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GAMESPOT GAME GUIDE: FINAL FANTASY VIII

BY ANDREW VESTAL

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INTRODUCTION



This guide is here to help you through the world of Final Fantasy VIII. Using the walk-throughs, you'll miss no secrets or important side quests, and the appendices provide quick access to a broad array of game information.

Some of the game's basics aren't contained in this guide; this is because Final Fantasy VIII has a mind-boggling, detailed in-game tutorial, accessible at any point in the game via the Tutorial menu option. Here, you can learn gameplay basics, research the game's details, and even pick up a few strategies - this should be the first place new gamers turn for help.

The guide itself is divided into several sections. The bulk of the guide is devoted to a walk-through that carries you through the game's four discs. All major side quests are detailed: those that net you an extra guardian force, and those which do not. A variety of appendices teach you card game strategy (and help you track down rare cards), detail character and villain personalities, and list enemy locations and drawable spells. Others include a guardian force list, item list, spell list, cheat sheet for all Squall's SeeD tests, and a comprehensive junk guide that will help you get every blue magic spell and everyone's best weapon.

In short, this guide contains everything you must know to complete the game - and everything more you must know to play to perfection. Let the game begin!





CHAPTER I

Gameplay Basics



Final Fantasy games are fairly straightforward affairs. Reach a new environment, explore the new environment, watch the story unfold, and head toward the next environment. Fight battles along the way to improve your characters' powers and explore the world thoroughly to uncover all the secrets it has to offer. If you've played a previous Final Fantasy game, you'll slip right into the eighth; if you haven't, the instruction manual and scandalously detailed in-game tutorial should get you off on the right foot. Here are a few of the less-intuitive gameplay tips and strategies that will help put you ahead of the pack.

Use the Guardian Force, Luke

The first skill you should teach a new guardian force is, if available, boost. Speedy button pushers can now pump up their attacks to inflict nearly twice the damage as before. Don't be shy about calling them - guardian forces are a gamer's best friend. Literally, in fact - the longer a guardian force is junctioned to the same character, the higher its affection rating - and the more quickly the guardian force will appear in battle.

Evenly distribute statistic junctions to your characters (HP-J, Str-J, and so on). Ideally, everyone can junction magic to each of the major statistics. Make sure all guardian forces are always junctioned and earning experience in battles - nothing is gained by leaving them on the sidelines.





Abuse the System

The strength of a spell junction is directly proportional to the number of uses of that spell a character carries - so draw, draw, draw! The maximum uses a character can carry of a spell is 100; try to have that many of any spell junctioned to a statistic. It's well worth the time spent repeatedly drawing.

Also, when your character falls into the critical hit-point zone, hit the triangle button continually to skip turns until his limit break becomes available. Don't waste his hurt status on a regular attack!

Your Fate is in the Cards

Why should you spend your time playing the card game? Simple. Quezacotl can transmogrify cards into items. Rare cards yield rare items - and without rare items, you can never upgrade to the strongest weapons, uncover the strongest guardian forces, or master the game's deepest secrets. So, play cards as often as you can against everyone you meet. Otherwise, you'll be fighting with weak weapons, and everyone will laugh at you.





Elementary, My Dear Watson

Use elemental attack and defense to your advantage. If you double your defense and also double your attack, you've made yourself four times more powerful. That's significant. Scan an enemy to discover its elemental weaknesses.





CHAPTER II

Disc I Walk-through



The first disc is the longest in the game and contains much of the initial machinery that sets the plot in motion. All the party members and most of the major secondary characters are introduced, and the disc itself builds toward a stunning finale. Use this disc to familiarize yourself with your party members' strengths and weaknesses and to master the intricacies of the draw and junction systems. This walk-through guides you through each location and ensures you won't miss any important secrets, guardian forces, or rare cards.

Balamb Garden

After a scolding from Dr. Kadowaki and teacher Quistis, Miss Trepe will ask Squall to go with her to the fire cavern. First, return to Squall's desk and use the computer terminal. Viewing the tutorial nets you your first two guardian forces: Quezacotl and Shiva. Now, leave the classroom and explore the halls of Balamb Garden - with your new friends in tow. Be sure to get the starter pack of cards from the man on the second floor walkway, meet with Seifer & Co. in the cafeteria, and pick up the rare Occult Fan magazine from the front end of the second library bookcase. Once you've seen the sights, meet Quistis at the central gate and head to the fire cavern, northeast of garden.





Guardian Force: Quezacotl

Location: Balamb Garden, Squall's SeeD terminal

Attack: Thunder storm

Element: Thunder

Useful skills: Card command, card mod menu, mid mag-RF menu

Overview: The Aztec thunder god puts the smack down on water-based and robotic foes, but his true power comes in card manipulation. Without his techniques, you'll have trouble obtaining the rare cards and items you need to thrive. In the game's early stages, mid mag-RF is invaluable.

Guardian Force: Shiva

Location: Balamb Garden, Squall's SeeD terminal

Attack: Diamond dust

Element: Ice

Useful skills: Doom command, Elem-Atk-J junction, Elem-Def-J junction

Overview: The Hindu god of destruction is apparently moonlighting as an icy snow queen. Her Elem-Atk and Elem-Def junctions give characters an edge against elemental enemies. Fire-based enemies shiver at the thought of her diamond dust attack, but everyone fears her countdown to death called "doom."





The Cave, the Cave, the Cave is on Fire

Thirty minutes should be more than enough time to complete the trial; most should have no trouble with just 20. Hurry along the path to the center of the cave, where you'll find Ifrit. Summon Shiva and cast any drawn blizzard spells to make quick work of him. It helps to have acquired Shiva's boost ability before the battle. Pick up the Ifrit guardian force and card, then hurry to the exit.

Guardian Force: Ifrit

Location: Fire cavern

Attack: Hell fire

Element: Fire

Useful skills: Str-J junction, Str+20/40% ability, mad rush command, ammo-RF menu

Overview: This demonic hell-beast is a physical powerhouse. His strength junctions and percent-ups beef up your blows, while his mad rush command instantly turns an ordinary party into a team of sped-up, protected, berserker killing machines. Ammo-RF becomes useful once Irvine joins your party - without this skill, you'll be shooting blanks.





Return to Garden and Dollet Assault

After the cave of fire, return to your dormitory in Balamb Garden and change into your military outfit. Meet Quistis - and Zell - in the front lobby. Seifer will be assigned as your squad leader; proceed to the parking garage. Drive along the road to Balamb town. Enter the submarine and receive a briefing from Xu. After the stunning FMV entrance, your mission begins.

Work your way to the central square; once Seifer asks you to look around, attack the enemies hiding in the northeast. Talk to Seifer while your party waits, then continue up the mountain; Seifer leaves your party, and Selphie joins it. At the top of the EMF tower, you'll face Biggs and Wedge; a quick guardian force summoning should eliminate the duo. Now comes the Elvoret - be certain to draw the siren guardian force and several uses of double magic before killing him! Your doubled spells and guardian forces should take him out just fine. Defeating Elvoret nets you the March issue of Weapons Monthly.

You now have 30 minutes to return to the ship - but the X-ATM092 droid on your tail isn't going to make things any easier. You can't defeat him, you can't even hope to contain him - you can just run away like wussy SeeD recruits. Weaken him with





lightning-based attacks, and when he falls to the ground, run away! Make it back to the beach, and Quistis will save your sorry hides.

Guardian Force: Siren

Location: Draw from Elvoret, boss of Dollet assault scenario

Attack: Silent voice

Element: Non-elemental with silence status effect

Useful skills: Treatment command, ST-Atk-J junction, move-find party

Overview: Siren's forte is in quickly silencing a large group of foes. Treatment cures any status ailments and can be used even when your character is silenced - invaluable for opponents that mute an entire party at once. ST-Def-J junctions are helpful, but ST-Atk-J is invaluable: junction a large number of any status spell in this slot, and most physical strikes will be accompanied by a free casting of that spell that almost always connects - even against powerful enemies and bosses. Move-find reveals invisible save and draw points - often the only place to find the greatest spells.

Squall Graduates

Back at Balamb town, Seifer and crew steal the car and drive back to the garden. Explore the town, play some cards, then head back to the garden. Meet with Cid, Quistis, and Xu in the lobby,





then go right to meet with Seifer. An announcement directs you to the second-floor hallway. Talk to Zell and wait. After a brief ceremony, Cid pronounces you SeeD members. Talk to him again to receive the battle meter. From this point on, you can select the Test option from the tutorial menu.

Soon, it will be evening in Squall's dormitory. Change into your ceremonial uniform (examine the bed), then talk to Selphie and head to the dance. After another stunning FMV sequence, Quistis meets you on the balcony and instructs you to meet her at the entrance to the training center. Change back into your regular outfit and depart.

Quistis Wants to "Instruct" You

Meet Quistis at the entrance and head toward the back room (near the save point). After an emotional rendezvous, return to the entrance. It's the girl Squall saw at the infirmary - and the monster Granaldo, who's out of control! Draw the powerful protect and shell spells, while keeping your hit-point levels high, then unleash a few rounds of guardian forces - piece of cake. Head back to your dormitory and go to sleep. The next morning, pick up the April issue of Weapons Magazine from your bedside table and head to the main gate.





Come On, Ride the Train

Talk to Cid to learn about your mission. Talk to him again to receive the magical lamp - using this item will bring you into battle with the Diablos guardian force. Go to the library with Zell in your party and talk to the pony-tailed girl in front of the bookcase - she has a crush on Zell. Stop by and visit her throughout the game! Head to the train depot in Balamb town, purchase a ticket, and board. Once the train starts moving, enter the cabin and talk to Zell. Receive Pet Pals Vol 1. A new adventure awaits...

Guardian Force: Diablos

Location: Use magical lamp, which you received from Cid. To easily defeat Diablos, use his own power against him; Draw out demi and cast it on him to inflict massive damage. Polish him off with a few well-timed guardian force summons.

Attack: Dark messenger

Element: Gravity-based attack

Useful skills: Darkside command, mug ability, enc-half and enc-none party

Overview: If Diablos appears to attack weakly, that's only because you're fighting weak enemies; his power is directly proportional to that of his foes. Darkside lets you sacrifice a tenth of a character's max hit points to deal a triply powerful blow; a worthy sacrifice to finish off a weakened opponent. Mug is vital for finding rare items





necessary for weapons upgrades and Quistis' blue magic. Enc-half and enc-none eliminate the headaches of random encounters.

Laguna

You find yourself in control of three strangers: Laguna, Ward, and Kiros. Laguna has Squall's junctions, magic, and statistics; Ward has Zell's; and Kiros has Selphie's. Head northeast through the burning fields and board the waiting truck. Once you reach Deling City, head right to the Galbadia Hotel. Head downstairs, be seated, and listen to the female pianist, Julia. Follow to her room (the concierge knows the way) for a brief interlude. Your party awakens and arrives at Timber station.

The Great Train Robbery

Once at Timber, a man asks you a question. Choose: "But the owls are still around," then head south and board the train. Win the Angelo card from Watts, then head to the back room and meet with Rinoa. Head back to the front cabin for your briefing. Don't worry if it looks complicated - the game automatically does most of the dirty work for you. Return to Rinoa's room to pick up Pet Pals Vol.2 from the bed (assign Angelo's skills from Rinoa's status screen). Talk to Watts to start the heist.





Travel with Rinoa across the car rooftops. You must enter two sets of codes to deactivate the couplings. If the guards spot you, you must start over and will lose one SeeD rank; use R1 and L1 (or Q and E if playing the PC version) to look left and right and press up to jump to the roof when the guards approach. You have five minutes to input both sets of codes: three codes for the first batch, five codes for the second. Complete both sets successfully on the first try to advance one SeeD rank. Once back in the front cabin, make your preparations, then talk to Rinoa to visit the president.

The president is a fake! He'll attack and turn into his true form, a monstrous zombie. Draw berserk and zombie from this second form. As an undead creature, he's weak against fire and holy attacks; cure spells and potions also cause damage! If you're looking for an easy out, use a phoenix down on him to kill him instantly. After the battle, form a new party and talk to Watts to leave the train.

Timber Town, Timber Station

Head north from the depot to reach the pet shop - here, you can buy Pet Pals Vol. 3 and 4. Head south past the hotel to the guards and defeat them. Return to the train station, this time heading east (in front of the Galbadia sign). Enter the Timber Maniacs building - be sure to search the documents in the first





room; the second pile on the right has the Girl Next Door magazine. After speaking with the Timber Maniacs crew, leave the building, head right for one screen, and go down the stairs to the pub.

Talk to the drunken man and tell him about the cards to have him move. Leave through the back alley and climb to the top of the station. Marvel as the sorceress is introduced, and all hell breaks loose. Head to the house adjacent to the Timber Maniacs, talk to Quistis twice, and leave with a party of three. Talk to the soldier (Watts), then head right and talk to Zone. Continue right, cross the bridge, and head south to board the train. Talk to everyone on board (Zell last), and the train departs. Get off at the first stop, East Academy Station, and wander west into the forest valley...

