FF9 All Bosses PC

## Kill Masked Man

Killed Steiner 2

## All Prima Vista Ethers

# Dali

## Dali Shop

* Buy
  + 1 Iron Sword
  + 8 Wrists
  + 1 Leather Wrist
  + 4 Feather Hats

# Lindblum

## Lindblum Weapon Shop Menu

* Sell
  + All Ethers and Phoenix Pinions
* Buy
  + 2 Mage Mashers [R]
  + 1 Glass Armlet [R]
  + 1 Leather Plate [4 up]
  + 1 Iron Helm
  + 1 Headgear
  + 13 Steepled Hats

## Lindblum Synth Menu

* Synth
  + 1 Ogre
  + 10 Cotton Robes
  + 2 Yellow Scarves

#### Festival

* Zidane | **Ogre** / **Headgear** / **Glass Armlet** / **Leather Plate** / **Yellow Scarf**
  + Optimise, Leather Wrist
    - * Beast Killer

#### Qu’s Marsh

Save, Catch 4 Frogs, Check for 8th slot

#### Chocobo’s Forest

Farm for Healing Shore & Beak Lv10

# Dragon’s Gate

* Vivi | **Glass Armlet** / **Cotton Robe** / **Yellow Scarf**
  + Optimise
* Freya | Javelin / **Iron Helm** / Bronze Gloves / Linen Cuirass / **Yellow Scarf** 
  + Optimise
* Zidane | **Ogre** / **Headgear** / **Glass Armlet** / **Leather Plate** / **Coral Ring**
  + Coral Ring
    - * Undead Killer, Man Eater, Insomniac
* Freya
  + - * Bird Killer, Level Up
* Order
  + Freya | Front Row

## Dragon’s Gate Shop Menu

* Sell
  + 9 Cotton Robes
* Buy
  + 23 Potions
  + 21 Phoenix Downs
  + 1 Soft

Gizamaluke’s Entrance

* Quina | **Fork** / **Yellow Scarf**
  + Yellow Scarf
    - * Millionaire

## Gizamaluke’s Grotto Menu - After Opening Giza’s Door

* Equipment
  + Zidane | **The Ogre** / Headgear / **Leather Wrist** / Leather Plate / Yellow Scarf
    - Optimise
  + Vivi | Mage Staff / Leather Hat / **Glass Armlet** / Silk Shirt
    - Yellow Scarf
  + Zidane
    - * Bird Killer

|  |
| --- |
| Gizamaluke **[Hard]**  3175 HP | Zidane (Bird Killer) survives |

# South Gate

* Pick up Multina Racket

# Burmecia

## Burmecia Menu - Immediately Upon Entering Second Screen

* Equipment
  + Zidane | The Ogre/ Headgear / Leather Wrist / **Leather Shirt** / **Coral Ring**
    - Coral Ring, Leather Shirt [R]
      * Man Eater [RL], Protect Girls

## Burmecia Menu - Immediately After Black Mage Fight

* Equipment
  + Zidane | **Mage Masher** / **Leather Hat** / Leather Wrist / Leather Shirt / Coral Ring
    - Mage Masher or Germinas Boots

#### Boots Pickup

|  |
| --- |
| Beatrix 1 **[Medium]**  Doesn’t matter | Doesn’t matter   * Beatrix will attack 10 times and then end the fight. Prioritise reviving. * After 8 attacks, you can do the Jump Skip with Freya if Zidane and Vivi are dead |

# Station

## Station Shop and Menu

* Buy
  + [RL] 2 Mythril Gloves [R]
  + 1 Iron Helm [down 1]
  + 1 Barbut
  + 1 Linen Cuirass
* Equipment
  + Dagger | **Multina Racket** / Feather Hat/- / Silk Shirt
    - Multina Racket
  + Steiner | Iron Sword / **Barbut** / **Mythril Gloves** / Bronze Armor / **Yellow Scarf**
    - Optimise, Bronze Armor
      * \*Bird Killer\*, Man Eater

### 

|  |
| --- |
| Black Waltz 3.2 **[Easy]**  1292 HP | Doesn’t matter   * Attack with All. * ATB Dagger thru. * If Steiner dies, suicide Marcus. |

#### After BW3.2

* Pick up the 1,600 gil on the path

# Treno

* Don’t forget the ATE and Power Belt pickup at the start. If you miss this, the run is over.

## Synth Gold Choker

## Treno Weapon Shop

* Buy
  + 1 Mythril Dagger
  + 1 Mythril Sword
  + 1 Ice Staff
  + 1 Bone Wrist
  + 1 Magus Hat
  + 1 Bandana
  + 2 Chain Mail
  + 1 Chain Plate

## 

## Menu After Marcus Returns to the Party

* Equipment
  + Marcus | Iron Sword / **Bandana** / - / - / -
    - Bandana
  + Steiner | **Mythril Sword** / Barbut / Mythril Gloves / **Chain Mail** / **Power Belt**
    - Optimise [-]
      * MP Attack, Counter
* Cure Steiner with Dagger

# Gargan Roo

### 

|  |
| --- |
| Ralvurahva **[Medium]**  2296 HP | Doesn’t matter   * Prioritise attacking with Steiner. Four attacks plus one Dagger attack is usually enough * Prioritise reviving with Marcus, then Dagger. Do not attack if somebody needs reviving, unless you are about to kill * If Steiner is poisoned, heal him with Marcus * Don’t queue multiple attacks as Ralvu is about to die, because it delays his use of Escape |

# Cleyra Trunk 1

* Pick up Magician’s Shoes on the fourth screen

## Menu After Magician Shoes Pickup

* Equipment
  + Zidane | The Ogre / **Bandana** / **Bone Wrist** / **Chain Plate** / **Yellow Scarf**
    - Optimise, Yellow Scarf
  + Freya | Javelin / Iron Helm / **Mythril Gloves** / **Chain Mail** / Coral Ring
    - Optimise, Coral
  + Vivi | **Ice Staff** / **Magus Hat** / Glass Armlet / Cotton Robe / **Gold Choker**
    - Optimise

