to buy this piece of headgear. If the price is marked in blue, this piece of headgear can only be commissioned at a Synthesis Shop. If no price is listed, it can neither be bought nor synthesised, but must be picked up during your adventure.

Price when sold: The amount of Gil you receive when selling this piece of headgear at a shop.

Abilities: Indicates the abilities characters can learn when equipping the piece of headgear in question. Note that not all characters can learn every ability (see pages 26-33).

Defence bonus: The piece of headgear increases your character's Defence by the figure indicated.

Evade bonus: The piece of headgear increases your character's Evade by the figure indicated.

Magic Def bonus: The piece of headgear increases your character's Magic Defence by the figure indicated.

Magic Eva bonus: The piece of headgear increases your character's Magic Evade by the figure indicated.

Further bonuses: Any other attributes improved by the piece of headgear are listed in this column.

Remarks: This column contains more information on the piece of headgear in question.

Characters: An "X" in this column indicates the character that can be equipped with this item.

HATS	PRICE WHEN BOUGHT	PRICE WHEN SOLD	ABILITIES	DEFENCE BONUS	EVASION BONUS	MAGIC DEF BONUS	MAGIC EVA BONUS	FURTHER BONUS	REMARKS	ZIDANE	VIVI	STEINER	GARNET/DAGGER	QUINA	FREYA	EIKO	AMARANT
Adamant Hat	3,050	3,050	Gamble Defence HP+20%	+3	-	+33	-	-	Neutralises Thunder damage.	X	X		X	X		X	X
Bandana	500	250	Insomniac, Man Eater	-	+2	+12	-	Speed +1, Spirit +1	-	X	X		X	X		X	X
Black Hood	2,550	1,275	Accuracy+, Death, Locomotion	-	-	+27	-	-	Reduces any Fire, Thunder and Water damage received by half.	X	X		X	X		X	
Circlet	20,000	6,500	Clear Headed, Jelly	-	-	+51	-	-	Neutralises Earth damage.	X	X		X	X		X	X
Coronet	4,400	2,200	Man Eater, Return Magic	+1	-	+35	-	-	Neutralises Wind damage.	X	X		X	X		X	X
Dark Hat	1,800	900	High Tide, Jelly	-	-	+21	-	-	Neutralises Ice damage.	X	X		X	X		X	X
Feather Hat	200	100	Add Status, Bright Eyes	-	-	+7	-	Spirit +1	Enhances Wind attacks.	X	X		X	X		X	
Flash Hat	5,200	2,600	Beast Killer, Eye 4 Eye	-	+2	+37	-	Speed +1	Enhances Thunder and Holy attacks.	X	X		X			X	X
Golden Hairpin	3,700	1,850	Auto-Regen, Loudmouth	-	-	+32	+2	Magic +1	Enhances Water attacks.	X	X		X	X		X	X
Golden Skullcap	15,000	6,000	Locomotion, Power Up	+2	-	+47	-	-	Reduces any Earth damage received by half, enhances Water attacks	X	X		X	X		X	X
Green Beret	2,180	1,090	Ability Up, Clear Headed	-	-	+23	-	Speed +1, Strength +1	-	X	X		X	X		X	X
Headgear	330	165	Undead Killer	+2	-	+6	-	-	Reduces any Water damage received by half.	X	X		X	X		X	X
Holy Mitre	-	4,150	Body Temp, Insomniac	-	-	+39	-	Magic +1, Spirit +2	-		X		X	X		X	
Lamia's Tiara	800	400	Clear Headed, Confuse, Float	-	-	+17	-	Magic +1, Spirit +1	Reduces any Wind damage received by half.	X	X		X	X		X	
Leather Hat	150	75	Fire	-	-	+6	-	-	-	X	X		X	X		X	X
Mage's Hat	600	300	Fira, Loudmouth	-	-	+14	-	Magic +1	Enhances Holy and Shadow attacks.		X		X	X		X	
Magus Hat	400	200	Slow	-	-	+10	-	-	Enhances Ice attacks.	X	X		X	X		X	
Mantra Band	1,500	750	Antibody, HP+20%	+1	-	+19	-	Magic +1, Spirit +1	-	X	X		X	X		X	X
Red Hat	3,000	1,500	Cover, MP Attack	+1	-	+26	-	-	Enhances Fire attacks.	X	X		X	X		X	X
Ritual Hat	1,000	500	Bright Eyes, Counter, Undead Killer	+1	-	+16	-	Strength +1	-	X	X		X	X		X	X
Steepled Hat	260	130	Protect	-	-	+9	-	Strength +1	-	X	X		X	X		X	
Straw Hat	-	750	-	-	-	-	-	-	Weak against Fire, Ice, Thunder, Earth, Water, Wind, Holy and Shadow damage.	X	X	X	X	X	X	X	X
Thief Hat	7,100	3,550	Long Reach, Lucky Seven, Mug	-	+3	+38	-	Speed +2	-	X							
Twist Headband	1,200	600	Add Status, Gamble Defence	-	-	+17	-	Strength +1	Enhances Earth attacks.	X	X		X	X		X	X

HELMETS	PRICE WHEN BOUGHT	PRICE WHEN SOLD	ABILITIES	DEFENCE BONUS	MAGIC EVA BONUS	FURTHER BONUS	REMARKS	STEINER	FREYA
Barbut	600	300	Alert, Dragon Killer	-	+9	Spirit +2	-	X	X
Bronze Helm	330	165	Bug Killer	-	+6	-	Reduces any Water damage received by half.	X	X
Cross Helm	2,200	1,100	Devil Killer, MP Attack	-	+16	Strength +1	-	X	X
Diamond Helm	3,000	1,500	Accuracy+, Insomniac	-	+20	Spirit +1	-	X	X
Genji Helmet	-	1	HP+20%	+2	+29	Magic +2	-	X	X
Gold Helm	1,800	900	Clear Headed, Mental Break, Reis's Wind	-	+13	Magic +1	-	X	X
Grand Helm	20,000	7,000	High Tide	-	+33	Speed +1	-	X	X
Iron Helm	450	225	Bright Eyes, Level Up	-	+7	Spirit +1	-	X	X
Kaiser Helm	7,120	3,560	Eye 4 Eye	-	+26	Strength +1, Magic +1	-	X	X
Mythril Helm	1,000	500	Antibody, Insomniac	-	+11	Spirit +1	Enhances Holy attacks.	X	X
Platinum Helm	4,600	2,300	Restore HP, Stone Killer	-	+23	-	Reduces any Ice damage received by half.	X	X
Rubber Helm	250	125	Minus Strike	-	+5	-	Reduces any Thunder damage received by half.	X	X

Arm protection



Price when bought: The amount of Gil you must pay at a shop to buy this piece of arm protection. If the price is marked in blue, this piece of arm protection can only be commissioned at a Synthesis Shop. If no price is listed, the piece of arm protection can neither be bought nor synthesised, but must be picked up during your adventure.

Price when sold: The amount of Gil you receive when selling this piece of arm protection at a shop.

Abilities: Indicates the abilities characters can learn when equipping the piece of arm protection in question. Note that not all characters can learn every ability (see pages 26-33).

Defence bonus: The piece of arm protection increases your character's Defence by the figure indicated.

Evade bonus: The piece of arm protection increases your character's Evade by the figure indicated.

Magic Def bonus: The piece of arm protection increases your character's Magic Defence by the figure indicated.

Magic Eva bonus: The piece of arm protection increases your character's Magic Evade by the figure indicated.

Further bonuses: Any other attributes improved by the piece of arm protection are listed in this column.

Remarks: This column contains more information on the piece of arm protection in question.

Characters: An "X" in this column indicates the character that can be equipped with this item.

ARMLET	PRICE WHEN BOUGHT	PRICE WHEN SOLD	ABILITIES	BONUS REFLEX	MAGIC DEF BONUS	FURTHER BONUSES	REMARKS	ZIDANE	VIVI	STEINER	GARNET/DAGGER	QUINA	FREYA	EIKO	AMARANT
Bone Wrist Bracer	330	165	Add Status	+13	+9	Strength +1	Enhances Earth attacks.	X	X		X	X		X	X
Chimera Armlet	24,000	4,000	Add Status, Power Throw	+35	+18	Strength +1	Enhances Wind attacks.	X	X		X	X		X	X
Dragon Wrist	1,200	600	Add Status, Mug	+22	+14	-	Neutralises Holy damage.	X	X		X	X		X	X
Egoist's Armlet	4,800	2,400	Jelly, Lancer	+28	+12	Spirit +1 Mag Def +1	Reduces any Shadow damage received by half. Neutralises Shadow damage.	X	X		X	X	X	X	X
Glass Armlet	2,000	1,000	Beast Killer, Level Up	+20	+20	-	Reduces any Water damage received by half	X	X		X	X		X	X
Jade Armlet	250	125	Antibody, Steal Gil	+10	+7	-	Enhances Holy attacks.	X	X		X	X		X	X
Leather Wrist	3,400	1,700	Body Temp, High Tide	-	+27	Mag Def +2	-	X	X		X	X		X	X
Magic Armlet	200	100	Beast Killer, Blizzard	+7	+5	Spirit +1	-	X	X		X	X		X	X
Mythril Armlet	1,000	500	Clear Headed, Silence	+16	+16	Magic +2 Mag Def +1	-		X		X	X		X	
N-Kai Armlet	500	250	Bug Killer	+17	+11	Spirit +1	-	X	X		X	X		X	X
Pearl Armlet	30	1,500	Bandit, Undead Killer, Water	+27	-	Spirit +2 Def +2"	-	X	X		X	X		X	X
Power Wrist	-	490	-	-	-	-	-	X	X	X	X	X	X	X	X
Thief Gloves	5,100	2,550	Accuracy+	+30	+10	Strength +2	-	X	X		X	X		X	X
Wrist	50,000	25,000	Master Thief	+26	+13	Speed +1	-	X							X
	130	65	Flee-Gil	+5	+3	-	-	X	X		X	X		X	X

GAUNTLETS	PRICE WHEN BOUGHT	PRICE WHEN SOLD	ABILITIES	DEFENCE BONUS	EVASION BONUS	MAGIC DEF BONUS	MAGIC EVA BONUS	FURTHER BONUSES	REMARKS	STEINER	FREYA
Aegis Gloves	7,000	1	Charge!	+1	+30	-	+10	-	Neutralises Fire damage.	X	
Bronze Gloves	480	240	Antibody	-	+8	-	+2	Spirit +1	-	X	X
Defence Gloves	6,000	3,000	HP+20%	+1	+25	+1	+20	-	Reduces any elemental damage received by half.	X	X
Diamond Gloves	2,000	1,000	Ability Up, Jelly	-	+19	-	+13	-	Neutralises Water damage.	X	X
Gauntlets	8,000	4,400	Cover	-	+36	-	+7	Speed +1	Reduces any Fire, Earth, Water and Wind damage received by half.	X	X
Genji Gloves	-	1	High Tide	-	+27	-	+17	Magic +2	-	X	X
Mythril Gloves	980	490	Bug Killer, Man Eater	-	+13	-	+7	Spirit +1	-	X	X
Silver Gloves	720	360	Undead Killer	-	+10	-	+5	-	Reduces any Ice damage received by half.	X	X
Thunder Gloves	1,200	600	Add Status, Devil Killer	-	+16	-	+10	-	Reduces any Thunder damage received by half, enhances Thunder attacks.	X	X
Venetia Shield	2,800	1,400	Auto-Float, Counter	-	+17	+1	+26	Strength +1, Magic +1	-	X	X

Armour



Price when bought: The amount of Gil you must pay at a shop to buy this piece of armour. If the price is marked in blue, this piece of armour can only be commissioned at a Synthesis Shop. If no price is listed, the piece of armour can neither be bought nor synthesised, but must be picked up during your adventure.

Price when sold: The amount of Gil you receive when selling this piece of armour at a shop.

Abilities: Indicates the abilities characters can learn when equipping this piece of armour. Note that not all characters can learn every ability (see pages 26-33).

Defence bonus: The piece of armour increases your character's Defence by the figure indicated.

Evade bonus: The piece of armour increases your character's Evade by the figure indicated.

Magic Def bonus: The piece of armour increases your character's Magic Defence by the figure indicated.

Magic Eva bonus: The piece of armour increases your character's Magic Evade by the figure indicated.

Further bonuses: Any other attributes improved by the piece of armour are listed in this column.

Remarks: This column contains more information on the piece of armour in question.

Characters: An "X" in this column indicates the character that can be equipped with this item.

ARMOUR	PRICE WHEN BOUGHT	PRICE WHEN SOLD	ABILITIES	DEFENCE BONUS	EVASION BONUS	MAGIC DEF BONUS	MAGIC EVA BONUS	FURTHER BONUSES	REMARKS	STEINER	FREYA
Bronze Armour	650	325	Bird Killer	+9	-	-	-	-	Reduces any Wind damage received by half.	X	X
Carabini Mail	12,300	6,150	Auto-Regen	+39	-	+1	-	Speed +1, Spirit +1	-	X	X
Chain Mail	1,200	600	Bird Killer, HP+10%	+12	-	-	-	-	Reduces any Earth damage received by half.	X	X
Demon's Mail	5,900	2,950	High Tide	+27	-	-	-	-	Absorbs Shadow damage, enhances Shadow attacks.	X	X
Diamond Armour	8,800	2,950	Ability Up	+33	-	+2	-	Strength +1, Magic +1	-	X	X
Dragon Mail	14,000	7,000	High Jump	+42	-	-	-	Strength +1	-		X
Genji Armour	-	1	Accuracy+, Body Temp	+45	-	+1	-	Magic +2	-	X	X
Gold Armour	2,950	1,475	Stone Killer	+19	-	-	-	-	-	X	X
Grand Armour	45,000	14,000	Chemist, Restore HP	+59	-	-	-	Strength +1	Reduces any Shadow damage received by half.	X	X
Linen Cuirass	800	400	Cover	+10	-	-	-	Magic +1	-	X	X
Maximillian	-	11,300	HP+20%	+54	-	-	-	Spirit +3	-	X	
Mythril Armour	1,830	915	Cover, Jelly	+15	-	-	-	-	Reduces any Water damage received by half.	X	X
Plate Mail	2,320	1,160	Locomotion, Undead Killer	+17	-	+1	-	Spirit +1	-	X	X
Platina Armour	10,500	5,250	Beast Killer	+36	-	-	-	-	Neutralises Ice damage.	X	X
Shield Armour	4,300	2,150	Distract	+23	-	+5	-	-	Reduces any Fire, Ice and Thunder damage received by half.	X	X
Tin Armour	50,000	10	-	+62	+32	+27	+17	-	-	X	

ROBES	PRICE WHEN BOUGHT	PRICE WHEN SOLD	ABILITIES	DEFENCE BONUS	MAGIC DEF BONUS	FURTHER BONUSES	REMARKS	VIVI	GARNET/DAGGER	QUINA	EIKO
Black Robe	8,000	14,500	Flare, MP+20%, Reflectx2	+43	+4	Magic +2	Enhances Shadow attacks, weak against Fire damage.	X		X	
Cotton Robe	1,000	2,000	Chemist, Shell	+10	+2	Strength +1, Magic +1	Weak against Fire damage.	X	X	X	X
Glutton's Robe	6,000	8,000	Antibody, Auto-Regen, Body Temp	+41	+4	Strength +1, Magic +1	Weak against Fire damage.			X	
Light Robe	20,000	20,000	Auto-Regen, Full-Life, Half MP	+41	+6	Strength +1, Magic +1, Spirit +1	Enhances Holy and Shadow attacks, weak against Fire damage.	X	X	X	X
Magician Robe	3,000	4,000	Auto-Potion, MP+10%	+21	+3	Magic +2	Weak against Fire damage.	X	X	X	X
Robe of Lords	30,000	26,000	Concentrate, Reflect-Null	+46	+5	Speed +1, Strength +1, Magic +1, Spirit +1	Neutralises Wind damage.	X	X	X	X
Silk Robe	2,000	2,900	Ability Up, Loudmouth	+16	+2	Strength +1, Magic +1	Weak against Fire damage.	X	X	X	X
White Robe	8,000	14,500	Auto-Potion, Holy, Loudmouth	+42	+4	Magic +2	Enhances Holy attacks, weak against Fire damage.		X		X

CLOTHES	PRICE WHEN BOUGHT	PRICE WHEN SOLD	ABILITIES	DEFENCE BONUS	EVASION BONUS	MAGIC DEF BONUS	MAGIC EVA BONUS	FURTHER BONUSES	REMARKS	ZIDANE	VIVI	STEINER	GARNET/DAGGER	QUINA	FREYA	EIKO	AMARANT
Adaman Vest	1,600	800	Bird Killer, Stone Killer	+14	-	+2	-	-	Reduces any Fire damage received by half.	X	X		X	X		X	X
Aloha T-shirt	-	9,500		-	-	-	-	-	-	X	X	X	X	X	X	X	X
Brave Suit	26,000	11,250	Auto-Regen, Restore HP	+42	-	-	-	Spirit +1	Enhances Fire attacks.	X							X
Brigandine	4,300	2,150	Ability Up, Return Magic	+20	-	-	-	Strength +1	-	X							X
Bronze Vest	670	335	Jelly	+9	-	+1	-	Spirit +1	-	X	X		X	X		X	X
Chain Plate	810	405	Devil Killer	+10	-	-	-	Strength +1	Weak against Thunder damage.	X							X
Dark Gear	16,300	8,150	Clear Headed, Jelly	+37	-	-	-	Spirit +3	-	X	X		X	X		X	X
Demon's Vest	10,250	5,125	Auto-Potion, Devil Killer, Locomotion	+31	-	-	-	Magic +1	Reduces any Shadow damage received by half.	X	X		X	X		X	X
Gaia Gear	8,700	4,350	High Tide, Insomniac, Osmose	+25	-	+2	-	-	Absorbs Earth damage, enhances Earth attacks.	X	X		X	X		X	X
Judo Uniform	5,000	2,150	Distract, HP+10%	+23	-	-	-	Strength +1, Spirit +1	-	X	X		X	X		X	X
Leather Plate	530	265	Chakra	+8	-	-	-	-	Reduces any Ice damage received by half.	X							X
Leather Shirt	270	135	Protect Girls	+6	-	-	-	-	-	X	X		X	X		X	X
Magician Cloak	1,850	925	Insomniac, MP+10%	+15	-	+2	-	Magic +1	Enhances Ice attacks.		X		X	X		X	
Minerva's Plate	12,200	6,100	High Tide, Restore HP	+34	-	+1	-	Strength +1, Magic +2	-				X		X	X	
Mythril Vest	1,180	590	Auto-Potion	+12	-	-	-	-	Reduces any Water damage received by half.	X	X		X	X		X	X
Ninja Gear	14,000	7,000	Alert, Eye 4 Eye Locomotion	+35	-	-	-	Speed +1	Absorbs Shadow damage.	X							X
Power Vest	7,200	3,600	Counter, Gamble Defence, Stone Killer	+27	-	-	-	Strength +2	-	X	X		X	X		X	X
Rubber Suit	20,000	10,000	Esuna, Eye 4 Eye	+39	+2	+1	+3	-	Neutralises Thunder damage.				X		X	X	
Silk Shirt	400	200	Cure, Thunder	+7	-	-	-	-	Reduces any Thunder damage received by half, weak against Fire damage	X	X		X	X		X	
Survival Vest	2,900	1,450	Antibody, Mug Locomotion,	+17	-	-	-	Spirit +2	-	X	X		X	X		X	X

Add-ons



Price when bought: The amount of Gil you must pay at a shop to buy this add-on. If the price is marked in blue, this add-on can only be commissioned at a Synthesis Shop. If no price is listed, the add-on can neither be bought nor synthesised, but must be picked up during your adventure.

Price when sold: The amount of Gil you receive when selling this add-on at a shop.

Abilities: Indicates the abilities characters can learn when equipping this add-on. Note that not all characters can learn every ability (see pages 26-33).

Defence bonus: The add-on increases your character's Defence by the figure indicated.

Evade bonus: The add-on increases your character's Evade by the figure indicated.

Magic Def bonus: The add-on increases your character's Magic Defence by the figure indicated.

Magic Eva bonus: The add-on increases your character's Magic Evade by the figure indicated.

Further bonuses: Any other attributes improved by the add-on are listed in this column.

Remarks: This column contains more information on the add-on in question.

Characters: An "X" in this column indicates the character that can be equipped with this item.

ADD-ONS									REMARKS								
	PRICE WHEN BOUGHT	PRICE WHEN SOLD	ABILITIES	DEFENCE BONUS	EVASION BONUS	MAGIC DEF BONUS	MAGIC EVA BONUS	FURTHER BONUSES		ZIDANE	VIVI	STEINER	GARNET/DAGGER	QUINA	FREYA	EIKO	AMARANT
Ancient Aroma	-	1	Odin's Sword	-	+4	-	-	Strength +2	Enhances Shadow attacks, weak against Holy damage.				X		X	X	
Angel Earrings	8,000	10,000	Auto-Regen, MP+20%, Reis's Wind	+2	-	-	-	Strength +2	Enhances Holy attacks.				X		X	X	
Anklet	4,000	1,600	Counter, Healer, Locomotion	-	+5	-	-	Magic +3, Spirit +1	-				X		X	X	X
Barette	1,800	3,500	Chemist, Cura, Gamble Defence	-	-	+1	-	Strength +3, Magic +1, Spirit +1	Enhances Ice attacks.				X		X	X	
Battle Boots	6,500	10,500	Initiative, MP Attack, HP +20%	+2	-	+1	-	Strength +2	-	X	X	X	X	X	X	X	X
Black Belt	4,000	5,500	Beast Killer, Demi, HP+20%	+1	-	-	-	Strength +2, Spirit +2	Enhances Wind attacks.	X	X	X	X	X	X	X	X
Cachusha	1,000	1,500	Ability Up, Bright Eyes, Life	-	-	+1	-	Speed +1, Magic +2, Spirit +1	Enhances Fire attacks.				X		X	X	
Coral Ring	1,200	2,000	Insomniac, Lancer, Man Eater	-	-	-	+3	Spirit +2	Absorbs Thunder damage.	X	X	X	X	X	X	X	X
Desert Boots	300	750	Flee-Gil, Protect, Scan	-	+2	-	-	Magic +1, Spirit +1	Reduces any Earth damage received by half, weak against Water damage.	X	X	X	X	X	X	X	X
Extension	3,500	5,000	Auto-Potion, Level Up, MP+10%	+1	-	+1	-	Strength +1, Magic +2, Spirit +1	Enhances Thunder attacks.				X		X	X	
Fairy Earrings	3,200	3,000	Body Temp, Level Up, Regen	-	+4	-	+2	Spirit +2	Enhances Wind attacks.	X	X	X	X	X	X	X	X
Feather Boots	4,000	3,000	Auto-Float, Float, Mini	-	+3	-	-	-	Absorbs Earth damage.	X	X	X	X	X	X	X	X
Germinas Boots	900	2,000	Alert, Flee, HP+10%	-	+2	-	-	Strength +1	Enhances Earth attacks.	X	X	X	X	X	X	X	X
Glass Buckle	500	800	Add Status, Antibody, Thunder	-	-	-	+5	Strength +1, Magic +1, Spirit +2	-	X	X	X	X	X	X	X	X
Gold Choker	1,300	2,000	Auto-Potion, Flee-Gil, Shell	-	+2	+1	-	Magic +2	Reduces any Wind damage received by half, enhances Shadow attacks.	X	X	X	X	X	X	X	X
Madain's Ring	3,000	3,750	Body Temp, Chemist, Guardian Mog	-	-	+2	-	Spirit +2	Absorbs Ice damage.	X	X	X	X	X	X	X	X
Magician Shoes	1,500	3,750	Blind, Clear Headed, MP+10%	-	-	-	+6	Magic +2	-	X	X	X	X	X	X	X	X
Maiden Prayer	-	1	Auto-Regen	-	-	+1	+3	Magic +1	Enhances Holy attacks, weak against Shadow damage.				X		X	X	
Pearl Rouge	5,000	2,000	Level Up, Loud mouth, Reflect-Null	-	-	-	+4	Magic +2, Spirit +4	Reduces any Holy damage received by half, enhances Water attacks.				X		X	X	
Power Belt	2,000	3,500	Counter, Fira, MP Attack	+2	-	-	-	Strength +3	-	X	X	X	X	X	X	X	X
Promist Ring	6,000	4,500	Absorb MP, Mag Elem Null, Restore HP	-	+3	-	-	Strength +2	-	X	X	X	X	X	X	X	X
Protect Ring	40,000	20,000	Half MP, Long Reach Mag Elem Null	+2	+4	+3	+6	Spirit +1	All elemental damage reduced by half.	X	X	X	X	X	X	X	X
Pumice	50,000	25,000	Ark	+1	-	+2	-	Speed +1, Magic +1	-	X	X	X	X	X	X	X	X
Pumice Piece	25,000	1	Boost	-	+5	+1	-	Strength +2, Magic +2	Absorbs Holy and Shadow damage.	X	X	X	X	X	X	X	X
Rebirth Ring	7,000	5,000	Auto-Life, Life, Revive	-	-	+2	-	Spirit +4	Enhances Holy attacks.	X	X	X	X	X	X	X	X
Reflect Ring	7,000	3,500	Auto-Reflect, Distract, Reflect	-	-	+1	-	Strength +1, Magic +1	Weak against Fire, Ice and Thunder damage.	X	X	X	X	X	X	X	X
Ribbon	-	1	Ability Up, Guardian Mog, Madeen	+1	+5	+1	+4	Strength +1, Magic +3, Spirit +1	Absorbs Water and Wind damage, reduces any Fire, Ice, Thunder and Holy damage received by half.	X	X	X	X	X	X	X	X
Rosetta Ring	24,000	18,000	Concentrate, Level Up, Reflectx2	+1	+2	+3	+2	Magic +1	Absorbs Fire damage.	X	X	X	X	X	X	X	X
Running Shoes	12,000	16,500	Auto-Haste, Auto-Potion, Haste	-	+4	-	+4	Speed +2	-	X	X	X	X	X	X	X	X
Sandals	-	600	-	-	-	-	-	-	-	X	X	X	X	X	X	X	X
Yellow Scarf	400	900	Bird Killer, Millionaire, Steal Gil	-	-	+1	-	Strength +2	-	X	X	X	X	X	X	X	X

ITEMS

GEMSTONES	PRICE WHEN BOUGHT	PRICE WHEN SOLD	ABILITIES	REMARKS	ZIDANE	VIVI	STEINER	GARNET/DAGGER	QUINA	FREYA	EIKO	AMARANT
Amethyst	200	1	Atomos, Demi	Restores number of HP equivalent to total stock of Amethysts x 20. Can only be used during battle.	X	X	X	X	X	X	X	X
Aquamarine	-	1	HP+10%, Leviathan	Restores number of HP equivalent to total stock of Aquamarines x 28. Can only be used during battle.	X	X	X	X	X	X	X	X
Dark Matter	-	1	Odin	Target takes 9,999 HP damage.	X	X	X	X	X	X	X	X
Diamond	-	1	Body Temp, Distract	Restores number of HP equivalent to total stock of Diamonds x 36. Can only be used during battle. See the PlayOnline link below.	X	X	X	X	X	X	X	X
Emerald	-	1	Haste, MP+10%, White Draw	Restores number of HP equivalent to total stock of Emeralds x 44. Can only be used during battle. See the PlayOnline link below.	X	X	X	X	X	X	X	X
Garnet	350	1	Bahamut, Healer	Restores number of HP equivalent to total stock of Garnets x 12. Can only be used during battle.	X	X	X	X	X	X	X	X
Lapis Lazuli	400	1	Ability Up, Accuracy+	Restores number of HP equivalent to total stock of Lapis Lazulis x 100. Can only be used during battle.	X	X	X	X	X	X	X	X
Moonstone	-	1	Beast Killer, Shell	Restores number of HP equivalent to total stock of Moonstones x 52. Can only be used during battle. See the PlayOnline link below.	X	X	X	X	X	X	X	X
Opal	100	1	Blizzara, Shiva	Restores number of HP equivalent to total stock of Opals x 84. Can only be used during battle.	X	X	X	X	X	X	X	X
Peridot	100	1	Ramuh, Thundara	Restores number of HP equivalent to total stock of Peridots x 68. Can only be used during battle.	X	X	X	X	X	X	X	X
Ruby	-	1	Carbuncle, Reflect	Restores number of HP equivalent to total stock of Rubies x 60. Can only be used during battle.	X	X	X	X	X	X	X	X
Sapphire	200	1	Fenrir, High Tide	Restores number of HP equivalent to total stock of Sapphires x 76. Can only be used during battle.	X	X	X	X	X	X	X	X
Topaz	100	1	Fira, Ifrit	Restores number of HP equivalent to total stock of Topaz x 92. Can only be used during battle.	X	X	X	X	X	X	X	X

PlayOnline.

KEYWORD:
E-MGSTN

Gemstones adorn and delight every woman. When worn by Eiko and Dagger, they have a very special effect - go to PlayOnline to discover the secret!

SPECIAL ITEM



Items

Price when bought: The amount of Gil you must pay at a shop to buy this item. If the price is marked in blue, this item can only be commissioned at a Synthesis Shop. If no price is listed, the item cannot be bought, but must be picked up during your adventure.

Price when sold: The amount of Gil you receive when selling this item at a shop.

Remarks: This column contains more information on the item.