Return to the Blue Laguna

Follow the path, fighting soldiers, until you reach a three-way fork. Head down the middle path's ladder. When you come across the three hatches, examine the upper right corner of the middle hatch and tamper with it. Continue following the rocky path - first east, then north - until you come across a torpedo and a boulder. Examine the torpedo and choose the first option, sending the boulder to block the path. Head north along the staircase and





continue north until you reach a save point. Go north through the pipe. After defeating the two waves of soldiers, the mission ends with an impromptu cliff-diving session.

Irvine Kinneas, at Your (Ladies') Service

Once your party awakens, leave the forest and head northwest to Galbadia Garden. Make your way to the central hall. Get haste from the hidden draw point under the yellow light, then head north and take the stairs on the right. Once upstairs, enter the door on the south side of the hall. Talk to Zell, Quistis, Rinoa, and Selphie - in that order. Squall will exit in a huff. Return to the front entrance of Galbadia Garden. Talk to Rinoa; Martine will arrive and introduce Irvine Kinneas. Irvine leaves, harem in tow. Go to the train station northwest of the garden and board the train for Deling City. Once on board, talk to Selphie in her usual singing spot.

Do Deling City with Derring Do

Head up the escalator, then north to the first bus stop. When bus 08 arrives, talk to the conductor to board. Get off at Caraway's mansion. Talk to the nearly hidden guard on the right of the





screen to learn about the tomb of the unknown king to receive a map. Explore the town before heading to the tomb. Deling City is a very large city, but the bus system makes navigation palatable. The tomb of the unknown king is at the northeast corner of the continent - either set out by foot or rent a car. The Rent-a-Car store (and city exit) is two screens west from the base of the escalator.

Tomb of the Unknown King

Enter the tomb and go north one screen from the entrance to find an abandoned sword on the ground. Examine the sword to receive the code (it changes from game to game). The less adventurous can return to Deling City; those with cajones should continue into the tomb. You can navigate the entire tomb in a single pass if you always take right turns at every intersection - and remember, you can press Select at any time to view the tomb map.

Head to the eastern-most room and fight Sacred. Solo, he's not tough at all. After taking him out, hit the northern-most room for the draw point and floodgate switch and the western-most room for a draw point and waterwheel switch. Continue turning right at every junction until you leave the tomb. Save, reenter, and head straight north to the center of the tomb. Now, you'll fight the





brotherly duo of Sacred and Minotaur. As earth-based creatures, they're weak against wind-based attacks. Use siren or silence to quiet their regeneration attack, then hit them with your most powerful spells and guardian forces. Draw double to increase your offensive power and life in case a character dies. Keep your hit points high, as this duo can hit your entire party for a few hundred damage. Once you gain their alliance, leave the tomb and return to Deling City.

Guardian Force: Brothers

Location: Tomb of the unknown king

Attack: Brotherly love

Element: Earth

Useful skills: Defend command, cover ability, HP+20/40/80% and HP bonus' ability

Overview: Their team up attack trounces ground-dwelling foes but is useless against flying opponents. Defend nearly eliminates damage received, while cover lets a character valiantly protect a weaker ally from an enemy's blows. The hit points percentage increases can nearly double a character's hit points, while the hit point bonus gives the character junctioned to the brothers a hit-point lagniappe with each gained level.





The Edea Idea

Give the code to the soldier who sought it - first enter the 1s digit, then the 10s, then the 100s. Once inside, talk to Rinoa to meet with General Caraway. Follow Caraway through the streets of Deling City, eventually returning to his mansion. Once you gain control of Quistis, try to leave, and Rinoa will enter. Once you gain control of Squall and Irvine, follow Caraway. Back as Quistis, return to the mansion - and find yourself trapped!

Guide Rinoa up the boxes, climbing with the examine button, to the building's roof. A long sequence with Edea unfolds. Back as Quistis, you can escape the room by taking a wine glass from the cabinet on the left and placing it in the hands of the statue. Head through the secret passageway to the sewers. Jump onto the waterwheel and head north; the parade begins, and you regain control of Irvine and Squall. Lead the two boys up Rinoa's route to reach the lizard-lion beasts, Iguion. Be certain to draw carbuncle from them! They are weak against earth and strong against fire, so summon the brothers and avoid Ifrit. Draw Esuna if a party member is petrified. Once the pair is defeated, examine the previous screen's hatch. Examine the sniper rifle to regain control of Quistis.





Guardian Force: Carbuncle

Location: Draw from Iguion at end of disc 1

Attack: Ruby light

Element: N/A

Useful skills: Vit+20/40% ability, auto-reflect ability, counter ability

Overview: Ruby light casts reflect on each party member - it's a great opening defense against fierce magic users. As a defensive guardian force, Carbunkle's strength is in increasing characters' constitution. His vitality percent increases can mean the difference between life and death. Auto-reflect is a double-edged sword - with a permanent bounce-back, you can't cast helpful magic on your character, either. Used properly, however, it's extremely helpful. Counter gives an attacked character a free counter-hit.

The Sewers

While navigating the sewers, you can open gates and jump onto waterwheels. Be sure to draw life from your battles with Creeps to prepare for the long road ahead. Continue north until you hit a cross junction, then head west. Continue west until you reach a corner junction, then head north until you see a second cross junction. Head east, jumping across the two waterwheels as you go. Then jump across two more waterwheels and head south until you reach the screen from which you entered the sewers. Head east until you see the Weapons Monthly. You can get it by





returning to the sewers on a later disc - for now, go north to reach the save point and climb the ladder upwards. Climb up the ladder to the top floor, examine the window, and flip the switch.

The Grande Finale

Your party for the final battle of disc 1 will be Squall, Rinoa, and Irvine, so outfit them properly when the game gives you the chance. After much hullabaloo, Squall finds himself face to face with Seifer. Keep yourself healed, and he shouldn't pose any sort of a challenge. Edea, on the other hand, is far more powerful: level-three magic spells, intense agility, and atrociously high hit points can cause great pain. Cast double on each of your party members, then shell everyone and use your most powerful guardian forces. Be aware that Edea may dispel your magic barrier. She'll fall, but not easily. For an easy win, have one character summon carbuncle every round. Sorceress Edea will devote all her energy to dispelling your reflect status. In fact, she'll be so busy dispelling that she'll never actually attack your party, letting the other two members clean house.





CHAPTER III

Disc II Walk-through



After the stunning character and story developments on the first disc, the second may seem like something of a let-down. But its slower pace (and familiar locations) are necessary to explain and elaborate upon the events of the first disc. The disc's pace picks up again halfway through and builds to a stunning finale. Some of the revelations near the end of the second disc may leave you reeling, but it all fits together in the end. This walk-through helps you get through the disc as easily (and quickly) as possible, while obtaining all the secrets, guardian forces, and rare cards that lie along your route.

Winhill, Winhill, Spinning Around

Resolution of the first disc's finale must wait - you're back with Laguna in the town of Winhill. Talk to the young Ellone, then head to the pub next door and talk to Kiros. Exit the pub and head south. Head right at the flower shop and draw point, then go down the slope, heading south. After the sequence at the southern tip of town, return straight north to the pub and talk with Raine. Go to your room (where you began the scenario) and examine the bed.





Imprisoned!

Have Zell talk to everyone and then speak with Rinoa. The game now alternates between the incarcerated party and the incarcerated Squall. After several of these cuts, Zell talks to Quistis and organizes a jailbreak. Lead him up the stairs to the eighth floor to recover your weapons. Be sure to draw new spells from Biggs and Wedge before dispatching them. Descend to the first floor to find Zell's combat king 001, then climb to the 13th floor. Win a card battle against the man on the tenth floor to upgrade your battle meter. On the top floor, open the door on the right to rescue Squall. Take Squall, Quistis, and Selphie to the bottom floor and open the door at the end of the hallway. Lead Zell downstairs until you're reunited.

Jailbreak

Lead Squall and Rinoa's party up to the 13th floor. Lead Irvine's party down to the third floor. A save point is on the sixth floor. When you regain control of Squall's party, talk to the Moombas, then leave by the stairs in the south. Continue until you reach the walkway. Fight the boss; lightning-based attacks work best against the robots. After defeating the trio, return and cross the walkway. Move Squall toward the green orb.





Stop, or My Missile Base Will Shoot!

After the cars stop, talk to Selphie, and she'll reveal her plan. Form Squall's party. Head west with Squall's party and board the train. Drive Selphie's party to the missile base in the southwest of the Galbadian continent.

Enter the western bunker, examine the blue light on the west wall, and proceed through the left door. Continue past the guard at the security door and continue east until you get off the staircase. Head south, talk to the two soldiers, then return north and take the elevator. Talk to the soldiers at the missile loading dock, then return down the elevator and head south to speak with the two soldiers at the overhang once more. Head north, take the stairs, and return west to the security door.

Talk to the guard and enter the room. Selphie will mash on the keyboard. After you leave, keep up your disguise by choosing, "Talk my way out," "We just got here," and "Must be your imagination." Return to the elevator and choose, "Play it cool," and "Help out." Move the missiles. Descend and examine the computer by the elevator; choose Target, Set Error Ratio (set it to maximum), and then Data Upload. Continue east, defeat the guards, and examine the computers. Head north and examine the computer to





activate the self-destruct mechanism; 20 minutes should suffice. Return to the exit and fight the boss. This guy is tough - use Quezacotl and lightning-based attacks in conjunction with powerful guardian forces; if necessary, speed up your party with haste. When the soldiers start the countdown, make sure your hit points are full - the laser beam can take off nearly a thousand hit points from a single character. Victory garners the June issue of Weapons Monthly. Run around in circles... is there no escape?

Garden Wing Takes Flight

Something is amiss at Balamb Garden! Travel clockwise around the first floor perimeter, fully exploring each area and neutralizing the threats. Talk to the people you save to obtain items. You'll find a save point in your dormitory. Find Xu in the lobby and follow her to the second floor. Talk to her again and head to the third floor to meet with Cid. Talk to Cid three times and return to the elevator. When it jams, examine the controls, then examine the hatch in the floor. Climb down the ladder quickly, before the car starts moving again. Open the hatch and descend. Enemies here are weak against fire; if possible, junction fire magic to your Elem-Atk-J junction.





Continue through the shaft until you reach the large wheel. Turn it, backtrack one room, and climb down the ladder and stairs. Head behind the column to begin a sequence; Squall must climb up the ladder alone. Examine the controls and climb back down the ladder. Examine the blinking green light tucked away in the southwest corner. Climb down, pull the lever, and fight the boss. Use Ifrit and fire-based attacks. Continue across the bridge and down the ladder. Examine the controls twice to activate the MD system.

"ThE MaStEr... WiLi BE... VeRy... AnGrY

Head to the second floor north landing and enjoy the view. Return to the bridge. The next morning, go to the front lobby and take the elevator down. Talk to Master NORG and prepare to fight. The two side orbs cycle from blue to yellow to red; when they're red, they're dangerous! Hit them with a physical attack to regress the cycle. Destroy the central shell to expose NORG. Draw Leviathan, then hit him with everything you've got. He's particularly weak against wind, so cast aero and use powerful guardian forces, not neglecting to keep the side orbs in check. After defeating NORG, head to the infirmary and talk to Dr. Kadowaki and Cid. Head to the second floor north balcony and meet with the white SeeD. Go to the library and meet with Ellone.





Guardian Force: Leviathan

Location: Draw from NORG in basement of Balamb Garden

Attack: Tsunami

Element: Water

Useful skills: Recovery command, auto-potion ability

Overview: Learn the recovery skill immediately. This command refills a single character's hit points - or does 9,999 damage to an undead creature - it's absolutely invaluable. Auto-potion lets a character automatically use a potion when hit, lessening the cumulative damage. It's best used in combination with Alexander's med data ability.

Fisherman's Horizon

Leave your dormitory the next morning. Cid makes an announcement and parks in the garden. Leave through the second floor north balcony. Make your way through the city, talking to townsfolk as you go, until you reach Mayor Dobe's house in the center of the amphitheater. Chat with him and his wife. Draw ultima from the secret draw point on the right side of their room, then exit the stadium and follow him to the east. Continue along the tracks until you reach the soldiers. Defeat the soldiers and fight the boss. Use Brothers, Leviathan, and Quezacotl to win. Talk to Rinoa.





"Hey, Everybody, Let's Put on a Show!"

Return to the garden and head to the stage in the quadrangle. Meet with Selphie, then meet with Cid. Now, it's time for a concert! Assign an instrument to each character. Each instrument has a preset part, and not all the instruments go with each other. Choose matching instruments for a more pleasant sonic experience! Sax, electric guitar, piano, and bass guitar form a jazzy version of Eyes on Me, while guitar, violin, flute, and tap form a snazzy folk tune. The folk tune dialogue is recommended. Choose wisely!

Once the concert begins, change the camera angle and head left to the ledge. Examine the ledge to begin a dialogue with Rinoa. The next morning, head to the bridge and talk to Nida. If you like, you can now explore the world looking for secrets and optional side quests; all optional areas are detailed elsewhere in this guide.