Freya | Javelin / Iron Helm / Mythril Gloves / Chain Mail / **Coral Ring**

* + - * Man Eater
  + Zidane
    - * Insomniac

## Cleyra Shop

* Buy
  + 1 Partisan [R]
  + 1 Thunder Gloves
  + 1 Mage Hat

|  |
| --- |
| Antlion **[Easy]**  3938 HP | Zidane and Freya survive (Man Eater / Bird Killer)   * Three Blizzara from Vivi and one or two Lancers (one if you’re lucky) from Freya kills * You can ATB wait Vivi’s Blizzara on Sandstorm * The main thing that can go wrong is if Antlion snipes Vivi with Fira. Not much you can do about this |

## Cleyra Freya Menu - Before Cleyra Trunk 2

* Equipment
  + Freya | **Partisan** / Iron Helm / Mythril Gloves / Linen Cuirass / **Yellow Scarf**
    - Partisan, Yellow Scarf, Linen Cuirass

# Cleyra Trunk 2 / Cleyra Invasion

* Pick up Gysahl Greens on the ladder screen

|  |
| --- |
| Alexandrian Soldier Fights **[Easy]**  523 HP each | Freya should survive all fights for Man Eater / Bird Killer / Devil Killer AP   * Under-damage rates per level:   + Freya     - Level 6 - 25% to under-damage     - Level 7+ - 0% chance to under-damage   + Zidane     - Level 5-6 - 50% chance to under-damage     - Level 7-8 - 25% chance to under-damage     - Level 9+ - 0% chance to under-damage |

#### Cleyra Invasion

* Take the following options when prompted
  + Second Option (Bridge Menu is immediately after this!)
  + First Option
  + Second Option
  + First Option

## 

## Menu on the Bridge - After the First Cleyra Invasion Option Select

* Items
  + Heal | All
* Equipment
  + Zidane | The Ogre / Bandana / Bone Wrist / **Leather Shirt** / **Yellow Scarf**
    - Leather Shirt
  + Freya | Partisan / Iron Helm / **Thunder Gloves** / Chain Mail / **Coral Ring**
    - Optimise, Coral Ring

## Menu Before Beatrix 2

* Items
  + Heal | All
  + Ether Vivi if he has less than 48 MP

#### Pickups Before Beatrix 2

|  |
| --- |
| Beatrix 2 **[Medium]**  4736 HP | Doesn’t matter   * Vivi, or you need to revive, just hit her until she ends the fight:   + **Turn 1**: Vivi Blizzara, Freya attack, Zidane attack   + **Turn 2**: Vivi Blizzara, Freya OR Zidane attack   + **Turn 3**: Vivi Blizzara, Freya OR Zidane attack |

# Red Rose / Alexandria Castle Escape

## 

## Tant

* Equipment
  + Steiner: Barbut
  + Vivi: Mage's Hat, Glass Armlet
  + Zidane: Mythril Dagger, Glass Armlet, Germinas Boots
  + Freya: Magician Shoes, Chain Mail, Barbut, Javelin
  + Steiner: Iron Sword, Iron Helm, Bronze Gloves
* Abilities
  + Steiner: Counter, Level Up, Antibody
  + Zidane: Bandit, Antibody
  + Vivi: Antibody
  + Freya: Antibody

BACK ROW EVERYONE!

## Menu After Ice Brand Pickup

* Equipment
  + Freya: Barbut
  + Steiner: Optimize (Ice Brand, Barbut, Myth Gloves, Linen Cuirass), Bronze Armor
  + Freya: Optimize (Partisan, Iron Helm, Myth Gloves, Chain Mail, Yellow Scarf), Magician Shoes
  + Zidane: The Ogre
  + Vivi: Magus Hat, Running Shoes
* Abilities
  + Vivi: Auto-Haste

Freya: Cover, Level Up

Steiner: Man Eater

FRONT ROW EVERYONE BUT VIVI

|  |
| --- |
| Zorn / Thorn **[Very Easy]**  2984 HP | Doesn’t matter   * Attack Thorn with Zidane / Steiner / Freya * If you are lucky with damage rolls, these 3 attacks will end the fight * Attack Zorn with Vivi if he gains Meteor from Thorn |

|  |
| --- |
| Beatrix 3 **[Easy]**  5709 HP | Doesn’t matter   * Attack Beatrix with Steiner / Freya / Zidane - Blizzara with Vivi only if nobody is dead * Revive with Vivi |

|  |
| --- |
| Bandersnatch with Beatrix **[Easy]**  Doesn’t matter | Freya survives   * Use Climhazzard with Beatrix * On the single Bandersnatch formation, one Freya / Beatrix attack should kill. Faster with the right ATB. |

## Menu After First Bandersnatch Fight

* Equipment
  + Steiner | Ice Brand / Barbut / Mythril Gloves / Bronze Armor / **Yellow Scarf**
    - Yellow Scarf, Bronze Armor
  + Zidane | The Ogre / Bandana / **Leather Wrist** / **Chain Plate** / **Power Belt**
    - Optimise, Leather Wrist [-]
      * MP Attack, Beast Killer

|  |
| --- |
| Bandersnatch and Black Mages with Zidane / Dagger / Vivi **[Easy]**  Variable HP | Garnet survives for EXP (optional) |

## 

## Menu on Stairs Before Gate Closes

* Ability
  + Dagger
    - Cure | All

|  |
| --- |
| Ralvuimago **[Easy]**  3352 HP | Zidane survives   * Blizzara with Vivi twice first, and then attack once with Zidane to kill * It is rare, but you can under-damage here. If this happens, wait for Ralvu to unfurl and then attack. |

## Lindblum Synth 2

* 1 Exploda

## Dragon’s Gate Shop 2

* Buy
  + [R] 1 Mythril Helm [R]
  + 11 Softs

## Qu’s Marsh Menu - with Quina

* Equipment
  + Zidane | **Exploda** / Bandana / **Bone Wrist** / **Adaman Vest** / Power Belt
    - Optimise
  + Quina | Fork / **Headgear** / - / - / -
    - Headgear, Silver Fork

|  |
| --- |
| Lani **[Medium]**  5708 HP | Doesn’t matter   * Three Zidane attacks and two Vivi Blizzaras will end the fight |

## Menu After Lani

* Equipment
  + Zidane | Exploda / Bandana / Bone Wrist / Adaman Vest / **Running Shoes**
    - **Running Shoes / Auto Haste**

Note 1: If Zidane took 200+ damage on Lani, heal him in this menu. Everyone else can stay dead.