ITEMS	PRICE WHEN BOUGHT	PRICE WHEN SOLD	REMARKS
Annoyntment	150	75	Cures the Trouble status.
Antidote	50	25	Cures the Venom and Poison statuses.
Dead Pepper	-	50	During battle: deals damage equivalent to total quantity of Dead Peppers in your inventory x 30. Can also be given to the Chocobo if he is to unearth treasure.
Echo Screen	50	25	Cures the Silence status.
Elixir	-	1	Fully restores HP and MP.
Ether	500	1,000	During battle: restores 150 MP, outside of battle: restores 100 MP.
Eye Drops	50	25	Cures the Darkness status.
Gysahl Greens	80	30	Cures the Berserk status. Use these to call a Chocobo when standing on Chocobo footprints.
Hi-Potion	200	100	During battle: restores 450 HP, outside of battle: restores 300 HP.
Magic Tag	100	50	Cures the Zombie status.
Ore	-	150	Restores number of HP equivalent to the total quantity of Ore portions in your inventory x 4. Can only be used during battle.
Phoenix Down	150	75	Cures the KO status.
Phoenix Pinion	300	1,000	During battle: cures the KO status. Eiko can equip it to learn the ability Phoenix.
Potion	50	25	During battle: restores 150 HP, outside of battle: restores 100 HP.
Remedy	300	150	Cures the Stop, Poison, Venom, Mini, Gradual Petrify, Silence and Darkness statuses.
Soft	100	50	Cures the Petrify and Gradual Petrify statuses.
Tent	800	400	When talking to a moogles: restores HP and MP. During battle: target is afflicted by Darkness, Silence and Poison.
Vaccine	100	50	Cures the Virus status.

Synthesis Shops

Synthesis price: The amount of Gil charged by the Synthesist for creating this item.

Source item A: The first of the two ingredients required to synthesise the item.

Source item B: The second of the two ingredients required to synthesise the item.

Location: The columns on the right indicate the towns and villages where you can commission specific items. Please note the Disc number - in some locations, you can only commission items for synthesis at a later stage.

More on Synthesis Shops and on synthesising items can be found on page 11 in the "How to play" chapter.

SYNTHESIS SHOPS	PRICE OF SYNTHESIS	SOURCE ITEM A	SOURCE ITEM B	LINDBLUM - CD 1	TRENO - CD 2	LINDBLUM - CD 2	BLACK MAGE VILLAGE - CD 2	ALEXANDRIA - CD 3/4	LINDBLUM - CD 3	DAGUERREO - CD 3/4	BLACK MAGE VILLAGE - CD 4	HADES - CD 4
Amethyst	200	Ore	Annoyntment	-	-	-	-	-	X	X	X	X
Angel Bless	9,000	Mythril Dagger	Gladius	-	-	-	-	X	X	X	X	-
Angel Earrings	8,000	Fairy Earrings	Barette	-	-	-	-	-	X	X	-	-
Anklet	4,000	Gold Choker	Peridot	-	-	-	-	X	X	X	-	-
Barette	1,800	Needle Fork	Barbut	-	-	X	X	X	X	X	-	-
Battle Boots	6,500	Feather Boots	Wing Edge	-	-	-	-	-	-	X	-	-
Black Belt	4,000	Twist Headband	Survival Vest	-	-	-	-	X	X	X	-	-
Black Robe	8,000	Gaia Gear	N-Kai Armlet	-	-	-	-	-	-	X	-	-
Bracer	24,000	Battle Boots	Venetia Shield	-	-	-	-	-	-	-	X	-
Brave Suit	26,000	Mythril Vest	Mythril Rod	-	-	-	-	-	-	-	X	-
Butterfly Sword	300	Dagger	Mage Masher	X	X	X	X	-	-	-	X	-
Cachusha	1,000	Magus Hat	Rubber Helm	-	X	X	X	X	X	X	-	-
Circlet	20,000	Coronet	Rosetta Ring	-	-	-	-	-	-	-	X	-
Coral Ring	1,200	Lightning Staff	Rod	-	X	X	X	X	X	X	-	-
Cotton Robe	1,000	Wrist	Steepled Hat	X	X	X	X	X	X	X	-	-
Desert Boots	300	Leather Hat	Leather Shirt	X	X	X	X	X	X	-	X	-
Duel Claws	16,000	Dragon's Claws	Tiger Fangs	-	-	-	-	-	-	-	X	-
Ether	500	Echo Screen	Vaccine	-	-	-	-	-	-	-	-	X
Exploda	1,000	Mage Masher	Mythril Dagger	-	-	X	X	X	X	-	X	-
Extension	3,500	Lamia's Tiara	Multina Racket	-	-	-	X	X	X	X	-	-
Fairy Earrings	3,200	Magic Armlet	Soft	-	-	-	X	X	X	X	-	-
Feather Boots	4,000	Magician Shoes	Phoenix Pinion	-	-	-	-	X	X	X	-	-
Garnet	350	Ore	Remedy	-	-	-	-	-	-	X	X	X
Gauntlets	8,000	Mythril Gloves	Dragon Wrist	-	-	-	-	-	-	-	X	-
Germinas Boots	900	Desert Boots	Fork	-	X	X	X	X	-	-	X	-
Glass Buckle	500	Glass Armlet	Leather Wrist	X	X	X	X	X	X	-	X	-
Glutton's Robe	6,000	Mythril Fork	Cotton Robe	-	-	-	-	-	-	X	-	-
Gold Choker	1,300	Linen Cuirass	Soft	-	X	X	X	X	X	-	X	-
Golden Skullcap	15,000	Gold Helm	Golden Hairpin	-	-	-	-	-	-	-	X	-
Grand Armour	45,000	Mythril Sword	Mythril Armour	-	-	-	-	-	-	-	X	-
Grand Helm	20,000	Cross Helm	Power Belt	-	-	-	-	-	-	-	X	-
Lapis Lazuli	400	Ore	Dead Pepper	-	-	-	-	-	-	-	X	X
Light Robe	20,000	Magician Robe	Glass Armlet	-	-	-	-	-	-	-	X	-
Madain's Ring	3,000	Bone Wrist	Stardust Rod	-	-	-	X	X	X	X	-	-
Magician Robe	3,000	Mage Staff	Magician Cloak	-	-	-	-	X	X	X	-	-
Magician Shoes	1,500	Germinas Boots	Bone Wrist	-	-	X	X	X	X	X	-	-
Masamune	16,000	Zorlin Shape	Orihalcon	-	-	-	-	-	-	-	X	-
Opal	100	Ore	Potion	-	-	-	-	-	-	X	X	X
Pearl Rouge	5,000	Moonstone	Elixir	-	-	-	-	X	X	X	-	-
Peridot	100	Ore	Soft	-	-	-	-	-	-	X	X	X
Phoenix Pinion	300	Phoenix Down	Gysahl Greens	-	-	-	-	-	-	-	-	X
Power Belt	2,000	Glass Buckle	Chain Mail	-	-	X	X	X	X	X	-	-
Priest's Racket	11,000	Air Racket	Cachusha	-	-	-	-	-	-	-	X	-
Promist Ring	6,000	Chimera Armlet	Ruby	-	-	-	-	-	-	X	-	-
Protect Ring	40,000	Dark Matter	Rebirth Ring	-	-	-	-	-	-	-	-	X
Pumice Piece	25,000	Hammer	Pumice	-	-	-	-	-	-	-	-	X
Pumice	50,000	Pumice Piece	Pumice Piece	-	-	-	-	-	-	-	-	X
Rebirth Ring	7,000	Diamond	Anklet	-	-	-	-	-	-	X	-	-
Reflect Ring	7,000	Anklet	Madain's Ring	-	-	-	X	X	X	X	-	-
Robe of Lords	30,000	White Robe	Black Robe	-	-	-	-	-	-	-	-	X
Rosetta Ring	24,000	Madain's Ring	Holy Lance	-	-	-	-	-	-	-	X	-
Rubber Suit	20,000	Minerva's Plate	Egoist's Armlet	-	-	-	-	-	-	-	X	-
Rune Tooth	2,000	Mythril Dagger	Mythril Dagger	-	-	-	X	X	X	-	X	-
Running Shoes	12,000	Battle Boots	Emerald	-	-	-	-	-	-	-	X	-
Sapphire	200	Ore	Antidote	-	-	-	-	-	-	X	X	X
Sargatanas	12,000	Zorlin Shape	Gladius	-	-	-	-	-	-	X	X	-
Save the Queen*	50,000	Javelin	Silver Gloves	-	-	-	-	-	-	-	-	X
Silk Robe	2,000	Silk Shirt	Bandana	-	-	X	X	X	X	X	-	-
The Ogre	700	Mage Masher	Mage Masher	X	X	X	X	X	X	-	X	-
Thief Gloves	50,000	Mythril Armlet	Sargatanas	-	-	-	-	-	-	X	-	-
Tin Armour	50,000	Hammer	Ore	-	-	-	-	-	-	-	-	X
Topaz	100	Ore	Eye Drops	-	-	-	-	-	-	X	X	X
White Robe	8,000	Gaia Gear	Jade Armlet	-	-	-	-	-	-	X	-	-
Yellow Scarf	400	Feather Hat	Steepled Hat	X	X	X	X	X	X	-	X	-

*Save the Queen can only be used by Beatrix



Monsters

Throughout your adventure, you will find your path barred by around 150 different kinds of monsters. The information on the following pages will help you enter battle well prepared. Look up the monster tables to discover your

adversaries' strengths and weaknesses. We also reveal a few useful strategies. The monsters' statistics, together with our tried and tested battle tips, will help you defeat even the most formidable opponents.

NAME The creature's name. Since certain monsters will reappear with different stats during your adventure, some of the tables are more extensive than others. When confronted by such a monster, look up its "Location" entry and compare it with your current whereabouts. This should help you identify which "version" of the monster you are facing..



NAME: Behemoth

WEAKNESS:

Ice, Beast Killer

EXP:	AP:	Gil:
53,166	4	2,764

ITEMS DROPPED AFTER BATTLE:

Phoenix Down, Lapis Lazuli, Echo Screen

CARDS: Ogre

WEAKNESSES Most monsters are vulnerable to at least one status effect. Read this column and exploit your opponent's particular weakness. This is explained in greater detail in the "How to play" chapter on page 10.

ITEMS DROPPED AFTER BATTLE Some creatures seem to have ambled straight out of a shop: reliable witnesses have reported monsters carrying up to four items. They kindly drop their goods after battle, giving you an added incentive to emerge victorious.

CARDS You don't have to win a Tetra Master match to obtain new cards; some monsters wander around with cards in their pockets. If you're looking for a specific type of card, search the Card column to see which monster might drop it after battle.

EXP You earn EXP (Experience Points) for nearly every defeated monster. These EXP help you achieve higher levels, thus improving your characters' HP, MP and other statistics.

AP Like EXP, AP ([Ability Points]) are only gained after victory in battle. AP enable your characters to learn [abilities]. This figure represents your AP gain after you encounter just one (!) of any particular kind of monster. If you encounter two monsters of the same race, this will increase the number of AP gained. However the number of AP is not doubled i.e. if you gain 4 AP after defeating one "Stilva", this does not mean that you will receive 8 AP if you defeat two "Stilvas". When it comes to several monsters of the same type, our AP figure acts merely as an indicator. It allows you to gauge the minimum number of AP you will gain if you encounter at least one of this monster type. Abilities are explained in greater detail in the How to Play chapter.

GIL Most monsters carry loose change in their pockets. When defeated, they drop their Gil (the currency in the world of Final Fantasy IX). So don't worry if you're low on funds: just set out into the wilderness to cash in and stock up on Gil.

LV The higher the level figure, the more battle-hardened your opponent. Just like your characters, monsters at higher levels are tougher and have greater attack power. But, however formidable your opponents, it's still worth taking them on. As well as earning you valuable items, victory will also generally bring you a considerable amount of EXP (Experience Points) and sometimes more AP (Ability Points) than usual.

MP Like your characters, your opponents need MP to cast spells. This figure helps you judge whether, and to what extent, a monster will use magic against your characters. Creatures with just a handful of MP are unlikely to cause much trouble by using magic.

LOCATION

Where do specific monsters tend to lurk? The column lists the regions where you are most likely to come across the creature in question. However, some opponents are only found at the location listed.

HP Look up the HP column to gauge how many more blows your opponent can withstand before succumbing. Like your characters, all opponents have a certain amount of HP. Once these are reduced to 0, a monster can no longer cause trouble ...

LOCATION:

Treno, Memoria

HP:

24,123

MP:

3,338

LV:

71

ITEMS OBTAINED BY USING STEAL COMMAND:

Phoenix Pinion, Phoenix Pinion, Phoenix Pinion, Phoenix Pinion

LEARNED BY QUINA USING EAT COMMAND:

Angel's Snack

REMARKS:

There is a 25% chance that this monster will counter physical attacks with Meteor. The Behemoth in Treno drops no items after battle.

ITEMS OBTAINED BY USING STEAL COMMAND

Certain characters, for example, Zidane, can use a special command - Steal - during battle to obtain items from opponents. It is easy to steal everyday items such as Potions. However, it is much harder to obtain more valuable items. You might have to use the Steal command repeatedly to obtain these, as your chances of success are considerably lower. If an attempt fails, you need a lot of patience and medicine to prolong battle until you have obtained the desired item.

LEARNED BY QUINA USING EAT COMMAND

Quina, by far the most bizarre of your companions, instils fear in its opponents by devouring them once they have lost 75% of their HP. It does so by using Eat, a special command unique to Quina. When in Trance, Quina can even try to Eat monsters once they have lost 50% of their HP. When Quina first samples a particular kind of monster, it learns one of its abilities and can add it to its repertoire of Blue Magic for use in subsequent battles against monsters. This column shows you the kinds of Blue Magic Quina can obtain by using the Eat command.

REMARKS

This column contains useful information on your opponents and suggests battle strategies. You'll see the attacks to which your opponent is completely resistant ("immune to ...") or fairly resistant ("reduces ... damage it receives by half"). Certain monsters actually recover HP when attacked with specific status effects ("absorbs ... damage"), so you'd be well advised to avoid such attacks. You may be surprised to find that some "monsters" are not even bent on doing battle. They just beg for little presents instead - or simply ask intriguing questions ...

**NAME:**

Abadon

LOCATION (EXAMPLES):

Pandemonium

HP:

10,926

MP:

9,383

LV:

54

WEAKNESSES:

Wind, Bug Killer, Bird Killer

ITEMS OBTAINED BY USING STEAL COMMAND:

Vaccine, Ether

LEARNED BY QUINA USING EAT COMMAND:

-

EXP:

26,376

AP:

4

Gil:

2,348

REMARKS:

Zidane appears once Abadon has attacked twice. The damage dealt to the monster so far is not counted. Abadon is immune to Earth attacks, and is defeated after losing around 11,000 HP.

ITEMS DROPPED AFTER BATTLE:

Ether

CARD: Abadon**NAME:**

Abadon

LOCATION (EXAMPLES):

Terra

HP:

12,658

MP:

2,479

LV:

58

WEAKNESSES:

Wind, Bug Killer, Bird Killer

ITEMS OBTAINED BY USING STEAL COMMAND:

Garnet, Vaccine, Phoenix Pinion, Phoenix Pinion

LEARNED BY QUINA USING EAT COMMAND:

Twister

EXP:

32,073

AP:

4

Gil:

2,604

REMARKS:

This monster is immune to Earth attacks.

ITEMS DROPPED AFTER BATTLE:


Garnet, Vaccine

CARD: Abadon



NAME: Abomination		LOCATION (EXAMPLES): Fossil Roo, Mist Continent		HP: 879	MP: 482	LV: 15
WEAKNESSES: -		ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Hi-Potion, Ether		LEARNED BY QUINA USING EAT COMMAND: Night		
EXP: 912		AP: 1		Gil: 388		REMARKS: -
ITEMS DROPPED AFTER BATTLE: Phoenix Down, Annoyntment						
CARD: Ironite						



NAME: Adamantoise		LOCATION (EXAMPLES): Forgotten Continent		HP: 3,587	MP: 1,043	LV: 31		
WEAKNESSES: Thunder		ITEMS OBTAINED BY USING STEAL COMMAND: Tent, Hi-Potion, Phoenix Down		LEARNED BY QUINA USING EAT COMMAND: Earth Shake				
<table><tr><td>EXP: 5,096</td><td>AP: 3</td><td>Gil: 4,433</td></tr></table>		EXP: 5,096	AP: 3	Gil: 4,433	REMARKS: This monster reduces any Water damage it receives by half.			
EXP: 5,096	AP: 3	Gil: 4,433						
ITEMS DROPPED AFTER BATTLE: Potion, Hi-Potion, Echo Screen, Ether								
CARD: Gargant								



NAME: Agares		LOCATION (EXAMPLES): Ipsen's Castle		HP: 6,775	MP: 1,596	LV: 43
WEAKNESSES: Devil Killer		ITEMS OBTAINED BY USING STEAL COMMAND: Tent, Soft, Ore		LEARNED BY QUINA USING EAT COMMAND: —		
EXP: 14,279		AP: 3		Gil: 1,945		REMARKS: This creature is accompanied by a Gargoyle, and the AP figure is for both monsters (Agares and Gargoyle) together.
ITEMS DROPPED AFTER BATTLE: Amethyst, Phoenix Down, Ether						
CARD: Ragtimer						



NAME:	Amdusias			LOCATION (EXAMPLES):	Treno	HP:	MP:	LV:
						6,578	1,568	42
WEAKNESSES:				ITEMS OBTAINED BY USING STEAL COMMAND:		LEARNED BY QUINA USING EAT COMMAND:		
Devil Killer, Bird Killer, Wind				Hi-Potion, Antidotee, Phoenix Pinion, Ether		Lv 4 Holy		
				REMARKS:		This monster is immune to Earth attacks.		
EXP:				AP:		Gil:		
0				0		0		
ITEMS DROPPED AFTER BATTLE:								
-								
CARD: -								
NAME:	Amdusias			LOCATION (EXAMPLES):	Pandemonium	HP:	MP:	LV:
						10,926	9,282	54
WEAKNESSES:				ITEMS OBTAINED BY USING STEAL COMMAND:		LEARNED BY QUINA USING EAT COMMAND:		
Devil Killer, Bird Killer, Wind				Tent, Ether		-		
				REMARKS:		This monster is immune to Earth attacks.		
EXP:				AP:		Gil:		
26,376				3		2,316		
ITEMS DROPPED AFTER BATTLE:								
Ether								
CARD: Hedgehog Pie								



NAME: Anemone			LOCATION (EXAMPLES): Qu's Marsh		HP: 3,586	MP: 1,045	LV: 31
WEAKNESSES: Thunder			ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Tent		LEARNED BY QUINA USING EAT COMMAND: Bad Breath		
EXP: 5,080		AP: 2	Gil: 1,137	REMARKS: This monster reduces any Water damage it receives by half.			
ITEMS DROPPED AFTER BATTLE: Hi-Potion, Eye Drops, Ether							
CARD: Dragonfly							



NAME: Antlion			LOCATION (EXAMPLES): Cleyra		HP: 3,938	MP: 3,950	LV: 16						
WEAKNESSES: Ice			ITEMS OBTAINED BY USING STEAL COMMAND: Annoyntment, Mythril Vest, Gold Helm		LEARNED BY QUINA USING EAT COMMAND: -								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>0</td><td>5</td><td>1,616</td></tr></table>			EXP:	AP:	Gil:	0	5	1,616	REMARKS: Antlion absorbs Water attacks and uses Counter Horn to counter physical attacks. Have Vivi select the Focus command four to five times, then have him cast Blizzard, since Antlions are vulnerable to Ice. Heal your party immediately after the monster uses its Sandstorm attack.				
EXP:	AP:	Gil:											
0	5	1,616											
ITEMS DROPPED AFTER BATTLE: Ether, Annoyntment													
CARD: Sahagin													

NAME: Antlion			LOCATION (EXAMPLES): Kiera Desert			HP: 4,522		MP: 1,216		LV: 35	
WEAKNESSES: Ice			ITEMS OBTAINED BY USING STEAL COMMAND: Annoyntment, Hi-Potion, Ether				LEARNED BY QUINA USING EAT COMMAND: Mighty Guard				
EXP: 330		AP: 1		Gil: 54		REMARKS: This monster absorbs Water attacks.					
ITEMS DROPPED AFTER BATTLE: Sapphire, Phoenix Down											
CARD: Sahagin											




NAME: Ark			LOCATION (EXAMPLES): Oeilvert		HP: 20,002	MP: 1,374	LV: 38						
WEAKNESSES: Bird Killer, Wind			ITEMS OBTAINED BY USING STEAL COMMAND: Elixir, Power Sleeve, Holy Lance		LEARNED BY QUINA USING EAT COMMAND: -								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>0</td><td>11</td><td>5,964</td></tr></table>			EXP:	AP:	Gil:	0	11	5,964	REMARKS: Have all party members equip the Clear-headed ability, otherwise, the monster's Propella Wind will inflict the Confuse status on your characters. Attack for all you are worth. You'll find the Counter and MP Attack abilities very useful. The monster is immune to Earth attacks.				
EXP:	AP:	Gil:											
0	11	5,964											
ITEMS DROPPED AFTER BATTLE: Pumice Piece, Ether													
CARD: Atmos													



NAME: Armodullahan		LOCATION (EXAMPLES): Fossil Roo		HP: 818	MP: 4,598	LV: 13					
WEAKNESSES: Thunder, Holy		ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Hi-Potion, Ether		LEARNED BY QUINA USING EAT COMMAND: —							
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>0</td><td>0</td><td>0</td></tr></table>		EXP:	AP:	Gil:	0	0	0	REMARKS: This monster reduces any Shadow damage it receives by half, and always initiates battle with a Back Attack.			
EXP:	AP:	Gil:									
0	0	0									
ITEMS DROPPED AFTER BATTLE: —											
CARD: —											



NAME: Armstrong		LOCATION (EXAMPLES): Forgotten Continent		HP: 4,204	MP: 1,165	LV: 33					
WEAKNESSES: —		ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Hi-Potion, Ether		LEARNED BY QUINA USING EAT COMMAND: Matra Magic							
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>7,150</td><td>2</td><td>1,456</td></tr></table>		EXP:	AP:	Gil:	7,150	2	1,456	REMARKS: —			
EXP:	AP:	Gil:									
7,150	2	1,456									
ITEMS DROPPED AFTER BATTLE: Phoenix Down, Soft, Ether											
CARD: Armstrong											



NAME: Ash	LOCATION (EXAMPLES): Memoria	HP:	MP:	LV:
		21,591	3,014	66
WEAKNESSES: Devil Killer, Bird Killer, Wind	ITEMS OBTAINED BY USING STEAL COMMAND: Tent	LEARNED BY QUINA USING EAT COMMAND: Doom		
EXP: 40,328	AP: 4	Gil: 2,748	REMARKS: This monster is immune to Earth attacks.	
ITEMS DROPPED AFTER BATTLE: Hi-Potion, Lapis Lazuli, Vaccine, Ether				
CARD: Ash				

HOW TO PLAY

CHARACTERS

MOUNTAINS


ITEMS

MONSTERS

LEADS

SECRETS



NAME: Axe Beak			LOCATION (EXAMPLES): Kontinent des Nebels			HP: 241	MP: 267	LV: 6			
WEAKNESSES: Beast Killer			ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Hi-Potion, Ether			LEARNED BY QUINA USING EAT COMMAND: Limit Glove					
<table><tr><td>EXP: 120</td><td>AP: 1</td><td>Gil: 398</td></tr></table>			EXP: 120	AP: 1	Gil: 398	REMARKS: -					
EXP: 120	AP: 1	Gil: 398									
ITEMS DROPPED AFTER BATTLE: Potion, Echo Screen											
CARD: Bomb											




NAME: Axolotl			LOCATION (EXAMPLES): Qu's Marsh			HP: 211	MP: 266	LV: 6			
WEAKNESSES: Thunder			ITEMS OBTAINED BY USING STEAL COMMAND: Potion, Hi-Potion, Phoenix Pinion			LEARNED BY QUINA USING EAT COMMAND: Aqua Breath					
<table><tr><td>EXP: 106</td><td>AP: 1</td><td>Gil: 236</td></tr></table>			EXP: 106	AP: 1	Gil: 236	REMARKS: This monster is immune to Water attacks.					
EXP: 106	AP: 1	Gil: 236									
ITEMS DROPPED AFTER BATTLE: Potion											
CARD: Sahaqin											



NAME: Baku	LOCATION (EXAMPLES): Prima Vista		HP:	MP:	LV:						
			202	1,285	2						
WEAKNESSES: Fire		ITEMS OBTAINED BY USING STEAL COMMAND: Hi-Potion, Iron Sword	LEARNED BY QUINA USING EAT COMMAND: —								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>0</td><td>0</td><td>0</td></tr></table>		EXP:	AP:	Gil:	0	0	0	REMARKS: —			
EXP:	AP:	Gil:									
0	0	0									
ITEMS DROPPED AFTER BATTLE: —											
CARD: —											



NAME: Bandersnatch	LOCATION (EXAMPLES): Alexandria, Mist Continent		HP:	MP:	LV:
			899	464	14
WEAKNESSES: Beast Killer		ITEMS OBTAINED BY USING STEAL COMMAND: Potion, Tent		LEARNED BY QUINA USING EAT COMMAND: Pumpkin Head	
EXP: 899 AP: 2 Gil: 347		REMARKS: —			
ITEMS DROPPED AFTER BATTLE: Ore, Phoenix Down					
CARD: Wverd					



NAME: Basilisk			LOCATION (EXAMPLES): Burmecia			HP: 346	MP: 267	LV: 6
WEAKNESSES: Beast Killer, Ice			ITEMS OBTAINED BY USING STEAL COMMAND: Soft, Hi-Potion			LEARNED BY QUINA USING EAT COMMAND: Pumpkin Head		
EXP: 320			AP: 2			Gil: 233		
ITEMS DROPPED AFTER BATTLE: Soft, Hi-Potion, Potion			REMARKS: -					
CARD: Lizard Man								



NAME: Beatrix			LOCATION (EXAMPLES): Burmecia			HP:	MP:	LV:
						3,630	3,467	14
WEAKNESSES:			ITEMS OBTAINED BY USING STEAL COMMAND:			LEARNED BY QUINA USING EAT COMMAND:		
Man Eater			Phoenix Down, Chain Plate, Mythril Sword			-		
EXP:			AP:			Gil:		
0			0			0		
ITEMS DROPPED AFTER BATTLE:			REMARKS:					
-			Battle ends after a specific amount of time has elapsed, or once Beatrix has lost 3,630 HP. She finishes the encounter by using Stock Break. You can thus either fight "normally" or remain passive. Make sure that Zidane steals items from Beatrix, and remember to equip items that absorb Thunder attacks (such as the Coral Ring), since Beatrix uses such attacks.					
CARD: -								

>>

>>

NAME: Beatrix			LOCATION (EXAMPLES): Cleyra		HP: 4,736	MP: 3,964	LV: 17
WEAKNESSES: Man Eater			ITEMS OBTAINED BY USING STEAL COMMAND: Phoenix Down, Thunder Gloves, Ice Brand		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0			AP: 0			Gil: 0	
ITEMS DROPPED AFTER BATTLE: -			REMARKS: Battle ends after some time or when Beatrix has lost 4,736 HP. Again, she finishes the encounter by using Stock Break. As she only attacks one character at a time, it should not be difficult to hold out. Still, remember to heal your characters in time. Once again, you'll find items that absorb Thunder attacks (such as the Coral Ring) useful.				
CARD:							

NAME: Beatrix			LOCATION (EXAMPLES): Alexandria		HP: 5,709	MP: 4,203	LV: 19
WEAKNESSES: Man Eater			ITEMS OBTAINED BY USING STEAL COMMAND: Phoenix Down, Ice Brand, Survival Vest		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0		AP: 0	Gil: 0	REMARKS: Battle ends after a certain period of time has elapsed, or once Beatrix has lost 5,709 HP. As usual, she finishes the encounter by using Stock Break. Use the same battle strategy as during your previous encounters with Beatrix.			
ITEMS DROPPED AFTER BATTLE: -							
CARD: -							

NAME: Behemoth		LOCATION (EXAMPLES): Treno, Memoria		HP: 24,123	MP: 3,338	LV: 71
WEAKNESSES: Ice, Beast Killer		ITEMS OBTAINED BY USING STEAL COMMAND: Phoenix Pinion, Phoenix Pinion, Phoenix Pinion, Phoenix Pinion		LEARNED BY QUINA USING EAT COMMAND: Angel's Snack		
EXP: 53,166		AP: 4		Gil: 2,764		REMARKS: There is a 25% chance that this monster will counter physical attacks with Meteor. The Behemoth in Treno drops no items after battle.
ITEMS DROPPED AFTER BATTLE: Phoenix Down, Lapis Lazuli, Echo Screen						
CARD: Ogre						

NAME: Black Waltz 1		LOCATION (EXAMPLES): Ice Cavern		HP: 229	MP: 9,999	LV: 2
WEAKNESSES: Fire, Ice		ITEMS OBTAINED BY USING STEAL COMMAND: Remedy, Silk Shirt		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0		AP: 5		Gil: 399		REMARKS: <i>The figures for EXP, AP and Gil are valid for Black Waltz 1 and Sealion together.</i>
ITEMS DROPPED AFTER BATTLE: -						
CARD: Skeleton						

NAME: Black Waltz 2	LOCATION (EXAMPLES): Dali		HP: 1,030	MP: 3,017	LV: 6
WEAKNESSES: Man Eater, Bird Killer, Wind			ITEMS OBTAINED BY USING STEAL COMMAND: Steepled Hat, Leather Plate		
			LEARNED BY QUINA USING EAT COMMAND: -		
			REMARKS: <i>Black Waltz 2 counters magic attacks with Fire, so use physical attacks. (Steiner's Sword Magic also counts as a physical attack). This creature is immune to Earth attacks.</i>		
EXP: 0	AP: 5	Gil: 441			
ITEMS DROPPED AFTER BATTLE: Ether					
CARD: Zagnol					

NAME: Black Waltz 3			LOCATION (EXAMPLES): Cargo Ship		HP: 1,128	MP: 2,080	LV: 7
WEAKNESSES: Man Eater			ITEMS OBTAINED BY USING STEAL COMMAND: Steepled Hat, Linen Cuirass, Silver Gloves		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0		AP: 0	Gil: 0	REMARKS: Since he is in Trance, Vivi casts two spells during one turn. Have him cast Thundara while the Black Waltz 3 is floating, since floating causes him to be immune from physical attacks. As Dagger is not present to heal your characters, you should end this battle as quickly as possible (unless you have a large supply of Potions).			
ITEMS DROPPED AFTER BATTLE: -							
CARD: -							

>>


NAME: Black Waltz 3

LOCATION (EXAMPLES): South Gate

HP:	MP:	LV:
1,292	344	9

WEAKNESSES:

Man Eater

ITEMS OBTAINED BY USING STEAL COMMAND:

Steeped Hat, Lightning Staff, Flame Staff

LEARNED BY QUINA USING EAT COMMAND:

-

EXP:	AP:	Gil:
0	0	864

REMARKS: As Black Waltz 3 always attacks a single character at a time, it's hardly a formidable opponent. Black Waltz 3 will even attack itself if Marcus and Steiner are knocked out.