Balamb Town

Talk to the two hotel staffs and the Galbadian soldier until Zell joins your party. Keep Zell in your party for the duration of this scenario. Enter the town and talk to Zell's mother. Talk to the





soldiers in front of the hotel and the ones at the harbor in the back of the town. Don't miss the soldiers with the dog in the very back of the harbor! Return to Zell's house and speak with everyone in the dining room. Return to the harbor and talk to the dog. Follow the dog to the train station. Head to the hotel and get ready to fight. Against Raijin and the two guards, use non-Quezacotl guardian forces. Against the pair, draw out Pandemona from Fujin. Cast barrier and shell to protect your party and then use your most powerful non-Quezacotl guardian forces. Concentrate your attacks on Raijin, as he is the more dangerous of the duo. You'll get combat king 002 from the battle.

Guardian Force: Pandemona

Location: Draw from Fujin in Balamb Town

Attack: Tornado zone

Element: Wind

Useful skills: Spd-J junction, Spd+20/40% ability, absorb command, initiative ability

Overview: Pandemona's bizarre appearance harbors a strong, wind-based attack. Junction 100 adds haste to your speed statistic to rocket fuel a character. The speed percentage increases are also useful. The absorb command drains hit points from an opponent and adds it to your own life meter. Initiative guarantees a character's ATB bar is full at the start of a battle.





Trabia Garden: Home of 48 Distinct Plot Twists

Head to Trabia Garden on the northeastern continent. Follow Selphie into the garden. Head northeast to the cemetery, then return to the fountain. The August issue of Weapons Monthly is hidden on the south side of the fountain screen. Head northwest to the barracks, then right to reach a damaged control room. Examine the computer to call up Selphie's data. Return to the cemetery. Return to the barracks and head west. Examine the missile to draw aura. On the basketball court, talk to everyone, and then try to leave. A flashback begins. Once you control the transparent Squall, head left, talk to the child, and then head north into the house. Head east and then north. Go down to the beach. Talk to everyone and return to the beach. Talk to everyone again, then talk to Rinoa and form a new party.

When Gardens Attack!

Galbadia Garden is on an island in the south; head northwest from Trabia Garden, wrapping around the world, to reach it. Leave the bridge, form a party, and head to the quad. Head to the stage area and talk to Zell and Rinoa. After Squall & Co return to the bridge, lead Zell's party west from the stage area. Now, head





to the front gate and reform your party. Head for the classroom, defeat the soldiers, talk to the woman, and return to the bridge. Lead Squall to the second floor hallway and talk to the kid on the floor. After taking some hits from the soldier, choose, "Look around for another option" and "Press the button for the emergency exit." The easiest way to win the mini-game is to alternatively pound on the X and O keys. Also, try guarding his blows until a super punch becomes available - then let him have it! Pick up Rinoa, land, and run past the warring factions. Name Griever, your ring, and enter Galbadia Garden.

Inside Galbadia Garden

Head right from the save point, then head right from the hallway. Climb the stairs to the second floor, talking with Raijin and Fujin. Head west on the second floor, then enter the room on the right. Talk to the cadet to get the first card key. Return to the save point and head left. Enter the left door and cross the ice, exiting through the door on the right. (The demonic hockey players here give tons of EXP and AP and can be defeated by a single Ifrit summon; we recommend you level-up for a bit.) Head through the door on the right and talk to the cadet for the second keycard.





Leave the room and head south twice to reach the save point. Return to the staircase where you found Raijin and Fujin and climb to the third floor. Open the door; jump down, and cross the basketball court to the left exit. Head south until you reach Cerberus. Save in the southeast corner of the room before the battle! Immediately draw out triple and cast it on each party member. Now, use your strongest guardian forces, except for Quezacotl and Pandemona, and triple-cast your most powerful nonwind, nonlightning spells. Haste yourselves and heal your party consistently via the regen and cure spells.

Guardian Force: Cerberus

Location: Defeat Cerberus in the Galbadia Garden lobby

Attack: Counter rockets

Element: N/A

Useful skills: ST-Def-Jx2/4 Junction, auto-haste ability, expendx2-1 ability

Overview: Summoning Cerberus casts double and triple on all party members, effectively tripling your party's attacking and defensive power. He should be your first move in any boss battle. Auto-haste gives one character a permanent nitro infusion, while ST-Def-Jx4 defends you from four separate status effects. Expendx2-1 lets you cast a spell two times for the price of one.





Completing Galbadia Garden

Once you've defeated Cerberus, head west from the lobby and enter the door on the left of the hallway. Talk to the girl to get the third key card. Return to the lobby, head north, and take the stairs on the right. Head west and take the elevator. Seifer's back, and he's far less of a pushover. Draw haste to speed up your party and protect Squall, as Seifer has a tendency to single him out for attack. Summon powerful guardian forces, and he'll fall soon enough.

Head east to the large lecture hall for the climactic battle. At first, you can only fight Seifer - but he's weakened now and easier than ever to take out. Once he's out of the way, Edea takes the forefront. Draw Alexander and summon Cerberus. Cast shell, regen, and haste on all three members. If Edea casts reflect on herself, dispel it. Siren's treatment command comes in handy if she starts silencing party members. Draw demi and cast it on her to inflict massive damage. Aura-driven limit breaks and your best guardian forces are also very effective. Defeat Edea to complete the disc.

Guardian Force: Alexander

Location: Draw from Edea at the end of disc 2

Attack: Holy judgement

Element: Holy





Useful skills: Revive command, Elem-Defx4 ability, med data ability, high mag-RF menu

Overview: Alexander is the master of recovery. His revive command works just like a phoenix down, restoring a deceased character to life. High mag-RF helps you create those difficult-to-obtain, high-level spells. Med data doubles the effects of any medicine; a hi-potion, for example, would restore 2,000 hit points instead of just 1,000. Elem-Defx4 can make a character obscenely fortified. How does immunity to fire, ice, lightning, and water attacks sound? Thought so.





CHAPTER IV

Disc III Walk-through



The third disc changes the purpose and nature of your entire quest. Bam! The disc itself is short, but this is the absolute best place to complete the game's side quests. Be sure to obtain all the guardian forces and complete all the side quests you want before ending the disc. It is also strongly recommended that you bulk up your card collection and complete the card club event in Balamb Garden. Also take time out to obtain Squall's best weapon, the lionheart. Upgrading other weapons is strongly recommended, but not as crucial as upgrading the lionheart. The game has a lot of depth and even more secrets, so use disc 3 to stop and smell the roses. Make your party the best it can be before continuing on to the final disc.

The Truth Revealed

Head to Edea's house and find her by the shore. Pay attention to all she has to say. Return to Balamb Garden. Pick up the July issue of Weapons Monthly at the training center - search the ground near the piles of material in the western room. Now, head to the infirmary, choose your party, and return to Laguna's world...





I Used to be in Pictures

When journalism doesn't pay the bills, Mr. Loire turns to the silver screen. During the dragon dueling mini-game, defend when it rears up to strike and lash out with a quick attack when there's an opening. Make certain your party is properly equipped before you enter the battle! The ruby dragon is weak against Shiva (ice) and Alexander (holy), but strong against Pandemona (wind) and Ifrit (fire).

White Seed and White Snow

Return to Edea's house and speak with her. Ellone's ship is alcov-
ed in the C-shaped island just north and east of Edea's house.
Find Zone upstairs and talk to him until he asks for the Girl Next
Door magazine; trade it for the Shiva card. Head downstairs into
the main cabin, draw holy, and talk to the white Seed leader. Back
at the garden, head to the infirmary and talk to Rinoa.

Walk until Squall stops, then talk to Rinoa and continue walking.
Talk to your friends, reform your party, and continue along the rail-
road tracks. Exit the tracks and enter the snowfield to the east.
Climb the skeleton and head east. Draw meteor from the hidden
draw point and continue north across the bone bridge. Jump





down and head north to the chasm. Head east to save and then head west to meet the boss. The boss is an undead creature, so cure spells and Leviathan's recovery command will kill him almost instantly. Stock curaga and flare, drawing Esuna as necessary to cure status ailments. Examine the flickering cliff face to find a mysterious passageway. Ride the elevator.

Laguna's Hard Time

Talk to the guard by the elevator on the right, then to the guard by the door on the left. Talk to the Moomba, to the man by the console, and to the Moomba once again. Once Kiros and Ward join you, outfit them with guardian forces. Take the elevator and sneak up the eastern staircase. Talk to the man outside, then return into the building. Get the Weapons Monthly first issue in the southwest corner of the room. Take the elevator down and fight the soldiers. Leave the building and enter the car.

In the new building, examine the cylindrical elevator in the middle of the room. Head north and defeat the guard. Examine the console in front of where the guard was standing, then return downstairs and head north to find Ellone.





Estharry, Starry Night

After meeting with Dr. Odine in the presidential palace, leave his room and head east. Take the elevator to reach the main city of Esthar. The city is enormous, and it's easy to get lost. The best way to visualize it is as two Greek Theta symbols placed side-by-side and connected by a network of pathways. Explore the city and be sure to go shopping! Exit through the gate to the south. This area's enemy encounter rate is extraordinarily high, so use Diablo's enc-none ability or rent a car. Head to Tears' Point in the southeast corner of the continent and get the Solomon ring from the base of the statue. Head north to the lunar gate. Enter the lunar gate and follow the woman to the elevator. Choose to enter space, select your third party member, and board the lift.

Pandora Rocks

Back on the ground, lead Zell's party back to Esthar. Take the lift to Odine's laboratory. Go upstairs and talk to Odine. After his briefing, leave the center. Head east until you reach the central gate where you exited the city. Head north (the path is partially





obscured), then head west. Press the square button to ensure that your location matches the first target. Wait here until the 15:00 mark, then board the Pandora.

Inside the Pandora, climb the stairs to the three elevators. Descend the 01 elevator and continue north along the path until you meet the robot and are expelled.

Space, the Final Frontier

Talk to the crew and pick Rinoa up from the off-screen foreground. Follow the crew. Win the Alexander card from Piet. Head through the north door and place Rinoa into the chamber. Leave, enter the hallway and head north to the bridge. Examine the monitor, then leave and climb the south stairs. Talk to the stargazing women. Continue south to find Ellone. Win the Laguna card from her. Talk to her and return to Rinoa's room. Talk to Rinoa in the hallway and follow her to the bridge. Talk to her on the bridge and examine the console.

Head up the stairs to the locker room on the east side of the hallway. Watch Rinoa leave through the airlock, then don a spacesuit from the locker and follow. Follow Rinoa until the airlock door closes, then return to the bridge. Talk to Piet, talk to Ellone, and head right to the escape pod. Talk to Ellone. The ensuing





mini-game is from a first-person perspective. Position the character in the center of the screen and press X to engage your thrusters.

Catch Rinoa.

Roll over Nostromo: Ragnarok to the Rescue

Aliens have infested the Ragnarok. To ensure they stay dead, kill them in similarly colored pairs. If you move quickly enough through the rooms, you can avoid battles with the incorrect monsters. A save point can be found down the first staircase, through a small door on the right side of the back wall. Once all the pairs are dead (this can be a pain, but persevere), take the elevator to the bridge. After a long musical number, the Ragnarok lands, and Rinoa leaves. Reboard the Ragnarok and head to the computer room; talk to everyone, and Selphie starts piloting.

Be sure to take advantage of Ragnarok's autopilot function? Select a location on the large world map to find yourself instantly whisked toward your destination. Throw that compass away and let space-age technology do the driving!





Saving Rinoa

Pilot Ragnarok to the Esthar Sorceress Memorial. Enter the memorial and talk to the scientists. Head west to free Rinoa. Leave the building and head to Edea's house. Follow Angelo west to the field and talk with Rinoa. Leave the house, speak with Edea, and head to Esthar.

Once in Esthar, head north 'til you reach the broken lifter, then west to the presidential palace. Take the elevator and head west to reach the president. Speak to him and hear everything he has to say - be sure to ask him how he got there!

Before entering the Lunatic Pandora, you may wish to complete some of the many available side quests.

Open the Lunatic Pandora Box

Be sure to complete all desired side quests before entering the Lunatic Pandora. Fly the Ragnarok to the Lunatic Pandora now hovering over Tears' Point. You'll immediately fight Raijin and Fujin. Draw full-life from the pair and then deal with them as you did before - only this time, Bahamut is useful as a nonelemental guardian force, while Doomtrain can afflict them with a variety of





status ailments. After defeating the duo, head north and hang a left. Talk to Biggs and Wedge, then enter the tunnel on the left. After leaving the 02 elevator, take the 01 elevator and follow the path to where you were previously ejected. This time, you fight. Have thundraga junctioned to your attacks and summon Quezacotl. Cerberus is a must, as his attacks can reduce your entire party to a single hit point apiece, and you must heal quickly. Continue past him to reach Seifer. Draw aura repeatedly; this is your only chance to stock up on this invaluable spell. When you get tired of stockpiling, cast aura on yourself and make mincemeat of the poor boy. End disc 3.