## Outer Continent Chocobo Tracks

* Items
  + Arrange | Auto
  + Use Gysahl Greens

# Condie Petie

#### Condie Petie Pickups

* Pick up the Gil on the first screen
* Diamond

# Black Mage Forest / Village

#### Forest Path Order

* Right, Right, Left, Left, Right

## 

## Black Mage Village Weapon Shop

* Sell
  + Potion (all)
  + Phoenix Pinion (all)
  + Tent (all)
  + The Ogre
  + Iron Sword
  + Mythril Sword
  + Javelin
* Buy
  + 3 Mythril Dagger
  + Gladius [R]
  + 2 Stardust
  + Oak Staff
  + 2 Magic Armlet
  + 3 Bone Wrist
  + Glass Armlet [RR]
  + Ritual Hat
  + Adaman Vest
  + Mage’s Hat [RR]
  + Magician’s Cloak

## Black Mage Village Synth Shop (After Resting at Inn)

* 1 Rune Tooth [R]
* 2 Desert Boots [R]
* 1 Fairy Earrings

## Stiltzkin Buy

## Hilgigars Menu

* Equipment
  + Zidane | **Rune Tooth** / **Ritual Hat** / Bone Wrist / Adaman Vest / **Power Belt**
    - Optimise
  + Dagger | Multina Racket / Feather Hat/- / Silk Shirt / **Desert Boots**
    - Desert Boots
  + Vivi | **Oak Staff** / **Mage’s Hat** / **Magic Armlet** / **Magician’s Cloak** / **Magician’s Shoes**
    - Optimise, Gold Choker
  + Eiko | Golem’s Flute / Feather Hat / Glass Armlet / Silk Shirt / **Desert Boots**
    - Desert Boots
  + Zidane
    - * MP Attack [R], Undead Killer

Note: If you took damage in an encounter after Black Mage Village, heal during this menu.

|  |
| --- |
| Hilgigars **[Medium]**  8106 HP | Zidane survives (MP Attack, Counter, Bird Killer)   * To skip Curaga, use this attack order:   + **Turn 1**: Vivi Bio, then Zidane attack   + **Turn 2**: Vivi Bio, then Zidane attack   + **Turn 3**: Zidane attack, then Vivi drain * Heal as necessary with Eiko * Dagger one-shot by most things. If she dies, it’s fine. |

## 

## Menu After Hilgigars

* Equipment
  + Zidane | **Runetooth** / Ritual Hat / Bone Wrist / Adaman Vest / **Germinas Boots**
    - Running Shoes
      * Auto Haste

# Madain Sari / Iifa Tree

#### Route notes

* Pick up the Phoenix Pinion in the dining room at Madain Sari
* You do not have to kill anything in Iifa tree for AP, but if you encounter Stropers on your way down use a Soft to kill them for EXP, you **will** become Lv15.

|  |
| --- |
| Dracozombie / Zombies Encounters **[Easy]**  Variable | Zidane survives (Protect Girls, MP Attack, Counter, Bird Killer, Flee)   * For the three Zombie formation, Cura (All) with Eiko, Fira (All) with Vivi and Cure (All) with Dagger kills. * For the Dracozombie, use Life with Eiko or throw an Elixir. |

#### Iifa Tree Pickups

* Elixir and Brigandine on the bottom floor before Soulcage

## Menu After Brigandine Pickup

* Equipment
  + Zidane | Dagger / Ritual Hat / **Glass Armlet** / **Brigandine** / Germinas Boots
    - Brigandine [RR]
      * Insomniac, Ability Up

|  |
| --- |
| Soulcage **[Easy]**  Doesn’t matter | Zidane survives (Ability Up, Antibody, Protect Girls, MP Attack, Counter, Bird Killer, Flee)   * Throw an Elixir or use Life with Eiko |

## 

## Outside Iifa Tree Menu

* Equipment
  + Zidane | **Rune Tooth** / Ritual Hat / **Bone Wrist** / Brigandine / **Power Belt**
    - Optimise
  + Eiko | Golem’s Flute / **Bandana** / Glass Armlet / **Andaman Vest** / **Ruby**
    - Bandana, Magician Cloak, Ruby [R]
      * Antibody, Insomniac
  + Vivi | Magus Hat
    - * [R] Antibody, Insomniac
  + Zidane
    - * MP Attack [R], Counter

# Madain Sari / Iifa Tree Again

* Always heal before Amarant in the Moogle dialogue - the 1.3 second timesave isn’t worth bricking your run

|  |
| --- |
| Amarant **[Easy]**  8985 HP | Zidane survives   * Five Zidane attacks ends the fight * If you are Level 14 / 15, you should heal Zidane the first time Amarant dodges away to make sure you don’t die. Circumstances where you don’t need to do this are if you’re trancing, if you crit, if Amarant misses, or if you hit a counter early. It is very easy to misunderstand how fast you will take damage and die to Amarant. * If Zidane is in Trance, he can hit Amarant from anywhere, not just the forward position |

#### Party Select - After Amarant Joins

Zidane / Amarant / Vivi / Eiko

## Menu Before Iifa Tree 2 - Do This Menu on the Mountain Path

* Order
  + Amarant | Back Row
* Ability
  + Eiko
    - Cura | Zidane
    - Remove Choker from Vivi