ITEMS DROPPED AFTER BATTLE:

-

CARD: -

NAME: Blazer Beetle

LOCATION (EXAMPLES): Mist Continent

HP:	MP:	LV:
1,468	603	19

WEAKNESSES:

Bug Killer

ITEMS OBTAINED BY USING STEAL COMMAND:

Hi-Potion, Phoenix Pinion, Ether

LEARNED BY QUINA USING EAT COMMAND:

Limit Glove

EXP:	AP:	Gil:
1,548	1	740

REMARKS: -

ITEMS DROPPED AFTER BATTLE:

Phoenix Down, Ether

CARD: Crawler

NAME: Bomb

LOCATION (EXAMPLES): Alexandria

HP:	MP:	LV:
38	823	1

WEAKNESSES:

-

ITEMS OBTAINED BY USING STEAL COMMAND:

-

LEARNED BY QUINA USING EAT COMMAND:

-

EXP:	AP:	Gil:
0	0	0

REMARKS: This monster cannot really be attacked. It inflates during battle and eventually explodes automatically.

ITEMS DROPPED AFTER BATTLE:

-

CARD: -

NAME: Bomb

LOCATION (EXAMPLES): Alexandria-Plateau

HP:	MP:	LV:
529	359	10

WEAKNESSES:

Ice, Water, Wind, Bird Killer

ITEMS OBTAINED BY USING STEAL COMMAND:

Ore, Hi-Potion, Ether

LEARNED BY QUINA USING EAT COMMAND:

Alexandria Plateau

EXP:	AP:	Gil:
174	1	235

REMARKS: -

ITEMS DROPPED AFTER BATTLE:

Potion

CARD: Bomb

NAME: Cactuar

LOCATION (EXAMPLES): Donna Plains

HP:	MP:	LV:
1,939	1,018	30

WEAKNESSES:

Fire

ITEMS OBTAINED BY USING STEAL COMMAND:

Phoenix Down, Tent, Ether

LEARNED BY QUINA USING EAT COMMAND:

1,000 Needles

EXP:	AP:	Gil:
4,206	2	602

REMARKS: When attacked, Cactuars hide in the ground. Do not attack them at this point, as they counter any assault.

ITEMS DROPPED AFTER BATTLE:

Tent, Hi-Potion, Phoenix Down, Ether

CARD: Cactuar

NAME: Carrion Worm

LOCATION (EXAMPLES): Cleyra

HP:	MP:	LV:
259	345	9

WEAKNESSES:

Bug Killer, Ice

ITEMS OBTAINED BY USING STEAL COMMAND:

Annoyntment, Tent

LEARNED BY QUINA USING EAT COMMAND:

Auto-Life

EXP:	AP:	Gil:
328	1	319

REMARKS: -

ITEMS DROPPED AFTER BATTLE:

Potion, Phoenix Down, Eye Drops

CARD: Carrion Worm



NAME: Carve Spider		LOCATION (EXAMPLES): Nolrich Heights, Bentini Heights		HP: 123	MP: 199	LV: 3
WEAKNESSES: Bug Killer		ITEMS OBTAINED BY USING STEAL COMMAND: Potion, Tent, Ore		LEARNED BY QUINA USING EAT COMMAND: Lv 3 Def-Less		
EXP: 48		AP: 1		Gil: 124		REMARKS: —
ITEMS DROPPED AFTER BATTLE: Eye Drops, Ore, Phoenix Down						
CARD: Zaghnol						



NAME:	Catoblepas	LOCATION (EXAMPLES):	Treno, Forgotten Continent	HP:	MP:	LV:
				3,727	1,069	32
WEAKNESSES:		ITEMS OBTAINED BY USING STEAL COMMAND:	LEARNED BY QUINA USING EAT COMMAND:			
Beast Killer		Soft, Hi-Potion, Phoenix Pinion, Ether	Limit Glove			
	EXP:	AP:	Gil:	REMARKS:		
	6,609	2	1,421	This monster uses its Limit Glove skill once it is down to 1 HP.		
ITEMS DROPPED AFTER BATTLE:						
Soft, Hi-Potion						
CARD: Cerberus						




NAME: Cave Imp		LOCATION (EXAMPLES): Ice Cavern		HP: 74	MP: 186	LV: 2
WEAKNESSES: Fire		ITEMS OBTAINED BY USING STEAL COMMAND: Potion, Phoenix Down		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 34		AP: 1		Gil: 118		
ITEMS DROPPED AFTER BATTLE: Ore, Phoenix Down		REMARKS: This monster reduces any Ice damage it receives by half.				
CARD: Flan						



NAME: Cerberus		LOCATION (EXAMPLES): Ipsen's Castle		HP: 6,977	MP: 1,625	LV: 44			
WEAKNESSES: Beast Killer		ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Tent, Ether		LEARNED BY QUINA USING EAT COMMAND: Auto-Life					
<table><tr><td>EXP: 15,180</td><td>AP: 3</td><td>Gil: 2,976</td></tr></table>		EXP: 15,180	AP: 3	Gil: 2,976	REMARKS: —				
EXP: 15,180	AP: 3	Gil: 2,976							
ITEMS DROPPED AFTER BATTLE: Opal, Ether									
CARD: Cerberus									



NAME: Chimera		LOCATION (EXAMPLES): Memoria		HP: 21,901	MP: 3,053	LV: 67
WEAKNESSES: Ice, Devil Killer		ITEMS OBTAINED BY USING STEAL COMMAND: Vaccine, Remedy, Remedy		LEARNED BY QUINA USING EAT COMMAND: Frost		
EXP: 42,783		AP: 4		Gil: 2,732		REMARKS: —
ITEMS DROPPED AFTER BATTLE: Phoenix Down						
CARD: Ash						



NAME: Clipper		LOCATION (EXAMPLES): Eunoras Plains		HP: 294	MP: 278	LV: 8
WEAKNESSES: Thunder		ITEMS OBTAINED BY USING STEAL COMMAND: —		LEARNED BY QUINA USING EAT COMMAND: Aqua Breath		
<div><div><div>EXP:</div><div>80</div></div><div><div>AP:</div><div>1</div></div><div><div>Gil:</div><div>190</div></div></div>		REMARKS: <i>This monster reduces any Water damage it receives by half.</i>				
ITEMS DROPPED AFTER BATTLE: Echo Screen						
CARD: Ironite						

HOW TO PLAY

CHARACTERS

WEAPONS

ITEMS

MONSTERS

CASTS

SECRETS



NAME: Core			LOCATION (EXAMPLES): Cleyra Tree Trunk			HP:	MP:	LV:
						1,091	377	11
WEAKNESSES:			ITEMS OBTAINED BY USING STEAL COMMAND:			LEARNED BY QUINA USING EAT COMMAND:		
Ice			Ore, Hi-Potion			-		
EXP:			AP:			GIL:		
516			2			589		
ITEMS DROPPED AFTER BATTLE:			REMARKS: This creature only appears in the company of Sand Golems (see page 147) and absorbs Water damage.					
Annoyntment, Phoenix Down, Potion, Hi-Potion								
CARD: Sand Golem								



NAME: Crawler	LOCATION (EXAMPLES): Gargan Roo, Cleyra			HP:	MP:	LV:
				625	358	10
WEAKNESSES: Bug Killer, Ice		ITEMS OBTAINED BY USING STEAL COMMAND: Antidote, Phoenix Down, Hi-Potion, Phoenix Pinion		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 480 AP: 2 Gil: 323		REMARKS: -				
ITEMS DROPPED AFTER BATTLE: Ether, Ore						
CARD: Crawler						



NAME: Deathguise		LOCATION (EXAMPLES): Crystal World		HP:	MP:	LV:
				55,535	9,999	74
WEAKNESSES:		ITEMS OBTAINED BY USING STEAL COMMAND:		LEARNED BY QUINA USING EAT COMMAND:		
Devil Killer, Bug Killer, Bird Killer, Ice, Wind		Elixir, Black Belt, Duel Claws		-		
EXP:	AP:	Gil:	REMARKS: <i>This monster begins by casting Meteor, instantly defeating your party if your characters do not have enough HP. Equip abilities such as Auto-Life and heal your characters if they survive the first onslaught. The MP Attack and Bird Killer abilities will come in particularly handy during the following battle. Make your battle much easier by having Quina use Night or Zidane use Soul Blade (together with Ultima Weapon) to inflict the Sleep status on the Deathguise. Only use Night if your characters have equipped their Insomniac ability. The monster is immune to Earth attacks.</i>			
0	0	19,016				
ITEMS DROPPED AFTER BATTLE:						
Phoenix Down, Wing Edge						
CARD: -						




NAME: Dendrobium			LOCATION (EXAMPLES): Evil Forest			HP: 174	MP: 186	LV: 2
WEAKNESSES: Bird Killer, Wind, Fire			ITEMS OBTAINED BY USING STEAL COMMAND: Eye Drops, Tent, Ore			LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 39 AP: 2 Gil: 99			REMARKS: This monster is immune to Earth attacks.					
ITEMS DROPPED AFTER BATTLE: Eye Drops, Potion, Phoenix Down								
CARD: Fang								




NAME: Dracozombie			LOCATION (EXAMPLES): Iifa Tree			HP:	MP:	LV:
						2,179	760	24
WEAKNESSES:			ITEMS OBTAINED BY USING STEAL COMMAND:			LEARNED BY QUINA USING EAT COMMAND:		
Dragon Killer, Undead Killer, Fire, Ice, Holy			Magic Tag, Hi-Potion, Ether			Lv 5 Death		
EXP:			AP:			Gil:		
3,228			3			941		
ITEMS DROPPED AFTER BATTLE:			REMARKS: -					
Phoenix Down, Hi-Potion								
CARD: Gargant								



NAME: Dragonfly			LOCATION (EXAMPLES): Gargan Roo, Cleyra Tree Trunk			HP: 348		MP: 295		LV: 8	
WEAKNESSES: Bird Killer, Bug Killer, Ice, Wind			ITEMS OBTAINED BY USING STEAL COMMAND: Eye Drops, Tent						LEARNED BY QUINA USING EAT COMMAND: Matra Magic		
EXP: 249			AP: 1		Gil: 307		REMARKS: This monster is immune to Earth attacks.				
ITEMS DROPPED AFTER BATTLE: Ore, Echo Screen											
CARD: Dragonfly											



NAME: Drakan			LOCATION (EXAMPLES): Desert Palace		HP: 3,292	MP: 1,018	LV: 30
WEAKNESSES: Devil Killer, Wind			ITEMS OBTAINED BY USING STEAL COMMAND: Antidote		LEARNED BY QUINA USING EAT COMMAND: Vanish		
EXP: 5,674		AP: 2	Gil: 1,677	REMARKS: —			
ITEMS DROPPED AFTER BATTLE: Sapphire, Phoenix Down, Ether							
CARD: Stroper							



NAME: Earth Guardian		LOCATION (EXAMPLES): Earth Shrine		HP: 20,756	MP: 2,234	LV: 54					
WEAKNESSES: Devil Killer, Wind, Holy		ITEMS OBTAINED BY USING STEAL COMMAND: Avenger, Rubber Suit		LEARNED BY QUINA USING EAT COMMAND: Earth Shake							
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>0</td><td>11</td><td>4,512</td></tr></table>		EXP:	AP:	Gil:	0	11	4,512	REMARKS: Desert Boots or Feather Boots are useful, as they reduce Earth damage received by half or absorb it altogether, thus diminishing the impact of the monster's Earthquake attack. Quina's White Wind is useful for healing the party, while Zidane should concentrate on attacking the Earth Guardian. The Auto-Reflect, Auto-Regen and Auto-Haste abilities offer excellent protection, while Devil Killer and MP Attack strengthen your attacks. Quina can try to Eat the Earth Guardian once it has lost around 15,000 HP. The monster absorbs Earth attacks and reduces any Shadow damage it receives by half.			
EXP:	AP:	Gil:									
0	11	4,512									
ITEMS DROPPED AFTER BATTLE: Phoenix Down											
CARD: Atmos											



NAME: Epitaph		LOCATION (EXAMPLES): Oeilvert		HP: 3,732	MP: 300	LV: 32
WEAKNESSES: Stone Killer		ITEMS OBTAINED BY USING STEAL COMMAND: Phoenix Down, Soft		LEARNED BY QUINA USING EAT COMMAND: Angel's Snack		
EXP: 0		AP: 2		Gil: 0		REMARKS: Use the Soft item on the monster to defeat it instantly. This monster is able to create mirror images of the characters in your group.
ITEMS DROPPED AFTER BATTLE: Potion, Hi-Potion, Sapphire, Opal						
CARD: Blazer Beetle						



NAME: <div>Amarant</div>			LOCATION (EXAMPLES): <div>Oeilvert</div>			HP: <div>1,867</div>	MP: <div>1,066</div>	LV: <div>32</div>
WEAKNESSES: <div>Man Eater, Holy</div>			ITEMS OBTAINED BY USING STEAL COMMAND: <div>Soft, Topas, Phoenix Pinion</div>			LEARNED BY QUINA USING EAT COMMAND: <div>-</div>		
<div><div>EXP:</div><div>9,912</div></div> <div><div>AP:</div><div>0</div></div> <div><div>Gil:</div><div>2,218</div></div>			REMARKS: <div>This creature, created by Epitaph, reduces any Shadow damage it receives by half and deals 9,999 HP damage to Amarant.</div>					
ITEMS DROPPED AFTER BATTLE: <div>Topas, Hi-Potion, Phoenix Down</div>								
CARD: <div>-</div>								

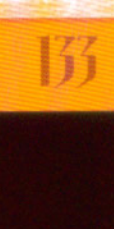


NAME: Dagger			LOCATION (EXAMPLES): Oeilvert		HP: 1,867	MP: 1,066	LV: 32
WEAKNESSES: Man Eater, Holy			ITEMS OBTAINED BY USING STEAL COMMAND: Soft, Lapis Lazuli, Ether		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 9,912		AP: 0	Gil: 2,218	REMARKS: This creature, created by Epitaph, reduces any Shadow damage it receives by half and deals 9,999 HP damage to Dagger.			
ITEMS DROPPED AFTER BATTLE: Lapis Lazuli, Hi-Potion, Ether							
CARD: -							



NAME: Eiko			LOCATION (EXAMPLES): Oeilvert			HP: 1,867	MP: 1,066	LV: 32						
WEAKNESSES: Man Eater, Holy			ITEMS OBTAINED BY USING STEAL COMMAND: Soft, Sapphire, Ether			LEARNED BY QUINA USING EAT COMMAND: -								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>9,912</td><td>0</td><td>2,218</td></tr></table>			EXP:	AP:	Gil:	9,912	0	2,218	REMARKS: This creature, created by Epitaph, reduces any Shadow damage it receives by half and deals 9,999 HP damage to Eiko.					
EXP:	AP:	Gil:												
9,912	0	2,218												
ITEMS DROPPED AFTER BATTLE: Sapphire, Hi-Potion, Phoenix Down														
CARD: -														

>>



MONSTERS

MONSTERS

MONSTERS

MONSTERS

MONSTERS

MONSTERS

MONSTERS

MONSTERS



NAME: Freya			LOCATION (EXAMPLES): Oeilvert			HP: 1,867	MP: 1,066	LV: 32						
WEAKNESSES: Man Eater, Holy			ITEMS OBTAINED BY USING STEAL COMMAND: Soft, Opal, Phoenix Pinion			LEARNED BY QUINA USING EAT COMMAND: -								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>9,912</td><td>0</td><td>2,218</td></tr></table>			EXP:	AP:	Gil:	9,912	0	2,218	REMARKS: This creature, created by Epitaph, reduces any Shadow damage it receives by half and deals 9,999 HP damage to Freya.					
EXP:	AP:	Gil:												
9,912	0	2,218												
ITEMS DROPPED AFTER BATTLE: Hi-Potion, Opal, Phoenix Down														
CARD: -														



NAME: Quina		LOCATION (EXAMPLES): Oeilvert		HP: 1,867	MP: 1,066	LV: 32						
WEAKNESSES: Man Eater, Holy		ITEMS OBTAINED BY USING STEAL COMMAND: Soft, Peridot		LEARNED BY QUINA USING EAT COMMAND: -								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>9,912</td><td>0</td><td>2,218</td></tr></table>		EXP:	AP:	Gil:	9,912	0	2,218	REMARKS: This creature, created by Epitaph, reduces any Shadow damage it receives by half and deals 9,999 HP damage to Quina.				
EXP:	AP:	Gil:										
9,912	0	2,218										
ITEMS DROPPED AFTER BATTLE: Phoenix Down, Peridot												
CARD: -												



NAME: Steiner			LOCATION (EXAMPLES): Oeilvert		HP: 1,867	MP: 1,066	LV: 32						
WEAKNESSES: Man Eater, Holy			ITEMS OBTAINED BY USING STEAL COMMAND: Soft, Lapis Lazuli		LEARNED BY QUINA USING EAT COMMAND: -								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>9,912</td><td>0</td><td>2,218</td></tr></table>			EXP:	AP:	Gil:	9,912	0	2,218	REMARKS: This creature, created by Epitaph, reduces any Shadow damage it receives by half and deals 9,999 HP damage to Steiner.				
EXP:	AP:	Gil:											
9,912	0	2,218											
ITEMS DROPPED AFTER BATTLE: Lapis Lazuli, Hi-Potion, Phoenix Down													
CARD: -													



NAME: Vivi			LOCATION (EXAMPLES): Oeilvert			HP: 1,867	MP: 1,066	LV: 32			
WEAKNESSES: Man Eater, Holy			ITEMS OBTAINED BY USING STEAL COMMAND: Hi-Potion, Peridot, Phoenix Pinion			LEARNED BY QUINA USING EAT COMMAND: -					
<table><tr><td>EXP: 9,912</td><td>AP: 0</td><td>Gil: 2,218</td></tr></table>			EXP: 9,912	AP: 0	Gil: 2,218	REMARKS: This creature, created by Epitaph, reduces any Shadow damage it receives by half and deals 9,999 HP damage to Vivi.					
EXP: 9,912	AP: 0	Gil: 2,218									
ITEMS DROPPED AFTER BATTLE: Hi-Potion, Peridot, Phoenix Down											
CARD: -											



NAME: Zidane			LOCATION (EXAMPLES): Oeilvert			HP: 1,867		MP: 1,066		LV: 32	
WEAKNESSES: Man Eater, Holy			ITEMS OBTAINED BY USING STEAL COMMAND: Soft, Amethyst				LEARNED BY QUINA USING EAT COMMAND: -				
EXP: 9,912		AP: 0		Gil: 2,218		REMARKS: This creature, created by Epitaph, reduces any Shadow damage it receives by half and deals 9,999 HP damage to Zidane.					
ITEMS DROPPED AFTER BATTLE: Phoenix Down, Amethyst											
CARD: -											



NAME: Fang		LOCATION (EXAMPLES): Evil Forest		HP: 68	MP: 178	LV: 1
WEAKNESSES: Beast Killer, Fire		ITEMS OBTAINED BY USING STEAL COMMAND: Potion, Phoenix Down, Phoenix Pinion		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 23		AP: 1		Gil: 90		REMARKS: -
ITEMS DROPPED AFTER BATTLE: Eye Drops, Phoenix Down						
CARD: Fang						

>>

>>

NAME: Fang			LOCATION (EXAMPLES): Lindblum			HP: 216	MP: 253	LV: 5
WEAKNESSES: Beast Killer			ITEMS OBTAINED BY USING STEAL COMMAND: —			LEARNED BY QUINA USING EAT COMMAND: —		
EXP: 0			AP: 0			Gil: 0		
ITEMS DROPPED AFTER BATTLE: —			REMARKS: You encounter this monster at the Festival of the Hunt.					
CARD: —								



NAME: Feather Circle		LOCATION (EXAMPLES): Fossil Roo, Esto Gaza, Mist Continent (Disc 4)		HP: 619	MP: 448	LV: 13
WEAKNESSES: Bird Killer, Thunder, Wind		ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Annoyntment, Hi-Potion, Ether		LEARNED BY QUINA USING EAT COMMAND: Lv 4 Holy		
EXP: 628	AP: 1	Gil: 378	REMARKS: This monster reduces any Water damage it receives by half and is immune to Earth attacks.			
ITEMS DROPPED AFTER BATTLE: Phoenix Down						
CARD: Mandragora						



NAME: Feather Circle		LOCATION (EXAMPLES): Mitmakis Ice Field		HP: 3,298	MP: 994	LV: 29
WEAKNESSES: Bird Killer, Thunder, Wind, Shadow		ITEMS OBTAINED BY USING STEAL COMMAND: —		LEARNED BY QUINA USING EAT COMMAND: —		
EXP: 0	AP: 30	Gil: 0	REMARKS: <div>This monster cannot be defeated.</div>			
ITEMS DROPPED AFTER BATTLE: Lapis Lazuli						
CARD: Mandragora						

PlayOnline

KEYWORD:
E-PHANTINFO

SECRETS

PlayOnline reveals how
you can "defeat" this
creature effortlessly.

PlayOnline


KEYWORD:

E-PHANTINFO

SECRETS

PlayOnline reveals how you can "defeat" this creature effortlessly.



NAME: Flan			LOCATION (EXAMPLES): Ice Cavern		HP: 75	MP: 183	LV: 2
WEAKNESSES: Fire			ITEMS OBTAINED BY USING STEAL COMMAND: Potion, Ore		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 40		AP: 1	Gil: 110	REMARKS: This monster reduces any Ice damage it receives by half.			
ITEMS DROPPED AFTER BATTLE: Potion, Phoenix Down							
CARD: Flan							



NAME: Gargoyle		LOCATION (EXAMPLES): Ipsen's Castle		HP: 6,977	MP: 1,628	LV: 44
WEAKNESSES: Wind, Stone Killer, Bird Killer		ITEMS OBTAINED BY USING STEAL COMMAND: Hi-Potion, Tent, Phoenix Pinion, Ether		LEARNED BY QUINA USING EAT COMMAND: Mighty Guard		
EXP: 15,181	AP: 3	Gil: 1,958	REMARKS: This monster, accompanied by Agares, can be defeated instantly by using Soft on it. The AP figure refers to Gargoyle and Agares together.			
ITEMS DROPPED AFTER BATTLE: Phoenix Down, Sapphire						
CARD: Stroper						



NAME: Garland		LOCATION (EXAMPLES): Pandemonium		HP: 40,728	MP: 9,999	LV: 62
WEAKNESSES: Man Eater		ITEMS OBTAINED BY USING STEAL COMMAND: Battle boots, Ninja gear, Dark gear		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0		AP: 0		Gil: 0		REMARKS: <i>Garland only assaults one character at a time, so there is no need to use any special strategy. Note how much damage Garland deals and heal your party members in time.</i>
ITEMS DROPPED AFTER BATTLE: Elixir, Phoenix Down						
CARD: -						





NAME: Garuda		LOCATION (EXAMPLES): Popos Heights, Oeilvert, Lost Continent		HP: 3,521	MP: 1,216	LV: 35
WEAKNESSES: Bird Killer, Wind, Shadow		ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Hi-Potion, Ether, Phoenix Pinion		LEARNED BY QUINA USING EAT COMMAND: White Wind		
EXP: 3,521		AP: 2		Gil: 1,279		REMARKS: This monster reduces any Holy damage it receives by half and is immune to Earth attacks.
ITEMS DROPPED AFTER BATTLE: Ore						
CARD: Gimme Cat						



NAME: Garuda		LOCATION (EXAMPLES): Popos Heights (forest)		HP: 6,583	MP: 1,570	LV: 42
WEAKNESSES: Bird Killer, Wind, Shadow		ITEMS OBTAINED BY USING STEAL COMMAND: —		LEARNED BY QUINA USING EAT COMMAND: —		
EXP: 0	AP: 40	Gil: 0	REMARKS: This monster cannot be defeated.			
ITEMS DROPPED AFTER BATTLE: Diamond						
CARD: Shiva						

PlayOnline.

KEYWORD:
E-PHANTINFO

SECRETS

This creature isn't one of your regular monsters. PlayOnline helps you in "battle".

PlayOnline.

KEYWORD:

E-PHANTNO

SECRETS

This creature isn't one of your regular monsters. PlayOnline helps you in "battle".



NAME: Ghost	LOCATION (EXAMPLES): Dali, Bentini Heights	HP:	MP:	LV:
		118	9,999	4
WEAKNESSES:	ITEMS OBTAINED BY USING STEAL COMMAND:	LEARNED BY QUINA USING EAT COMMAND:		
Undead Killer, Bird Killer, Wind, Shadow	Potion, Ore, Hi-Potion, Phoenix Pinion	Roulette		
EXP:	AP:	Gil:	REMARKS: There is a 25% chance that a Ghost will counter magic attacks using Osmose. This monster reduces any Holy damage it receives by half and is immune to Earth attacks.	
48	1	126		
ITEMS DROPPED AFTER BATTLE:				
Echo Screen				
CARD: Skeleton				



NAME: Ghost		LOCATION (EXAMPLES): Mist		HP: 347	MP: 293	LV: 8
		Continent (near Treno)				
WEAKNESSES: Bird Killer, Wind, Shadow		ITEMS OBTAINED BY USING STEAL COMMAND: —		LEARNED BY QUINA USING EAT COMMAND: —		
EXP: 0	AP: 10	Gil: 0	REMARKS: This monster reduces any Holy damage it receives by half and is immune to Earth attacks. This monster cannot be defeated.			
ITEMS DROPPED AFTER BATTLE: Hi-Potion						
CARD: Zombie						

PlayOnline

KEYWORD:
E-PHANTNFO

SECRETS

Look up PlayOnline and learn how to "defeat" this monster quickly.

PlayOnline.

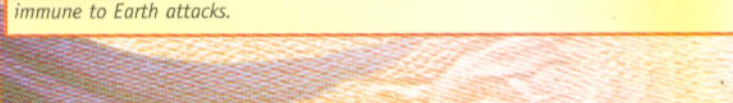
KEYWORD:

E-PHANTNO

SECRETS

Look up PlayOnline and learn how to "defeat" this monster quickly.



NAME: Gigan Octopus		LOCATION (EXAMPLES): On the beach of Lost Continent		HP: 3,584	MP: 1,044	LV: 31
WEAKNESSES: Thunder, Wind, Bird Killer		ITEMS OBTAINED BY USING STEAL COMMAND: Eye Drops, Phoenix Down, Ether		LEARNED BY QUINA USING EAT COMMAND: Mighty Guard		
EXP: 6,096	AP: 3	Gil: 1,840	REMARKS: This monster reduces any Water damage it receives by half and is immune to Earth attacks.			
ITEMS DROPPED AFTER BATTLE: Phoenix Down, Hi-Potion						
CARD: Ragtimer						



NAME: Gigan Toad			LOCATION (EXAMPLES): Qu's Marsh			HP: 242		MP: 264		LV: 6	
WEAKNESSES: Thunder			ITEMS OBTAINED BY USING STEAL COMMAND: Potion, Tent, Hi-Potion, Phoenix Pinion				LEARNED BY QUINA USING EAT COMMAND: Frog Drop				
EXP: 292		AP: 2		Gil: 139		REMARKS: This monster absorbs Water damage.					
ITEMS DROPPED AFTER BATTLE: Potion, Ore, Ether											
CARD: —											

>>

>>

>>

NAME:		Gigan Toad		LOCATION (EXAMPLES):		Qu's Marsh		HP:	MP:	LV:
								297	280	7
WEAKNESSES:				ITEMS OBTAINED BY USING STEAL COMMAND:				LEARNED BY QUINA USING EAT COMMAND:		
Thunder				Ore				Frog Drop		
EXP:		AP:		Gil:		REMARKS:				
297		2		158		This monster absorbs Water damage.				
ITEMS DROPPED AFTER BATTLE:										
Echo Screen										
CARD: Frosch										



NAME: Gimme Cat		LOCATION (EXAMPLES): Everlang Island, Salvage Archipelago	HP: 4,683	MP: 1,240	LV: 36
WEAKNESSES: -		ITEMS OBTAINED BY USING STEAL COMMAND: Echo Screen, Tent, Ether	LEARNED BY QUINA USING EAT COMMAND: Auto-Life		
EXP: 4	AP: 3	Gil: 5,000	REMARKS: This monster absorbs all status effects.		
ITEMS DROPPED AFTER BATTLE: Phoenix Down, Ether					
CARD: Gimme Cat					

PlayOnline.

KEYWORD:
E-PHANTNO

SECRETS

PlayOnline discloses what this creature really wants from you.

PlayOnline.

KEYWORD:
E-PHANTNFO

SECRETS

PlayOnline discloses what this creature really wants from you.