Guardian Force: Gilgamesh

Location: Obtain Odin; defeat Seifer at the end of disc 3

Attack: Zantetsuken/Masamune/Excalibur/Excalipur

Element: N/A

Useful skills: N/A

Overview: Gilgamesh helps your party in a manner similar to Odin - only Gilgy has four attacks he can unleash. Zantetsuken is Odin's instant death move, while Masamune and Excalibur both hit all foes for significant damage. Excalipur is a joke attack that barely damages opponents.





CHAPTER V

Disc IV Walk-through



This is it: the final confrontation. Most of disc IV is dedicated to the last dungeon and the cinematic ending, but there's still secrets to be found. Return to Ragnarok if you so desire, but you'll find that many of the towns and dungeons are now permanently sealed off. Hopefully, you properly prepared your party on disc 3 and are now ready for the climactic conflict. Good luck!

Adel

Form a new party and head south from where you fought Seifer. Climb the first ladder, the pinion, and continue right along the ledge to the right to meet Adel. Most of your guardian forces and powerful spells are right out as you can't risk damaging Rinoa. Use physical attacks and targeted spells to damage Adel; toss Rinoa a cure spell from time to time.

The first save point is real, but the rest are fakes. You'll now fight a long, continuous battle against a number of witches. The decoy witches have only a few thousand hit points apiece. The final form - you'll know it when you reach it - poses a slightly greater challenge. She can hit party members for slightly more than 1,000 hit points in damage, so don't let your hit points drop. When her countdown starts, either kill her quickly or shell and cure your party - an ultima blast is on the way.





Return to Ragnarok

Enter the door closest to the castle and arrive in a forest. Head to the northwest of the forest to receive a free chocobo. Ride the chocobo south along the shallow shores of Esthar until you reach the Centra continent. The Ragnarok can be found in the deserts just west of Cactaur Island (it will show up on your world map as a red dot.) Enter the gateway near the ship to return to the castle.

Returning to Ragnarok gives you more than just increased mobility. Card club members will find that their card club brethren have come along for the ride. Moreover, the card club is now packing even rare, one-of-a-kind cards found only under special conditions on previous discs. Complete your collection!

Ultimecia's Castle

The entrance to the castle is on the beach: climb the chain to the entrance. Ultimecia has used her great power to seal off your various abilities, and you must earn them back, one at a time. While this walk-through is written from the perspective of a single run-through, it is strongly recommended that you save your game outside the castle after each victory. Junction powerful magic to your





strength and make sure your party is fully healed. The first boss, Sphinxara, is waiting in the middle of the main hall. Continually attack him and unlock the magic command.

Head up the stairs to the right, then continue right through the door. Head down the stairs and north to reach the art gallery. Examine all the paintings on the first- and second-floor walls before examining the large painting on the first floor west wall. Enter the names that contain the roman numerals at which the floor clock's hands are pointing: VIVIDARIUM, INTERVIGILIUM, and VIATOR. Trauma is weak against air attacks, so cast tornado if you have it. Unlock the draw command.

Continue north through the first floor of the gallery and descend the stairs to the basement armory. Enter the door on the left, take the prison key, and fight the boss. Red Giant's defense is extraordinarily high, so gravity-based attacks are your only hope. Draw demi and cast it against him. Unlock the guardian force command.

Return to the main hall and head through the north door. Walk across the chandelier, and it will fall. Open the battered hatch and enter the basement. Junction firaga to your attack and thunderga to your defense. With the proper junctions, this guy isn't remotely challenging. Unlock the resurrection ability.





Leave the cellar and head north. Continue north past the fountain and up the stairs to the right of the organ. Cross the bridge until the key falls. Backtrack to the room with the bent hatch and head west to reach the main hall. Continue east across the great hall and through the art gallery, returning to the basement armory. Find the armory key in the river and unlock the door on the east side of the basement. Gargantua is weak against holy attacks. Unlock the limit break ability.

Now, you'll need two simultaneous parties: a fully equipped real party for fighting and a dummy party for flipping switches. The dummy party just needs Diablos and his enc-none ability. Lead the dummy party up the stairs of the main hall and through the door on the left. Continue along the path until you reach the elevator's green party exchange circle. Lead the real party up the left staircase above the armory and walk west to the second elevator. (If the elevator doesn't move, you must return to the gallery and examine all the paintings.) Take the dummy party west to find the floodgate key; then, have it head to the basement armory. Examine the handle to the right of the prison door to drain the water. Return to the fountain on the west side just before the organ and take the floodgate key. Head south to the party exchange circle and switch back to the real party.





Take the real party south from the elevator room. In the hallway with the flickering light, open the obscured door on the left. All four coffins must be open to fight the boss. If the chests are labeled 1 to 4 from left to right, examine them in this order: 3, 1, 4, 2. Catoblepas is weak against earth and water and can absorb lightning. Keep thundraga as your elem-def and summon the brothers, Shiva, and Leviathan. Unlock command abilities.

Travel back to the main hall and take the north door. Have your dummy party throw the switch in the room underneath the chandelier - the room with the bent hatch - by standing in the party exchange circle. Cross the chandelier. The boss can dish out massive damage, so Leviathan's recovery command is very helpful. Be prepared for an ultima blast just before he dies. Unlock the item command.

Return to the room with the organ. Climb the stairs on the right, cross the bridge, and enter the door on the left. Climb the tower until you reach the giant pendulum. Jump on it and swing across the gap to meet the Tiamat. Summon Cerberus and cast shell and regen on everyone immediately - undefended, dark flare can do upward of 7,500 hit points of damage! Use triple flare, meteor, and ultima and cast aura on Squall and Irvine. Unlock the save ability.





Continue along the spiral path, traversing the clock hands and descending the ladders. Save your game at the final save point and open the door.

Ultimecia

The battle begins with an unpleasant surprise: your party is randomly selected. You could try to evenly distribute your guardian forces and spells ... but come on! This is the last boss, and you want to be your absolute fighting best. Outfit three characters for the final Armageddon. If one of the other three is unfortunate enough to show up, take him out yourself. Another, more suitable character should be taking his place almost immediately.

The first form can be easily dispatched by a well-placed aura blast from Squall. Take advantage of its relative easiness to get your desired party ready to fight. Summon Cerberus and regen and shell your entire party. The second form is where things start heating up. Ultimecia can nullify all uses of a character's spell, so distribute important spells between two or more members. Triple-cast your most powerful attack spells and use all guardian forces except for the brothers, Doomtrain, and Diablos. Cast aura wantonly and indiscriminately. The second form casts shockwave phasor upon death, damaging each character for more than 6,000 hit

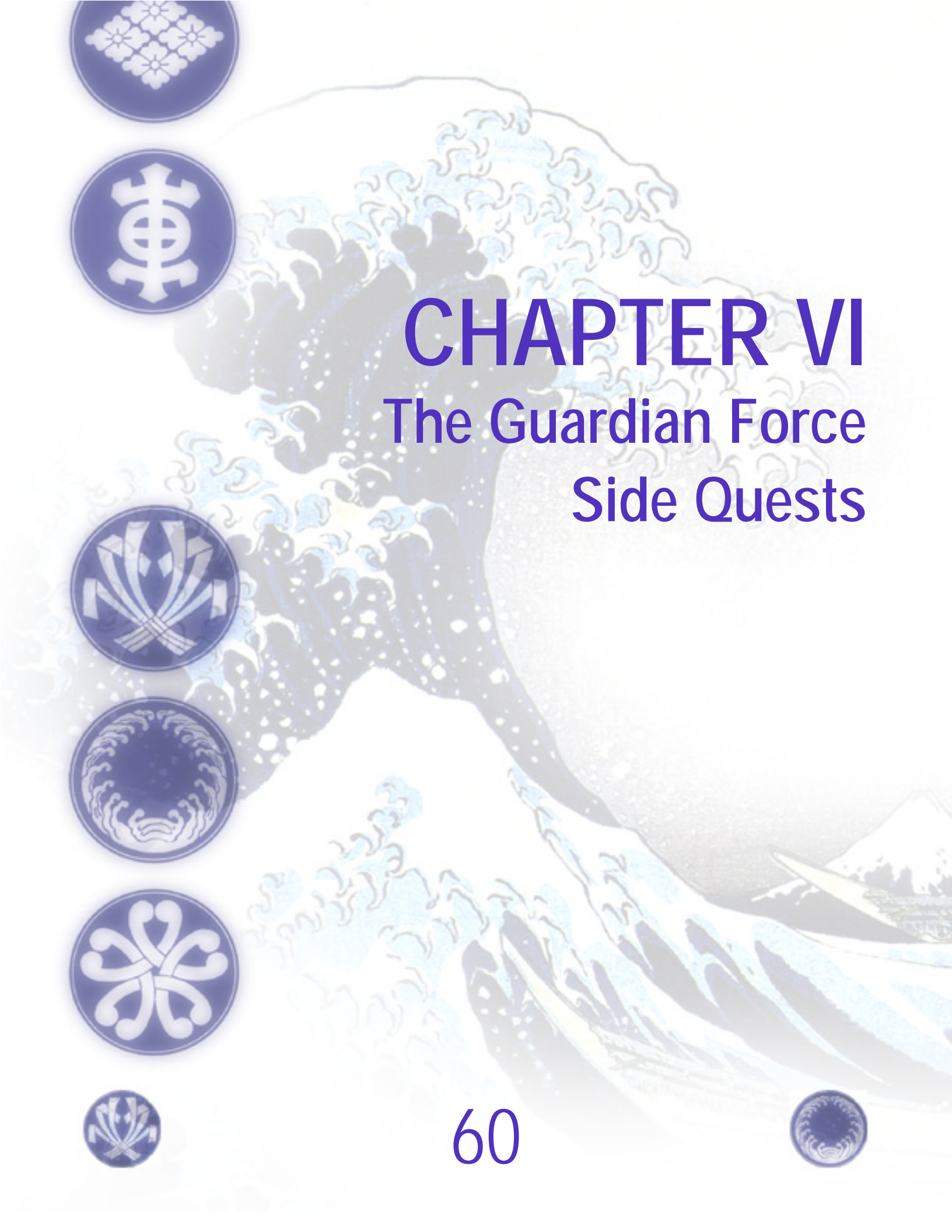




points. Be prepared; the third form can hit your entire party for 2,000 to 3,000 hit points at a time, so triple curaga is a must. Continue using powerful spells and aura.

The final form has the most powerful attack of all: hell's judgment. This deathly blast will send every character's energy plummeting to a miserable one hit point. Use Leviathan's recovery and curaga to stay afloat. Triple-casted magic and aura are again the order of the day. When the form uses draw apocalypse on itself, that's your clue to do two things. First, get your hit points at the max and your shells ready because 7,000 hit points of hurt are coming your way. Second, your party can now temporarily draw and stock the secret apocalypse spell itself! Triple apocalypse will teach Ultimecia a world of hurt. After a long and arduous battle, victory will be yours. Enjoy the stunning FMV conclusion.





CHAPTER VI

The Guardian Force Side Quests



The guardian forces found on the first two discs are obtained through the line of duty. You get them from characters, you draw them from bosses, you defeat them in battle. The later guardian forces are more hidden and far trickier to obtain. Whether performing an arcane ritual or exploring the depths of a subterranean maze, the procedures to get these last guardian forces are inordinately complex. Use this section to easily complete your guardian force collection.

Doomtrain

Combine the Solomon ring from Tears' Point with the right items to summon and obtain the Doomtrain guardian force. The first element you need is six Remedy+. Remedies are sold in most shops; convert 60 remedies into six Remedy+ with Alexander's med lev up menu. You'll also need six steel pipes; these can be stolen from the gorilla-like Wendigos southeast of Deling City. Find them in the triangular region bordered by two railroad tracks and a paved road. The final element is six Malboro tentacles. These can be either stolen or won from the fiendishly difficult Malboros found on the island closest to heaven. Give a character initiative, mug, auto-haste, and Spd+40%. With luck, you can get a plundering attempt or three in before the Malboro unleashes its debilitating bad breath attack.





Location: Combine Solomon's ring with 6x Remedy+, 6x steel pipes, 6x Malboro tentacles

Attack: Runaway train

Element: Poison plus all status ailments

Useful skills: ST/Elem-Atk/Def junctions, auto-shell ability

Overview: Summoning Doomtrain afflicts foes with a wide variety of status ailments. That is to say, all of them. His ST-Atk-J, Elem-Atk-J, Elem-Defx4, and ST-Def-Jx4 junctions are all invaluable. Auto-shell protects a character from magic attacks.

Tonberry

Now that the time limit is no longer in effect, return to the Centra ruins. Meet and fight with the Tonberrys near the entrance. They're tough, but persevere: Diablos and strong physical attacks are your best bet. Be sure you can revive deceased party members, as Tonberry is fond of killing your friends. Defeat 20 Tonberrys and don't neglect to save between battles. The 20th victory leads straight into a fight with the Tonberry king. Diablos works well, as do double and triple casts of powerful spells. If you've got aura, flaunt it! Defeat him to earn the Tonberry guardian force. (Aside: Be sure to Ammo-RF all your chef's knives into powerful AP ammo.)