Note: If Zidane tranced on Amarant and you used a Dyne ability, you will have low MP on Zidane. Ether him here if that is the case.

|  |
| --- |
| Mistodons **[Easy]**  1473 HP | Zidane (MP Attack, Counter) / Amarant (Bird Killer / HP + 10%) survive   * One Zidane attack or Eiko life will kill * Zidane can under-damage at lower levels. One Amarant attack will finish off the Mistodon * If you get 10 total AP during this segment and HG1, Amarant will learn Bird Killer and HP+10% early, meaning you can skip Adaman Vest equip before Ark and the Judo Vest equip in Ipsens Castle if you want to be optimal |

# Alexandria / Lindblum and Card Tournament

## Alexandria Synth with Zidane

* Angel Bless [R]
* Glass Buckle [RR]
* Power Belt

#### Zidane | Running Shoes, Auto Haste, no Undead or Counter

#### Alexandria Pickups

* Phoenix Pinion at the cart before the lake
* Gil and Ether at the first boat screen
* Ether, Phoenix Pinion and Lapis Lazuli (!) at the second boat screen

#### Alexandria - Angel Earrings

* In the Pluto Knights options screen:
  + First Option
  + Third Set of Soldiers

## 

## Steiner/Beatrix Menu

* Equipment
  + Beatrix | Save the Queen / **Bronze Helm** /
    - Bronze Helm, Yellow Scarf, Plate Mail, Thunder Gloves
  + Steiner | Ice Brand / **Mythril Helm** / Mythril Gloves / **Plate Mail** / **Power Belt**
    - Optimise [-], Mythril Gloves
      * MP Attack [R], Undead Killer, Devil, Bird
* Order
  + Beatrix | Back Row

### 

|  |
| --- |
| Mistodons 2 **[Easy]**  1473 HP | Steiner survives (Man Eater, MP Attack, Devil Killer)   * One Steiner attack or Life with Beatrix kills * Heal with Beatrix after the first Mistodon encounter * On the final fight (with Steiner tranced) - immediately using Life on the left Mistodon skips its turn |

# Lindblum 3

#### Lindblum Pickups

* Pick up Egoists Armlet in the guest room
* Pick up Lapis Lazuli in the painter’s house

## Weapon Shop

* Buy
  + 1 Coral Sword
* Sell
  + Pinions/ Ethers to 39k
* Synth
  + Gold Choker, 2 Anklets, 2 Maidains Rings, 2 Reflect Rings

#### Blue Narciss Party Select

* Quina

Healing Shore, Dawn Lagoon, Green Plains, Forbidden Forestm Abandoned Beach

# Desert Palace / Oielvert / Desert Palace

**Kuja’s Room Party Select**

Zidane / Quina / Freya / Steiner

## Hilda Garde Dock 1

* Equipment
  + Steiner | **Coral | Lapis**
    - Acc, AB Up

## Forgotten Continent Chocobo Tracks

* Items
  + Arrange | Auto
  + Use Gysahl Greens
  + Dusk Plains & Crack

## Oeilvert Moogle Shop

* Sell
  + Phoenix Pinion / Tent
  + All gems Lapis Lazuli
  + Angel Earrings
  + Desert Boots / Germinas Boots x2 / Yellow Scarf [scroll up]
  + Partisan
* Buy
  + Magic Racket
  + 2 Egoist’s Armlet
  + 1 Diamond Gloves [3 down]
  + 2 Mantra Band
  + 1 Gold Helm
  + 2 Green Beret [RL]
  + Judo Uniform [scroll down]
  + 31 Hi-Potion

Note (see Gil route notes at top of this guide): If you got no extra Gil in your run you can be up to 4k Gil short to buy everything + 11 Hi-Potions. If this happens, sell 1 Coral Ring (2k) and 1-3 Ethers as necessary to bump yourself over the threshold. It doesn’t matter if you can only afford a couple of Hi-Potions at this point - you rarely use more than 5-6 from here to Disc 4)

If you sell the Coral Ring, equip a Power Belt on Steiner instead at the final Ipsen’s menu.

#### Oielvert Pickups / Route

* Elixir in the room with the blue/orange lamp up the stairs
* Diamond Sword before the Ark room with 4 holograms
* Power Vest and Feather Boots in the Ark room with 4 holograms
  + Recommended: Split this room by exiting top-left after the second chest.
* Shield Armor on the second visit to the Diamond Sword room (menu after this pickup and before the Gaia Gear Pickup!)
* Gaia Gear in the room before the Ark elevator

## Menu After Shield Armor / Before Gaia Gear Pickup (Rebirth Ring Conditional Menu)

* Equipment (go left to equip, then right for abilities)
  + Zidane
    - Optimise, Running Shoes, Judo Uniform
  + Freya
    - Optimise, Diamond, Diamond Gloves
  + Steiner
    - Gold Helm, Shield Armor
      * Clear Headed
  + Freya
    - * MP 10, Devil, Ability, Clear
  + Zidane
    - * Auto, Bird, Clear
  + Quina | Green Clear Headed

|  |
| --- |
| Ark **[Medium]**  20,002 HP | Zidane (Accuracy+, Distract, Ability Up) Freya (Distract, Luna) and Amarant (Accuracy+, Bird Killer) survive   * Throw the two Silver Forks, then Diamond Sword with Amarant, attack with Zidane and Freya * If Ark’s opener is Whirlwind, Photon or Boomerang - Hi-Potion with Quina. Priority order: Freya, Zidane, Amarant * This fight is relatively consistent, however a few bad attacks (Boomerang mostly) in a row can make it go south. Keep people topped with Quina and push damage as fast as possible   + In general, one combat round will be ~7k damage to Ark (4k from Silver Fork, 1.8k from Zidane and 1.2k from Freya). Ark should die after 3 full rounds, or 3 full rounds +1 attack if you get unlucky with damage rolls. Freya can miss here |