NAME: Gizamaluke		LOCATION (EXAMPLES): Gizamaluke's Grotto		HP:	MP:	LV:
				3,175	502	16
WEAKNESSES:		ITEMS OBTAINED BY USING STEAL COMMAND:		LEARNED BY QUINA USING EAT COMMAND:		
Bird Killer, Thunder, Wind		Elixir, Magus Hat		—		
EXP:		AP:		Gil:		
0		5		800		
ITEMS DROPPED AFTER BATTLE:		REMARKS:				
Tent		Gizamaluke counters magic attacks with Silent Voice. Use a Tent on the monster: this is highly likely to inflict a negative status effect on it. Gizamaluke reduces any Water damage it receives by half and is immune to Earth attacks.				
CARD: Mythril Sword						



NAME:	Gnoll	LOCATION (EXAMPLES):	Condie Petie Mountain Path	HP:	MP:	LV:
				1,375	586	18
WEAKNESSES:		ITEMS OBTAINED BY USING STEAL COMMAND:	LEARNED BY QUINA USING EAT COMMAND:			
-		Hi-Potion, Phoenix Pinion, Ether	Vanish			
EXP:	AP:	Gil:	REMARKS:	-		
1,368	1	691				
ITEMS DROPPED AFTER BATTLE:						
Sapphire						
CARD: Mimic						



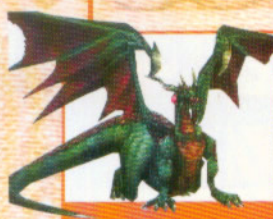
NAME: Goblin		LOCATION (EXAMPLES): Evil Forest, Mist Continent	HP: 33	MP: 172	LV: 5
WEAKNESSES: Fire		ITEMS OBTAINED BY USING STEAL COMMAND: Potion	LEARNED BY QUINA USING EAT COMMAND: Goblin Punch		
EXP: 38		AP: 1	Gil: 88		
ITEMS DROPPED AFTER BATTLE: Echo Screen, Potion		REMARKS: -			
CARD: Goblin					




NAME: Goblin Mage		LOCATION (EXAMPLES): Donna Plains, Lucid Plains, Pualei Plains	HP: 983	MP: 485	LV: 15
WEAKNESSES: -		ITEMS OBTAINED BY USING STEAL COMMAND: Potion, Ore	LEARNED BY QUINA USING EAT COMMAND: Goblin Punch		
EXP: 912	AP: 1	Gil: 1,136	REMARKS: -		
ITEMS DROPPED AFTER BATTLE: Potion, Echo Screen					
CARD: Nymph					

MONSTERS

137



NAME: Grand Dragon		LOCATION (EXAMPLES): Popos Heights		HP: 13,206	MP: 2,550	LV: 60
WEAKNESSES: Dragon Killer, Ice		ITEMS OBTAINED BY USING STEAL COMMAND: Tent, Ether, Rising Sun		LEARNED BY QUINA USING EAT COMMAND: Lv 3 Def-Less		
EXP: 35,208	AP: 3	Gil: 2,064	REMARKS: This monster reduces any Thunder damage it receives by half.			
ITEMS DROPPED AFTER BATTLE: Ether, Phoenix Down						
CARD: Grand Dragon						



NAME: Grenade		LOCATION (EXAMPLES): Gulug Volcano		HP: 4,685	MP: 1,240	LV: 36
WEAKNESSES: Bird Killer, Ice, Wind		ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Tent, Ether		LEARNED BY QUINA USING EAT COMMAND: Mustard Bomb		
EXP: 7,458		AP: 2		Gil: 1,336		
ITEMS DROPPED AFTER BATTLE: Phoenix Down, Peridot		REMARKS: This monster reduces any Fire damage it receives by half and is immune to Earth attacks.				
CARD: Zemzelett						




NAME: Griffin			LOCATION (EXAMPLES): Fossil Roo, Treno, Donna Plains		HP: 1,470	MP: 602	LV: 16
WEAKNESSES: Bird Killer, Wind			ITEMS OBTAINED BY USING STEAL COMMAND: Ore		LEARNED BY QUINA USING EAT COMMAND: White Wind		
EXP: 1,856		AP: 2	Gil: 602	REMARKS: This monster is immune to Earth attacks. You come across Griffin in Treno, but the monster leaves no items in its wake.			
ITEMS DROPPED AFTER BATTLE: Peridot, Hi-Potion, Ether							
CARD: Sand Scorpion							



NAME: Grimlock		LOCATION (EXAMPLES): Desert Palace		HP: 818	MP: 4,598	LV: 30						
WEAKNESSES: Ice, Fire, Thunder		ITEMS OBTAINED BY USING STEAL COMMAND: Blue: Hi-Potion, Ether Red: Ore, Tent, Ether		LEARNED BY QUINA USING EAT COMMAND: Night								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>6,610</td><td>2</td><td>1,363</td></tr></table>		EXP:	AP:	Gil:	6,610	2	1,363	REMARKS: If the blue head part is on top, the monster is vulnerable to magic, while it is vulnerable to physical attacks if the red head part is on top. Regardless of which head part is on top, you will receive the listed items or cards if you either defeat or rob the monster.				
EXP:	AP:	Gil:										
6,610	2	1,363										
ITEMS DROPPED AFTER BATTLE: Blue: Topaz, Echo Screen Red: Peridot, Ether												
CARD: Blue: Troll Red: Grimlock												



NAME: Haagen		LOCATION (EXAMPLES): Alexandria		HP: 33	MP: 673	LV: 1
WEAKNESSES: Man Eater		ITEMS OBTAINED BY USING STEAL COMMAND: -		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0		AP: 0		Gil: 0		REMARKS: -
ITEMS DROPPED AFTER BATTLE: -						
CARD: -						



NAME: Hades			LOCATION (EXAMPLES): Memoria		HP: 55,535	MP: 9,999	LV: 92						
WEAKNESSES: Holy, Bird Killer, Devil Killer			ITEMS OBTAINED BY USING STEAL COMMAND: Reflect Ring, Running Shoes, Battle Boots, Robe of Lords		LEARNED BY QUINA USING EAT COMMAND: -								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>0</td><td>30</td><td>14,457</td></tr></table>			EXP:	AP:	Gil:	0	30	14,457	REMARKS: Hades absorbs Shadow damage and is immune to Earth attacks. Only confront Hades when your characters have obtained high levels. As the creature uses Curse, your party members should have between 3,000 and 5,000 HP. You should also protect them against various status effects.				
EXP:	AP:	Gil:											
0	30	14,457											
ITEMS DROPPED AFTER BATTLE: Wing Edge, Elixir													
CARD: Holy													



NAME: Hecteyes		LOCATION (EXAMPLES): Terra, Outer Continent (Disc 4)		HP: 9,567	MP: 2,033	LV: 51
WEAKNESSES: Fire, Holy		ITEMS OBTAINED BY USING STEAL COMMAND: Hi-Potion, Vaccine, Phoenix Pinion		LEARNED BY QUINA USING EAT COMMAND: Roulette		
EXP: 17,096		AP: 3		Gil: 2,049		REMARKS: This monster reduces any Shadow damage it receives by half.
ITEMS DROPPED AFTER BATTLE: Ether						
CARD: Hecteyes						



NAME: Hedgehog Pie		LOCATION (EXAMPLES): Eunoras Plains		HP: 295	MP: 281	LV: 7
WEAKNESSES: —		ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Hi-Potion		LEARNED BY QUINA USING EAT COMMAND: Pumpkin Head		
EXP: 117		AP: 1		Gil: 187		REMARKS: —
ITEMS DROPPED AFTER BATTLE: Ether, Phoenix Down						
CARD: Zaghnol						




NAME: Hilgigars			LOCATION (EXAMPLES): Conde Petie Mountain Path		HP:	MP:	LV:
					8,106	908	28
WEAKNESSES:			ITEMS OBTAINED BY USING STEAL COMMAND:		LEARNED BY QUINA USING EAT COMMAND:		
Man Eater			Phoenix Down, Mythril Fork, Fairy Flute		-		
			REMARKS: If possible, have all characters use the Float ability to protect against the Earthquake attack. Hilgigars' other attacks are not as dangerous since they are always directed against single party members. Once Hilgigars has lost much of its HP it will use Cura, but this can be prevented by afflicting the monster with Silence.				
EXP:			AP:			Gil:	
0			9			2,136	
ITEMS DROPPED AFTER BATTLE:							
Tent, Elixir							
CARD: Antlion							



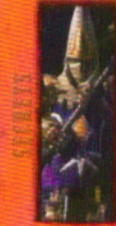
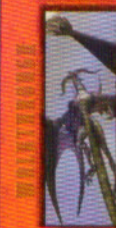
NAME: Hornet		LOCATION (EXAMPLES): Gizamaluke's Grotto		HP: 293	MP: 281	LV: 7						
WEAKNESSES: Bug Killer, Bird Killer, Thunder, Wind		ITEMS OBTAINED BY USING STEAL COMMAND: Potion		LEARNED BY QUINA USING EAT COMMAND: Vanish								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>293</td><td>1</td><td>194</td></tr></table>		EXP:	AP:	Gil:	293	1	194	REMARKS: —				
EXP:	AP:	Gil:										
293	1	194										
ITEMS DROPPED AFTER BATTLE: Potion												
CARD: Flan												



NAME: Iron Man		LOCATION (EXAMPLES): Memoria		HP: 21,217	MP: 3,091	LV: 68
WEAKNESSES: Thunder, Man Eater, Devil Killer		ITEMS OBTAINED BY USING STEAL COMMAND: Phoenix Down, Phoenix Down, Phoenix Down, Phoenix Down		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 42,996		AP: 4		Gil: 2,796		REMARKS: -
ITEMS DROPPED AFTER BATTLE: Phoenix Down, Sapphire, Ether						
CARD: Abaddon						



NAME: Ironite			LOCATION (EXAMPLES): Burmeclia, Mist Continent		HP: 889	MP: 374	LV: 11
WEAKNESSES: Dragon Killer, Bird Killer, Ice, Wind			ITEMS OBTAINED BY USING STEAL COMMAND: Hi-Potion, Soft		LEARNED BY QUINA USING EAT COMMAND: Angel's Snack		
EXP: 576		AP: 2	Gil: 269		REMARKS: This monster is immune to Earth attacks.		
ITEMS DROPPED AFTER BATTLE: Soft, Phoenix Down, Hi- Potion							
CARD: Ironite							





NAME: Jabberwock			LOCATION (EXAMPLES): Forgotten Continent		HP: 3,442	MP: 1,019	LV: 30						
WEAKNESSES: Thunder, Shadow			ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Hi-Potion		LEARNED BY QUINA USING EAT COMMAND: Limit Glove								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>4,675</td><td>1</td><td>1,156</td></tr></table>			EXP:	AP:	Gil:	4,675	1	1,156	REMARKS: This monster reduces any Water and Holy damage it receives by half.				
EXP:	AP:	Gil:											
4,675	1	1,156											
ITEMS DROPPED AFTER BATTLE: Potion, Hi-Potion, Phoenix Down, Echo Screen													
CARD: Hedgehog Pie													



NAME: Jabberwock		LOCATION (EXAMPLES): Blairsurpass Plains		HP: 3,582	MP: 1,042	LV: 31
WEAKNESSES: Thunder, Shadow		ITEMS OBTAINED BY USING STEAL COMMAND: —		LEARNED BY QUINA USING EAT COMMAND: —		
EXP: 0	AP: 40	Gil: 0	REMARKS: The monster cannot be defeated.			
ITEMS DROPPED AFTER BATTLE: Moonstone				<div>PlayOnline.</div> <div>KEYWORD: E-PHANTINFO</div> <div>SECRETS</div> <div>This monster does not really intend to fight. Find out what it wants at PlayOnline.</div>		
CARD: Carrion Worm						

PlayOnline.

KEYWORD:
E-PHANTINFO

SECRETS

This monster does not really intend to fight. Find out what it wants at PlayOnline.



NAME: King Leo			LOCATION (EXAMPLES): Alexandria			HP:	MP:	LV:						
						188	223	1						
WEAKNESSES:			ITEMS OBTAINED BY USING STEAL COMMAND:			LEARNED BY QUINA USING EAT COMMAND:								
Man Eater			-			-								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>0</td><td>0</td><td>0</td></tr></table>			EXP:	AP:	Gil:	0	0	0	REMARKS: -					
EXP:	AP:	Gil:												
0	0	0												
ITEMS DROPPED AFTER BATTLE:														
-														
CARD: -														



NAME: Kraken			LOCATION (EXAMPLES): Memoria			HP:	MP:	LV:			
						59,496	3,380	72			
WEAKNESSES:			ITEMS OBTAINED BY USING STEAL COMMAND:			LEARNED BY QUINA USING EAT COMMAND:					
Devil Killer, Thunder			Genji Helmet, Wizard Rod, Glutton's Robe			-					
			REMARKS: This monster reduces any Ice damage it receives by half and absorbs Water damage. The Devil Killer and MP Attack abilities are vital, while Body Temp prevents the Heat and Freeze statuses. The Kraken is vulnerable to Thunder attacks, so cast Thundaga and use Thundaga Sword. Concentrate on the monster's trunk rather than the tentacles. The Kraken counters nearly all attacks with Ink or Water-gun. Equip items that reduce or absorb Water damage. The figures for AP and Gil refer to Kraken, Kraken's left tentacle and Kraken's right tentacle together.								
EXP:		AP:							Gil:		
0		10							8,628		
ITEMS DROPPED AFTER BATTLE:											
Phoenix Pinion, Phoenix Down, Ether, Elixir											
CARD: -											

NAME: Kraken Left Tentacle			LOCATION (EXAMPLES): Memoria			HP: 18,169	MP: 3,339	LV: 71						
WEAKNESSES: Devil Killer, Thunder			ITEMS OBTAINED BY USING STEAL COMMAND: Elixir			LEARNED BY QUINA USING EAT COMMAND: -								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>0</td><td>10</td><td>4,386</td></tr></table>			EXP:	AP:	Gil:	0	10	4,386	REMARKS: This monster reduces any Ice damage it receives by half and absorbs Water damage.					
EXP:	AP:	Gil:												
0	10	4,386												
ITEMS DROPPED AFTER BATTLE: -														
CARD: -														

NAME: Kraken Right Tentacle			LOCATION (EXAMPLES): Memoria		HP:	MP:	LV:
					18,168	3,338	71
WEAKNESSES:			ITEMS OBTAINED BY USING STEAL COMMAND:		LEARNED BY QUINA USING EAT COMMAND:		
Devil Killer, Thunder			Wing Edge		-		

>>



NAME: Kraken		LOCATION (EXAMPLES): Crystal World		HP: 23,354	MP: 3,381	LV: 72
WEAKNESSES: Devil Killer, Thunder		ITEMS OBTAINED BY USING STEAL COMMAND: Eye Drops, Annoyntment		LEARNED BY QUINA USING EAT COMMAND: Frost		
EXP: 0		AP: 7		Gil: 4,338		REMARKS: This monster reduces any Ice damage it receives by half and absorbs Water damage.
ITEMS DROPPED AFTER BATTLE: Remedy, Annoyntment, Amethyst, Elixir						
CARD: Veteran						



NAME: Kuja				LOCATION (EXAMPLES): Pandemonium		HP: 42,382	MP: 9,999	LV: 64
WEAKNESSES: Man Eater				ITEMS OBTAINED BY USING STEAL COMMAND: Ether, Carabini Mail, Light Robe		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0		AP: 0	Gil: 0	REMARKS: Kuja can be afflicted with Slow. Use Reflect on your party members to counter Kuja's Flare Star: this attack is directed against several characters and causes damage 40 times greater than the target's level. This means that, if a character has Lv 50, s/he takes 2,000 HP damage. Kuja's other attacks are directed against single opponents. As Demi causes a percentage damage, Kuja cannot knock characters out with this attack. Always keep an eye on your party members' HP.				
ITEMS DROPPED AFTER BATTLE: -								
CARD: -								



NAME: Ladybird		LOCATION (EXAMPLES): Donna Plains		HP: 244	MP: 267	LV: 6
WEAKNESSES: Bird Killer, Bug Killer, Wind, Shadow		ITEMS OBTAINED BY USING STEAL COMMAND: —		LEARNED BY QUINA USING EAT COMMAND: —		
EXP: 0		AP: 20		Gil: 0		REMARKS: This monster reduces any Holy damage it receives by half and is immune to Earth attacks. This monster cannot be defeated.
ITEMS DROPPED AFTER BATTLE: Ether, Echo Screen						
CARD: Zagnol						

PlayOnline.

KEYWORD:
E-PHANTINFO


SECRETS

A monster of a different sort. PlayOnline helps you excel in "battle".



NAME: Ladybird		LOCATION (EXAMPLES): Eunoras Plains		HP: 244	MP: 266	LV: 6
WEAKNESSES: Bird Killer, Bug Killer, Wind		ITEMS OBTAINED BY USING STEAL COMMAND: Eye Drops, Tent, Hi-Potion, Phoenix Pinion		LEARNED BY QUINA USING EAT COMMAND: Pumpkin Head		
EXP: 89		AP: 1		Gil: 193		REMARKS: This monster is immune to Earth attacks.
ITEMS DROPPED AFTER BATTLE: Potion, Tent						
CARD: Lizard Man						



NAME: Lamia		LOCATION (EXAMPLES): Gizamaluke's Grotto		HP: 994	MP: 358	LV: 10
WEAKNESSES: Thunder		ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Phoenix Down		LEARNED BY QUINA USING EAT COMMAND: Lv 3 Def-Less		
EXP: 204		AP: 2		Gil: 494		REMARKS: This monster reduces any Water damage received by half. 
ITEMS DROPPED AFTER BATTLE: Phoenix Down, Ether, Potion						
CARD: Zombie						



NAME: Land Worm			LOCATION (EXAMPLES): Kiear Desert		HP: 5,296	MP: 997	LV: 29						
WEAKNESSES: Bug Killer			ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Hi-Potion, Phoenix Pinion		LEARNED BY QUINA USING EAT COMMAND: Matra Magic								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>5,151</td><td>3</td><td>1,316</td></tr></table>			EXP:	AP:	Gil:	5,151	3	1,316	REMARKS: This monster absorbs Water damage.				
EXP:	AP:	Gil:											
5,151	3	1,316											
ITEMS DROPPED AFTER BATTLE: Hi-Potion, Ore, Phoenix Down, Ether													
CARD: Wyerd													

HOW TO PLAY

CHARACTERS

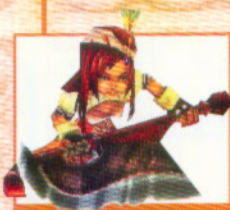
QUESTS

ITEMS

MONSTERS

MAPS

SAVES



NAME: Lani		LOCATION (EXAMPLES): Fossil Roo		HP: 5,708	MP: 4,802	LV: 19
WEAKNESSES: Man Eater		ITEMS OBTAINED BY USING STEAL COMMAND: Coral Sword, Gladius, Ether		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0		AP: 0		Gil: 0		REMARKS: Lani mostly attacks Dagger. There is no surefire strategy for this encounter: just attack vigorously and keep an eye on your characters' HP. The Man Eater and MP Attack abilities are useful.
ITEMS DROPPED AFTER BATTLE: -						
CARD: -						



NAME: Lich			LOCATION (EXAMPLES): Memoria		HP: 58,554	MP: 9,999	LV: 71						
WEAKNESSES: Devil Killer, Fire, Wind, Holy			ITEMS OBTAINED BY USING STEAL COMMAND: Genji Gloves, Siren's Flute, Black Robe		LEARNED BY QUINA USING EAT COMMAND: -								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>0</td><td>10</td><td>8,436</td></tr></table>			EXP:	AP:	Gil:	0	10	8,436	REMARKS: Have your characters equip items offering protection against Earth attacks, such as Earth Shake. Float also helps avoid Earth damage. As Rich uses Lv 5 Death, you should ensure that none of your party members have a level which is a multiple of 5. MP Attack and Devil Killer are useful, and you'll find this opponent vulnerable to Fire. Rich absorbs Earth damage.				
EXP:	AP:	Gil:											
0	10	8,436											
ITEMS DROPPED AFTER BATTLE: Phoenix Pinion, Phoenix Down, Ether, Elixir													
CARD: -													



NAME: Lich			LOCATION (EXAMPLES): Crystal World	HP: 22,218	MP: 3,091	LV: 68						
WEAKNESSES: Devil Killer, Fire, Wind, Holy			ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Ore, Ore	LEARNED BY QUINA USING EAT COMMAND: Lv 5 Death								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>0</td><td>7</td><td>2,828</td></tr></table>			EXP:	AP:	Gil:	0	7	2,828	REMARKS: This creature absorbs Earth damage.			
EXP:	AP:	Gil:										
0	7	2,828										
ITEMS DROPPED AFTER BATTLE: Topas, Tent, Ether, Elixir												
CARD: Wraith												



NAME: Lizard Man			LOCATION (EXAMPLES): Daines-horse Basin		HP: 589	MP: 359	LV: 10
WEAKNESSES: Ice, Thunder			ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Tent		LEARNED BY QUINA USING EAT COMMAND: Lv 3 Def-Less		
EXP: 172		AP: 1	Gil: 218	REMARKS: This monster reduces any Water damage it receives by half.			
ITEMS DROPPED AFTER BATTLE: Ore							
CARD: Lizard Man							



NAME: Magic Vice		LOCATION (EXAMPLES): Burmecia		HP: 297	MP: 278	LV: 7
WEAKNESSES: —		ITEMS OBTAINED BY USING STEAL COMMAND: Echo Screen, Ether, Ether, Ether		LEARNED BY QUINA USING EAT COMMAND: Magic Hammer		
EXP: 212		AP: 2		Gil: 239		REMARKS: The Magic Vice steals one of your items and makes its escape.
ITEMS DROPPED AFTER BATTLE: Ether						
CARD: Bomb						



NAME: Malboro			LOCATION (EXAMPLES): Pandemonium		HP: 11,687	MP: 2,334	LV: 57
WEAKNESSES: —			ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Vaccine		LEARNED BY QUINA USING EAT COMMAND: Bad Breath		
EXP: 30,579			AP: 3		Gil: 2,572		
ITEMS DROPPED AFTER BATTLE: Ore, Ether			REMARKS: Malboro deploys Bad Breath and inflicts a negative status effect on one character, so it's a good idea to protect all characters using the relevant abilities.				
CARD: Malboro							



NAME: Maliris	LOCATION (EXAMPLES): Crystal World	HP: 22,535	MP: 3,127	LV: 69
WEAKNESSES: Devil Killer, Ice	ITEMS OBTAINED BY USING STEAL COMMAND: Phoenix Pinion, Phoenix Down, Ether	LEARNED BY QUINA USING EAT COMMAND: Mustard Bomb		
EXP: 0	AP: 7	Gil: 2,860	REMARKS: This monster absorbs Fire damage.	

ITEMS DROPPED AFTER BATTLE:

Phoenix Down

CARD: Ifrit

NAME: Maliris	LOCATION (EXAMPLES): Memoria	HP: 59,497	MP: 3,381	LV: 72
WEAKNESSES: Devil Killer, Ice	ITEMS OBTAINED BY USING STEAL COMMAND: Genji Armour, Ultima Sword, Masamune	LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0	AP: 10	Gil: 8,532	REMARKS: The Devil Killer and MP Attack abilities are very useful, while Body Temp protects your characters against Heat. Have your party members equip Auto-Life if they have few HP and are still at low levels. Once Maliris's HP have been reduced to 0, you can generally count on the monster to use its Raining Swords attack, inflicting around 1,000 - 3,000 HP damage. As this opponent uses Reflect, your magic-wielders should also activate Reflect, which will return Maliris' spells to sender. This opponent absorbs Fire damage.	

ITEMS DROPPED AFTER BATTLE:

Phoenix Pinion, Phoenix Down, Ether, Elixir

CARD: -

NAME: Mandragora	LOCATION (EXAMPLES): Bentini Heights	HP: 662	MP: 344	LV: 9
WEAKNESSES: Fire	ITEMS OBTAINED BY USING STEAL COMMAND: Echo Screen, Tent, Hi-Potion, Phoenix Pinion	LEARNED BY QUINA USING EAT COMMAND: Limit Glove		
EXP: 307	AP: 344	Gil: 9	REMARKS: -	

ITEMS DROPPED AFTER BATTLE:

Potion

CARD: Mandragora

NAME: Masked Man	LOCATION (EXAMPLES): Prima Vista	HP: 188	MP: 223	LV: 1
WEAKNESSES: Man Eater	ITEMS OBTAINED BY USING STEAL COMMAND: Potion, Wrist, Mage Masher	LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0	AP: 0	Gil: 0	REMARKS: Try to Steal a Mage Masher during battle, even if the likelihood of success is fairly small. Withstand your opponent's attacks and keep using the Steal command..	

ITEMS DROPPED AFTER BATTLE:

-

CARD: -

NAME: Meltigmini	LOCATION (EXAMPLES): Gulug Volcano	HP: 24,348	MP: 1,570	LV: 42
WEAKNESSES: Devil Killer, Fire	ITEMS OBTAINED BY USING STEAL COMMAND: Vaccine, Golden Hairpin, Demon's Vest	LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0	AP: 11	Gil: 6,428	REMARKS: Meltigmini uses several attacks that inflict Poison. It is vulnerable to Fire. The Reflect and Antibody abilities are very useful, and you should also increase your characters' attack power by equipping MP Attack. Have Eiko and Dagger heal the party. Meltigmini reduces any Shadow damage it receives by half.	

ITEMS DROPPED AFTER BATTLE:

Vaccine

CARD: Dantarian

HOW TO FIND

BOSS

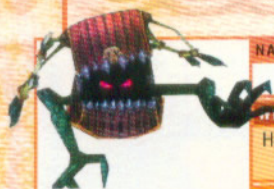
ITEMS


ITEMS

MONSTERS

ITEMS

SECRETS



NAME: Mimic			LOCATION (EXAMPLES): Burmecia			HP: 346	MP: 295	LV: 10			
WEAKNESSES: Holy			ITEMS OBTAINED BY USING STEAL COMMAND: Hi-Potion, Antidote			LEARNED BY QUINA USING EAT COMMAND: -					
<table><tr><td>EXP: 320</td><td>AP: 2</td><td>Gil: 777</td></tr></table>			EXP: 320	AP: 2	Gil: 777	REMARKS: This monster reduces any Shadow damage it receives by half and summons Magic Vice.					
EXP: 320	AP: 2	Gil: 777									
ITEMS DROPPED AFTER BATTLE: Hi-Potion, Ether											
CARD: Mimic											



NAME: Mistodon			LOCATION (EXAMPLES): Iifa Tree, Alexandria			HP: 1,473	MP: 602	LV: 19			
WEAKNESSES: Undead Killer, Holy			ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Hi-Potion			LEARNED BY QUINA USING EAT COMMAND: Angel's Snack					
<table><tr><td>EXP: 2,548</td><td>AP: 1</td><td>Gil: 747</td></tr></table>			EXP: 2,548	AP: 1	Gil: 747	REMARKS: This monster reduces any Shadow damage it receives by half.					
EXP: 2,548	AP: 1	Gil: 747									
ITEMS DROPPED AFTER BATTLE: Peridot, Ether											
CARD: Sand Golem											

NAME: Mistodon	LOCATION (EXAMPLES): Mist Continent (Disc 4)		HP:	MP:	LV:
			11,434	2,301	56
WEAKNESSES:		ITEMS OBTAINED BY USING STEAL COMMAND:	LEARNED BY QUINA USING EAT COMMAND:		
Undead Killer, Fire, Holy		Ore, Hi-Potion	Angel's Snack		
EXP:	AP:	Gil:	REMARKS: This monster reduces any Shadow damage it receives by half.		
24,276	2	2,023			
ITEMS DROPPED AFTER BATTLE:					
Peridot, Ether					
CARD: Sand Golem					




NAME: Mover			LOCATION (EXAMPLES): Terra			HP: 3,268	MP: 2,065	LV: 52						
WEAKNESSES: Bird Killer, Fire, Ice, Thunder, Water, Wind, Holy, Shadow			ITEMS OBTAINED BY USING STEAL COMMAND: -			LEARNED BY QUINA USING EAT COMMAND: -								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>0</td><td>0</td><td>0</td></tr></table>			EXP:	AP:	Gil:	0	0	0	REMARKS: This monster, which appears in the company of two other Movers, is immune to Earth attacks.					
EXP:	AP:	Gil:												
0	0	0												
ITEMS DROPPED AFTER BATTLE: -														
CARD: -														

NAME: Mover			LOCATION (EXAMPLES): Terra			HP: 7,352	MP: 2,064	LV: 32						
WEAKNESSES: Bird Killer, Fire, Ice, Thunder, Water, Wind, Holy, Shadow			ITEMS OBTAINED BY USING STEAL COMMAND: Opal, Vaccine, Tent			LEARNED BY QUINA USING EAT COMMAND: -								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>23,801</td><td>3</td><td>2,300</td></tr></table>			EXP:	AP:	Gil:	23,801	3	2,300	REMARKS: This monster, which appears in the company of two other Movers, is immune to Earth attacks.					
EXP:	AP:	Gil:												
23,801	3	2,300												
ITEMS DROPPED AFTER BATTLE: Phoenix Down, Vaccine, Opal														
CARD: Hopper														

NAME: Mover			LOCATION (EXAMPLES): Terra			HP: 7,353	MP: 2,062	LV: 52			
WEAKNESSES: Bird Killer, Fire, Ice, Thunder, Water, Wind, Holy, Shadow			ITEMS OBTAINED BY USING STEAL COMMAND: -			LEARNED BY QUINA USING EAT COMMAND: -					
<table><tr><td>EXP: 0</td><td>AP: 0</td><td>Gil: 0</td></tr></table>			EXP: 0	AP: 0	Gil: 0	REMARKS: This monster, which appears in the company of two other Movers, is immune to Earth attacks.					
EXP: 0	AP: 0	Gil: 0									
ITEMS DROPPED AFTER BATTLE: -											
CARD: -											



NAME: 	LOCATION (EXAMPLES): Mist Continent		HP:	MP:	LV:
			77	183	2
WEAKNESSES:	ITEMS OBTAINED BY USING STEAL COMMAND:		LEARNED BY QUINA USING EAT COMMAND:		
-	Potion		Limit Glove		
EXP:	AP:	Gil:	REMARKS: -		
34	1	104			
ITEMS DROPPED AFTER BATTLE:					
Echo Screen, Potion, Phoenix Down					
CARD: Skeleton					



NAME: Mu		LOCATION (EXAMPLES): Nolrich Heights		HP: 78	MP: 186	LV: 2
WEAKNESSES: Shadow		ITEMS OBTAINED BY USING STEAL COMMAND: —		LEARNED BY QUINA USING EAT COMMAND: —		
EXP: 0		AP: 10	Gil: 0	REMARKS: This monster cannot be defeated.		
ITEMS DROPPED AFTER BATTLE: Potion, Eye Drops						
CARD: Skeleton						

KEYWORD:
E-PHANTINFO

SECRETS

Small gestures are sometimes better than grand battles ... PlayOnline tells you how to subdue this creature.