Location: Defeat 20 Tonberrys and the Tonberry king at the Central ruins

Attack: Chef's knife

Element: None

Useful skills: LV Up/ LVDown command, haggle menu, sell-high menu, familiar menu

Overview: LV Up makes for a more difficult battle and more experience; LV Down weakens your foes and helps you win. Haggle makes merchants sell new items for less, while sell-high makes merchants give you more for used equipment. Familiar causes merchants to expand their inventories to include previously unavailable items.

Cactaur

In the southeast of the world, there's a small desert where a cactus pops in and out of the ground. This island is home to Cactaurs: small, shy cactus creatures who give you 20 AP apiece. Fighting them can net you up to 60 AP in a single battle - you'll learn those high-priced guardian force skills in no time! But you must be fast and have a high hit percentage: Cactaurs are notoriously flighty.





Make contact with the large cactus to fight the fearsome jumbo Cactaur. This guy isn't too difficult, but he has a lot of energy. Draw meltdown and cast it on him. The jumbo Cactaur is weak against water, so junction 100x water to your Elem-Atk junction and summon Leviathan and Shiva. Cast aura on Squall and Irvine. If Squall has lionheart, hope he uses the lionheart limit break. Meanwhile, Irvine should pump the jumbo Cactaur full of AP ammo. Make sure every character is capable of reviving and revivifying lost comrades. After a long and protracted battle, victory - and the Cactaur guardian force - will be yours.

Location: Defeat the jumbo Cactaur on Cactaur Island

Attack: 1,000 needles

Element: None

Useful skills: Eva-J and Luck-J junction, Luck+50% ability, bonus abilities

Overview: Cactaur's damage strength is equal to the tens digit of his level multiplied by one thousand. For example, a level 47 Cactaur would deal out 4x1,000 or 4,000 hit points in damage. Cactaur is the only guardian force that can increase your evasion and luck statistics, making him particularly useful for the game's intangible benefits. Cactaur joins with the innate knowledge of several bonuses, helping savvy players pump critical attributes.





Bahamut: Deep Sea Research Center

This submerged research facility in the southwest corner of the world map is filled with fire creatures, so junction blizzaga to your elemental attack and firaga to your elemental defense. Stay still when the light rotates and move when the light is dimmed. Examine the front of the light source. Choose the first option for the first question and the second option for the second question. For the third question, choose the secret, invisible third option to fight Bahamut. Use aura, guardian forces, and triple magic casting to dish out the damage and draw out curaga or full-life to restore your party.

Location: Defeat Bahamut at Deep Sea Research Center

Attack: Mega flare

Element: None

Useful skills: Ability x4, Str+60% ability, Mag+60% ability, rare item ability, auto-protect ability

Overview: Bahamut's powerful nonelemental attack makes him an ideal guardian force to summon against nearly any foe. While he shares many useful abilities (such as mug) with other guardian forces, his unique skills put him in a class of his own. Ability x4 turns one lucky character into a powerhouse. Rare item makes collecting those difficult-to-find weapon ingredients far less of a





chore. And auto-protect gives a character an innate barrier, effectively doubling his resistance to physical attacks. Whoever receives Bahamut's powers becomes an unstoppable force.

Eden: Return to Deep Sea Research Center

After obtaining Bahamut and returning to the Ragnarok cockpit, there's still more to be found. Return to the island with Zell and descend into the now-accessible depths. Use the proper number of steam blocks on each floor: 4, 2, 2, 1, and 1 blocks. Have Zell operate the machine to open the door, then continue down, down, down. Equip Diablos' enc-none ability to reduce, if not eliminate, enemy encounters. These are some of the toughest battles in the game, so make sure your party is prepared. There is a secret save point next to the machine on the bottom floor! You should still have 10 blocks of energy remaining; operate the machine to fight the ultima weapon.

Draw out the final and most powerful guardian force, Eden. Use Cerberus to double and triple your party. Cast regen, shell, and barrier on all three members. Draw demi from the boss and cast it for massive damage. Aura and your best guardian forces are





most effective. Make sure that each character has some way to revive a friend taken out by the ultima beam - that burning sensation you feel is 9,998 hit points of damage. Success will be yours!

Location: Draw from ultima weapon at Deep Sea Research Center

Attack: Eternal breath

Element: None

Useful skills: Devour command, Expendx3-1 ability, GFAb1 Med-RF menu

Overview: Eden shatters the 9,999 barrier, potentially dealing nearly 40,000 points of damage to foes. The devour command has a low success rate, but if it connects, it can instantly kill any foe. Expendx3-1 lets a character cast a spell three times for the price of one. GFAb1 Med-RF lets you create items that teach your guardian forces useful skills.





CHAPTER VII

Other Side Quests



Want to see the sights the world has to offer? Complete everything the game has to complete? Check out some of these exciting subquests. Some of them can be reached once you obtain the ship vehicle, others must wait until you get the airship vehicle. The best time to clean out the game's offerings is probably near the end of disc 3, immediately after obtaining Ragnarok. The guardian force side quests are more pertinent to success, but these are well worth your time, too.

Shumi Village

The village is found on the northernmost continent. Draw ultima for a fee, if you like, then take the elevator and make your way to the western-most house. Examine the statue, talk to the sculptor, then leave and head east to the house of the village elder - a Moomba is in front of the door). After talking to the leader, return to the sculptor and agree to help. Seek out the five stones scattered around Shumi village; when Squall is near a stone, he'll go "Huh...?", so examine those areas carefully. After finding each stone, deliver it to the sculptor and get your next assignment. The blue stone is in the large blue stone in the statue room. The wind stone is found in the pile of rocks on the first screen of the village, near the hotel. The life stone is found up the tree in front of the village elder's house. The shadow stone is in a shadow behind a pillar on the right side of the screen where you draw ultima. The





water stone is found in the artisan's sink - his house is just east of the statue building. After you return all five stones, head to the chief's house to be rewarded with the phoenix pinion. Using it in battle simultaneously deals massive fire damage to your opponent and resurrects any deceased party members.

Centra Ruins

The Centra ruins are a large, double-pyramid structure in the northeast of the Centra continent. Get all your characters' hit points to critical status, then equip Diablos' enc-none ability and enter. When the stairs split, go right. Examine the stone block in the center of the room to ascend. Take the ladder on the left and examine the orb. Climb down the ladder and examine the second orb to reveal a staircase. After climbing the stairs, take the first ladder on the left and take the left eye from the statue. Climb down the ladder and up the stairs on the right. Put the eye in the statue to gain the password. Take both eyes and return to the first statue. Put both eyes in the first statue and enter the password, top to bottom. Now, go through the open door and fight Odin.

Odin won't attack your party, so don't worry about defending or curing. Just beat him before the timer hits zero! Stock triple until each character has 100 uses, then unleash your party's limit breaks (you did keep your hit points in the critical zone, right?) He should fall easily.





Guardian Force: Odin

Location: Defeat Odin at the Centra ruins

Attack: Zantetsuken

Element: N/A

Useful skills: N/A

Overview: Odin isn't junctioned like an ordinary guardian force. Instead, he randomly appears before fights to give your party victory. The frequency with which Odin appears is dependent on your characters' luck statistic.

Islands Closest to Hell and Heaven

The western-most and eastern-most islands on the world map are littered with dozens of hidden, high-powered draw spells. They're also littered with the most difficult random encounters the game has to offer. Equip Diablos' enc-none ability to clean up on draw points. Fight the enemies to clean up on experience - sometimes more than 2,000 EXP in a single battle! Odin's deus ex machina nature can come in handy.





Chocobo and PocketStation (Chocobo World if using the PC)

Catch and name a chocobo at a chocobo forest by isolating Chicobo. Now, use the Gysahl greens in battle. It's your favorite bird friend to the rescue! If you are playing on the PSX and have an imported PocketStation, you can move Chicobo into the Chocobo World minigame. Maneuver your chocobo around the map toward the event squares. When you meet an enemy, alternatively hit left and right to increase the speed of your ATB. A well-balanced weapon is better than a lopsided one. Cactuar's items are converted to booty when Chicobo returns to the game.

Guardian Force: Chocobo

Location: Find Chicobo in the chocobo forest

Attack: ChocoFire / ChocoFlare / ChocoMeteor / ChocoBuckle

Element: Fire

Useful skills: N/A

Overview: Use the Gysahl greens to summon Chicobo to battle. Send Chicobo to the PocketStation (Chocobo World) to level up and upgrade his attack.

The higher your level, the more likely you will successfully rescue Mog at an event square. Rescuing Mog nets you Mog's armlet. This item gives a guardian force the MiniMog command; when





used in battle, Mog will partially restore the hit points of all junctioned guardian forces. When your chocobo reaches level 50, he evolves, and his in-game attack becomes more powerful. Chocobo evolves again at level 100.

Guardian Force: MiniMog

Location: Rescue Mog in the PocketStation (Chocobo World) game

Attack: Moogles dance

Element: N/A

Useful skills: N/A

Overview: Rescue MiniMog in the PocketStation (Chocobo World) game, then give a guardian force the MiniMog command. It restores 1,000 to 1,500 hit points to each equipped guardian force during battle.

Balamb Garden is Wired

Return to the second-floor homeroom periodically to check up on the Balamb Garden network. Selphie keeps her online diary up-to-date with her perspective on the party's goings on. There's also a public bulletin board and Selphie's own shrine devoted to Sir Laguna. This is where all those Timber Maniacs you read end up! While absolutely optional, the virtual web sites make for some interesting reading.





Omega Weapon

Looking for a real challenge? The Omega weapon is for you. Before fighting the Omega weapon, make sure your party is prepared. Give every character in your party 9,999 hit points. Junction 100 death spells to all characters' status resistance. Get a lot of hero medicine (if necessary, card mod Laguna's card). Give characters initiative, auto-haste, Spd-J junctions, and Spd+percentage abilities. Revive and recover commands are a must. Make sure Squall has his best weapon, the lionheart.

The Omega weapon resides in Ultimecia's castle. Take your real party to the party exchange spot before the fountain. Your dummy party should head to the hallway to the right of the main lobby. Pull the string in the bottom left of the screen. Switch back to the real party and take your party north. Enter the battle, cast aura on Squall and Irvine, and then use the hero drink on your party to render them impervious to attacks. Keep on casting aura and using hero drinks to keep your party in prime fighting condition. Revive and recover deceased characters. Learn his timing, then summon guardian forces right before his deadly Omega flare. Have Irvine pound bullets into him and hope that Squall's lionheart continually connects. Good luck!





APPENDIX A

Card Game Overview



Everyone in the world of Final Fantasy VIII plays the card game; you should too! While the game itself is fairly straightforward (the higher number wins), some of the more advanced strategies can be perplexing. Use this section to learn to control the rules and hone your basic strategy. Only with practice will you truly understand how to apply all the rules and strategies. Until then, play as often as you can and always save before any major card battles.

How Rules are Transferred

Imagine that you play a card game in area A and learn a new card rule. When you play a game in area B, an area without this new rule, the opponent may suggest you use a combination of area A and B's rules. If you like the rules used in the other area, say yes; you will play a game with a combination of the two areas' rules, and it is possible that area A's rules will become default rules for area B. If you don't want area A's rules to spread into area B, repeatedly reply "No" when asked to combine rules. Eventually, the player suggests a card game without rule combinations. Try to keep the random rule from spreading, as it makes card battles nearly impossible!





Card Game Strategy

Here are some basic tips for playing the card game.

Control the Corners

Have some powerful cards (such as minotaur and sacred) that you can put in a corner and be certain it won't be overturned.

It's All About Control

Turning over a card is worthless if your opponent can turn it right back on his next turn. Similarly, it's OK to expose a card's weak sides if you are positive you can regain and can keep control of it on a future turn.

Spread Out Your Cards

If your opponent can play a card adjacent to two (or more) cards on the table, he can rack up insane plus and same combos. Play your cards, when possible, so that such a match up is impossible.

Have a Varied Deck

It doesn't matter how powerful your cards are if they're all weak on the left side. Make sure that your card's strengths and weaknesses complement each other.





Play, Play, Play!

The only way to get good at the card game is to play against everyone you meet. You'd be surprised at the identities of some of the most avid players!