## 

## Menu Immediately After Ark Fight

* Equipment
  + Steiner | Diamond Gloves, No Lapis
  + Quina | No Green

#### Desert Palace Pickups / Route

* Pick up:
  + Promist Ring on first screen
  + Shield Armor in curved corridor
  + N-Kai Armlet (enter on the top floor of bookshelf) - menu after this pickup
  + Black Hood in the candle room (light the two candles on the right side of the room, pick up Black Hood, then un-light the leftmost candle and proceed as normal)

## Post N-Kai Armlet Pickup Menu (Rebirth Ring Conditional Menu)

* Vivi | Oak Staff / Mage’s Hat / **N-Kai Armlet** / Magician Cloak / Magician Shoes
  + N-Kai Armlet
* Amarant |
  + Optimise
    - HP 10, MP Atk, Bird, Level, Ability
* Dagger | Multina Racket / Feather Hat/- / Silk Shirt / **Rebirth Ring** or **Feather Boots**
  + - Magic Racket

|  |
| --- |
| Valia Pira **[Easy]**  12,120 HP | Steiner (MP Attack, Bird Killer, Devil Killer, HP+10%) survives   * Water Reflect * Throw |

## 

#### Hilda Garde Screen 2 / 3 Notes

# Esto Gaza / Mt Gulug

## Esto Gaza Shopping Menu

* Sell
  + Ice Brand, High Mage Staff
  + Mage Hat
  + Mythril Gloves, Leather Wrist
  + Silk Shirt, Adaman Vest
  + Desert Boots
* Buy
  + Red Hat
  + Octagon Rod [LL]
  + Flame Saber

#### Mt Gulug Pickup

* Gil in the left room upon entering

## 

## Pre-Red Dragons Menu

* Equipment
  + Vivi | **Octagon Rod** / Mage’s Hat / **Magic Armlet** / Magician Cloak / Magician Shoes
    - Octagon Rod, Magic Armlet
  + Freya | Sheild, Lapis
  + Amarant | Red Hat, Brigadine
  + Zidane | Black Hood, Lapis
    - Distract, Devil, Level, Ability

|  |
| --- |
| Red Dragons **[Hard]**  8000 HP Each | Zidane (Distract, Accuracy+) and Steiner survive   * One Blizzaga and Steiner attack / Rising Sun to kill * Immediately Soul Blade with Zidane, prioritising any Red Dragon who has not yet had a turn * Kill Amarant and Vivi before you end the fight - suicide Amarant, kill Vivi with Zidane if Vivi’s ATB isn’t in the right spot * Don’t throw more than one Rising Sun |

## 

## 

## Meltigemini Menu - Immediately After Red Dragons

* Equipment
* Zidane
  + Rebirth, Bone
* Freya
  + Optimize, Lapis
* Amarant
  + Green Beret, Bone Wrist, Power Vest, Fairy Earrings or Running Shoes
    - Auto Haste
* Zidane
  + - Acc, MP, Anti
* Freya
  + Ac, Distract, MP

|  |
| --- |
| Meltigemini **[Medium]**  24,348HP | Doesn’t matter   * Attack with Steiner and Zidane and throw Rising Suns with Amarant * This fight can be surprisingly close if Melti uses his nasty moves early (Viral Smoke and Bio (All)) - if you get the chance to get a heal off with Eiko for whatever reason, take it |

# Lindblum Axe Beak

Z: Runetooth

QuinaL Gaia, Reflect, Insoniac, Reflect

# Ipsen’s Castle

#### Hilda Garde Party Select

Zidane / Vivi / Freya / Steiner

## Ipsen’s Castle Moogle Shop

* Buy
  + 2 Venetia Shield
  + Jade Armlet [R]
  + Demons Mail
  + 1 Diamond Helm

## Pre-Taharka Menu

* Equipment
  + Zidane | **Jade, Feather**
  + Vivi | Octagon Rod / **Red Hat** / Magic Armlet / Gaia Gear / **Ribbon**
    - Red Hat, Ribbon
  + Freya | Trident / **Diamond Helm** / **Diamond Gloves** / **Plate Mail** / **Diamond**
    - Diamond Helm, Battle Boots
  + Steiner | Flame Saber / Iron Helm / **Thunder Gloves** / Shield Armor / Lapis Lazuli
    - Thunder Gloves [R]
      * Add Status, \*Devil Killer\*, [R] Ability Up , Acc, Dus
* Order
  + Steiner / Freya | Back Row

|  |
| --- |
| Taharka **[Easy]**  29,186 HP  Steiner (Accuracy+, Distract, MP Attack), Freya (Body Temp, Distract, Luna, Accuracy+) and Zidane (Auto-Regen) survive   * Firaga with Vivi and Soul Blade with Zidane for damage * Attack with Steiner for a chance to inflict Heat on Taharka and end the fight early * Steal with Zidane for the chance to complain that you didn’t get Orichalcon * Note Zidane’s Trance gauge before fight ends |

## 

## Menu Before Leaving Ipsen’s

* Equipment (cycle Left for this menu)
  + Vivi | **Mage Staff** / **-** / **-** / **-** / **-**
    - Mage Staff, \*All Items\*
  + Zidane | **Angel Bless** / Golden Hairpin / **N-Kai Armlet** / **Gaia Gear** / **Ribbon**
    - Optimise, Ribbon, Gaia Gear, N-Kai Armlet
  + Steiner | **Coral Sword** / **Iron Helm** / **Diamond Gloves** / Shield Armor / **Coral Ring**
    - Diamond Gloves, Iron Helm, Coral Ring, Coral Sword
      * [RR] Level Up
  + Zidane
    - * [RR] \*Antibody\*, \*Ability Up\* [L] Counter, [L] Auto-Regen

#### Maiden Prayer (if no Rebirth Ring)

* Pick up Maiden Prayer on the precipice you fall down onto when rescuing Amarant
* Not required if you have Rebirth Ring