PlayOnline

KEYWORD:
E-PHANTNFO


SECRETS

Small gestures are sometimes better than grand battles ... PlayOnline tells you how to subdue this creature.



NAME: 		LOCATION (EXAMPLES): Lindblum		HP: 201	MP: 253	LV: 2
WEAKNESSES: Shadow		ITEMS OBTAINED BY USING STEAL COMMAND: —		LEARNED BY QUINA USING EAT COMMAND: —		
EXP: 0		AP: 0		Gil: 0		REMARKS: This monster reduces any Holy damage it receives by half. You only come across it at the Festival of the Hunt.
ITEMS DROPPED AFTER BATTLE: —						
CARD: —						



NAME:	Myconid	LOCATION (EXAMPLES):	Grove (woods near) Black Mage Village, Iifa Tree	HP:	MP:	LV:
				1,372	584	20
WEAKNESSES:		ITEMS OBTAINED BY USING STEAL COMMAND:		LEARNED BY QUINA USING EAT COMMAND:		
Bird Killer, Fire, Wind		Eye Drops, Tent		Mighty Guard		
EXP:		AP:		Gil:		REMARKS:
1,368		1		726		
ITEMS DROPPED AFTER BATTLE:						
Echo Screen, Ether						
CARD: Carrion Worm						



NAME: Necron				LOCATION (EXAMPLES): Hill of Dispair		HP: 54,100	MP: 9,999	LV: 69
WEAKNESSES: Bird Killer, Fire, Wind				ITEMS OBTAINED BY USING STEAL COMMAND: Elixir, Elixir, Elixir, Elixir		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0		AP: 0	Gil: 0	REMARKS: Necron is immune to Earth attacks and initially uses a very strong assault, Neutron Ring. Equip Auto-Life if your characters have less than 3,000 HP. Auto-Potion, Auto-Regen and High Tide are also useful for healing and for achieving Trance faster. Have your character equip the MP Attack ability. Freya can avoid Neutron Ring by selecting her Jump command. Auto Haste is also useful in this battle.				
ITEMS DROPPED AFTER BATTLE: -								
CARD: -								



NAME: Nova Dragon			LOCATION (EXAMPLES): Iifa Tree			HP: 54,940	MP: 9,999	LV: 67						
WEAKNESSES: Dragon Killer, Bird Killer, Ice, Wind			ITEMS OBTAINED BY USING STEAL COMMAND: Remedy, Dragon Wrist, Grand Armour			LEARNED BY QUINA USING EAT COMMAND: -								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>0</td><td>13</td><td>9,506</td></tr></table>			EXP:	AP:	Gil:	0	13	9,506	REMARKS: Equip items which protect against Wind or Water damage. It would be useful to have a character capable of healing several party members at a time (for example, by casting Curaga). The MP Attack ability is very useful, as is inflicting Slow on the Nova Dragon. This monster is immune to Earth attacks.					
EXP:	AP:	Gil:												
0	13	9,506												
ITEMS DROPPED AFTER BATTLE: Ether, Wind Edge, Elixir														
CARD: Elixir														



NAME: Nymph	LOCATION (EXAMPLES): Daines-horse Basin	HP: 458	MP: 345	LV: 9
WEAKNESSES: Fire, Shadow	ITEMS OBTAINED BY USING STEAL COMMAND: Echo Screen, Ore, Hi-Potion, Phoenix Pinion	LEARNED BY QUINA USING EAT COMMAND: Night		
EXP: 328	AP: 1	Gil: 303	REMARKS: This monster reduces any Holy damage it receives by half.	

ITEMS DROPPED AFTER BATTLE: Annoyntment, Potion, Ether

CARD: Nymph



NAME: Nymph	LOCATION (EXAMPLES): Pualei Plains	HP: 463	MP: 344	LV: 9
WEAKNESSES: Fire, Shadow	ITEMS OBTAINED BY USING STEAL COMMAND: -	LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0	AP: 30	Gil: 0	REMARKS: This monster reduces any Holy damage it receives by half and cannot be defeated.	

ITEMS DROPPED AFTER BATTLE: Emerald

CARD: Nymph

PlayOnline.

KEYWORD: E-PHANTINFO

SECRETS

What does this creature really want? PlayOnline has the answer.



NAME: Ochu	LOCATION (EXAMPLES): Conde Petie Mountain Path	HP: 3,568	MP: 622	LV: 16
WEAKNESSES: Fire	ITEMS OBTAINED BY USING STEAL COMMAND: Hi-Potion, Phoenix Pinion, Ether	LEARNED BY QUINA USING EAT COMMAND: Lv 3 Def-Less		
EXP: 2,092	AP: 2	Gil: 845	REMARKS: -	

ITEMS DROPPED AFTER BATTLE: Phoenix Down

CARD: Ochu



NAME: Ogre	LOCATION (EXAMPLES): Oeilvert	HP: 3,300	MP: 996	LV: 29
WEAKNESSES: -	ITEMS OBTAINED BY USING STEAL COMMAND: Annoyntment, Phoenix Pinion, Ether	LEARNED BY QUINA USING EAT COMMAND: Matra Magic		
EXP: 5,112	AP: 2	Gil: 1,281	REMARKS: -	

ITEMS DROPPED AFTER BATTLE: Hi-Potion, Phoenix Down

CARD: Ogre



NAME: Ogre	LOCATION (EXAMPLES): Desert Palace	HP: 3,727	MP: 1,067	LV: 32
WEAKNESSES: -	ITEMS OBTAINED BY USING STEAL COMMAND: Annoyntment, Phoenix Pinion, Ether	LEARNED BY QUINA USING EAT COMMAND: Matra Magic		
EXP: 5,507	AP: 2	Gil: 1,204	REMARKS: -	

ITEMS DROPPED AFTER BATTLE: Hi-Potion, Phoenix Down

CARD: Ogre



NAME: Ozma	LOCATION (EXAMPLES): Aerial Garden	HP: 55,535	MP: 9,999	LV: 99
WEAKNESSES: Wind, Holy	ITEMS OBTAINED BY USING STEAL COMMAND: Elixir, Robe of Lords, Dark Matter, Pumice Piece	LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 65,535	AP: 100	Gil: 18,312	REMARKS: This is your strongest opponent during the entire adventure.	

ITEMS DROPPED AFTER BATTLE: Pumice, Dark Matter

CARD: Ozma

PlayOnline.

KEYWORD: E-OZTACT

SECRETS

"Are you finding Ozma too hard to defeat? PlayOnline has all the tactics you need to defeat it."



NAME: Plant Brain		LOCATION (EXAMPLES): Evil Forest		HP: 916	MP: 1,431	LV: 7
WEAKNESSES: Fire		ITEMS OBTAINED BY USING STEAL COMMAND: Eye Drops, Iron Helm		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0		AP: 5		Gil: 468		REMARKS: Blank rushes to Zidane's aid after a certain period has elapsed or once Zidane's HP display turns yellow. Heal yourself in time, as Brain casts powerful magic. As the damage you deal before Blank's arrival is not counted, there is little point in initially striking the monster hard
ITEMS DROPPED AFTER BATTLE: Potion, Phoenix Down						
CARD: -						




NAME: Plant Spider		LOCATION (EXAMPLES): Evil Forest		HP: 33	MP: 173	LV: 1
WEAKNESSES: Fire, Bug Killer		ITEMS OBTAINED BY USING STEAL COMMAND: Potion, Ore, Hi-Potion		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 91		AP: 2		Gil: 1		REMARKS: -
ITEMS DROPPED AFTER BATTLE: Eye Drops, Potion						
CARD: Fang						



NAME: Prison Cage		LOCATION (EXAMPLES): Evil Forest		HP: 513	MP: 1,083	LV: 2
WEAKNESSES: Fire		ITEMS OBTAINED BY USING STEAL COMMAND: -		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0		AP: 0		Gil: 0		REMARKS: -
ITEMS DROPPED AFTER BATTLE: -						
CARD: -						

NAME: Prison Cage		LOCATION (EXAMPLES): Evil Forest		HP: 533	MP: 1,186	LV: 2
WEAKNESSES: Fire		ITEMS OBTAINED BY USING STEAL COMMAND: Broadsword, Leather Wrist		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0		AP: 3		Gil: 436		REMARKS: -
ITEMS DROPPED AFTER BATTLE: Eye Drops, Phoenix Down						
CARD: Goblin						



NAME: Python			LOCATION (EXAMPLES): Mist Continent, Nolrich Heights		HP: 75	MP: 184	LV: 2
WEAKNESSES: Ice			ITEMS OBTAINED BY USING STEAL COMMAND: Potion, Ore, Hi-Potion, Phoenix Pinion		LEARNED BY QUINA USING EAT COMMAND: Pumpkin Head		
EXP: 40			AP: 1		Gil: 106		
ITEMS DROPPED AFTER BATTLE: Phoenix Down, Potion			REMARKS: -				
CARD: Goblin							



NAME: Quale		LOCATION (EXAMPLES): Qs Morast		HP: 65,535	MP: 3,680	LV: 76	PlayOnline. KEYWORD: E-QUABTL SECRETS No chance against Quale? Not to worry: PlayOnline reveals how you can defeat this opponent.
WEAKNESSES: Man Eater, Thunder		ITEMS OBTAINED BY USING STEAL COMMAND: Elixir, Ninja Gear, Glutton's Robe, Robe of Lords		LEARNED BY QUINA USING EAT COMMAND: -			
EXP: 65,535	AP: 10	Gil: 10,800	REMARKS: This monster absorbs Water damage.				
ITEMS DROPPED AFTER BATTLE: Elixir							
CARD: Grand Dragon							

PlayOnline

KEYWORD:

E-QUABTL

SECRETS

No chance against Quale? Not to worry: PlayOnline reveals how you can defeat this opponent.

MONSTERS


NAME: Ragtime Mouse

LOCATION (EXAMPLES):

In many forests

HP:	MP:	LV:
3,584	1,045	31

WEAKNESSES:
ITEMS OBTAINED BY USING STEAL COMMAND:
LEARNED BY QUINA USING EAT COMMAND:

EXP:	AP:	Gil:
23,852	0	59,630

REMARKS: This creature cannot be defeated by "normal" means.

ITEMS DROPPED AFTER BATTLE:
CARD: -

KEYWORD:

E-RAGTSEC

SECRETS

Who wants to be a "Gillionaire"? This bizarre creature's quiz tests your knowledge of Final Fantasy IX. If you are at your wits' end, play your Joker: PlayOnline!


NAME: Ralvuimago

LOCATION (EXAMPLES): Gargan Roo

HP:	MP:	LV:
3,352	584	18

WEAKNESSES:

Ice

ITEMS OBTAINED BY USING STEAL COMMAND: Oak Staff, Adaman Vest, Phoenix Down

LEARNED BY QUINA USING EAT COMMAND:

EXP:	AP:	Gil:
0	7	1,404

REMARKS: Ralvuimago rolls into a ball when attacked physically, thus enhancing its defence power. Party members who cannot wield magic should remain passive during this stage, while the others should cast spells. Ralvuimago absorbs Earth damage.

ITEMS DROPPED AFTER BATTLE:

Ether

CARD: Gargant

NAME: Ralvurahva

LOCATION (EXAMPLES): Gargan Roo

HP:	MP:	LV:
2,296	3,649	13

WEAKNESSES:

Ice

ITEMS OBTAINED BY USING STEAL COMMAND: Bone wrist, Mythril Fork

LEARNED BY QUINA USING EAT COMMAND:

EXP:	AP:	Gil:
0	0	0

REMARKS: Ralvurahva attacks one character at a time, so this battle should not prove too difficult. Heal your party members in time and try to steal the monster's three items.

ITEMS DROPPED AFTER BATTLE:
CARD: -

NAME: Red Dragon

LOCATION (EXAMPLES): Gulug Volcano

HP:	MP:	LV:
8,000	1,242	36

WEAKNESSES:

Dragon Killer, Bird Killer, Ice

ITEMS OBTAINED BY USING STEAL COMMAND: Tent, Ether, Elixir, Elixir

LEARNED BY QUINA USING EAT COMMAND: Tornado

EXP:	AP:	Gil:
22,377	3	5,156

REMARKS: This monster reduces any Fire damage it receives by half and is immune to Earth attacks, although vulnerable to Ice attacks. You can absorb the Red Dragon's Wind attacks, Aerial Wind and Twister, if you possess an Octagon Rod. Use a Tent on the Red Dragon to inflict the Poison, Darkness and Curse statuses on the monster.

ITEMS DROPPED AFTER BATTLE:

Sapphire, Ether

CARD: Abomination

NAME: Ring Leader

LOCATION (EXAMPLES): Terra, Bran Bal

HP:	MP:	LV:
9,569	2,030	51

WEAKNESSES:

Wind, Bird Killer, Devil Killer

ITEMS OBTAINED BY USING STEAL COMMAND: Echo Screen, Vaccine

LEARNED BY QUINA USING EAT COMMAND: Magic Hammer

EXP:	AP:	Gil:
18,816	2	1,868

REMARKS: This monster is immune to Earth attacks.

ITEMS DROPPED AFTER BATTLE:

Eye Drops, Amethyst

CARD: Ifrit

NAME: Sahagin

LOCATION (EXAMPLES): Qu's Marsh

HP:	MP:	LV:
1,375	585	18

WEAKNESSES:

Thunder

ITEMS OBTAINED BY USING STEAL COMMAND: Hi-Potion, Ether

LEARNED BY QUINA USING EAT COMMAND: Aqua Breath

EXP:	AP:	Gil:
1,368	2	1,026


REMARKS: This monster absorbs Water damage.

ITEMS DROPPED AFTER BATTLE:

Ether, Hi-Potion

CARD: Sahagin



NAME: Sand Golem		LOCATION (EXAMPLES): Cleyra Tree Trunk		HP: 342	MP: 376	LV: 11
WEAKNESSES: Ice		ITEMS OBTAINED BY USING STEAL COMMAND: Hi-Potion, Eye Drops		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0		AP: 0		Gil: 0		REMARKS: <i>This monster type, which only appears in the company of a Core (see page 130), absorbs Water damage.</i>
ITEMS DROPPED AFTER BATTLE: Annoyntment, Phoenix Down, Potion, Hi-Potion						
CARD: Sand Golem						
						




NAME: Sand Scorpion		LOCATION (EXAMPLES): Cleyra, Daines-horse Basin, Pinnacle Rocks		HP: 526	MP: 360	LV: 10
WEAKNESSES: Ice		ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Antidote, Ether		LEARNED BY QUINA USING EAT COMMAND: Lv 3 Def-Less		
EXP: 400		AP: 1		Gil: 315		REMARKS: This monster absorbs Water damage.
ITEMS DROPPED AFTER BATTLE: Potion, Hi-Potion, Annoyntment						
CARD: Sand Scorpion						



NAME: Scarlet Hair		LOCATION (EXAMPLES): Madain Sari		HP:	MP:	LV:
				8,985	5,865	22
WEAKNESSES:		ITEMS OBTAINED BY USING STEAL COMMAND:		LEARNED BY QUINA USING EAT COMMAND:		
Man Eater		Ether, Poison Knuckles		-		
EXP:		AP:		Gil:		
0		9		4,790		
ITEMS DROPPED AFTER BATTLE:		REMARKS:				
Tent		This encounter is not hard to win, provided you keep an eye on Zidane's HP. The Auto-Potion, Counter and MP Attack abilities come in very handy. Whenever Scarlet Hair moves away from Zidane and retreats to a wall, simply wait until it draws closer again.				
CARD: -						



NAME: Sealion		LOCATION (EXAMPLES): Ice Cavern		HP:	MP:	LV:
				472	9,999	3
WEAKNESSES:		ITEMS OBTAINED BY USING STEAL COMMAND:		LEARNED BY QUINA USING EAT COMMAND:		
Fire		Ether, Mythril dagger		-		
		REMARKS: The figures for EXP, AP and Gil refer to Sealion and Black Waltz 1 together. This monster absorbs Ice damage and is immune to Earth and Water attacks.				
EXP:		AP:		Gil:		
0		5		399		
ITEMS DROPPED AFTER BATTLE:						
Hi-Potion, Phoenix Down						
CARD: Fang						



NAME: Seeker Bat		LOCATION (EXAMPLES): Pinnacle Rocks, Fossil Roo		HP:	MP:	LV:
				594	377	12
WEAKNESSES: Bird Killer, Fire, Wind		ITEMS OBTAINED BY USING STEAL COMMAND: Eye Drops, Tent		LEARNED BY QUINA USING EAT COMMAND: Night		
EXP: 449	AP: 2	Gil: 366	REMARKS: This monster is immune to Earth attacks.			
ITEMS DROPPED AFTER BATTLE: Echo Screen, Hi-Potion, Ether						
CARD: Wyerd						



NAME: Serpion			LOCATION (EXAMPLES): Eunoras Plains		HP: 397	MP: 295	LV: 8																
WEAKNESSES: Ice, Dragon Killer			ITEMS OBTAINED BY USING STEAL COMMAND: Antidote		LEARNED BY QUINA USING EAT COMMAND: Mighty Guard																		
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>138</td><td>1</td><td>184</td></tr></table>			EXP:	AP:	Gil:	138	1	184	<table><tr><td>REMARKS:</td><td colspan="4">—</td></tr><tr><td colspan="5"></td></tr></table>					REMARKS:	—								
EXP:	AP:	Gil:																					
138	1	184																					
REMARKS:	—																						
ITEMS DROPPED AFTER BATTLE: Eye Drops																							
CARD: Flan																							

HOW TO PLAY

CHARACTERS

BACKGROUND

ITEMS

MONSTERS

TIPS

SECRETS



NAME: Shell Dragon		LOCATION (EXAMPLES): Pandemonium		HP: 10,921	MP: 9,335	LV: 54					
WEAKNESSES: Ice, Dragon Killer		ITEMS OBTAINED BY USING STEAL COMMAND: Phoenix Down, Elixir		LEARNED BY QUINA USING EAT COMMAND: -							
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>26,376</td><td>4</td><td>2,332</td></tr></table>		EXP:	AP:	Gil:	26,376	4	2,332	REMARKS: Dagger rushes to Zidane's aid once his HP display turns yellow. Damage dealt to the Shell Dragon before this is not counted. You have defeated the monster once it has lost 11,000 HP.			
EXP:	AP:	Gil:									
26,376	4	2,332									
ITEMS DROPPED AFTER BATTLE: Elixir, Hi-Potion, Vaccine											
CARD: Garuda											

NAME: Shell Dragon		LOCATION (EXAMPLES): Terra		HP: 12,661	MP: 2,482	LV: 58						
WEAKNESSES: Ice, Dragon Killer		ITEMS OBTAINED BY USING STEAL COMMAND: Hi-Potion, Vaccine, Tent, Phoenix Pinion		LEARNED BY QUINA USING EAT COMMAND: Earth Shake								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>32,073</td><td>4</td><td>2,558</td></tr></table>		EXP:	AP:	Gil:	32,073	4	2,558	REMARKS: —				
EXP:	AP:	Gil:										
32,073	4	2,558										
ITEMS DROPPED AFTER BATTLE: Ore, Topas, Ether												
CARD: Garuda												



NAME: Silver Dragon			LOCATION (EXAMPLES): Pandemonium		HP: 24,055	MP: 9,999	LV: 58						
WEAKNESSES: Dragon Killer, Bird Killer, Ice, Wind			ITEMS OBTAINED BY USING STEAL COMMAND: Elixir, Dragon Mail, Kaiser Knuckles		LEARNED BY QUINA USING EAT COMMAND: -								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>0</td><td>13</td><td>5,240</td></tr></table>			EXP:	AP:	Gil:	0	13	5,240	REMARKS: The Coronet and Ribbon items offer ideal protection against the Aerial Slash and Twister attacks. Have one character (Dagger or Eiko) cast Cure or Curaga to heal party members. The other characters should use their strongest attacks and have MP Attack equipped. Sleep and Slow also are useful. The Silver Dragon is immune to Earth attacks.				
EXP:	AP:	Gil:											
0	13	5,240											
ITEMS DROPPED AFTER BATTLE: Wind Edge													
CARD: Fenrir													



NAME: Skeleton		LOCATION (EXAMPLES): Gizamaluke's Grotto, Daines-horse Basin		HP: 400	MP: 293	LV: 8						
WEAKNESSES: Undead Killer, Fire, Holy		ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Hi-Potion, Ether		LEARNED BY QUINA USING EAT COMMAND: Pumpkin Head								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>104</td><td>1</td><td>209</td></tr></table>		EXP:	AP:	Gil:	104	1	209	REMARKS: This monster reduces any Shadow damage it receives by half.				
EXP:	AP:	Gil:										
104	1	209										
ITEMS DROPPED AFTER BATTLE: Potion, Phoenix Down												
CARD: Skeleton												



NAME: Soldier		LOCATION (EXAMPLES): Alexandria		HP: 459	MP: 342	LV: 9
WEAKNESSES: Man Eater		ITEMS OBTAINED BY USING STEAL COMMAND: Potion, Phoenix Down, Echo Screen, Phoenix Pinion		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 357	AP: 1	Gil: 292	REMARKS: -			
ITEMS DROPPED AFTER BATTLE: Hi-Potion, Potion						
CARD: Mythril Sword						

NAME: Soldier		LOCATION (EXAMPLES): Cleyra		HP: 523	MP: 358	LV: 10						
WEAKNESSES: Man Eater		ITEMS OBTAINED BY USING STEAL COMMAND: Potion, Phoenix Down, Echo Screen, Phoenix Pinion		LEARNED BY QUINA USING EAT COMMAND: -								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>400</td><td>1</td><td>311</td></tr></table>		EXP:	AP:	Gil:	400	1	311	REMARKS: -				
EXP:	AP:	Gil:										
400	1	311										
ITEMS DROPPED AFTER BATTLE: Hi-Potion, Potion, Ether												
CARD: Mythril Sword												



NAME: Soulcage	LOCATION (EXAMPLES): Iifa Tree		HP:	MP:	LV:
			9,765	862	26
WEAKNESSES: Undead Killer, Fire, Holy	ITEMS OBTAINED BY USING STEAL COMMAND: Oak Staff, Magician's Cloak, Brigandine		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0	AP: 9	Gil: 3,800	REMARKS: Fire attacks make Soulcage more powerful, while Ice attacks weaken its attack power. Use Life or a dose of Elixir on the monster to defeat it instantly.		
ITEMS DROPPED AFTER BATTLE: Phoenix Pinion, Elixir					
CARD: Antlion					



NAME: Steiner		LOCATION (EXAMPLES): Prima Vista		HP: 162	MP: 770	LV: 1
WEAKNESSES: Man Eater		ITEMS OBTAINED BY USING STEAL COMMAND: —		LEARNED BY QUINA USING EAT COMMAND: —		
EXP: 0		AP: 0		Gil: 0		REMARKS: —
ITEMS DROPPED AFTER BATTLE: —						
CARD: —						

NAME: Steiner		LOCATION (EXAMPLES): Alexandria		HP: 167	MP: 620	LV: 1
WEAKNESSES: Man Eater		ITEMS OBTAINED BY USING STEAL COMMAND: -		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0		AP: 0		Gil: 355		REMARKS: -
ITEMS DROPPED AFTER BATTLE: -						
CARD: -						

NAME: Steiner		LOCATION (EXAMPLES): Alexandria		HP: 169	MP: 523	LV: 1
WEAKNESSES: Man Eater		ITEMS OBTAINED BY USING STEAL COMMAND: Leather Hat, Silk Shirt		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0		AP: 0		Gil: 0		REMARKS: -
ITEMS DROPPED AFTER BATTLE: -						
CARD: -						



NAME: Stilva	LOCATION (EXAMPLES): Memoria	HP:	MP:	LV:
		21,906	3,053	67
WEAKNESSES: Water, Devil Killer	ITEMS OBTAINED BY USING STEAL COMMAND: Ether, Ether, Ether, Ether	LEARNED BY QUINA USING EAT COMMAND: Auto-Life		
EXP: 42,784	AP: 4	Gil: 2,780	REMARKS: —	
ITEMS DROPPED AFTER BATTLE: Antidote, Tent, Garnet				
CARD: Vepal				



NAME: Stroper			LOCATION (EXAMPLES): Iifa Tree		HP: 1,840	MP: 697	LV: 21								
WEAKNESSES: Stone Killer, Fire			ITEMS OBTAINED BY USING STEAL COMMAND: Soft, Peridot, Phoenix Down, Phoenix Pinion		LEARNED BY QUINA USING EAT COMMAND: Lv 5 Death										
<table><tr><td>EXP: 2,344</td><td>AP: 2</td><td>Gil: 2,136</td></tr></table>			EXP: 2,344	AP: 2	Gil: 2,136	<table><tr><td>REMARKS:</td><td colspan="4">-</td></tr></table>					REMARKS:	-			
EXP: 2,344	AP: 2	Gil: 2,136													
REMARKS:	-														
ITEMS DROPPED AFTER BATTLE: Phoenix Down, Peridot															
CARD: Mandragora															



**NAME:** Taharka**LOCATION (EXAMPLES):** Ipsen's Castle

HP:	MP:	LV:
29,186	1,776	46

WEAKNESSES:

Bird Killer, Fire, Wind

ITEMS OBTAINED BY USING STEAL COMMAND: **LEARNED BY QUINA USING EAT COMMAND:**

Elixir, Mythril Claws, Orichalcon

EXP:	AP:	Gil:
0	11	8,092

ITEMS DROPPED AFTER BATTLE:

-

CARD: Ramuh**REMARKS:** This monster reduces any Ice damage it receives by half and is immune to Earth attacks. When Taharka shrinks, you cannot deal much physical damage. As the monster is vulnerable to Fire, you should attack using Firaga. This encounter is not hard to win if you heal your party members in time. The Add Status ability, combined with the weapon Flame Sabre, can inflict Heat on Taharka, ending the battle faster.**NAME:** Tantarion**LOCATION (EXAMPLES):** Alexandria

HP:	MP:	LV:
21,997	1,456	41

WEAKNESSES:

Devil Killer, Holy

ITEMS OBTAINED BY USING STEAL COMMAND: **LEARNED BY QUINA USING EAT COMMAND:**

Ether, Elixir, Silver Fork, Demon's Mail

EXP:	AP:	Gil:
12,585	30	4,472

ITEMS DROPPED AFTER BATTLE:

Running Shoes

CARD: Ramuh**REMARKS:** Tantarion is very strong and resistant. When it receives damage, it opens itself to the page number equivalent to the number of HP it has lost. Tantarion's main body is hidden within pages 150 - 200. When these pages are opened, you can deal greatly increased damage. Refrain from physical attacks: if used, they will cause Tantarion to close itself instantly. Cast spells instead. Have Vivi select Focus while Tantarion opens. Steiner's Minus Strike attack is also useful, provided that Steiner has lost between 150 and 200 HP. Cast one of Vivi's most powerful spells when Tantarion's main body appears. During this stage, the monster only uses a Poison attack.**NAME:** Thorn**LOCATION (EXAMPLES):** Alexandria

HP:	MP:	LV:
2,984	9,999	16

WEAKNESSES:

Man Eater

ITEMS OBTAINED BY USING STEAL COMMAND: **LEARNED BY QUINA USING EAT COMMAND:**

Mythril Armour, Mythril Armlet

EXP:	AP:	Gil:
0	0	0

ITEMS DROPPED AFTER BATTLE:

-

CARD: -**REMARKS:** Thorn appears together with Zorn. Zorn and Thorn strengthen one another's ability to cast spells. Attack the jester who is currently concentrating, since this disrupts their use of magic. You only need to defeat one of the pair to win the battle.**NAME:** Tiamat**LOCATION (EXAMPLES):** Memoria

HP:	MP:	LV:
59,494	3,381	72

WEAKNESSES:

Dragon Killer, Ice

ITEMS OBTAINED BY USING STEAL COMMAND: **LEARNED BY QUINA USING EAT COMMAND:**

Blood Sword, Feather Boots, Grand Helmet

EXP:	AP:	Gil:
0	10	8,820

ITEMS DROPPED AFTER BATTLE:

Ether, Wing Edge, Phoenix Down, Elixir

CARD: -**REMARKS:** This creature absorbs Wind damage. Equip items that protect against Wind attacks, and also equip the Body Temp and MP Attack abilities. This battle might take some time, as Tiamat is more resistant than Maliris. Do not let any character on whom Tiamat has cast Float attack physically, since s/he might be blown away by the monster's breeze.**NAME:** Tiamat**LOCATION (EXAMPLES):** Crystal World

HP:	MP:	LV:
24,127	3,338	71

WEAKNESSES:

Dragon Killer, Ice

ITEMS OBTAINED BY USING STEAL COMMAND: **LEARNED BY QUINA USING EAT COMMAND:**

Wing Edge, Ether

Twister

EXP:	AP:	Gil:
0	7	2,956

ITEMS DROPPED AFTER BATTLE:

Remedy, Peridot, Phoenix Down, Echo Screen

CARD: Garuda**REMARKS:** This monster absorbs Wind damage.**NAME:** Tonberry**LOCATION (EXAMPLES):** Ipsen's Castle

HP:	MP:	LV:
7,886	1,779	46

WEAKNESSES:

-

ITEMS OBTAINED BY USING STEAL COMMAND: **LEARNED BY QUINA USING EAT COMMAND:**

Hi-Potion, Phoenix Down, Phoenix Pinion, Ether


EXP:	AP:	Gil:
13,297	2	1,513

ITEMS DROPPED AFTER BATTLE:

Peridot, Ether

CARD: Tonberry**REMARKS:** -



NAME: Torama		LOCATION (EXAMPLES): Desert Palace		HP: 3,292	MP: 1,018	LV: 30
WEAKNESSES: Devil Killer, Beast Killer, Water		ITEMS OBTAINED BY USING STEAL COMMAND: Antidote, Phoenix Pinion		LEARNED BY QUINA USING EAT COMMAND: Lv 4 Holy		
EXP: 5,672		AP: 2		Gil: 1,118		REMARKS: This monster absorbs Thunder damage.
ITEMS DROPPED AFTER BATTLE: Amethyst						
CARD: Ralvuimago						



NAME: Trance-Kuja			LOCATION (EXAMPLES): Crystal World			HP: 55,535	MP: 9,999	LV: 76						
WEAKNESSES: Man Eater, Bird Killer			ITEMS OBTAINED BY USING STEAL COMMAND: Ether, White Robe, Rebirth Ring			LEARNED BY QUINA USING EAT COMMAND: -								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>0</td><td>0</td><td>0</td></tr></table>			EXP:	AP:	Gil:	0	0	0	REMARKS: The MP Attack and Man Eater abilities are very effective against this form of Kuja. Trance Kuja occasionally counters with Flare Star or Curaga, so do not have weak characters (those that cannot deal much damage) attack him. The Slow spell and Amarant's Curse attack prove very effective against Trance Kuja.					
EXP:	AP:	Gil:												
0	0	0												
ITEMS DROPPED AFTER BATTLE: -														
CARD: -														



NAME: Trick Sparrow		LOCATION (EXAMPLES): Bentini Heights		HP: 191	MP: 250	LV: 5
WEAKNESSES: Bird Killer, Wind		ITEMS OBTAINED BY USING STEAL COMMAND: Ore		LEARNED BY QUINA USING EAT COMMAND: Matra Magic		
EXP: 63		AP: 1		Gil: 198		REMARKS: This monster is immune to Earth attacks.
ITEMS DROPPED AFTER BATTLE: Echo Screen						
CARD: Flan						



NAME: Troll			LOCATION (EXAMPLES): Conde Petie Mountain Path, Lucid Plains, Pualei Plains		HP: 1,469	MP: 623	LV: 20						
WEAKNESSES: —			ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Tent		LEARNED BY QUINA USING EAT COMMAND: Vanish								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>2,092</td><td>1</td><td>854</td></tr></table>			EXP:	AP:	Gil:	2,092	1	854	REMARKS: —				
EXP:	AP:	Gil:											
2,092	1	854											
ITEMS DROPPED AFTER BATTLE: —													
CARD: Troll													




NAME: Type A		LOCATION (EXAMPLES): Gizamaluke's Grotto, Burmecia		HP:	MP:	LV:
				398	293	8
WEAKNESSES: Man Eater		ITEMS OBTAINED BY USING STEAL COMMAND: Phoenix Down, Tent		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 114		AP: 1		Gil: 199		
ITEMS DROPPED AFTER BATTLE: Potion		REMARKS: -				
CARD: Skeleton						



NAME: Type B		LOCATION (EXAMPLES): Cleyra		HP: 526	MP: 361	LV: 10
WEAKNESSES: Man Eater		ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Hi-Potion, Ether		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 372		AP: 1		Gil: 321		REMARKS: -
ITEMS DROPPED AFTER BATTLE: Potion, Remedy						
CARD: Mimic						





NAME: Type C			LOCATION (EXAMPLES): Alexandria		HP: 623	MP: 447	LV: 13
WEAKNESSES: Man Eater			ITEMS OBTAINED BY USING STEAL COMMAND: Potion, Tent		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 628		AP: 1	Gil: 336	REMARKS: -			
ITEMS DROPPED AFTER BATTLE: Hi-Potion, Echo Screen, Ether							
CARD: Yeti							



NAME: Valia Pira	LOCATION (EXAMPLES): Desert Palace	HP:	MP:	LV:						
		12,119	9,999	36						
WEAKNESSES: Bird Killer, Wind	ITEMS OBTAINED BY USING STEAL COMMAND: —	LEARNED BY QUINA USING EAT COMMAND: —								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>0</td><td>11</td><td>4,089</td></tr></table>	EXP:	AP:	Gil:	0	11	4,089	REMARKS: If you have examined all the bloodstones (see explanation in brackets), Valia Pira cannot enhance its properties. 1, Immune to elemental attacks (bloodstone in Hallway); 2, Increase power of magic (bloodstone in Fire Chamber); 3, Increase defence power (bloodstone in upper Hallway); 4, Increase Evasion (bloodstone in Stairwell (reached from the Library)); 5, Increase Defence against magic (right bloodstone in Shadow Chamber); 6, Increase Magic Evasion (left bloodstone in Shadow Chamber). Valia Pira casts Reflect for protection against magic, but you can neutralise this by having a character equip Reflect. When you then cast a spell against this character, it will be deflected to Valia Pira. It is virtually impossible to lose this battle if a party member has equipped Auto-Reflect. Battle also ends once your opponent has no more MP. This is best achieved by using Quina's Magic Hammer.			
EXP:	AP:	Gil:								
0	11	4,089								
ITEMS DROPPED AFTER BATTLE: Elixir, Ether										
CARD: Shiva										




NAME: Vepal	LOCATION (EXAMPLES): Lost Continent	HP:	MP:	LV:
		4,022	1,214	35
WEAKNESSES: Bird Killer, Fire, Wind	ITEMS OBTAINED BY USING STEAL COMMAND: Hi-Potion, Phoenix Pinion, Ether	LEARNED BY QUINA USING EAT COMMAND: Aqua Breath		
EXP: 6,933	AP: 1	Gil: 1,326	REMARKS: This monster is immune to Fire and Earth attacks.	
ITEMS DROPPED AFTER BATTLE: Topas, Peridot				
CARD: Vepal				

NAME: Vepal	LOCATION (EXAMPLES): Gulug Volcano	HP:	MP:	LV:						
		4,363	1,188	34						
WEAKNESSES: Bird Killer, Fire, Wind	ITEMS OBTAINED BY USING STEAL COMMAND: Hi-Potion, Phoenix Pinion, Ether	LEARNED BY QUINA USING EAT COMMAND: Mustard Bomb								
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>6,434</td><td>1</td><td>1,270</td></tr></table>	EXP:	AP:	Gil:	6,434	1	1,270	REMARKS: This monster is immune to Fire and Earth attacks.			
EXP:	AP:	Gil:								
6,434	1	1,270								
ITEMS DROPPED AFTER BATTLE: Topas, Peridot										
CARD: Vepal										



NAME: Veteran	LOCATION (EXAMPLES): Ipsen's Castle, Memoria	HP:	MP:	LV:						
		6,972	1,672	44						
WEAKNESSES: Bird Killer, Devil Killer, Water, Wind, Holy	ITEMS OBTAINED BY USING STEAL COMMAND: Hi-Potion, Ether, Phoenix Pinion		LEARNED BY QUINA USING EAT COMMAND: Doom							
<table><tr><td>EXP:</td><td>AP:</td><td>Gil:</td></tr><tr><td>15,181</td><td>3</td><td>1,971</td></tr></table>	EXP:	AP:	Gil:	15,181	3	1,971	REMARKS: This monster reduces any Thunder and Shadow damage it receives by half and is immune to Earth attacks.			
EXP:	AP:	Gil:								
15,181	3	1,971								
ITEMS DROPPED AFTER BATTLE: Ether, Phoenix Down, Phoenix Pinion, Topaz										
CARD: Veteran										



NAME: Vice			LOCATION (EXAMPLES): Dali, Eunoras Plains		HP: 129	MP: 209	LV: 4
WEAKNESSES: -			ITEMS OBTAINED BY USING STEAL COMMAND: Echo Screen, Potion		LEARNED BY QUINA USING EAT COMMAND: Vanish		
EXP: 48		AP: 1	Gil: 128	REMARKS: This monster disappears after stealing an item.			
ITEMS DROPPED AFTER BATTLE: Potion, Echo Screen							
CARD: Goblin							




NAME: Weimar		LOCATION (EXAMPLES): Alexandria		HP: 38	MP: 721	LV: 1
WEAKNESSES: Man Eater		ITEMS OBTAINED BY USING STEAL COMMAND: —		LEARNED BY QUINA USING EAT COMMAND: —		
EXP: 0		AP: 0		Gil: 0		REMARKS: —
ITEMS DROPPED AFTER BATTLE: —						
CARD: —						



NAME: Whale Zombie			LOCATION (EXAMPLES): Desert Palace		HP: 3,730	MP: 1,066	LV: 32
WEAKNESSES: Undead Killer, Bird Killer, Fire, Thunder, Wind, Holy			ITEMS OBTAINED BY USING STEAL COMMAND: Antidote, Magic Tag		LEARNED BY QUINA USING EAT COMMAND: Lv 5 Death		
EXP: 6,608		AP: 3	Gil: 1,528	REMARKS: This monster reduces any Water and Shadow damage it receives by half and is immune to Earth attacks.			
ITEMS DROPPED AFTER BATTLE: Hi-Potion, Ether							
CARD: Cerberus							



NAME: Worm Hydra		LOCATION (EXAMPLES): Gulug Volcano		HP: 4,846	MP: 1,268	LV: 37
WEAKNESSES: Ice		ITEMS OBTAINED BY USING STEAL COMMAND: Hi-Potion, Antidote		LEARNED BY QUINA USING EAT COMMAND: Bad Breath		
EXP: 8,008	AP: 3	Gil: 1,345	REMARKS: —			
ITEMS DROPPED AFTER BATTLE: —						
CARD: Feather Circle						



NAME: Wraith		LOCATION (EXAMPLES): Gulug Volcano		HP: 4,684	MP: 1,239	LV: 36
WEAKNESSES: Undead Killer, Bird Killer, Wind, Holy		ITEMS OBTAINED BY USING STEAL COMMAND: Ore, Hi-Potion		LEARNED BY QUINA USING EAT COMMAND: Sorbett		
EXP: 5,653		AP: 1		Gil: 1,000		REMARKS: This monster reduces any Ice and Shadow damage it receives by half and is immune to Earth attacks.
ITEMS DROPPED AFTER BATTLE: Echo Screen, Opal						
CARD: Montisaurus						



NAME: Wraith			LOCATION (EXAMPLES): Gulug Volcano	HP: 4,846	MP: 1,268	LV: 37
WEAKNESSES: Undead Killer, Bird Killer, Wind, Holy			ITEMS OBTAINED BY USING STEAL COMMAND: Topas, Hi-Potion, Phoenix Pinion			LEARNED BY QUINA USING EAT COMMAND: Mustard Bomb
EXP: 8,480		AP: 1	Gil: 1,345	REMARKS: This monster reduces any Ice and Shadow damage it receives by half and is immune to Earth attacks.		
ITEMS DROPPED AFTER BATTLE: Hi-Potion, Opal, Topas						
CARD: Wraith						

HOW TO PLAY

CHARACTERS

MONTISAUROS

ITEMS

MONSTERS

TRADES

SUPPORT



NAME: Wyerd			LOCATION (EXAMPLES): Ice Cavern			HP:	MP:	LV:
						129	183	2
WEAKNESSES:			ITEMS OBTAINED BY USING STEAL COMMAND:			LEARNED BY QUINA USING EAT COMMAND:		
Fire, Beast Killer			Potion, Tent, Phoenix Down			-		
EXP:		AP:	Gil:	REMARKS: This monster reduces any Ice damage it receives by half.				
44		1	116					
ITEMS DROPPED AFTER BATTLE:								
Potion, Ether								
CARD: Wyerd								



NAME: Yan		LOCATION (EXAMPLES): Vile Island (forest)		HP: 13,486	MP: 2,588	LV: 61
WEAKNESSES: Shadow		ITEMS OBTAINED BY USING STEAL COMMAND: -		LEARNED BY QUINA USING EAT COMMAND: -		
EXP: 0	AP: 50	Gil: 0	REMARKS: This monster cannot be defeated.			
ITEMS DROPPED AFTER BATTLE: Rosetta Ring						
CARD: Elixir						

PlayOnline.

KEYWORD:
E-PHANTNFO

SECRETS

What does this monster expect instead of combat? Look it up on PlayOnline!



NAME: Yan			LOCATION (EXAMPLES): Vile Island			HP:	MP:	LV:
						19,465	3,378	72
WEAKNESSES:			ITEMS OBTAINED BY USING STEAL COMMAND:			LEARNED BY QUINA USING EAT COMMAND:		
Shadow			Ore, Elixir			Auto-Life		
EXP:			REMARKS:			<i>This seemingly cuddly monster usually roams in herds and absorbs Holy damage. However, it inflicts the Virus status and then attacks using Comet, so do not underestimate the creature. Have your characters equip Auto-Life. Using Garnet's Odin ability - and with a bit of luck - you'll be able to defeat Yan in one fowl swoop.</i>		
42,673								
AP:								
2								
Gil:								
4,436								
ITEMS DROPPED AFTER BATTLE:								
Hi-Potion, Ether, Phoenix Down								
CARD: Zemzelett								



NAME: Yeti		LOCATION (EXAMPLES): Lucid Plains		HP:	MP:	LV:
				246	265	6
WEAKNESSES: Bird Killer, Wind, Shadow		ITEMS OBTAINED BY USING STEAL COMMAND: —		LEARNED BY QUINA USING EAT COMMAND: —		
EXP: 0		AP: 20	Gil: 0	REMARKS: This monster cannot be defeated.		
ITEMS DROPPED AFTER BATTLE: Elixir						
CARD: Yeti						

PlayOnline.

KEYWORD:
E-PHANTNFO

SECRETS

This creature's friendliness makes up for a certain lack of beauty ... PlayOnline is happy to help you communicate ...



NAME: Yeti			LOCATION (EXAMPLES): Daines-horse Basin			HP:	MP:	LV:
						463	342	9
WEAKNESSES:			ITEMS OBTAINED BY USING STEAL COMMAND:			LEARNED BY QUINA USING EAT COMMAND:		
Bird Killer, Wind, Shadow			Eye Drops, Ore, Hi-Potion			Pumpkin Head		
EXP:			REMARKS:			This monster reduces any Holy damage it receives by half and is immune to Earth attacks.		
132			1					
AP:			221					
221								
Gil:								
ITEMS DROPPED AFTER BATTLE:								
Potion, Eye Drops								
CARD: Yeti								

**NAME:** Zagnol**LOCATION (EXAMPLES):** Pinnacle Rocks, Donna Plains

HP:	MP:	LV:
1,189	499	16

WEAKNESSES:
Beast Killer, Water

ITEMS OBTAINED BY USING STEAL COMMAND:	LEARNED BY QUINA USING EAT COMMAND:
Ore, Tent, Ether	Matra Magic

EXP:	AP:	Gil:
1,260	3	546

REMARKS: This monster reduces any Thunder damage it receives by half.**ITEMS DROPPED AFTER BATTLE:**
Eye Drops**CARD:** Zagnol**NAME:** Zagnol**LOCATION (EXAMPLES):** Lindblum

HP:	MP:	LV:
1,574	2,342	9

WEAKNESSES:
Beast Killer, Water

ITEMS OBTAINED BY USING STEAL COMMAND:	LEARNED BY QUINA USING EAT COMMAND:
Mythril Gloves, Needle Fork	-

EXP:	AP:	Gil:
0	0	0

REMARKS: This monster reduces any Thunder damage it receives by half. You encounter Zagnol at the Festival of the Hunt.**ITEMS DROPPED AFTER BATTLE:**
-**CARD:** -**NAME:** Zemzelett**LOCATION (EXAMPLES):** Grove (forest outside Black Mage Village)

HP:	MP:	LV:
1,571	625	20

WEAKNESSES:
Bird Killer, Wind

ITEMS OBTAINED BY USING STEAL COMMAND:	LEARNED BY QUINA USING EAT COMMAND:
Ore, Hi-Potion, Ether	White Wind

EXP:	AP:	Gil:
2,092	2	889

REMARKS: This monster is immune to Earth attacks.**ITEMS DROPPED AFTER BATTLE:**
Hi-Potion**CARD:** Zuu**NAME:** Zombie**LOCATION (EXAMPLES):** Ifa Tree

HP:	MP:	LV:
973	603	19

WEAKNESSES:
Undead Killer, Fire, Holy

ITEMS OBTAINED BY USING STEAL COMMAND:	LEARNED BY QUINA USING EAT COMMAND:
Magic Tag, Tent, Ether	Roulette

EXP:	AP:	Gil:
1,444	1	708

REMARKS: -**ITEMS DROPPED AFTER BATTLE:**
Soft, Magic Tag**CARD:** Zombie**NAME:** Zorn**LOCATION (EXAMPLES):** Alexandria

HP:	MP:	LV:
4,896	9,999	16

WEAKNESSES:
Man Eater

ITEMS OBTAINED BY USING STEAL COMMAND:	LEARNED BY QUINA USING EAT COMMAND:
Partisan, Stardust Rod	-

EXP:	AP:	Gil:
0	0	0

REMARKS: Zorn appears together with Thorn. Zorn and Thorn strengthen one another's ability to cast spells. Attack the jester who is currently concentrating, since this disrupts their use of magic. You only need to defeat one of the pair to win the battle.**ITEMS DROPPED AFTER BATTLE:**
-**CARD:** -**NAME:** Zuu**LOCATION (EXAMPLES):** Cleyra Tree Trunk

HP:	MP:	LV:
1,149	293	8

WEAKNESSES:
Bird Killer, Wind, Water, Ice

ITEMS OBTAINED BY USING STEAL COMMAND:	LEARNED BY QUINA USING EAT COMMAND:
Potion, Ore, Hi-Potion, Phoenix Pinion	White Wind

EXP:	AP:	Gil:
320	2	384

REMARKS: This monster is immune to Earth attacks.**ITEMS DROPPED AFTER BATTLE:**
Phoenix Down, Ether, Potion**CARD:** Zuu

HOW TO PLAY

CHARACTERS

MOUNTAINS

ITEMS

MONSTERS

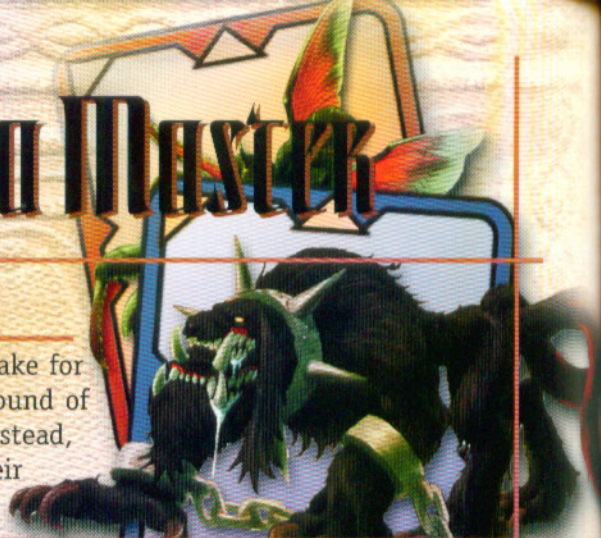
EVENTS

SECRETS

The card game Tetra Master

More than just a pastime

Roaming the world's continents and facing lethal monsters make for a hard adventurer's life. Why not relax by playing the odd round of Tetra Master? No sword wielding or spell casting here. Instead, victory or defeat will hinge on your choice of cards and their placement on the playing grid.



A game of chance ... or a science?

The inhabitants of Gaia, the world in which Final Fantasy IX unfolds, take their card game Tetra Master very seriously. Whether you sit down for a friendly match with your neighbour or participate in an official tournament - it's fun to pit your wits against others. Tetra Master differs from conventional card games. As well as bearing different images, the Final Fantasy cards bear a varying number of arrows and specific combinations of alphanumeric values, which may change as you play.

A good Tetra Master player doesn't simply learn and apply the rules, but is always eager to improve his or her cards and to find new ones. S/he does not miss out on any opportunity to take on fellow players around the world. Tetra Master is played on a four-by-four grid. You'll normally find that several spaces on this grid are randomly blocked, preventing cards being placed there. This is one of the main tactical features, rendering each match exciting and unique.

General card information

Each card bears an image. It might depict a monster or some other creature, or may show a town or weapon. There are a total of 100 images or card types. You will generally see at least one triangular arrow on each card although you can sometimes get a card with no arrows. These little arrows on the edges represent the card's attack directions. A player can only "attack" cards adjacent to his or her own, and an arrow on the player's card must point at the opponent's card.

The arrows also have a defensive purpose. If a card is attacked from a direction where it lacks an arrow, it cannot resist the attack. Your opponent can "take" the card (turn it his or her colour) without let or hindrance.



Select five cards before each match, bearing in mind the card values. And don't forget to consider the number of arrows and their directions!



Blue has just placed the left card. S/he can immediately take over the opponent's card since that card has no arrow on its left edge.

The four parameters of each card

You may wonder what the four letters/figures on each card mean. These four parameters indicate the card's attack and defence properties, i.e. its strengths and weaknesses.

- The first digit designates the Attack Points or AP - the card's attack power.

- The second digit designates the card's Attack Type or T. There are four card Attack Types.

- The third digit designates Physical Defence or PD - the card's defensive power against physical attacks.

- The fourth and last digit designates Magic Defence or MD - the card's defensive power against magic attacks.

The parameters are expressed as figures from 0 to 9 and as letters from A to F, similar to the hexadecimal system.

The actual parameter sequence is

0 1 2 3 4 5 6 7 8 9 A B C D E F,

where 0 is the weakest and F the strongest parameter. Not all cards can evolve to reach the maximum F parameter. The card's image may dictate that evolution is halted before reaching F.

Table showing all the cards
(small figure; number of cards
bearing the same image)

Number of images
(card types) obtained

Number of cards obtained so far

Go to the Card Menu for an overview of your Tetra Master cards.

Labels pointing to interface elements:

- Current score
- Rank
- Number of matches won
- Number of matches lost
- Number of draws
- Picture of card
- Arrows
- MD (Magic Defence)
- PD (Physical Defence)
- T (Attack Type)
- AP (Attack Points)
- Name of the selected card

Card Attack Types

The four Attack Types are designated by letters:

- P = Physical Attack:** This Attack Type attacks physically, for example using blows or bites. The opponent's card defends using its PD value.
- M = Magical Attack:** This Attack Type attacks using magic, while the opponent's card defends using its MD value.
- X = Weakness Attack:** This Attack Type always attacks the lowest defence figure of the opponent's card - either its PD or its MD.
- A = Ultimate:** This Attack Type always attacks the lowest figure of the opponent's card - its AP, PD or MD. Ultimate Attack Type cards attack using their highest parameter - AP, PD or MD.

How strong is my card?

As a rule, the first two digits, AP and Attack Type, determine a card's attack power. A-Attack Type cards are the exception to the rule: their highest parameter - AP, PD or MD - determines their attack power. The last two digits designate a card's defensive power. Each card also has an additional parameter which remains invisible but can be roughly gauged: its Hit Points or HP. This "life force" derives from a card's Attack Points. The higher the AP, the more HP a card will have. The following table indicates cards' HP range of cards:



ATTACK POINTS	HP
0	2 - 15
1	16 - 31
2	32 - 47
3	48 - 63
4	64 - 79
5	80 - 95
6	96 - 111
7	112 - 127
8	128 - 143
9	144 - 159
A	160 - 175
B	176 - 191
C	192 - 207
D	208 - 223
E	224 - 239
F	240 - 255



This Zuu card has 2 Attack Points (AP) and belongs to the Physical Attack Type (P). Its Physical Defence (PD) is 0, while its Magic Defence (MD) is 1.



The Sand Scorpion card has 1 AP, and will thus have between 16 and 31 Hit Points (HP).

CARDS

The Tetra Master rules

You begin each round by selecting five of your cards. The programme then tosses a coin on-screen to determine who will be first to place a card on the grid. Both players take turns placing a card at a time. Those cards not yet placed by your opponent remain face down, so you cannot see which ace/s/he might have up his or her sleeve. At the end of the round,

the player with the most cards on the grid wins the game. The victor's reward is to select one of the cards lost by his or her opponent.

It may sound simple, but the underlying principle is quite complex. You need to observe the following rules to win a round:



01

For the sake of convenience, the player whose turn it is to place a card is called the attacker, while his or her opponent is currently the defender. Each player takes turns placing one of the five cards they initially selected on the grid. The player whose colour is displayed by the tossed coin makes the first move.



02

If the attacker places a card next to a defender's card, and if an arrow on the attacker's card points to a defender's card edge or corner not marked with an arrow, the attacker takes over

that card without meeting resistance. The screenshot shows how Blue takes over the upper card, as it bears no arrow at its bottom corner.



03

However, the arrow on an attacker's card generally points at a side or corner of a defender's card that also bears an arrow - with the result that battle is joined. The strength of the

attacker's card is of particular importance here: the higher the parameter, the more likely victory becomes. The screenshot shows an example of Blue placing a card with 2 AP, attacking the card that possesses a PD of 0 to its lower left.



04

If the arrow-bearing edges of the attacker's card touch more than one defender's card with arrows to meet them, the attacker can decide which of the defender's cards to do battle with. In this

case, the word *Select* is displayed on the defender's cards in question. If, however, only one of the adjacent defender's cards bears an opposing arrow, that card is automatically chosen as an adversary.

- Once two cards do battle, their HP are modified by the cards' relevant attack and defence properties. The cards are then compared, and the one with the most HP wins. The defeated card is taken over, meaning that it assumes the winning card's colour.



05

Once the attacker succeeds in taking over a card, the defender's other adjoining cards are analysed. If an arrow on the card just taken over points at one or more of the defender's cards

bearing arrows on the adjacent corners or edges, a combo may occur. This means that the attack and defence properties of the cards are again analysed, and one or more of the defender's remaining cards may be taken over, rather along the lines of the domino principle. Maximising the combo options is an important strategic weapon in your arsenal. But remember: your opponent is also aware of combos' multiple takeover potential, and will exploit them ruthlessly ...



06

At the end of the match, the victor is the player who managed to gain the most cards. The current score is displayed on the lower left side of the screen during play.

At the end of the match, the victor can choose one of the cards his or her opponent lost during this round. The top score is 10:0, meaning that all cards bear the winner's colour at the end of the round. The victor then gets to choose not just one, but all five, of the opponent's cards - a Perfect score!

- You can only carry up to 100 cards at a time. If you hold this maximum number you will be asked to pick a card (or 5 cards if you win a Perfect score) after winning a match. However, after you have chosen your card or cards, you will immediately be asked to discard unwanted cards over 100 from your 100+ collection. If you hold the maximum number of cards you cannot pick up any cards dropped by monsters after battle or discovered at certain locations.

- The winner's card parameters climb after each match, with one randomly chosen parameter (AP, PD or MD) of each card increasing by 1. This does not apply to cards just taken from the loser. There also is a (very!) slim chance of the cards' Attack Types evolving. P- or M-Attack Type cards have a 1.56% probability of turning into an X-Attack Type card after a match, while X-Attack Type cards have a 0.78% probability of becoming A-Attack Type cards. Winning at Tetra Master is the only way for your card Attack Types to evolve.

Hints and tips

Duplicating your cards

You can duplicate cards using a simple trick - a useful ploy if you own a valuable A-Attack Type card. Simply follow these steps:

- Intentionally lose a match - preferably against a particularly weak opponent. The card you want to duplicate must have been taken over by the winner. If it is valuable, your opponent will probably pick it as a prize.
- It is very likely that your opponent will use this newly gained card in your next match. Win this match 6:4. The card your opponent won from you earlier must be the only one you take over (i.e. the only one to assume your colour during this match). Pick this card as your reward.
- Surprisingly, your opponent will use the card yet again in the following match. We can only speculate as to how s/he managed to copy it so quickly ...
- Win this match as you did the one described above i.e. 6:4 etc.
- Maintain this strategy for as long as you please - or until you have collected 100 cards

PlayOnline

KEYWORD:
E-LISCARDS

PlayOnline will give you all necessary information about the 100 Tetra Master cards.

SECRET

A sure winning strategy

As the grid layout and your opponent's cards change with each match, there is no step-by-step solution to Tetra Master. However, the following strategy will bring victory a lot closer:

- At the start of the match, choose four weak cards and a strong one. All cards should have as many arrows as possible. Place a weak card with a particularly large number of arrows in the centre of the grid.
- Your opponent will probably place one of his or her cards next to yours and take over your card.
- Place the rest of your cards on the grid, goading your opponent into battle each time. Never mind whether you take over other cards or lose yours: the main thing is to have all cards "linked" by arrows.
- Victory is yours if you place your last and strongest card in such a manner that a "chain reaction" combo is triggered, reconquering as many cards as possible.

Am I a good Tetra Master player?

The in-game ranking system allows you to gauge your standing as a Tetra Master player. Your score increases according to the number and kind of cards you collect. You are ranked according to the following criteria, 1,700 points being the maximum possible.