Card Club

Card club members can be found around Balamb Garden; win at least 15 card battles within Balamb Garden proper and card club members will begin to reveal themselves. Defeat them in the following order:

Jack	Randomly appears in front of the directory in the main lobby
Joker	Sells items on a plank inside the training facility; randomly uses Leviathan
Club	Appears randomly outside of dormitory
Diamond	Two-girl team in front of directory map in main lobby
Spade	The man who gave you your seven-card starter pack, on second floor walkway
Heart	It's Xu! Find her on the bridge; randomly uses carbuncle
King	"Card" talk to Dr. Kadowaki; now, the king sometimes appears when you stay in Squall's dormitory; randomly uses Gilgamesh





The Queen of Cards

The queen of cards quests can be a nightmare; it's highly recommended you wait and complete your collection on Disc 4. But for the more masochistic out there, here's an explanation anyway. Lose or win a rare card to the queen and seek her out around the world. Once she arrives at Dollet, she begins a quest. Lose a rare card of her choosing to her, then chase her around the world until she returns to Dollet once more. Now, she will reveal the location of a rare card. Don't think you can just go find the card because you know where it's located - you must have the queen's go ahead first. The cards to lose and win are as follows:

- | | |
|---------------------|--|
| 1. MiniMog | Kiros, from man in black suit in Deling City shopping area |
| 2. Sacred | Irvine, from Fisherman Harbor's mayor's wife Flo |
| 3. Chicobo | Fat chocobo, from man on bench outside Balamb Garden library |
| 4. Alexander | Doomtrain, from Timber pub bartender |
| 5. Doomtrain | Phoenix, from Esthar president's assistant |

Intentionally lost cards can be recovered from the queen's son in the casino in Dollet. Other cards lost to the queen can be won back from her.





Cards on Disc IV

If you want to obtain all the cards, be certain to complete the card club quest before the end of the third disc! On disc 4; the card club will accompany you onto Ragnarok and the playing arsenal will be upgraded to include levels 7 through 8 cards.

The Card Queen will move to the southwest peninsula of Esthar. Battle her to win level 9-10 cards.

PuPu Card

There is a single extremely rare card that must be obtained on disc 3: the PuPu card. First, equip Diablos' enc-none ability and search for the four UFO sites around the world. Enter the locations on foot; your party will enter an empty battle, and watch a UFO pass by. The locations are:

1. Outside of Winhill town.
2. Mandy Beach, just northeast of the town of Timber.
3. Heath Peninsula, an island east of Trabia Garden, just past a long, beachy peninsula.
4. Kashkabald Desert, the large sandy region southeast of Centra continent.





After sighting all four UFOs, fly the Ragnarok to the rocky cliffs above the chocobo shrine in the northeast. Land, encounter a UFO, and defeat it. Finally, head to the crater where the Balamb Garden used to be and encounter PuPu. Use the item command to feed him five elixirs and be rewarded with the PuPu card. Even though it's level 5, it's perhaps the most difficult card to obtain in the entire game!

Rare Card Locations

Some cards take more work to obtain than others; be sure to check the sections on the card club and queen of cards. Here are the locations for every single rare (level 8 to 10) card in the game:

Level 5

Card	Location
PuPu	See the PuPu card section

Level 8

Card	Location
Fat chocobo	Man in front of Balamb library on bench (queen of cards quest)
Angelo	Watts of the Forest Owls
Gilgamesh	Card club king
MiniMog	Boy running laps around first floor of Balamb Garden
Chocobo	Successfully summon large chocobo at all six chocobo forests; proceed to chocobo shrine





Quezacotl	FH Mayor Dobe
Shiva	Trade Girl Next Door magazine to Zone
Ifrit	Defeat Ifrit
Siren	Card master on second floor of Dollet pub
Secret	Defeat the brothers
Minotaur	Defeat the brothers

Level 9

Card	Location
Carbunkle	Card club heart
Diablos	Defeat Diablos
Leviathan	Card club joker
Odin	Defeat Odin
Pandemona	Zell's next door neighbors
Cerberus	Defeat Cerberus
Alexander	Piet in Lunarside base
Phoenix	Esthar presidential assistant (queen of cards quest)
Bahamut	Defeat Bahamut
Doomtrain	Timber pub bartender (queen of cards quest)
Eden	Defeat ultima weapon

Level 10


Card	Location
Ward	Dr. Odine in Esthar
Kiros	Man in black suit in Deling City shopping area (queen of cards quest)





Laguna	Ellone in Lunarside base
Selphie	Selphie's best friend in Trabia Garden
Quistis	Trepe fan club members in Balamb Garden
Irvine	Flo, FH mayor's wife (queen of cards quest)
Zell	Mrs. Dinch in Balamb town
Rinoa	Lose Ifrit card to General Caraway in Deling City Win Ifrit back from Martine in FH
Edea	Edea at Edea's house
Seifer	Cid at Edea's house
Squall	Laguna at Esthar





APPENDIX B

Character Overview



Heroes and villains, friends and enemies; characters and their relationships are the lifeblood of any Final Fantasy game. We wouldn't want to give away any of the story's finer moments, but this list should help you get a handle on the personalities you come across.

They're All Such ... Characters

Final Fantasy games live or die by their characters, and Final Fantasy VIII has some of the best yet. They may seem ordinary at first, but by the end of the game, you'll feel as if you really know the crew. Here's who who in the world of Final Fantasy VIII:

Squall Lionheart

Something happened to Squall many years ago; since then, he resolved to go forward on his own, without depending on anyone. He avoids interacting with people, even now, saying what must be said and waiting for the other person to go away. His bitter rivalry with Seifer leads him close to the brink of disaster.

Rinoa Heartilly

Rinoa is a 17-year-old girl with a kind heart and quick mouth. She leads the Timber resistance group Forest Owls, but seems uncertain of her motives or intentions. Unlike Squall, she has no compunctions about showing her feelings and can be - at times -





downright flirtatious. Occasionally frustrated by Squalls' constant attitude, she is still the closest emotional tie he has to the rest of the group.

Zell Dincht

Brash and fiery, Zell is always aching for a fight and is ready to rumble with all who cross his path. He's not just a stupid bruiser, however; he cares deeply for his mother, his hometown of Balamb, and for his friends. If only he could get one of those infamous hot dogs!

Quistis Trepe

Quistis is a precocious teenager who teaches at the Garden. She may have harbored feelings for Squall in the past - and still may, to a degree. A natural leader, she works to keep the group together in moments of strain and stress. She's extremely intelligent and focused, but emotionally uncertain of herself.

Selphie Tilmitt

Selphie is a classic teenager, full of boundless energy - but still a quick thinker. She's not an airhead; she's just frothing over with hyperkineticism! As a transfer student from Trabia Garden, she's homesick yet eager to make new friends. Be sure to check out the Balamb Network to read this computer whiz's diary!





Irvine Kinneas

Irvine is an affable southern gentleman and a consummate ladies' man. He heralds from Galbadia Garden, and though his sniping skills are impeccable, his confidence sometimes lacks. He's always putting the moves on the ladies - and may have eyes for a special someone in your party. He's also good at taking in a situation and doing the right thing.

Seifer Almasy

Seifer is Squall's long-time rival, with the same level of ability, but with an extra dose of arrogance. He also has something of a romantic streak in him, a dream of nobly defending those in need and vanquishing those who oppose him. As the game progresses, this romantic streak turns vicious...

Fujin and Raijin

This pair are Seifer's comrades, and the duo takes his side no matter what. As members of the Garden Disciplinary Committee, the three are rarely apart. But how far are they willing to follow their friend?

Laguna Loire

Laguna is a soldier in the Galbadian army, but he'd rather be doing something more ordinary - such as journalism. He's a very down-to-earth and likeable guy, but he's always looking out for others and willing to lend a hand.





Kiros Seagull

Kiros is a dutiful soldier with a serious personality. But he's not above letting out a few deadpan riffs when Laguna deserves them

Ward Zabac

This big fellow is salt-of-the-earth and very dependable. His warm-heartedness and boisterousness are often a foil to Kiros' calculating nature. He's something of the silent type.

Edea

Conniving, calculating, and just plain evil, the sorceress Edea allies with Galbadia only to further her own agenda. But what is her agenda? And why has she arisen to power only now?

Limit Breaks

Limit breaks in Final Fantasy VIII are activated one of two ways. The first way is when a character is in the critical hit-point zone. Skip his turn until the arrow next to fight appears, then unleash. The other method is through the powerful aura spell. Aura lets characters unlock their uber-powerful techniques while keeping their hit points high - a useful spell, to say the least.

But not all limit breaks are created equal. Who has the best, and who's should you rest? Here's a quick ranking:





- 1. Squall** He always hits for a decent amount of damage, but his randomized finishing moves are where he really shines. His final weapon, the lionheart, unlocks the lion heart limit break - a doozy that hits for upward of 180,000 hit points of damage!
- 2. Irvine** Give him good bullets and watch him thrive. Fast ammo pummels an opponent relentlessly, while the slow-firing AP ammo bullets hit for 9,999 hit points of damage. The rare pulse ammo does both.
- 3. Quistis** She's only as good as the skills you teach her, but some - like the ridiculously defensive mighty guard - give you instant advantages you can't find anywhere else.
- 4. Zell** Take the time to memorize his moves and the way they link. With nimble fingers, you can string them together for massive damage.
- 5. Selphie** Her slot is mostly a crapshoot, and you'll probably spend more time cycling than you do casting. But some skills, such as full cure, wall, and the apocalyptic The End, are well worth spinning for.
- 6. Rinoa** Even after she's learned every Angelo skill, Rinoa is mostly worthless. Later in the game, she gains some value with angel wing. This skill turns her into a berserker sorceress that casts random, don't-have-to-be-stocked spells for five times the usual damage.





APPENDIX C

Enemy Overview



This list has details on the enemies found in Final Fantasy VIII. You can find out where each enemy is located as well as what spells can be drawn from each enemy. As enemies increase in level along with your party, their drawable spells change. For example, a monster listed as having fire will almost always have fire or firega later in the game and so forth for cure, thunder, blizzard, and other spell families. Not all spells may be available at all times.

Bosses are not found on this list, but often have powerful spells to be drawn. Be sure to check at the beginning of each boss encounter for new spells. Also know that many enemies appear in locations other than those listed; however, the listed locations are where you are most likely to encounter the enemy.

Enemy List

Card Page 01

Card	Location	Draw
Geezard	Galbadia forests, grasslands, and hills	Thunder, cure
Funguar	Galbadia forests, grasslands	Fire, sleep, scan, confuse, silence
Bite Bug	Balamb forests, grasslands	Fire, scan
Red Bat	Fire cavern	Thunder, scan, drain
Blobra	Tomb of the unknown king	Shell, reflect, blind, confuse
Gayla	Trabia snowfields	Sleep, thunder, blizzard, meltdown





Gesper	Laguna's scenarios	Shell, protect
Fastitocalon-F	Beaches	Blizzard, sleep, scan, water
Blood Soul	Galbadia desert	Zombie, float, silence, dispel
Caterchipillar	Balamb forests	Thunder, cure, slow, stop
Cockatrice	Galbadia forests	Thunder, break

Card Page 02

Card	Location	Draw
Grat	Balamb Garden training facilities	Sleep, silence, berserk, confuse
Buel	Fire cavern, tomb of the unknown king	Fire, thunder, blizzard
Mesmerize	Trabia snowfields	Cure, esuna, dispel, life
Glacial Eye	Balamb snowfields, Esthar city	Blizzard, cure, scan
Belhelmel	Galbadia desert	Thunder, sleep, confuse
Thrustaevis	Galbadia hills	Blizzard, scan, aero, tornado, float
Anacodaur	Dollet hills, Galbadia forest	Fire, cure, bio
Creeps	Deling City sewers, tomb of the unknown king	Thunder, life, death
Grendel	Galbadia hills, island closest to hell	Fire, blizzard, cure, double
Jelleye	Centra grasslands	Fire, blizzard, thunder
Grand mantis	Centra deserts, forests	Water, esuna, life

Card Page 03

Card	Location	Draw
Forbidden	Centra ruins, Esthar hills	Zombie, blind, stop, death
Armadodo	Tomb of the nameless king	Protect, shell, quake
Tri-face	Island closest to heaven	Blind, silent, bio, dispel





Fastitocalon	Galbadia desert	Blizzard, sleep, scan, water
Snow lion	Trabia snowfields	Blizzard, berserk
Ochu	Galbadia forests, island closest to heaven	Silent, blind, confuse, curse
SAM08G	Galbadia prison tower, missile base	Protect, shell, stop
Death claw	Edea's house's forest	Aero, dispel, reflect
Cactuar	Cactuar Island, Centra desert	Haste
Tonberry	Centra ruins	Death
Avis womb	Centra desert	Aero, tornado

Card Page 04

Card	Location	Draw
Turtapod	South Esthar	Cure, esuna, dispel
Vysage	Avadon snowfield	Esuna, haste
T-Rexaur	Balamb forest, island closest to hell	Fire, thunder, quake
Bomb	Fire cavern, Centra forest	Fire, meltdown
Blitz	Edea's house's forest	Thunder
Wendigo	Dollet forest, Galbadia grasslands	Protect, berserk
Torama	Esthar City, Esthar area	Demi, life, death
Imp	Esthar City, Esthar area	Blind, silent, confuse, break
Blue dragon	Island closest to hell	Bio, drain, break, death
Adamantoise	Shores of Dollet and Long Horn Island	Blizzard, protect, shell, reflect
Hexadragon	Island closest to hell	Fire, protect, shell, dispel





Card Page 05

Card	Location	Draw
Iron giant	Esthar City	Haste, quake, shell, reflect
Behemoth	South Esthar, Deep Sea Research Center	Regen, tornado, flare
Chimaera	Island closest to heaven	Thunder, esuna, water, bio
PuPu	See PuPu Card in card game section	N/A
Elastoid	Laguna's scenarios	Dispel, shell, protect
GIM47N	Galbadia prison tower	Cure, esuna
Malboro	Island closest to heaven, north esthar	Bio, demi, quake
Ruby dragon	Edea's house's forest, island closest to hell	Firaga, reflect, flare, meteor
Elnoyle	Esthar City	Double, holy, pain





APPENDIX D

Guardian Force Overview



In Final Fantasy VIII, guardian forces are your lifeblood. Without them, you're absolutely powerless. Since each guardian force has its own personality and unique traits, it's vital that you collect them all. Otherwise, you'll miss out on valuable skills (each guardian force has a one-of-a-kind ability). You'll also find it difficult to properly equip and balance your party. A smart adventurer isn't afraid to rely on his guardian forces and their powers. Doing anything else is just asking for failure.