## Menu Before Leaving Ipsen’s - With Amarant

* Equipment
  + Amarant | Cat’s Claws / **Green Beret** / Egoist Armlet /**Judo Uniform** / **Lapis Lazuli**
    - Optimise, Green Beret, Lapis Lazuli, Judo Uniform [RR]
      * [R] Ability Up, Level Up

#### Hilda Garde Party Select

Zidane / Steiner / Vivi / Quina

|  |
| --- |
| Earth Guardian **[Hard]**  15,567 HP to Eat, or 20,756 HP | Zidane (Auto-Regen) survives   * Six Zidane attacks will get you into range of Quina’s eat, eight/nine attacks to outright kill * Use Defend on Quina when able * If Earth Guardian snipes Quina with a Firaga or an attack, you can either revive for safety or press on with Zidane - if it’s not your day and he won’t give up on killing Quina, just finishing him with Zidane is an option * Earth Guardian can be surprisingly tricky, as he can one-shot Zidane with his attack if you are unlucky. Don’t be afraid to heal Zidane up with Quina if he’s getting low. It is possible to die on this fight if you are unlucky or take risks |

#### Hilda Garde Party Select

Zidane / Quina / Eiko / Dagger

# Terra / Bran Bal / Pandemonium

#### Terra Pick Ups and Route Notes

* Pick up Demon’s Vest after climbing down the spider web
* If you run into a Hecteyes you can kill it with a Phoenix Down and an attack from anybody / Elixir for Zidane EXP

## Menu Before Bran Bal (Rebirth Ring Conditional Menu)

* Equipment
  + Quina | Fork / **-** / **-** / **-** / **-**
    - \*All Items\*
  + Eiko | Golem Flute / **-** / **-** / **-** / Ruby
    - \*All Items Except Ruby\*
  + Dagger | Multina Racket / **-** / **-** / **-** / **Feather Boots**
    - Feather Boots, \*All Items Except Feather Boots\* [-]
      * Auto Float
* Items
  + Arrange | Auto

Note: You equipped Feather Boots before Valia Pira if you missed the Rebirth Ring.

#### Bran Bal Party Select

Zidane / Quina / Eiko / Vivi

#### Bran Bal Pickups and Route Notes

* Pick up the Elixir in the clone basement with Zidane and the Elixir in the room where you gain control of Eiko - Eiko Elixir is skippable if you are comfortable with how many you have
* Pick up the Angel Earrings with Eiko on the way to the shop
* Pick up the Wing Edge in the shop room

## Bran Bal Moogle Shop

* Sell
* Buy
  + Orichalcon, Holy Lance, Avenger, Defender
  + 2 Coronet
  + Minerva Plate
  + Platina Armor
  + All Hi
  + 40 PD

Note: the upcoming menu with Zidane is different based on whether you are Level 26 or 27.

## Zidane Pandemonium Menu (After Stepping Through Portal) - Level 26 Menu

* + - * Zidane Optimize, Rebirth, Life, Bird, Level
      * Amarant, Avenger

# You Are Not Alone

|  |
| --- |
| Amdusias **[Hard]**  5463 HP (Sort Of) | Freya (Accuracy+) and Amarant (Accuracy+, HP+10%) survive   * Do **nothing** until Freya arrives * After Freya arrives, attack with Z then Freya. * Once Amarant arrives, suicide Zidane and throw the Bistro Fork to kill |

|  |
| --- |
| Abadon **[Medium]**  10,926 HP | Zidane and Steiner survive   * Defend with Quina (or let die), Change with Stiener unless he needs to be healed. * Zidane appears after 2 turns, two Zidane attacks should kill, queue Steiner attack after second Z attack as back up. |

|  |
| --- |
| Shell Dragon **[Hard]**  10,921 HP | Zidane survives   * Zidane HP: Action (when Shell Dragon uses Charge):   + - **More than 1638**: Flee     - **1638 - 1092**: Nothing     - **1092 - 882**: Defend + Flee     - **882-439**: Defend     - **Less than 439**: Heal * If Shell Dragon casts Earth Shake, anything over 600 is safe. * Can hold ATB if Shell is attack to keep Zidane from Regen. * Make sure Dagger is dead at the end of the fight. * Elixir Z if Smashed early in damage phase. |

## 

## Menu After Shell Dragon

* Equipment
  + Dagger | Multina Racket / - / - / - / **-**
    - \*Feather Boots\*

#### Hilda Garde Party Select

Zidane / Freya / Steiner / Amarant

## Big Ass Menu

* Equipment
  + Zidane: Bone Wrist, Power Vest, Power Belt
  + Freya: Diamond Helm, Diamond Gloves, Rebirth Ring
  + Steiner: Optimize (Defender, Cross Helm, Venetia Shield, Platina Armor, Ribbon)
  + Amarant: Optimize (Coronet, Egoist’s Armlet, Demon’s Vest, Battle Boots), Demon’s Vest, Jade Armlet, Fairy Earrings (if Kaiser Knuckles)
* Abilities
  + Amarant: Devil Killer, Man Eater, Body Temp, Locomotion
  + Zidane: Distract, Devil Killer, Man Eater, Body Temp, Alert, Locomotion
  + Freya: Distract, Level Up, Locomotion, Dragon Killer, Auto-Life

**END OF DISC 3**

**Begin by mashing the text in Black Mage Village until you choose a party:**

**Disc 4 Start Party Select: Zidane/Freya/Amarant/Quina**

If you have 65 frogs (only possible if you got the best golden frog and have been making extra trips to the Mist marsh) then start preparing to take on Quale and Ozma now. If not, then skip ahead two pages. Begin by going to the Mist marsh and catching 4 frogs. Then do the following (order can vary)