- There are 100 different card types or images. Each image earns you 10 points, but duplicates bearing the same image will not increase your score. Hence, the maximum score by image is 1,000 points.
- There are a total of 256 different arrow combinations, each worth 5 points. Since you are limited to 100 cards, the maximum score by arrows is 500 points.
- Each X-Attack Type card earns you 1 point, while an A-Attack Type card is worth 2 points. Unfortunately, P and M-Attack Type cards are worth no points at all. Thus, the maximum score by Attack Type is 200 points.

Open the Card Menu to view your current Rank. Here you can also see how many Tetra Master matches you have won, lost or drawn. The following table lists all Ranks and the number of points required to reach them. If you manage to reach all 1,700 points you will be the envy of your friends - but sadly that will be your only reward.

COLLECTOR'S LV	POINTS	RANK
1	0	Beginner
2	300	Novice
3	400	Player
4	500	Senior
5	600	Fan
6	700	Leader
7	800	Coach
8	900	Advisor
9	1,000	Director
10	1,100	Dealer
11	1,200	Trader
12	1,250	Commander
13	1,300	Doctor
14	1,320	Professor
15	1,330	Veteran
16	1,340	Freak
17	1,350	Champion
18	1,360	Analyst
19	1,370	General
20	1,380	Expert
21	1,390	Shark
22	1,400	Specialist
23	1,420	Elder
24	1,470	Dominator
25	1,510	Maestro
26	1,550	King
27	1,600	Wizard
28	1,650	Authority
29	1,680	Emperor
30	1,690	Pro
31	1,698	Master
32	1,700	The Collector

CARDS

SECRETS

There are quite a few secrets scattered through the world of Final Fantasy IX. To ensure that you don't miss anything, take a look at the following pages to find, more about the Chocobos, and an easy-to-use overview of all the mini games. If you have any energy left after catching frogs and breaking the skipping record, why not take on the secret boss monster, Hades?



Shush: Don't tell!

Steiner's Pluto Hunting

Location: Alexandria (CD 1)

When you first slip into the role of Steiner in Alexandria Castle, your only task seems to be to find Princess Garnet in the West Tower. However, there is another knightly chore that is easily missed, and that cannot be taken care of once you have reached the West Tower and triggered the cinematic.

As commander of the Knights of Pluto, Steiner should order each of his men to help search for Princess Garnet. You are rewarded with a dose of Elixir once you have given orders to all your Knights. Address Breireicht, the last Knight of Pluto, just below the top of the West Tower a second time to receive the item. There's no pressure, so take your time to find all Knights of Pluto and complete this little sub-quest. Blutzen and Kohel move around as a team, so you need only address one of them.

Don't be surprised if you stumble across a Knight who refuses to give you his name or service number: he is not part of Steiner's squad.

NAME	NUMBER	LOCATION
Blutzen	II	Guardhouse
Kohel	III	Guardhouse
Laudo	IV	Library
Dojebon	V	Hallway
Breireicht	VI	West Tower
Weimar	VII	Courtyard
Haagen	VIII	Courtyard
Melgentheim	IX	Guest Room




Blutzen and Kohel work as a team, so you need only address one of these Knights of Pluto.



You receive a dose of Elixir once you've ordered all the Knights of Pluto to search for Princess Garnet.

Annoying the moogle on the world map

You can call a moogle anywhere on the world map by using the Moogle's Flute (press the  button). As you know, he is happy to save your game or help you use a Tent. However, he becomes annoyed if you call him and send him away without asking for his help.

He replies "Don't call me if you don't need me, kupo!", "You're starting to tick me off, kupo!" or "I'm sharpening my knife, kupo.". His patience snaps once his time has been wasted 15 or more times, and he demands that you "STOP IT, STOP IT, STOP IT! KU-PHEH!".

If, at any time, you call the moogle, then ask him to save your game and abort at the last moment, he gives vent to his angers, saying "Really? You'll be sorry, kupo!". No matter how much you waste the moogle's time, however, he always rushes to your aid when called.

PlayOnline.

KEYWORD:
E-RESMNET

Why do you find yourself delivering letters for the moogles? PlayOnline lets you know what's in it for you.

SECRET

Your Treasure Rank

Are you one of those players who finds it impossible to leave anything lying around? Are you a hunter-gatherer who picks up everything that is not nailed in place? Scavenging is a virtue in Final Fantasy IX, and you actually receive an award - the so-called Treasure Rank - for your diligence.

To discover your current rank, address the Woman at the Treno Inn after the card tournament on CD 3 has ended or talk to the Four-armed Man in Daguerreo. Each Treasure Chest, Field Icon and Event Item earns you 1 point, as does each Rare Item from the Auction Site. Chocographs and discoveries made using Dead Pepper are rewarded with 2 points. Items you buy (including those offered by Stiltzkin) or that you find while digging with a Chocobo do not count.

Your Treasure Rank is determined by your total number of points. If you attain Rank S, the Four-armed Man in Daguerreo will hand you the Rank S Medal.

- Less than 80 points = Rank H
- 81 - 90 points = Rank G
- 91 - 100 points = Rank F
- 101 - 110 points = Rank E
- 111 - 120 points = Rank D
- 121 - 130 points = Rank C
- 131 - 140 points = Rank B
- 141 - 150 points = Rank A
- 151 + points = Rank S

Changing your characters' names

You have an opportunity to change the name of a main character when you first meet him or her. Renaming your characters later is slightly more tricky. You must find the Namingway Card and visit the Scholar to the left on the upper floor of Daguerreo. The Scholar is in need of a book entitled The Eidolon and I. Follow the passage to the right and examine the pile of books outside the right door. You learn that the book can be found here. Return and report your find to the Scholar, who immediately walks off to retrieve the tome, enabling you to climb down the ladder. Address the Guy Doing Research who can help you rename a character.

Where to find a Namingway Card? There are two possibilities. The Namingway Card can be obtained in the Desert Palace. Pick it up in Kuja's chamber (see page 97 in the Walkthrough chapter). The other possibility can be found on PlayOnline.

PlayOnline.

KEYWORD:
E-NAMECARD

There is a second Namingway Card! Do you want to know where? PlayOnline tells you.

SECRET



During his escape, Kuja drops a Namingway Card enabling you to rename a main character.

SECRETS

Captain Dagger

Location: Alexandria (CD 3)

When Alexandria is under attack, you can help the princess save the inhabitants and protect the city. Although this does not alter the outcome of the assault, your actions determine which item you obtain. You can only attempt this little sub-quest at one point in the story, and you'll only have one chance to make the right decision.

You must assign tasks to the Knights of Pluto corresponding to their specific talents. Four tasks must be assigned to four pairs of knights. The greater the number of optimum combinations you select, the more valuable the item you receive as reward for your competent leadership.

CORRECT SELECTION	ITEM
0	Potion
1	Ether
2	Elixir
4	Angel Earrings

Incidentally, it takes a lot more than guesswork to select the correct pair for a task. The relevant information was given at the beginning of the game, provided you had Steiner order all Knights of Pluto to search for Princess Garnet and then remembered to address Breireicht a second time. The correct combinations are:

TASK	KNIGHTS OF PLUTO
Gather information	Blutzen & Kohel
Protect the townspeople	Weimar & Haagen
Contact Lindblum to request reinforcements	Breireicht & Laudo
Begin preparations to fire the cannons	Dojebon & Melgentheim



Company assembled: Assign the correct tasks to the eight Knights of Pluto to obtain a valuable item.

Collecting Stellazzio coins

Locations: various (CDs 1 - 4)

Queen Stella in Treno is crazy about Stellazzio coins. Deliver those that you find on your journeys in return for Gil or precious items. Address Queen Stella and agree to hand over your Stellazzio coins, whereupon her assistant will present you with your reward. The nature of the reward does not depend on which coin you deliver, but rather reflects how many Stellazzio you have handed over.

NUMBER	ITEM
1	1,000 Gil
2	Phoenix Pinion
3	2,000 Gil
4	Blood Sword
5	5,000 Gil
6	Elixir
7	10,000 Gil
8	Black Belt
9	20,000 Gil
10	Rosetta Ring
11	30,000 Gil
12	Robe of Lords

The Stellazzio coins are scattered all over the world, and since they are named after the signs of the zodiac your sub-quest should be complete once you have

delivered 12 coins to Queen Stella. To your surprise, Queen Stella is still not satisfied, since it seems that there is a 13th Stellazzio. Apparently, it is located in a place where you found one of the original 12 coins earlier. Your efforts are rewarded with a weapon that will hammer away at your opponents!

PlayOnline

KEYWORD:
E-STELFINL

If you want to give Queen Stella what she is looking for, then go to PlayOnline to find out its location.

SECRET



Queen Stella in Treno rewards you for delivering Stellazzio coins.



Some of the dozen Stellazzios are hard to find, but our list should help in your quest.

STELLAZZIO	LOCATION	SEE WALK-THROUGH CHAPTER
Aquarius	Ipsen's Castle	Page 100
Aries	Dali	Page 45
Cancer	Burmecia	Page 56
Capricornus	Daguerreo	Page 99
Gemini	Treno	Page 59
Leo	Alexandria	Page 85
Libra	Madain Sari	Page 80
Pisces	Invincible	Page 108
Sagittarius	Lindblum	Page 88
Scorpio	Quan's Dwelling	Page 85
Taurus	Treno	Page 59
Virgo	Black Mage Village	Page 78

PlayOnline.

KEYWORD:
E-HAMRINF

PlayOnline can answer what Queen Stella will give you once you have granted her last request.

SECRET

The Pop Quiz

Location: Forests (CDs 1 - 4)

You may encounter a strange creature in the forests of Gaia. The delicate air played when "battle" is initiated should alert you to the fact that the Ragtime Mouse is no ordinary opponent. Instead, he is an itinerant quiz-master. You must decide whether his statement is true or false, and then have your character attack one of the corresponding symbols floating on either side of the Ragtime Mouse. Your first correct answers are rewarded with 1,000 Gil, and the reward increases later. There is no set order to the questions, although the 16th, or bonus, question obviously always comes last.

If you are confronted by 'ordinary' monsters when first entering the forest, the Ragtime Mouse will not appear later during the same visit. You then need to enter a city or a cave to "reset" your chances. However, you can circumvent this rule by saving your game after winning a battle in a forest. If you again encounter other monsters first, repeat the save trick to maintain your chance of meeting the Ragtime Mouse.

You only get one chance for each question. If you get the answer wrong, this question will never be asked again. The following table lists all the Pop Quiz questions asked by the Ragtime Mouse. Read them carefully. You'll find the answers during your travels around Gaia.

QUESTION

ANSWER

1	The 15th Lindblum War started in 1600.	False
2	Chocobo Forest is located between Lindblum and South Gate.	True
3	The Theatre Ship Prima Vista was built in Artania Shipyards.	False
4	I Want to Be Your Canary was written by Lord Afon.	False
5	Some Mus are friendly and don't attack.	True
6	Lindblum's air cabs operate around the clock.	True
7	Lindblum Castle is larger than Alexandria Castle.	True
8	Fossil Roo is a tunnel that connects Treno and Alexandria.	False
9	Theatre Ship Prima Vista uses Mist as its source of energy.	True
10	Berkmea Cable Cars have been running for 8 years.	True
11	Conde Petie is a village of goblins.	False
12	Bobo bird is a bird that brings you fortune.	False
13	Treno's cafe, Card Carta, is members-only.	True
14	Prima Vista means love at first sight.	False
15	Only one desert exists in the entire world.	False
16	You can defeat Ragtime Mouse.	True



During the Pop Quiz, answer the Ragtime Mouse's question correctly by attacking the corresponding symbol.

PlayOnline.

KEYWORD:
E-RAGTSEC

Who wants to be a "Gillionaire"? This bizarre creature's quiz tests your knowledge of Final Fantasy IX. If you are at your wits' end, play your Joker: PlayOnline!

SECRET

PlayOnline.

KEYWORD:
E-PHANTNFO

SECRET

PlayOnline discloses what the Phantom Monsters really want from you.

SECRETS

Stiltzkin, the globe-trotting merchant

Locations: various (CDs 1 - 4)

This seasoned traveller always stays near other moogles, and you'll come across him frequently. When you address him, he offers to sell you three items for a set price. Occasionally, you might have to talk to him twice before he makes his offer. Although Stiltzkin always stresses that your shopping enables him to continue his journey, he'll also appear in the next location if you do not buy anything. Contact him as soon as you arrive in Oeilvert, as he doesn't stick around for very long.

LOCATION	ITEMS FOR SALE	GIL
Burmecia	Soft, Hi-Potion, Ether	333
Cleyra	Ether, Hi-Potion, Phoenix Pinion	444
Fossil Roo	Phoenix Pinion, Remedy, Ether	555
Mountain Path	Magic Tag, Tent, Ethera	666
Alexandria	Phoenix Pinion, Hi-Potion, Elixir	777
Oeilvert	Hi-Potion, Emerald, Elixir	888
Bran Bal	Diamond, Ether, Elixir	2,222
Alexandria	Moonstone, Ruby, Elixir	5,555



Alexandria isn't the only place where you'll come across Stiltzkin, the travelling moogle ...



You'll find that Stiltzkin always has interesting bargains.

Items for Kupo Nuts

Location: Gizamaluke's Grotto (CDs 1 - 4)

Rumour has it that moogles love Kupo Nuts, and this is confirmed by a moogle couple who has taken up residence in Gizamaluke's Grotto. When you meet the couple for the first time, your possessions include one of the prized nuts obtained by Vivi during an automatic ATE. Later, you occasionally receive further Kupo Nuts from other moogles when selecting the Mognet option. You can only carry one Kupo Nut at a time, so take any nut you receive to the moogle couple in Gizamaluke's Grotto as soon as you can. Although this sub-quest is not vital to your adventure, you do gain useful items when you deliver Kupo Nuts.

Your very first Kupo Nut enables the moogle husband to break out of his prison, and he rewards you with a Gizamaluke's Bell.

You receive a dose of Elixir for the first Kupo Nut you deliver after the destruction of Lindblum.

You receive an Extension for the first Kupo Nut you deliver on CD 3.

You receive an Aloha Shirt for the first Kupo Nut you deliver on CD 4.

Any other Kupo Nuts you deliver earn you items such as a Tent, a dose of Ether or a Phoenix Pinion.



The moogle couple in Gizamaluke's Grotto adores Kupo Nuts.

Hammering it home!

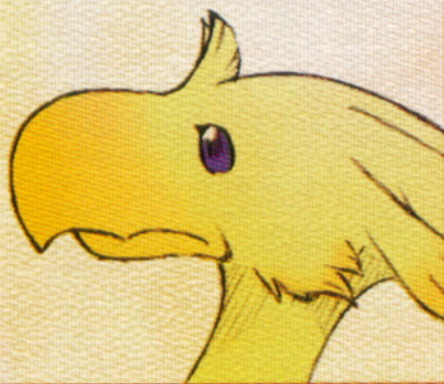
If you are in possession of the Hammer when finishing your adventure on CD 4, a short scene will be added to the end cinematic! Bear this in mind if you are tempted to use the Hammer as an "ingredient" at a Synthesis Shop

...

Chocobos and treasure hunting

Chocobo basics

Chocobos are well known to fans of the Final Fantasy series, so it's no surprise that the friendly yellow birds also play a part in your current adventure. You can ride a Chocobo to move around quickly and without hostile encounters on the world map, and your Chocobo will also help you unearth treasure! This is explained in greater detail on the following pages.



Chocobo's Forest

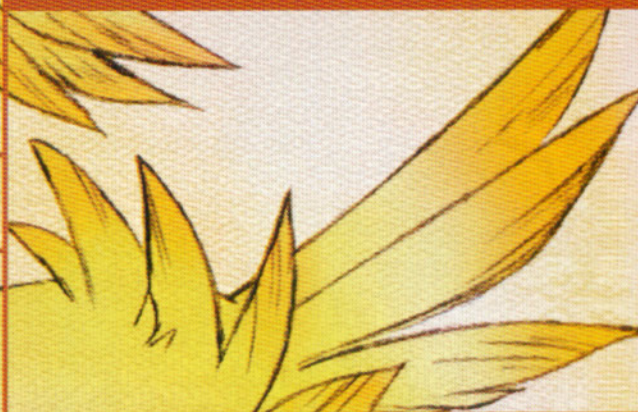
If you follow the Walkthrough in this guide, you first visit Chocobo's Forest towards the end of CD 1 (see page 53 in the Walkthrough chapter). During Zidane's "rendezvous" with Dagger atop the Telescope Tower in Lindblum Castle, you view the world through a telescope and spot a Chocobo as well as Chocobo's Forest. After leaving Lindblum, head northeast on the world map and cross a bridge to reach the forest. A glance at your Continental Map will help you find the spot. Chocobo's Forest is inhabited by a Chocobo called Choco and a moogle named Mene. Mene gives you the item Gysahl Greens and introduces you to Choco, explaining how you can gain the yellow bird's trust:




1. Leave Chocobo's Forest and look carefully for Chocobo tracks to the south of the forest. They resemble normal bird tracks and are not always easy to distinguish from the ground.



2. Now select Gysahl Greens in the Item Menu and use this item to call Choco, whom you first met in Chocobo's Forest.





3. Stand next to your feathered friend and press the  button to mount Choco. Then ride to Mene in Chocobo's Forest.

Back in the forest, Mene shares a secret with you: once a Chocobo has acknowledged somebody as its Master, it follows him everywhere when called. And there is more: Choco is able to scent buried treasure. To make use of this talent, pay 60 Gil to Mene and play a round of the "Chocobo Hot & Cold" game. This stake is petty cash compared to the riches you can unearth during the game.



SECRETS



The "Chocobo Hot & Cold" game

Once you have paid Mene 60 Gil, he explains the rules. You have 60 seconds to search the ground of Chocobo's Forest for treasure. Choco can only scent one item at a time, although a huge amount of treasure is hidden in the forest ground. So it is worth starting another search once you have found an item. Press the directional buttons to lead Choco through the forest step by step. He runs faster when you use the left Analogue Stick. Press the  button to have Choco sniff the ground for treasure. Whenever you press the  button, Choco comments on his findings. Here is how to translate his reports into clues:

"Kweh" is a normal Chocobo cry and bears no meaning.

"Kweh!?" indicates that something can be found in the surroundings.


"Kwehhh!?" means that you are close to the location of the treasure.

"K-KWEHHH!!!" signifies that you have found something and must press the  button to dig up the treasure. Press the  button repeatedly until the Depth gauge reaches "0".



Choco's cry signals that an item lies buried in the vicinity.



Found some treasure! The Depth gauge on the left shows how far you need to dig; while the white figure near Choco indicates how deep you dig each time you press the  button.

Valuable items tend to be buried deeper than more mundane items, so you can look forward to an exciting find when the Depth gauge shows a higher figure. Mene evaluates your findings and awards Points for them. You can exchange these Points for items - see the section "Rewards for "Chocobo Hot & Cold" players below. Mene rewards you with bonus Points or seconds when certain requirements are met:

■ Additional Points are awarded when you find an item within 5 seconds after the game begins, or if you find two items within 5 seconds of each other.

■ You receive 10 seconds Bonus Time on the next countdown if you unearth four items within the time limit. In addition, the items you dig up will now earn you twice the usual amount of Points.

■ Limit Points are the highest distinction you can gain by playing Chocobo Hot & Cold, and are awarded by Mene if you unearth eight items within the time limit. The number of Points depends on the time remaining, on the forest in which you dig and on Choco's abilities. Both Limit Points and Additional Points are credited to your Point "account".

Rewards for "Chocobo Hot & Cold" players

The more items you find when playing Chocobo Hot & Cold, the more Points are credited to your "account". Mene tells you how many overall Points you have accumulated, and you can then exchange these Points for items. As you can see from the list, it is worth putting some effort into your digging!

ITEMS	POINTS REQUIRED
Robe of Lords	10,000
Protect Ring	8,500
Wing Edge	3,500
Viltgance Card	1,800
Ether	450
Ore	250
Phoenix Down	150
Gysahl Greens	10

Training your Chocobo

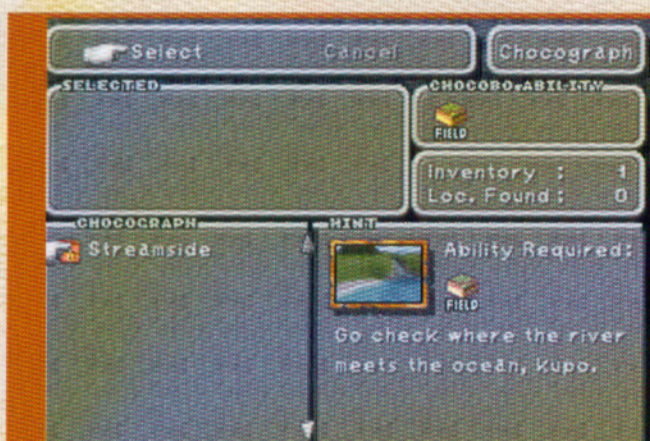
After playing a few rounds of Chocobo Hot & Cold, your Chocobo's Beak Level increases. The higher this Beak Level, the faster you can dig and unearth treasure. Finding certain Chocographs also improves your Chocobo's abilities.

When riding a Mountain Chocobo, you'll be able to dig up the item Dead Pepper in Chocobo's Forest and in Chocobo's Lagoon.

Chocographs - the invaluable treasure maps

At some point in the Chocobo Hot & Cold game you dig up a stone with patterns. Upon closer scrutiny, Mene decipheres the markings and tells you that this is a Chocograph. These treasure maps mark the spots where valuable treasure lies buried all over Gaia.

One of your first Chocographs is called Streamside, and indicates a spot on the beach to the southwest of Chocobo's Forest. To unearth the treasure, leave Chocobo's Forest. Don't worry, Choco follows you automatically. Press the \triangle button and select the Chocograph Menu. Then press Select in this menu to choose the Streamside Chocograph. A picture of the Chocograph and a short text with hints on where to dig are now displayed. (Seeing the size of the column, you can guess that there are any number of further Chocographs ...) Now exit the Chocograph Menu and press the \square button while on the world map repeatedly until the picture of the Chocograph is displayed. It helps you locate the treasure. If you want to cut short your search for once, cross the bridge to the southwest and head for the beach in the south. Press the \odot button to dig as usual and take heed of your Chocobo's cries. Eventually, you will find a treasure chest containing something valuable ... One Chocograph means one treasure location with one treasure chest.



1. Press the \triangle button on the world map to open the Chocograph Menu. Select a Chocograph - in this case, Streamside. Your Chocobo can now scent the treasure.



2. Press the \square button to view the Navigation Map and the Chocograph picture.



3. The Chocograph picture gives an indication of where the treasure is buried. As in Chocobo's Forest, press the \odot button to hear how close you are to the treasure.



4. Mission accomplished! You have found the treasure chest and immediately taken possession of its contents. Treasure hunting can be that easy.



Treasure hunting

If you keep playing the Chocobo Hot & Cold game in Chocobo's Forest (or elsewhere), you will find further Chocographs. Unfortunately, the location of the treasure they indicate is not always as close as that indicated by the Streamside Chocograph ...

You can also find six Chocograph Pieces which, when assembled, form the Chocograph Mist Ocean. The Chocographs do not simply help you find treasure: once you have found all Chocographs, you can embark on a rewarding "Beach Tour" ...

The following tables list the Chocographs you can dig up in various places. As you can see, Chocobo's Forest is not the only spot where you can play a round of Chocobo Hot & Cold. As to the treasure? Wait and see what lies in store...

CHOCOGRAPHS IN CHOCOBO'S FOREST

Streamside
Uncultivated Land
Healing Shore
Cold Field
Between Mountains
Small Beach
Bird's-eye Lagoon
Abandoned Beach
Faraway Lagoon
Forgotten Plains
Forbidden Forest
Cold Lagoon
Green Plains
Chocograph Pieces 1 and 2

CHOCOGRAPHS IN CHOCOBO'S LAGOON

Forgotten Lagoon
Dawn Lagoon
Dusk Plains
Abandoned Lagoon
Ocean
Outer Island 2
Sea at Dusk
Chocograph Pieces 3 - 6

CHOCOGRAPHS IN CHOCOBO'S AERIAL GARDEN

Fairy Island
Forgotten Island
Outer Island

TREASURE CHESTS IN CRACKS

Mountain Crack on Eastern Part of Lost Continent
Mountain Crack on Northeastern Part of Forgotten Continent
Mountain Crack Near Oeilvert

PlayOnline.

KEYWORD:
E-CHOCES

SECRET

Is treasure hunting with the Chocobo worth the effort? Of course it is. PlayOnline reveals what treasure awaits you.

PlayOnline.

KEYWORD:
E-GARDAER

SECRET

You can find out all about the Chocobo Aerial Garden on PlayOnline.

PlayOnline.

KEYWORD:
E-BUBISLE

SECRET

The secret for Shining Isle is available on PlayOnline..

PlayOnline.

KEYWORD:
E-CHABS

SECRET

The Chocobo can learn a thing or two. PlayOnline tells you what.

PlayOnline.

KEYWORD:
E-PARCHO

SECRET

What's waiting for you in paradise? Find out on PlayOnline.

The mini games

Happy skipping

Location: Alexandria (CDs 1, 3 and 4)

In the Square, you'll find three girls engrossed in a skipping game. (They resume their skipping at the Steeple after the destruction of Alexandria.) You can participate in the game if Eiko or Vivi are in your party.

The girl in the middle is happy to cede her place if you press the \otimes button to address her. Depending on your performance, you'll be rewarded with money or an item. If you manage to skip 1,000 times or more, you receive a key item. The speed at which the girls turn the rope increases at regular intervals. The longer you hold out, the harder the skipping becomes.

PlayOnline.

KEYWORD:
E-SKIPGAME

SECRET

Exhausted, but happy: PlayOnline tells you what you receive for a brilliant skipping performance.

Zidane's exhibition duel

Location: Alexandria (CD 1)

The exhibition duel between Blank and Zidane takes place during the performance staged by Tantalus. Although you must participate in this duel, you do not need to execute any of the moves correctly in order to proceed in your adventure. You can also practise your performance as often as you like.

However, once you decide you've had enough you cannot return and try again.

Blank tells you which controller buttons to press. The quicker you react, the more favourable your assessment. Pressing the wrong button subtracts a considerable number of points from your score. Your final score indicates how pleased the audience was with your performance. The more people enjoyed your duel, the more Gil you receive.

Your final score also determines which item Steiner obtains from Queen Brahne when he next addresses her. The queen's approval of your performance depends on whether or not you made mistakes.

PlayOnline.

KEYWORD:
E-SWORDF

An enthusiastic audience rewards your performance with Gil, but Queen Brahne is not stingy either. PlayOnline reveals what the monarch has in store for you.

SECRET

NUMBER OF LEAPS	SPEED AT WHICH \otimes BUTTON MUST BE PRESSED
1 - 19	low
20 - 49	medium
50 - 99	high
100 - 199	very high
200 - 299	alternates between high and low
300 - 999	extremely high
1,000 +	serious danger of cramps

TIP

Skipping becomes easier if you alternate between pressing the \otimes button and the \square button. Keep an eye on your character's feet and press at the precise moment when they touch the ground. Also listen to the sound made at this point. If you have been skipping for a while, try to lift your fingers from the buttons in parallel to your character's jumps, pressing them again when your character lands.



You can start off by simply enjoying watching a skipping game in the Square in Alexandria.



The girls retreat to the Steeple after Alexandria is destroyed.

TIP

Once you have entered 15 - 20 commands correctly, the \odot and \square buttons will be added to the commands. The left directional button is only added once you have already pressed the right directional button. (If these two buttons are pressed or missed too often, the action shifts too close to the edge of the stage. This is why you are rarely prompted to press them.)

Do not let the movements of the fighters distract you, but focus on the commands being displayed. The duel becomes easier to control if you ask a second person for help. One of you should press the directional buttons, leaving the other to deal with the symbol buttons.



You'll need to pull out all the stops to impress Queen Brahne and the audience.

SECRETS

The Festival of the Hunt

Location: Lindblum (CD 1)

This once-off event is a set part of your adventure and cannot be repeated. In the role of Zidane, you have 12 minutes to chase monsters all over Lindblum. You'll find various opponents running loose in the city streets; there are no random encounters as in other locations. Each victory earns you points which determine the eventual winner of the Festival of the Hunt.

MONSTER	POINTS
Mu	8 - 14
Fang	16 - 27
Trick Sparrow	2 - 13
Zaghnol	60

As there only are a limited number of monsters, you have to take Air Cabs to reach other districts of Lindblum. Bear in mind that the relentless countdown continues even then.

Freya and Vivi also participate, but they act independently and cannot be influenced by you - with one exception. When less than four minutes remain a sort of boss monster called Zaghnol appears in the Business District Square. If you attack it, Freya joins in the fray, and you control both Zidane and Freya ... but remember that they are adversaries in this hunt. Whoever deals the decisive blow that defeats the Zaghnol receives 60 points.

Although you cannot influence Vivi's actions at all, and only control Freya during the Zaghnol battle, you can determine who wins the competition:

WINNER	PRIZE	STRATEGY
Freya	Coral Ring	Either neutralise Zidane or remain passive, for example by selecting his Steal command throughout the battle.
Vivi	Theatre Ship Card	Let the Zaghnol defeat Freya and then Zidane.
Zidane	5,000 Gil	Collect as many points as you can and have Zidane deal the decisive blow to the Zaghnol. Your chances of success increase if you have Zidane equip the Beast Killer ability and his weapon The Ogre.

After the Festival of the Hunt you receive the Master Hunter key item regardless of the outcome. However, the winner receives a special prize.



If you want Freya to win the Festival of the Hunt, have Zidane attack himself and let the monster defeat you.



If you'd prefer Zidane to win the Festival of the Hunt, KO Freya and then defeat the Zaghnol.

Catching frogs

Location: Qu's Marsh (CDs 1 - 4)

There are four places called Qu's Marsh on Gaia, each with a frog pond in the middle. Each time you enter this place with Quina in your party, s/he asks for your permission to catch frogs. You can refuse, if you wish, and return later to any of the Qu's Marshes.