Quezacotl

Location: Balamb Garden, Squall's SeeD terminal

Attack: Thunder storm

Element: Thunder

Useful skills: Card command, card mod menu, mid mag-RF menu

Overview: The Aztec thunder god puts the smack down on water-based and robotic foes, but his true power comes in card manipulation. Without his techniques, you'll have trouble obtaining the rare cards and items you need to thrive. In the game's early stages, mid mag-RF is invaluable.

Shiva

Location: Balamb Garden, Squall's SeeD terminal

Attack: Diamond dust





Element: Ice

Useful skills: Doom command, Elem-Atk-J junction, Elem-Def-J junction

Overview: The Hindu god of destruction is apparently moonlighting as an icy snow queen. Her Elem-Atk and Elem-Def junctions give characters an edge against elemental enemies. Fire-based enemies shiver at the thought of her diamond dust attack, but everyone fears her countdown to death called "doom."

Ifrit

Location: Fire cavern

Attack: Hell fire

Element: Fire

Useful skills: Str-J junction, Str+20/40% ability, mad rush command, ammo-RF menu

Overview: This demonic hell-beast is a physical powerhouse. His strength junctions and percent increases beef up your blows, while his mad rush command instantly turns an ordinary party into a team of sped-up, protected, berserker killing machines. Ammo-RF becomes useful once Irvine joins your party - without this skill, you'll be shooting blanks.





Siren

Location: Draw from Elvoret, boss of Dollet assault scenario

Attack: Silent voice

Element: Nonelemental with silence status effect

Useful skills: Treatment command, ST-Atk-J junction, move-find party

Overview: Siren's forte is in quickly silencing a large group of foes. Treatment cures any status ailments and can be used even when your character is silenced - invaluable for opponents that mute an entire party at once. ST-Def-J junctions are helpful, but ST-Atk-J is invaluable: junction a large number of any status spell in this slot, and most physical strikes will be accompanied by a free casting of that spell that almost always connects - even against powerful enemies and bosses. Move-find reveals invisible save and draw points - often the only place to find the best spells.

Diablos

Location: Use magical lamp received from Cid. To easily defeat Diablos, use his own power against him; Draw out demi and cast it on him to inflict massive damage. Polish him off with a few well-timed guardian force summons.

Attack: Dark messenger





Element: Gravity-based attack

Useful skills: Darkside command, mug ability, enc-half and enc-none party

Overview: If Diablos appears to attack weakly, that's only because you're fighting weak enemies; his power is directly proportional to that of his foes. Darkside lets you sacrifice a tenth of a character's maximum hit points to deal a triply powerful blow; a worthy sacrifice to finish off a weakened opponent. Mug is vital for finding rare items necessary for weapons upgrades and Quistis' blue magic. Enc-half and enc-none eliminate the headaches of random encounters.

Brothers

Location: Tomb of the unknown king

Attack: Brotherly love

Element: Earth

Useful skills: Defend command, cover ability, HP+20/40/80% and HP bonus ability

Overview: This team-up attack trounces ground-dwelling foes but is useless against flying opponents. Defend nearly eliminates damage received, while cover lets a character valiantly protect a weaker ally from an enemy's blows. The hit-point percentage increases can nearly double a character's hit points, while the hit point bonus gives the character junctioned to the Brothers a hit point lagniappe with each gained level.





Carbuncle

Location: Draw from Iguion at end of disc 1

Attack: Ruby light

Element: N/A

Useful skills: Vit+20/40% ability, auto-reflect ability, counter ability

Overview: Ruby light casts reflect on each party member - a great opening defense against fierce magic users. As a defensive guardian force, Carbuncle's strength is in increasing characters' constitution. His vitality percent increases can mean the difference between life and death. Auto-reflect is a double-edged sword - with a permanent bounce-back, you can't cast helpful magic on your character, either. Used properly, however, it's extremely helpful. Counter gives an attacked character a free counter-hit.

Leviathan

Location: Draw from NORG in basement of Balamb Garden

Attack: Tsunami

Element: Water

Useful skills: Recovery command, Auto-potion ability

Overview: Learn the recovery skill immediately. This command refills a single character's hit points - or does 9,999 damage to an undead creature; it's absolutely invaluable. Auto-potion lets a char-





character automatically use a potion when hit, lessening the cumulative damage. It's best used in combination with Alexander's med data ability.

Pandemona

Location: Draw from Fujin in Balamb Town

Attack: Tornado zone

Element: Wind

Useful skills: Spd-J junction, Spd+20/40% ability, absorb command, initiative ability

Overview: Pandemona's bizarre appearance harbors a strong, wind-based attack. Junction 100 hastes to your speed statistic to rocket fuel a character. The speed percentage increases are also useful. The absorb command drains hit points from an opponent and adds it to your own life meter. Initiative guarantees a character's ATB bar is full at the start of a battle.

Cerberus

Location: Defeat Cerberus in Galbadia Garden lobby

Attack: Counter rockets

Element: N/A

Useful skills: ST-Def-Jx2/4 junction, auto-haste ability, Expendx2-1 ability





Overview: Summoning Cerberus casts double and triple on all party members, effectively tripling your party's attacking and defensive power. He should be your first move in any boss battle. Auto-haste gives one character a permanent nitro infusion, while ST-Def-Jx4 defends you from four separate status effects. Expendx2-1 lets you cast a spell two times for the price of one.

Alexander

Location: Draw from Edea at the end of disc 2

Attack: Holy judgement

Element: Holy

Useful skills: Revive command, Elem-Defx4 ability, med data ability, High Mag-RF menu

Overview: Alexander is the master of recovery. His revive command works just like a phoenix down, restoring a deceased character to life. High Mag-RF helps you create those difficult-to-obtain, high-level spells. Med data doubles the effects of any medicine; a hi-potion, for example, would restore 2,000 hit points instead of just 1,000. Elem-Defx4 can make a character obscenely fortified. How does immunity to fire, ice, lightning, and water attacks sound? Thought so.





Doomtrain

Location: Combine Solomon's ring with 6x Remedy+, 6x steel pipes, 6x Malboro tentacles

Attack: Runaway train

Element: Poison plus all status ailments

Useful skills: ST/Elem-Atk/Def junctions, auto-shell ability

Overview: Summoning Doomtrain afflicts foes with a wide variety of status ailments. That is to say, all of them. His ST-Atk-J, Elem-Atk-J, Elem-Defx4, and ST-Def-Jx4 junctions are all invaluable. Auto-shell protects a character from magic attacks.

Tonberry

Location: Defeat 20 Tonberrys and Tonberry king at Centra ruins

Attack: Chef's knife

Element: None

Useful skills: LV Up/ LV Down command, haggle menu, sell-high menu, familiar menu

Overview: LV Up makes for a more difficult battle and more experience; LV Down weakens your foes and helps you win. Haggle makes merchants sell new items for less, while sell-high makes merchants give you more for used equipment. Familiar causes merchants to expand their inventories to include previously unavailable items.





Cactaur

Location: Defeat Jumbo Cactaur on Cactaur Island

Attack: 1,000 needles

Element: None

Useful skills: Eva-J and Luck-J junction, Luck+50% ability, bonus abilities

Overview: Cactaur's damage strength is equal to the tens digit of his level multiplied by one thousand. For example, a level 47 Cactaur would deal out 4 x 1,000 or 4,000 hit points in damage. Cactaur is the only guardian force that can increase your evasion and luck statistics, making him particularly useful for the game's intangible benefits. Cactaur joins with an innate knowledge of several bonuses, helping savvy players pump critical attributes.

Bahamut

Location: Defeat Bahamut at Deep Sea Research Center

Attack: Mega flare

Element: None

Useful skills: Ability x4, Str+60% ability, Mag+60% ability, rare item ability, auto-protect ability

Overview: Bahamut's powerful nonelemental attack makes him an ideal guardian force to summon against nearly any foe. While he





shares many useful abilities (such as mug) with other guardian forces, his unique skills put him in a class of his own. Ability x4 turns one lucky character into a powerhouse. Rare item makes collecting those difficult-to-find weapon ingredients far less of a chore. And auto-protect gives a character an innate barrier, effectively doubling his resistance to physical attacks. Whoever receives Bahamut's powers becomes an unstoppable force.

Eden

Location: Draw from ultima weapon at Deep Sea Research Center

Attack: Eternal breath

Element: None

Useful skills: Devour command, Expendx3-1 ability, GFAbI Med-RF menu

Overview: Eden shatters the 9,999 barrier, potentially dealing nearly 40,000 points of damage to foes. The devour command has a low success rate, but if it connects, it can instantly kill any foe. Expendx3-1 lets a character cast a spell three times for the price of one. GFAbI Med-RF lets you create items that teach your guardian forces useful skills.





Guardian Helpers

Some guardian forces aren't summoned with the guardian force command. They arrive to help your party in a variety of different manners. Here are some members of the almost guardian force club. While they may not offer junctions or skills, their battle assistance can be just as valuable.

Odin

Location: Defeat Odin at Centra ruins

Attack: Zantetsuken

Element: N/A

Useful skills: N/A

Overview: Odin isn't junctioned like an ordinary guardian force. Instead, he randomly appears before fights to give your party victory. The frequency with which Odin appears is dependent on your characters' luck statistic.

Chocobo

Location: Find Chicobo in the chocobo forest

Attack: ChocoFire / ChocoFlare / ChocoMeteor / ChocoBuckle

Element: Fire

Useful skills: N/A

Overview: Use the Gysahl Greens to summon Chicobo to battle. Send Chicobo to the PocketStation to level up and upgrade his attack.





MiniMog

Location: Rescue Mog in PocketStation game

Attack: Moogles dance

Element: N/A

Useful skills: N/A

Overview: Rescue MiniMog in the PocketStation game, then give a guardian force the MiniMog command. It restores 1,000 to 1,500 hit points to each equipped guardian force during battle.

Gilgamesh

Location: Obtain Odin; defeat Seifer at end of disc 3

Attack: Zantetsuken/Masamune/Excalibur/Excalipur

Element: N/A

Useful skills: N/A

Overview: Gilgamesh helps your party in a manner similar to Odin - only Gilgy has four attacks he can unleash. Zantetsuken is Odin's instant death move, while Masamune and Excalibur both hit all foes for significant damage. Excalipur is a joke attack that barely damages opponents.





APPENDIX E

Items Overview



Here are some of the more useful items to be found in Final Fantasy VIII. If you find an item not on this list, be sure to select it in the item menu to see what it does!

Item	Effect
Potion, hi-potion, X-potion	Restore hit points to individual
Phoenix down / mega phoenix	Revive individual / entire party
Elixir	Restore full hit points and status to character
Megalixir	Restore full hit points and status to party
Antidote / soft / eye drops / echo screen / holy water	Remove poison / petrify / blind / silence / zombie
Remedy	Remove all status ailments
Shell / protect / death / flare / meteor / holy / ultima / aura stone	Cast spell
Hero	Individual becomes invincible
Phoenix pinion	Revive entire party and deal fire damage to enemy
Gysahl Greens	Summon chocobo into battle
Tent	Restore some hit points to party
Cottage	Restore all hit points to party
G-potion, G-hi-potion, G-X-potion	Restore hit points to guardian force
G-returner	Revive guardian force
Pet house	Restore hit points to all guardian forces
Rename card	Rename guardian force
Amnesia Greens	Guardian force forgets ability
Guardian force medicine	Guardian force learns ability





Shotgun / dark / fire / demolition / fast / AP / pulse ammo	Bullets for Irvine's limit break
M-stone piece, magic stone, wizard stone	Convert these to magic spells
Luck / Str / Spd / Mgc source	Raise statistics

Other items are used as junk in weapon upgrades, teaching Quistis blue magic, or increasing a character's affection with a guardian force.





APPENDIX F

Magazine Overview



Missing any magazines? Almost all can be purchased in Esthar after learning Tonberry's familiar menu.