* Return to your preferred Chocobo Hot & Cold location (forest or lagoon) and get the rest of the Chocograph Pieces
* Dig up Mist Ocean Chocograph and the sea treasure nearby with the Hawaiian gear
* Enter Chocobo’s Air Garden to mark it on your map for later
* Go to Black Mage Village. Remove Battle Boots from Amarant, then synthesize Bracer (24,000 gil)
* Dig up Ultima Weapon
* Sell all of the following:
  + Straw Hat
  + Pearl Armlet
  + Aloha T-shirt
  + Sandals
* Buy (in Daguerreo)
  + Kaiser Knuckles (if don’t have it) (18,000 gil)
  + 2 Ninja Gear (28,000 gil)
  + Ultima Sword (if you can afford it) (14,000 gil)
* Synthesize Rebirth Ring (7,000 gil)
* Buy Dark Matter from Treno auction house
* Clean out the Island, Outer, and Forgotten marshes (Forgotten marsh will not be full but should have at least 6 catchable frogs)
* Equipment
  + Amarant: Kaiser Knuckles, Green Beret, Bracer, Ninja Gear, Power Belt
  + Zidane: Ultima Weapon, Green Beret, Ribbon
* Abilities
  + Amarant: **Locomotion,** Clear Headed
  + Zidane: **Locomotion,** Clear Headed
  + Freya: **Locomotion,** Clear Headed

Check everyone’s levels and experience remaining for the next level. After this fight, you want Zidane at level 36, Freya at level 34/35 (depending on whether Quina’s level is a multiple of 5), and Amarant at level 33 or 34 (if he started at level 14 then he needs to be level 34). Quale gives 65,535 experience, which is 16,383 (24,574 with Level Up) split 4 ways or 21,845 (32,767 with Level Up) split 3 ways. Put Level Up on anyone who needs it and decide whether or not you want Quina to survive the fight. When you’re ready, return to the Mist marsh and clean it out to fight Quale.

|  |
| --- |
| **Quale: 65,535 HP**  **This fight is very straightforward. Just attack with Zidane/Amarant/Freya. Revive Amarant if he gets knocked out.** |

# Ozma Menu (version 1):

* Equipment
  + Zidane: Mantra Band, Chimera Armlet, Ninja Gear, Rebirth Ring
  + Freya: Dragon’s Hair, Demon’s Mail, Reflect Ring
  + Amarant: Ninja Gear, Reflect Ring
  + Quina: Egoist’s Armlet, Rebirth Ring
* Abilities
  + Quina: Auto-Life
  + Zidane: Auto-Life, HP+20%, Antibody, Clear Headed
  + Freya: Auto-Reflect, HP+10%, MP+10%, Antibody, Clear Headed
  + Amarant: Auto-Reflect, Power Throw

Remove whatever abilities you need to so you can have these. In Amarant’s case, that will be all of them. Before taking on Ozma, get into a random encounter somewhere and knock out Quina so s/he revives with 1 HP, then run. Make sure Freya has full MP. When you’re ready, be sure to save before going to Chocobo’s Air Garden to face the all-powerful marble.

|  |
| --- |
| **Ozma: 55,535 HP**  Ozma will counter with Berserk when it takes 10,000 damage and again at 20,000 damage. You want Amarant and Freya to be the ones to get hit with this because they have Auto-Reflect. Ozma also has a chance to counter any action taken against it by casting Curaga on itself. This chance increases as it takes more damage, but it will not counter with Curaga on the same attack that triggered a Berserk counter. Oddly enough, it seems that using Dark Matter on it does not trigger a counter no matter what. If a Berserk counter was supposed to be triggered by that damage, then the next action taken against Ozma will trigger it instead.  Ozma’s ATB refills instantly as soon as its turn is finished, so it is crucial that you enter your commands quickly before Ozma finishes its turn. For the first round, as soon as Ozma begins taking its turn you want to enter the following commands:  Quina: cast Limit Glove  Zidane: use Dark Matter  Amarant: throw Wing Edge (or any other high-end weapon that you have lying around your inventory)  Freya: use Dragon Breath  On subsequent rounds, keep inflicting as much damage as possible using these attacks. Zidane can’t do anymore damage once he’s used the Dark Matter, so he should act as medic. Freya can use Dragon Breath twice before needing an Elixir to recover her MP. (Use an Elixir, not an Ether, so she can use it two more times.) It may take a few tries, but you should eventually succeed. |

# Post-Ozma Menu:

Switch out Quina and put in Steiner.

* Equipment
  + Zidane: Coronet, N-Kai Armlet, Judo Uniform, Ribbon
  + Freya: Holy Lance, Rebirth Ring
  + Amarant: Coronet, Power Vest, Power Belt
  + Steiner: Diamond Gloves, Maximillian, Diamond
* Abilities
  + Steiner: Distract, Body Temp
  + Zidane: Antibody, Clear Headed, Accuracy+, MP Attack, Bird Killer, Devil Killer, Body Temp
  + Freya: Auto-Reflect, Auto-Life, HP+10%, MP+10%, Distract, MP Attack, Dragon Killer, Devil Killer, Body Temp, Clear Headed
  + Amarant: Auto-Reflect, Power Throw, HP+10%, MP Attack, Bird Killer, Devil Killer, Body Temp, Counter

**Now proceed to the Nova Dragon fight.**

**If you skipped ahead earlier STOP HERE!!**

Before heading into Memoria you will want to do another round of frog catching. However, the marshes probably aren’t ready yet, so do some of the following while you wait:

* Dig up Ultima Weapon
* Return to your preferred Chocobo Hot & Cold location (forest or lagoon) and get the rest of the Chocograph Pieces
* Dig up Mist Ocean Chocograph and the sea treasure nearby with the Hawaiian gear
* Enter Chocobo’s Air Garden to mark it on your map for later
* Sell all of the following:
  + Straw Hat
  + Pearl Armlet
  + Aloha T-shirt
  + Sandals
* Buy
  + Kaiser Knuckles (if don’t have it) (18,000 gil)
  + 2 Power Wrist (10,200 gil)
  + 2 Ninja Gear (28,000 gil)
  + Ultima Sword (if you can afford it) (14,000 gil)
* Synthesize Rebirth Ring (7,000 gil)
* Buy Dark Matter from Treno auction house