Frogs are safe from Quina in the water, so you can only catch them if they hop ashore. Remain immobile and wait for a frog to leap from the water. Then rush towards it and press the \otimes button. Once you have caught a specific number of frogs, Master Quale appears and rewards Quina with an item. In addition to catching a set number of frogs, you must defeat Master Quale in a battle in order to obtain the last reward.

PlayOnline.

KEYWORD:

E-QUABTL

No chance against Quale? Not to worry: PlayOnline reveals how you can defeat this opponent.

FROGS	PRIZE
2	Ore
5	Ether
9	Silk Robe
15	Elixir
23	Silver Fork
33	Bistro Fork
45	Battle Boots
99	Gastro Fork

The number of frogs you catch has a welcome side effect. The more frogs Quina catches, the stronger his/her Frog Drop Blue Magic - provided, of course, that s/he has learned this special attack by using the Eat command in battle with a Gigan Toad. Each pond has a limited frog population, and it will take a long time to recover if you catch all frogs in one Qu's Marsh. Leave a male and a female frog in each pond to allow faster population recovery. Needless to say, there is little point in leaving a single frog or two of the same gender behind. The frogs do not reproduce when you simply leave a Qu's Marsh and return from the world map. You need to enter a settlement or cave to trigger population recovery.

In one of the ponds, you'll find a golden frog with a beneficial influence on the reproduction rate. Try to catch it to find out its gender. Then set the animal free again and ensure that a frog of the opposite gender remains in this pond. The females are a touch lighter in colour than the males.



Things get hectic here! You need to be on the ball to catch frogs.

The Auction

Location: Treno (CDs 2 - 4)

Various items are up for grabs at the Auction Site in Treno. Each time you enter the building, four items are auctioned. If you want to bid, just walk up to the stage and press the \times button. Your bid must exceed the previous one by at least 100 Gil. As the nobles of Treno are also bent on acquiring the objects auctioned, bids can soon reach astronomic heights. Even if you have your heart set on acquiring a specific item, never pay more than five times the initial price. You can always return later if you're outbid. The item will be auctioned again the next time or the time after that.

If you have Feather Boots, an Anklet or a Promist Ring in your inventory, these will not be auctioned, although this does not apply if your character has already equipped any of these items. The dose of Elixir is removed from the lots being auctioned if you have more than five of them. Remember that some objects only appear later on in the Auction Site. ("Blue Narciss" means that this item is only on auction once this ship is at your disposal.)

ITEM	FIRST BID	FIRST AVAILABLE ON
Anklet	2,500	CD 3
Dark Matter	2,700	CD 3
Doga's Artifact	1,400	CD 2
Elixir	5,200	Blue Narciss
Fairy Earrings	1,400	CD 2
Feather Boots	2,600	CD 3
Griffin's Heart	1,000	CD 2
Madain's Ring	1,300	CD 2
Magical Fingertip	8,900	CD 4
Magician Robe	1,200	CD 2
Mini Cid	500	CD 2
Pearl Rouge	2,500	CD 2
Promist Ring	4,300	Blue Narciss
Rat Tail	3,300	CD 3
Reflect Ring	2,200	CD 2
Ribbon	12,400	CD 4
Thief Gloves	4,500	Blue Narciss
Une's Mirror	2,200	CD 2

Although some of these objects do not seem to serve any particular purpose, you can sell them all in Treno. Griffin's Heart, Rat Tail and Une's Mirror are bought by people outside the Bishop's Residence, while you can find a customer for Doga's Artifact at the Synthesis Shop.

Once you have sold objects bought at the Auction Site, they will be auctioned again. However, you can only sell them once. The Magical Fingertip is only auctioned once you have bought and sold the four items mentioned above. If you give it to the old man near the Daguerreo Inn, he'll hand you the mighty sword Excalibur as a reward.

If you have Doga's Artifact and Une's Mirror in your inventory and you talk to the Black Mage at the entrance to the Black Mage Village on CD 4, you will hear an excerpt of music from the Japanese version of Final Fantasy III.



To bid at the auction, walk up to the stage and press the \times button when the "?" symbol appears.



SECRETS

An exciting race

Location: Alexandria (CD 3)

At the beginning of CD 3 you can have Vivi participate in a foot race against Hippaul. You can race Hippaul as often as you like before entering the Mini-Theatre to watch the performance. After that, you can no longer challenge Hippaul to a race. Address the Hippolady on Main Street. She is concerned that her son's health is suffering from his card mania, and feels a little exercise would do him the world of good.

Although it makes no difference if Vivi loses the race, if he wins Hippaul's level increases by 1 - 5 and the hippo boy will run slightly faster next time. The greater Vivi's lead at the finish, the greater the increase in Hippaul's level. At certain levels, your efforts are rewarded with an item.

PlayOnline.

KEYWORD:
E-HIPRACE

The great prize of Alexandria: PlayOnline lists the rewards Vivi receives when victorious.

SECRET

Alternately press the ○ and □ buttons repeatedly and as fast as possible. Use whichever technique you prefer for Vivi's sprint. Whether you keep the controller in your hands or place it on a table, whether you press the two buttons using your thumbs or use a finger knuckle to alternate between the ○ and □ buttons - anything goes as long as it works. Anything that makes Vivi run faster is permitted. As you cannot jump the gun, you might as well save precious time by beginning to press the buttons before the actual start signal is given.

Bear in mind that you can alter the button configuration in the Config Menu. You might achieve better results by placing the commands on two opposite buttons, say, on the L and R buttons. You could also use two buttons located beside one another, such as the ○ and the × button, and move a knuckle backwards and forwards over these two buttons.



Alternately and repeatedly press two Controller buttons at lightning speed to win the race.

A unique game of cups

Location: Alexandria (CD 3)

When you visit Alexandria for the first time on CD 3, you'll come across three Tantalus members at the Weapon Shop. If you only control Vivi, nothing much happens. However, if you control Zidane later and address one of the three brothers, you can play a local variation of the game of cups with them. Your stake is 50 Gil. One of the brothers then asks you to keep an eye on his position, and the trio begins to trade places. When they have finished, you must state - or guess - which of the three is the brother who talked to you before they began to move around. As the brothers are as alike as peas in a pod, this is not easy to start with, and it becomes harder. Each time you give the correct answer, the stakes rise - and so does the speed of the brothers' movements. If you answer correctly nine times, the

brothers throw in the towel. If you give a wrong answer, you lose everything staked so far. If you interrupt the game and address the brothers again, you begin again with round 1 and the lowest stakes.

ROUNDS	TAKE GIL	PRIZE GIL
1	50	100
2	150	200
3	300	400
4	600	800
5	1,200	1,600
6	2,400	3,200
7	4,800	6,400
8	9,600	12,800
9	19,200	25,600

As the results of the game are determined entirely at random, there is little point in giving hints. However, there is a rather sly way of evening up the odds. If you open the cover of the PlayStation at the beginning of the unique cups game, the speed slows down and you'll find it a little easier to follow the brothers' movements.



Vivi has little in common with the three gentlemen at the Alexandria Weapon Shop on CD 3.



You can win lots of Gil if you enter the Weapon Shop as Zidane.

The secret boss monster

Hades

Location: Memoria (CD 4)

Hades is a formidable opponent with all the characteristics of a boss monster. He is extremely strong and resistant, and you receive a great number of AP but no EXP after battle. Hades's hidden location is his most intriguing feature. There is a niche on the right in the Birth room (see page 111 in the Walkthrough chapter) that seems to serve no purpose, and as soon as you move your character into this niche s/he will be hidden by a wall. Slowly walk from the niche's entrance along the right and keep pressing the \otimes button. You'll see a text displayed about halfway to the end of the niche. You can either choose to leave this place or to stay, in which case you will be attacked by Hades.

This opponent absorbs Shadow damage and neutralises Earth damage. If you want to survive Hades's Curse attacks, only enter this battle if your party members are at high levels and have over 3,000 HP each. You should also make sure that your characters are protected against various status effects. The Bird Killer and Devil Killer abilities are very useful. If Zidane participates in battle, have him try to steal up to four items.

Once you have defeated Hades, he undergoes a sudden change of heart and opens up a Synthesis Shop! Here, you can commission items that are unavailable elsewhere.

PlayOnline.

KEYWORD:
E-XCALHOW

SECRET

Want to find an extremely powerful weapon? PlayOnline has the information you need.

PlayOnline.

KEYWORD:
E-MORRID

SECRET

Find out all about the delicious kinds of coffee at PlayOnline.



A hidden niche leads to Hades, a secret boss monster.



If you defeat Hades, you can commission unique items at a new Synthesis Shop.

PlayOnline.

KEYWORD:
E-DALIKEY

SECRET

No entry to the locked room in the windmill? PlayOnline discloses how to gain access ...

PlayOnline.

KEYWORD:
E-OMAKE

SECRET

Can you believe it? Final Fantasy IX has another mini-game! Find out more on PlayOnline.

SECRETS

Index



No need to waste precious playing time: this comprehensive index will help you find the precise piece of information you require - fast! You will find about 460 page references in this section. They give you quick access to general gaming information and descriptions, not to mention the location of all items and Tetra Master cards and the "final secrets" of Gaia.

General information and descriptions

Are you looking for details on a specific term? Would you like to know which page to turn to for details on, say, weapons? Are you haunted by the intricacies of the Tetra Master card game and would like to learn the rules? Or are you interested in the creatures known as Chocobos? You will find all these listed below, together with many more references to the corresponding page in the strategy guide. No question need remain unanswered!

A	
A = Ultimate in Tetra Master (description)	159
Abilities (gaining)	12
Abilities (learning)	12
Abilities (overview)	14-17
Abilities (tips and strategies for learning)	13
Abilities, Amarant's	33
Abilities, Dagger's	27
Abilities, Eiko's	32
Abilities, Freya's	30
Abilities, Quina's	31
Abilities, Steiner's	28
Abilities, Vivi's	29
Abilities, Zidane's	26
Ability (introduction & description)	11
Ability (Menu)	6, 11
Ability Points (stat description)	8
Ability Points of monsters (description)	124
Action Abilities (description)	12
Active Time Battle = ATB (description)	7
Active Time Event = ATE (description)	10
Additional Points (at Chocobo Hot & Cold)	168
Add-ons (information)	120
Add-ons (table)	121
Addressing people	9
Adelbert Steiner (information & abilities)	28
Amarant Coral (information & abilities)	33
Ambush during battle	19
AP = Ability Points (stat description)	8
AP = Ability Points of monsters (description)	124
AP = Attack Points in Tetra Master (description)	158
Armlets (information) Arm protection	118
Armlets (table)	118
Armour (information)	119
Armour (table)	119
ATB = Active Time Battle (description)	7
ATB Gauge in the Battle Screen	18
ATE = Active Time Event (description)	10
Attack (stat description)	8
Attack Points in Tetra Master (description)	158
B	
Battle Camera (description)	7
Battle Control (description)	7
Battle Screen	18
Battle Screen (controls)	5
Battle Speed (description)	7
Battle System (introduction)	18
Battle System (tips, read before attacking)	18
Battle: Ambush	19
Battle: Change of character	18

Battle: Choose a target	19
Battle: Escape from	19
Berserk (status, description)	22
Bonus Time at Chocobo Hot & Cold	168
C	
Can-do text in the walkthrough (description)	25
Card (Menu)	7
Card game (see Tetra Master)	158
Cards from monsters (description)	124
CD reference in the walkthrough (description)	25
Change of character during battle	18
Chocobo (information)	24
Chocobo (introduction)	167
Chocobo (training)	168
Chocobo Hot & Cold	168
Chocobo's Forest	167
Chocograph (information)	169
Chocographs in Chocobo's Forest	170
Chocographs in Chocobo's Lagoon	170
Chocographs in Chocobo's Aerial Garden	170
Clothes (information) Armour	119
Clothes (table)	120
Collector's level in Tetra Master (description)	161
Commands (description)	18
Commands in the Battle Screen	19
Commands in Trance	20
Config (Menu)	7
Confuse (status, description)	22
Controller (description)	7
Controls	4
Cursor (description)	7
Cursor in the Battle Screen	18
D	
Dagger (see Garnet)	27
Damage display (description)	19
Damage symbols (description)	19
Darkness (status, description)	22
Defence (stat description)	8
Doom (status, description)	22
E	
Eiko Carol (information & abilities)	32
Elemental properties (information & list)	10
Equip (Menu)	6
Equipping items	10
Escape from battle / Making an escape	19
Evade (stat description)	8
EXP (stat description)	8
EXP from monsters (description)	124
Exploring your surroundings	8

F	
Field Message (description)	7
Field Screen (controls)	5
Float (status, description)	21
Freeze (status, description)	22
Freya Crescent (information & abilities)	30
Full-Life (status, description)	21
G	
Garnet Til Alexandros 17th (information & abilities)	27
Gauntlets (information) Arm protection	118
Gauntlets (table)	118
Gemstones (information) Add-ons	120
Gemstones (table)	122
Gil (information)	8
Gil from monsters (description)	124
Gradual Petrify (status, description)	22
H	
Haste (status, description)	21
Hats (information) headgear	116
Hats (table)	117
Heat (status, description)	22
Helmets (information) Headgear	116
Helmets (table)	117
Help option	9
HERE Icon (description)	7
Hit Points (stat description)	8
Hit Points of monsters (description)	125
HP = Hit Points (stat description)	8
HP = Hit Points in the Battle Screen	18
HP = Hit Points of monsters (description)	125
I	
Item (Menu)	6
Items (information)	122
Items (to use) (table)	122
Items dropped by monsters (description)	124
K	
KO (status, description)	22
L	
Level (stat description)	8
Level of monsters (description)	125
Level Up (parameter description)	8
Limit Points (at Chocobo Hot & Cold)	168
Location of monsters (examples, description)	125
Locations in the walkthrough (description)	25
Lv = Level (stat description)	8
Lv = Level of monsters (description)	125
M	
M = Magical Attack in Tetra Master (description)	159
Magic (stat description)	8
Magic Def (stat description)	8
Magic Defence in Tetra Master (description)	158
Magic Eva (stat description)	8
Magic Points (stat description)	8
Magic Points of monsters (description)	125
Magic stones (description)	13
Magical Attack in Tetra Master (description)	159
Main Menu	6
Map screenshots in the walkthrough (description)	25
MD = Magic Defence in Tetra Master (description)	158
Menu Screens (controls)	4
Menu: "Ability"	6
Menu: "Card"	7
Menu: "Config"	7
Menu: "Equipment"	6
Menu: "Item"	6
Menu: "Order"	7
Menu: "Status"	6
Mini (status, description)	22
Magnet (information)	24
Monster statistics in the walkthrough (description)	25
Monsters (information)	124
Monsters (tables)	125-157
Moogles	9
Movement (description)	7
MP = Magic Points (stat description)	8
MP = Magic Points in the Battle Screen	18
MP = Magic Points of monsters (description)	125
Must-do text in the walkthrough (description)	25
N	
New items / Synthesising pieces of equipment	11
Next Lv (stat description)	8
O	
Order (Menu)	7

P	
P = Physical Attack in Tetra Master (description)	159
PD = Physical Defence in Tetra Master (description)	158
People, addressing	9
Petrify (status, description)	22
Physical Attack in Tetra Master (description)	159
Physical Defence in Tetra Master (description)	158
Pieces of equipment, Synthesising equipment	11
PlayOnline (description)	24
Poison (status, description)	22
Protect (status, description)	21
Q	
Quina learns from monsters by Eating them (description)	125
Quina Quen (information & abilities)	31
R	
Rank in Tetra Master (description)	161
Reflect (status, description)	21
Regen (status, description)	21
Robes (information) Armour	119
Robes (table)	119
S	
Sample battle	23
Saving your game (About moogles and ...)	9
Screenshots in the walkthrough (description)	25
Shell (status, description)	21
Silence (status, description)	22
Sleep (status, description)	22
Slow (status, description)	22
Sound (description)	7
Speed (stat description)	8
Spirit (stat description)	8
Statistics (information & list)	8
Status (Menu)	6
Status effects (introduction & description)	21
Status effects (tables)	21-22
Stealing items from monsters (description)	125
Steiner (see Adelbert Steiner)	28
Stop (status, description)	22
Strength (stat description)	8
Support Abilities (description)	13
Surroundings, exploring your	8
Synthesis Shops (information)	123
Synthesis Shops (table)	123
Synthesising items	11
Synthesising new pieces of equipment	11
T	
T = Type in Tetra Master (description)	158
Target Window (description)	7
Target, choosing in battle	19
Tetra Master (attack and defence power of cards)	159
Tetra Master (card parameters)	158
Tetra Master (hints and tips)	161
Tetra Master (information)	24
Tetra Master (introduction)	158
Tetra Master (ranking)	161
Tetra Master (rules)	160
Tetra Master (Types of cards)	159
Throwing weapons (information) Weapons	116
Throwing weapons (table)	114
Trance (description)	20
Trance Gauge (description)	20
Trance Gauge in the Battle Screen	18
Trance Power (description)	20
Trouble (Status Effect, description)	22
Type in Tetra Master (description)	158
U	
Ultimate in Tetra Master (description)	159
V	
Vanish (status, description)	21
Venom (status, description)	22
Vibration (description)	7
Virus (status, description)	22
Vivi Orunitia (information & abilities)	29
WX	
Walkthrough (information)	25
Weakness Attack in Tetra Master (description)	159
Weaknesses of monsters (description)	124
Weapons (information)	114
Weapons (tables)	114-116
Window Colour (description)	7
World map screen (controls)	5
X = Weakness Attack in Tetra Master (description)	159

Z	
Zidane Tribal (information & abilities)	26
Zombie (status, description)	22

Location of items (pieces of equipment) and key items

Save your hard-earned Gil for expensive synthesis items or the most valuable pieces of equipment. The following list helps you retrieve all items and key items in the game free of cost at specific points in the game (see the page references for the walkthrough). Most of the pieces of equipment are hidden in treasure chests. Very rarely do you need to meet specific requirements or defeat a boss monster to receive a particular item. We have excluded everyday items such as Potions and Phoenix Pinions from the list, since these can be found in a great number of places and can also be bought cheaply from many shops.

A	
Air Racket	101
Amethyst	84, 90
Ancient Aroma	101
Angel Earrings	103
Angel Flute	110
Anklet	96
Aquamarine	83
Aquarius	100
Aries	45
Autograph	51
B	
Bandana	72
Barette	101
Battle Boots	106
Beautiful Potion	88
Black Belt	78, 91
Black Hood	96
Blank's Medicine	41
Blue Stone	79
Brigandine	81, 82
Broadsword	100
Bronze Gloves	41
Bronze Vest	49, 54
C	
Cachusha	86
Cancer	56
Capricorn	99
Carabini Mail	106
Cat's Claws	100
Chain Plate	62
Chimera Armlet	85, 89
Chocograph	53
Continental Map	42
Coronet	103
D	
Dagger	100
Demon's Mail	98
Demon's Vest	103
Desert Boots	64
Diamond	76
Diamond Sword	94
Dragon Wrist	103
E	
Earth Mirror	100
Egoist's Armlet	88
Emerald	67
Exploda	83
F	
Fairy Earrings	74, 95
Feather Boots	94
Fire Mirror	100
Flame Staff	64
Flash Hat	104
Fork	101

G	
Gaia Gear	94, 98
Garnet	99
Gate Pass	55
Gemini	59
Germias Boots	56
Gizamaluke Bell	54
Glass Armlet	51
Golden Hairpin	98
Golem's Flute	101
Green Stone	79
Gulug Stone	94
H	
Healing Rod	81, 82
Holy Bell	54
Holy Mitre	105
Hourglass key	95
I	
Ice Brand	68
Ice Staff	64
Iron Helm	46, 47
J	
Javelin	100
K	
Kain's Lance	109
Kirman Coffee	80
Kupo Nut	49, 58
L	
Lamia's Flute	82
Lamia's Tiara	74
Lapis Lazuli	85, 88
Leather Hat	41
Leather Plate	50
Leather Wrist	43, 46, 47, 49
Leo	85
Libra	80
Lightning Staff	57
M	
Mace of Zeus	111
Madain's Ring	75
Mage Masher	43
Mage Staff	101
Magician Shoes	64, 65
Magus Hat	54
Maiden Prayer	101
Master Hunter	52
Memory Earring	83
Minerva's Plate	103
Mini Burmecia	51
Mocha Koffee	53
Mooglesuit	51
Moogles Flute	42
Moonstone	79
Mountain Oglop	79
Multina Racket	55
Mythril Armlet	71
Mythril Dagger	44, 60, 61
Mythril Gloves	54, 64
Mythril Racket	103
Mythril Spear	56
Mythril Vest	64, 71
N	
Needle Fork	64
N-Kai Armlet	96
O	
Opal	84, 90
Ore	51, 66, 72, 75, 80
P	
Peridot	71, 90
Pick	75
Pisces	108
Power Belt	59
Power Vest	94
Promist Ring	95
Protection Bell	56
R	
Red Hat	98
Red Stone	79
Ribbon	98
Rising Sun	94
Rod	100
Rubber Helm	41
Ruby	81
Rune Claws	110



Running Shoes	99
S	
Sagittarius	88
Sapphire	90
Scorpio	85
Shield Armour	94, 96
Silk Robe	64, 65
Silver Gloves	48, 50
Steepled Hat	49
Strange Potion	88
Supersoft	61
Survival Vest	75, 83
T	
Taurus	59
The Ogre	71
The Tower	109
Thunder Gloves	66
Topaz	84, 90
U	
Unusual Potion	88
V	
Venetia Shield	96
Virgo	78
W	
Water Mirror	100
Wind Mirror	100
Wing Edge	98, 104
World Map	72
Wrist	41
Y	
Yellow Scarf	66
Yellow Stone	79

Where to use key items

Once obtained, you will retain most key items until the end of your adventure. Some of them, however, need to be used at certain points in the game and at specific locations. The following list helps you find those locations. You receive a reward for each Stellazzio you hand to Queen Stella in Treno (see page 164 in the Secrets chapter).

Beautiful Potion	88
Blank's Medicine	42
Blue Stone	79
Earth Mirror	102
Gate Pass	58
Gizamaluke Bell	54
Green Stone	79
Hourglass key	95
Kupo Nut	54, 62, 73, 91
Mountain Oglop	79
Pick	75
Protection Bell	56
Red Stone	79
Strange Potion	88
Ticket	35
Unusual Potion	88
Yellow Stone	79

Location of Tetra Master cards

The following playing cards are easy to obtain during your adventure. You will find many of them in treasure chests, or you can pick them up after defeating specific boss monsters. In order to obtain all 100 card images and complete your collection, just confront those monsters who drop specific cards. Alternatively, turn to page 161 in the Cards chapter and read the PlayOnline insert.

Alexandria	89
Antlion	79, 81
Atomos	102
Bomb	37
Elixir	99, 109
Fang	35, 37, 44
Fenrir	106
Flan	37
Gargant	70
Goblin	35, 37
Ironite	35
Lindblum	72
Lizard Man	35, 37
Mimic	49
Mythril Sword	54
Namingway	97
Nymph	67
Oglop	79
Ramuh	84, 100
Sahagin	37, 65
Shiva	84, 97
Skeleton	35
Tantarian	98
Tonberry	61
Wyerd	52
Yeti	59, 60
Zombie	37
Zuu	67

Information on the mini-games

Do you need hints for the exciting mini-games in Final Fantasy IX? Here are the page references for the Secrets chapter.

A unique game of cups, location: Alexandria (CD 3)	174
An exciting race, location: Alexandria (CD 3)	174
Catching frogs, location: Qu's Marsh (CDs 1 - 4)	172
Happy skipping, location: Alexandria (CDs 1, 3, 4)	171
The auction, location: Treno (CDs 2 - 4)	173
The Festival of the Hunt, location: Lindblum (CD 1)	172
Zidane's exhibition duel, location: Alexandria (CD 1)	171

The "final secrets"

The following page references help you unveil the last final secrets of the world of Final Fantasy IX.

Captain Dagger, Alexandria (CD 3)	164
Hades (the secret boss monster)	175
Kupo Nuts, Gizamaluke's Grotto (CDs 1 - 4)	166
Moogles, annoying the moogles on the world map	163
Moogles merchant (Stiltzkin), location: various (CDs 1 - 4)	166
Names of characters, changing	163
Quiz, location: forests (CDs 1 - 4)	165
Secret boss monster (Hades)	175
Steiner's Pluto Hunting, Alexandria (CD 1)	162
Stellazzio, collecting, location: various (CDs 1 - 4)	164
Stiltzkin (the Moogles merchant), location: various (CDs 1 - 4)	166
Treasure Rank	163

Updates and more:
www.authorisedcollection.com



CREDITS

The Official FINAL FANTASY® IX Strategy Guide is a production of piggyback interactive limited.

Publication Directors: Nathali Schrader, Vincent Pargney
Project Director: Liam Beatty
Editorial Director: Michael Martin
Creative Directors: Angela Augustin, Martin Schneider
 (kähler + augustin, st. pauli)
Editorial Consultants: Hirofumi Yamada, Klaus D. Hartwig

German version

Editor: Michael Martin, Hirofumi Yamada,
 Klaus D. Hartwig
Layout: kähler + augustin
Review: Tom Fabris, Square Europe :
 Thorsten Schaefer, Michel Sainisch

English version

Editor: Eva Hoogh
Layout: kähler + augustin
Review: Alexandra Klemm (Aisling Irland),
 Square Europe: Alison Lau, Alex Moresby,
 Natsumi Yamane

French version

Editor: Franck Reuillon
Layout: kähler + augustin
Review: Square Europe : Katrin Darolle,
 Alexis Tolle, Seb Oshan Berthelsen

Italian version

Editor: Project Synthesis Srl - Milano
Projektleiter: Emanuele Scichilone
Layout: kähler + augustin
Review: Square Europe: Alessandro De Luca,
 Raffaella Basso

Spanish version

Editor: María Ángeles Martínez Ibanez
 (Aisling Irland)
Layout: kähler + augustin
Review: Square Europe: Mónica Costoya,
 Luis López, Elena Abril

FINAL FANTASY® IX is a product of Square Co., Ltd.

Square Co., Ltd.

Conceived and Produced by: Hironobu Sakaguchi
Executive Producers: Tomoyuki Takechi,
 Hisashi Suzuki
Main Program: Hiroshi Kawai
Directed by: Hiroyuki Itou
Producer: Shinji Hashimoto
Art Director: Hideo Minaba

Localisation Department

General Manager: Koji Yamashita
Deputy General Manager: Akira Kashiwagi
Localisation Director: Kazuyoshi Tashiro
English Translation: Ryosuke Taketomi, Maki
 Yamane,
French Translator: Nobuhiro Uchiyama,
 Vincent Zouzoukolovsky
German Translator: Marcus Wehner, Josef Shanel
Italian Translation: Francesca Di Marco,
 Barbara Pisani
Spanish Translation: Eduardo López Herrero,
 Carmen Mangirón Hevia

Square Europe Ltd.

Managing Director: Yuji Shibata
Chief of Product Management: Ed Valiente
Assistant Manager Marketing / PR: Stéphanie Journau
Localisation Coordinator: Alison Lau
Assistant Manager QA: Katrin Darolle
Assistant Manager IT & Technical Support:
 Alex Moresby

Thanks to: Louie Beatty, Tamara, Leon,
 Jannes, Moët & Chandon

© piggyback interactive limited 2000, 2001. The official FINAL FANTASY® IX Strategy Guide is a licensed product of Square Co., Ltd. All rights reserved. © 2000, 2001 Square Co., Ltd. All rights reserved. FINAL FANTASY, SQUARESOFT and the SQUARESOFT logos are registered trademarks of Square Co., Ltd. COMPUTER GRAPHICS MOVIE: © 2000, 2001 Square Co., Ltd. Reproduction or transmission, in whole or in part is prohibited without the prior written permission of Square Europe Ltd. and piggyback interactive limited. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.



CREDITS

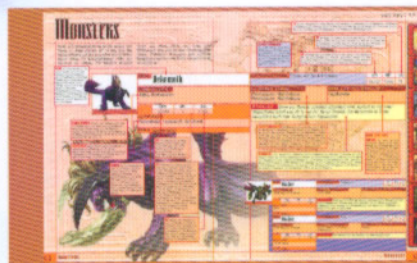
FINAL FANTASY IX

THE OFFICIAL STRATEGY GUIDE

THE ESSENTIAL GUIDE TO THE ESSENTIAL GAME

180 full-colour pages suitable for beginners and experienced gamers alike

- Full step-by-step walkthrough to guide you safely through the greatest adventure of your life
- Detailed map screenshots showing the location of all items and save points
- Convenient use of coloured text defining where items are found (red) and used (blue)
- Comprehensive information on all monsters ... and the best strategies to defeat them
- Thorough explanation of the Final Fantasy® IX game system:
Abilities, Magic, Status Effects and the Tetra Master card game
Weapons, Armour, Items and Synthesis Shops
- Top quality screenshots to illustrate playing tactics
- Background stories on all the main characters
- Countless tips revealed together with all the game's secrets
- Enhanced by PlayOnline: use the keywords provided in this strategy guide to access extra secrets and game information at www.square-europe.com
- Comprehensive index for quick reference



ISBN 1 903511 10 0

R.R.P. £12.95



SQUARESOFT®



© piggyback interactive limited 2000, 2001. The official FINAL FANTASY® IX Strategy Guide is a licensed product of Square Co., Ltd. All rights reserved. © 2000, 2001 Square Co., Ltd. All rights reserved. FINAL FANTASY, SQUARESOFT and the SQUARESOFT logos are registered trademarks of Square Co., Ltd. COMPUTER GRAPHICS MOVIE: © 2000, 2001 Square Co., Ltd. Reproduction or transmission, in whole or in part is prohibited without the prior written permission of Square Europe Ltd. and piggyback interactive limited. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.