Weapons Monthly

Magazine	How To Get It
Weapons Mo Mar	Win from Elvoret, boss of Dollet assault scenario
Weapons Mo Apr	Find in Dormitory after evening with Quistis in training center
Weapons Mo May	Find in Deling City sewers after disc 1
Weapons Mo Jun	Win from BGH521F2, boss of the missile base
Weapons Mo Jul	Find in west of training center after disc 2
Weapons Mo Aug	Find south of Trabia Garden fountain
Weapons Mo 1st	Find in Lunatic Pandora research center

Combat King

Magazine	How To Get It
Combat King 001	Find on the first floor of the Galbadia prison tower
Combat King 002	Defeat Raijin at Balamb Town
Combat King 003	Talk to Zell's girlfriend in library; meet her after staying in inn in Balamb Town
Combat King 004	From Esthar soldier during Lunatic Pandora attack
Combat King 005	Find near Elevator 03 in Lunatic Pandora





Pet Pals

Magazine	How To Get It
Pet Pals Vol.1	Receive from Zell
Pet Pals Vol.2	Find on Rinoa's bed in train
Pet Pals Vol.3	Purchase from Timber pet shop
Pet Pals Vol.4	Purchase from Timber pet shop
Pet Pals Vol.5	Purchase from Esthar pet shop
Pet Pals Vol.6	Purchase from Esthar pet shop

Other Magazines

Magazine	How To Get It
Occult Fan I	Find on Balamb library shelves
Occult Fan II	Find in Dollet card casino
Girl Next Door	Find in pile of magazines in Timber Maniacs building





APPENDIX G

Magic Overview



Here is a list of the spells found in Final Fantasy VIII, with a brief description of each.

Spell	Description
Aero	Wind elemental attack
Apocalypse	Most powerful spell; can only be drawn from Ultimecia
Aura	Unlock limit break skills
Berserk	Target can't control actions and attacks automatically; strength is doubled
Bio	Poison status attack
Blind	Target can't successfully use physical attacks
Blizzard/blizzara/blizzaga	Ice elemental attack
Break	Target is petrified
Confuse	Target can't control actions
Cure/cura/curaga	Restores hit points
Death	Target dies
Demi	Gravity attack (causes damage equal to a quarter of target's maximum hit points)
Dispel	Nullify status effects (haste, reflect, and so on)
Double	Cast a spell twice in a single turn
Drain	Target loses hit points; caster gains hit points lost by target
Esuna	Remove status ailments (poison, petrify, and so on)
Fire/fira/firaga	Fire elemental attack
Flare	Strong fire elemental attack
Float	Target flies avoids earth elemental attacks such as quake
Haste	Double speed of target





Holy	Holy attack
Life/full-life	Resurrect/resurrect with full hit points
Meltdown	Target is afflicted by vit 0; damage to target increases
Meteor	Strong nonelemental attack, strikes all foes
Pain	Target is afflicted with variety of status ailments
Protect	Reduce damage from physical attacks
Quake	Earth elemental attack
Reflect	Reflect spells back onto caster
Regen	Restore hit points gradually each turn
Scan	Displays statistics, strengths, and weaknesses of target
Shell	Reduce damage from magic attacks
Silence	Target can't use magic
Sleep	Target falls asleep and can't act
Slow	Half speed of target
Stop	Freeze speed of target
Thunder/thundra/thundraga	Thunder elemental attack
Tornado	Strong wind elemental attack
Triple	Cast a spell three times in a single turn
Ultima	Strongest nonelemental attack, strikes all foes
Water	Water elemental attack
Zombie	Target becomes undead and is harmed by curative and fire elemental spells





How to Junction for Best Function

What are the best spells to junction to an attribute? Here are the top four candidates for each statistic; the number is the amount by which 100 junctioned uses of the spell increases the statistic. Distribute your spells wisely!

HP J

Ultima	6,000
Full-life	4,800
Meteor	4,600
Holy	3,800

Power J

Ultima	100
Meteor	75
Aura	70
Triple	70

Defense J

Ultima	82
Full-life	80
Meltdown	80
Regen	70





Magic Power J

Ultima	100
Triple	70
Pain	60
Meteor	52

Spirit J

Ultima	95
Full-life	85
Reflect	72
Curaga	65

Speed J

Triple	70
Ultima	60
Haste	60
Stop	48

Evasion J

Ultima	60
Triple	40
Tornado	32
Meteor	30

Recommended Junctions

HP: Full-life

Power: Ultima or meteor

Defense: Meltdown

Magic Power: Ultima or triple

Spirit: Reflect

Speed: Triple or haste

Evasion: Tornado

Accuracy: Aura

Luck: Pain





Accuracy J

Triple	150
Ultima	60
Aura	50
Double	40

Luck J

Ultima	60
Aura	40
Pain	40
Death	38





APPENDIX H

Tutorial Overview



After the assault on Dollet, a new option, TEST, becomes available. Here, you can demonstrate your knowledge of the game and raise Squall's SeeD ranking. The higher Squall's ranking, the more cash he rakes in each pay period, so answer them as early as possible for maximum benefit. Squall can take tests up to the number of his level.

Level	Solution
Level 1	Y, N, Y, Y, Y, N, N, Y, N, N
Level 2	Y, N, Y, Y, Y, N, Y, Y, N, N
Level 3	N, N, Y, N, Y, Y, Y, N, Y, N
Level 4	N, Y, Y, Y, N, N, Y, Y, N, N
Level 5	N, N, N, Y, Y, N, N, Y, Y, Y
Level 6	Y, N, Y, Y, N, N, Y, Y, N, Y
Level 7	Y, Y, Y, Y, Y, Y, N, Y, Y, N
Level 8	N, Y, N, N, Y, Y, N, N, Y, N
Level 9	N, Y, N, N, N, N, N, N, Y, Y
Level 10	Y, N, N, N, N, N, N, N, Y, N
Level 11	Y, Y, N, Y, Y, N, Y, N, N, Y
Level 12	N, Y, N, N, Y, N, Y, N, Y, N
Level 13	Y, N, N, N, Y, N, N, N, N, N
Level 14	Y, Y, Y, Y, N, Y, Y, N, Y, N
Level 15	Y, Y, N, N, N, N, N, Y, N, Y
Level 16	Y, N, N, Y, N, Y, N, N, Y, N
Level 17	Y, N, N, N, Y, N, N, Y, N, N
Level 18	Y, N, N, N, Y, N, N, N, N, N





Level 19	Y, N, N, Y, N, N, N, N, Y
Level 20	Y, Y, N, Y, N, Y, Y, Y, N, N
Level 21	Y, Y, Y, Y, N, N, Y, Y, Y, N
Level 22	N, N, N, Y, N, N, N, Y, Y, N
Level 23	Y, N, N, N, N, Y, Y, Y, Y, Y
Level 24	Y, Y, N, N, Y, Y, N, N, N, Y
Level 25	Y, N, Y, Y, Y, N, N, Y, N, N
Level 26	Y, Y, N, Y, N, Y, N, Y, N, N
Level 27	N, Y, N, N, N, N, Y, N, Y, N
Level 28	Y, N, N, Y, Y, Y, N, Y, N, N
Level 29	N, N, N, Y, Y, N, N, N, Y, N
Level 30	N, Y, N, N, N, N, Y, N, N, N





APPENDIX I

Junk: Weapons Upgrading



In Final Fantasy VIII, enemies are always at the same level as your characters. This means that simple stat-building will never let you crush them - you must turn to other means for success. Weapons upgrading is perhaps the most important of these means. By combining your weapon with rare items (junk) at junk shops, your characters can upgrade their arsenal. But when we say rare items, we mean rare. Items can be found from an opponent's victory spoils, stolen using the mug skill, or obtained via the card mod menu. It may seem like a lot of work, but it's worth it.

Junk Locations

Item	How to Get It
Adamantine	Win from Adamantoise turtles on the shores of Long Horn Island, north of Galbadia
Betrayal sword	Steal from Forbidden in Centra ruins
Bomb fragment	Steal or win from Bomb in fire cavern
Chef's knife	Steal or win from Tonberry in Centra ruins
Cockatrice pinion	Steal or win from cockatrice in Galbadia forest
Curse spike	Steal or win from Tri-Face or Malboro on island closest to heaven
Dino bone	Defeat T-Rexaur on island closest to hell or in training facility
Dragon fang	Win from blue dragon on island closest to hell
Dragon fin	Steal or win from Grendel in Galbadia hills
Dragon skin	Win from T-Rexaur or steal or win from blue dragon on island closest to hell; T-Rexaur is also found in training facilities
Dynamo stone	Steal or win from Blitz in forest near Edea's house or steal from Elastoids in Laguna's scenarios





Energy crystal	Win from Elnoyle in Esthar city complex
Fish fin	Steal or win from Fastitocalon in Galbadia prison tower in desert
Force armlet	Purchase in Esthar city after acquiring Tonberry's familiar menu
Fury fragment	Win from blue dragon on island closest to hell
Inferno fang	Steal or win from ruby dragon on island closest to hell
Life ring	Win from Mesmerize in Esthar snowfield
Malboro tentacles	Steal or win from Malboro on island closest to hell
Mesmerize blade	Steal or win from Mesmerize in Esthar snowfields
Moon stone	Steal from Elnoyle in Esthar city complex
M-stone piece	Steal or win from just about everybody
Magic stone	Steal or win from just about everybody
Ochu tentacle	Steal or win from Ochu on island closest to heaven
Pulse ammo	Win 2x energy crystal; use ammo-RF menu to convert to 20x pulse ammo
Red fang	Steal or win from ruby dragon or hexadragon on island closest to hell
Regen ring	Steal or win from Torama in Esthar snowfield
Saw blade	Steal or win from Belhelmel in Galbadia desert
Screw	Steal or win from Geezards outside Deling City
Sharp spike	Steal from Grand Mantis in forests outside Edea's house
Shear feather	Win from Thrustaevis in Galbadia Hills or steal from death claw in forest outside Edea's house
Spider web	Steal or win from Caterchipillar in Balamb forest
Star fragment	Steal from iron giants in Esthar city complex or win from Tri-face on island closest to heaven
Steel orb	Win from Wendigo in great plains of Galbadia





Steel pipe	Steal or win from Wendigo in great plains of Galbadia
Turtle shell	Win from Adamantoise on shores of Long Horn Island or steal from Armadodo in tomb of the unknown king
Windmill	Steal from Thrustaevis in great plains of Galbadia

Weapons Upgrading

If you don't have all the Weapons Monthlies, acquire Tonberry's familiar menu and purchase missing magazines from Esthar. To upgrade to the best weapons, you need rare items. Make sure your party has the mug ability and Bahamut's rare item ability. You can sometimes card mod rare cards into these items, but then the card is lost - you must decide if the sacrifice is worth it. Be certain to get Squall's lionheart - his final limit break is by far the most powerful attack in the game. Happy hunting!

Squall

Month	Weapon	Needed for Upgrade
March	Revolver	6x M-stone piece, 2x screw
April	Shear trigger	1x steel pipe, 4x screw
May	Cutting trigger	1x mesmerize blade, 8x screw
June	Flame saber	1x betrayal sword, 1x turtle shell, 4x screw
July	Twin lance	1x dino bone, 2x red fang, 12x screw





August	Punishment	1x chef's knife, 2x star fragment, 1x turtle shell, 8x screw
1st	Lionheart	1x adamantine, 4x dragon fang, 12x pulse ammo

Zell

Month	Weapon	Needed for Upgrade
March	Metal knuckle	1x fish fin, 4x M-stone piece
April	Maverick	1x dragon fin, 1x spider web
June	Gauntlet	1x dragon skin, 1x fury fragment
August	Ehrgeiz	1x adamantine, 4x dragon skin, 1x fury fragment

Rinoa

Month	Weapon	Needed for Upgrade
April	Pinwheel	3x M-stone piece
May	Valkyrie	1x shear feather, 1x magic stone
July	Rising sun	1x saw blade, 8x screw
August	Cardinal	1x cockatrice pinion, 1x mesmerize blade, 1x sharp spike
1st	Shooting star	2x windmill, 1x regen ring, 1x force armlet, 2x energy crystal

Quistis

Month	Weapon	Needed for Upgrade
March	Chain whip	2x M-stone piece, 1x spider web
May	Slaying tail	2x magic stone, 1x sharp spike
June	Red scorpion	2x Ochu tentacle, 2x dragon skin
1st	Save the queen	2x Malboro tentacles, 4x sharp spike, 4x energy crystal





Irvine

Month	Weapon	Needed for Upgrade
April	Valiant	1x steel pipe, 4x screw
May	Ulysses	1x steel pipe, 1x bomb fragment, 2x screw
July	Bismark	2x steel pipe, 4x dynamo stone, 8x screw
1st	Exeter	2x dino bone, 1x moon stone, 2x star fragment, 18x screw

Selphie

Month	Weapon	Needed for Upgrade
March	Flail	2x M-stone piece, 1x bomb fragment
June	Morning star	2x steel orb, 2x sharp spike
July	Crescent wish	1x inferno fang, 1x life ring, 4x sharp spike
1st	Strange vision	1x adamantium, 3x star fragment, 2x curse spike



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