Once the marshes are ready, visit all the marshes except the Forgotten marsh and catch 4 more frogs in each for a total of 69. After this is done, go back to working on the list until it’s all done, then do the following on the Invincible:

* swap out Quina for Steiner
* Equipment
  + Steiner: Ultima Sword, Diamond Gloves, Maximillian, Diamond
  + Zidane: Ultima Weapon, Jade Armlet, Judo Uniform, Ribbon
  + Amarant: Optimize: (Kaiser Knuckles, Coronet, Power Wrist, Ninja Gear) Power Vest, Fairy Earrings
* Abilities
  + Steiner: Level Up, Accuracy+, Body Temp
  + Freya: Locomotion, Antibody, Ability Up, Accuracy+
  + Amarant: Accuracy+, Body Temp

|  |
| --- |
| **Nova Dragon: 54,940 HP (Freya has Auto-Life)**  **Have Zidane use Soul Blade ASAP. With the Ultima Weapon equipped, this will put it to sleep, making the fight much easier. You can then basically Night-lock it using Soul Blade instead of Night.** |

# Maliris Equip Menu:

* Equipment
  + Zidane: Rebirth Ring
  + Freya: Venetia Shield
* Abilities
  + Zidane: Auto-Haste, Auto-Life, Locomotion, Body Temp
  + Freya: Body Temp

|  |
| --- |
| **Maliris: 59,497 HP (Freya and Zidane have Auto-Life)** |

**AFTER MALIRIS FIGHT, menu this:**

* Items
  + Revive everyone who is KO’d
  + Heal Zidane to full HP
  + Ether anyone who needs it (Mainly Steiner--Each Charge! Takes 10 MP)
  + Switch Zidane’s Auto-Life for Auto-Haste

# Tiamat Equip Menu (after Claws pickup):

* Equipment
  + Amarant: Rune Claws
  + Steiner: Diamond, Shield Armor, Diamond Gloves
* Abilities
  + Zidane: Auto-Haste, Auto-Life
  + Freya: Distract

**Ether anyone who needs it and heal Zidane and Steiner.**

|  |
| --- |
| **Tiamat: 59,494 HP (Zidane has Auto-Life)** |

**Give Amarant back the Kaiser Knuckles after the fight!**

**Kraken Menu: Heal Zidane to full HP before entering the Kraken fight. Equip Zidane with Ribbon, Freya/Steiner with Diamond Gloves**

|  |
| --- |
| **Kraken: 55,536HP (Tentacles each have 10,000 HP) (Zidane/Freya has Auto-Life)** |

# After Kraken/Pre-Lich Menu:

**DO NOT HEAL FOR LICH--You ideally want ALL FOUR in yellow critical HP**

* Equipment
  + Zidane: Rebirth Ring
  + Freya: Power Belt
  + Steiner: Venetia Shield
* Abilities
  + Freya: Auto-Float, Dragon Killer, Body Temp, Antibody
  + Steiner: HP+10%, Auto-Float

|  |
| --- |
| **Lich: 58,554 HP** |

# Deathguise Menu:

* Equipment
  + Zidane: Mantra Band
  + Amarant: Mantra Band
  + Steiner: Optimize(Excalibur II / Venetia Shield / Ribbon), Mythril Helm
* Abilities
  + Steiner: Auto-Float, Level Up, Ability Up, HP+20%, Accuracy+, Counter
  + Freya: Ability Up, HP+20%, Bird Killer
  + Amarant: Level Up, HP+20%
  + Zidane: Auto-Float, Ability Up, Alert, Body Temp, Auto-Life, HP+20%

**HEAL ALL CHARACTERS TO FULL HP**

|  |
| --- |
| **Deathguise: 55.535 HP**  **After Meteor do everything you can to use Soul Blade on it, effectively nullifying it for the rest of the fight. If you’re lucky you might even get to use Soul Blade right away, skipping the Meteor entirely!** |

# Ozma Menu (version 2):

* Equipment
  + Zidane: Chimera Armlet, Ninja Gear, Rebirth Ring
  + Freya: Dragon’s Hair, Demon’s Mail, Reflect Ring
  + Amarant: Green Beret, Ninja Gear, Reflect Ring
  + Quina: Egoist’s Armlet, Rebirth Ring
* Abilities
  + Quina: Auto-Life
  + Zidane: Auto-Life, Antibody, Clear Headed
  + Freya: Auto-Reflect, Auto-Life, MP+10%
  + Amarant: Auto-Reflect, Clear Headed

|  |
| --- |
| **Ozma: 55,535 HP**  Quina: cast Limit Glove  Zidane: use Dark Matter  Amarant: throw Rune Claws, The Tower, Ultima Weapon, and Excalibur II in that order  Freya: use Dragon Breath |

* Equipment
  + Amarant: Green Beret
  + Zidane: Ultima Weapon (if you still have it), Green Beret, Ribbon
  + Freya: Diamond Gloves
* Abilities
  + Amarant: Man Eater, Clear Headed
  + Zidane: Man Eater, Clear Headed
  + Freya: Man Eater, Clear Headed

|  |
| --- |
| **Quale: 65,535 HP**  **This fight is very straightforward. Just attack with Zidane/Amarant/Freya. Revive Amarant if he gets knocked out.** |

# Trance Kuja Menu:

* Equipment
  + Steiner: Excalibur II (if you still have it)

**Ether Party**

**FRONT ROW ZIDANE**

|  |
| --- |
| **Trance Kuja: 55,535 HP (Freya has Auto-Life)**  **With the increased damage that characters do using this route, I would suggest only doing two attacks before resorting to Charge! for the rest of the fight.** |

# Necron:

* Equipment
  + Steiner: Running Shoes
* Abilities
  + Steiner: Auto-Haste
  + Zidane: Auto-Life

Make sure everyone has Bird Killer!