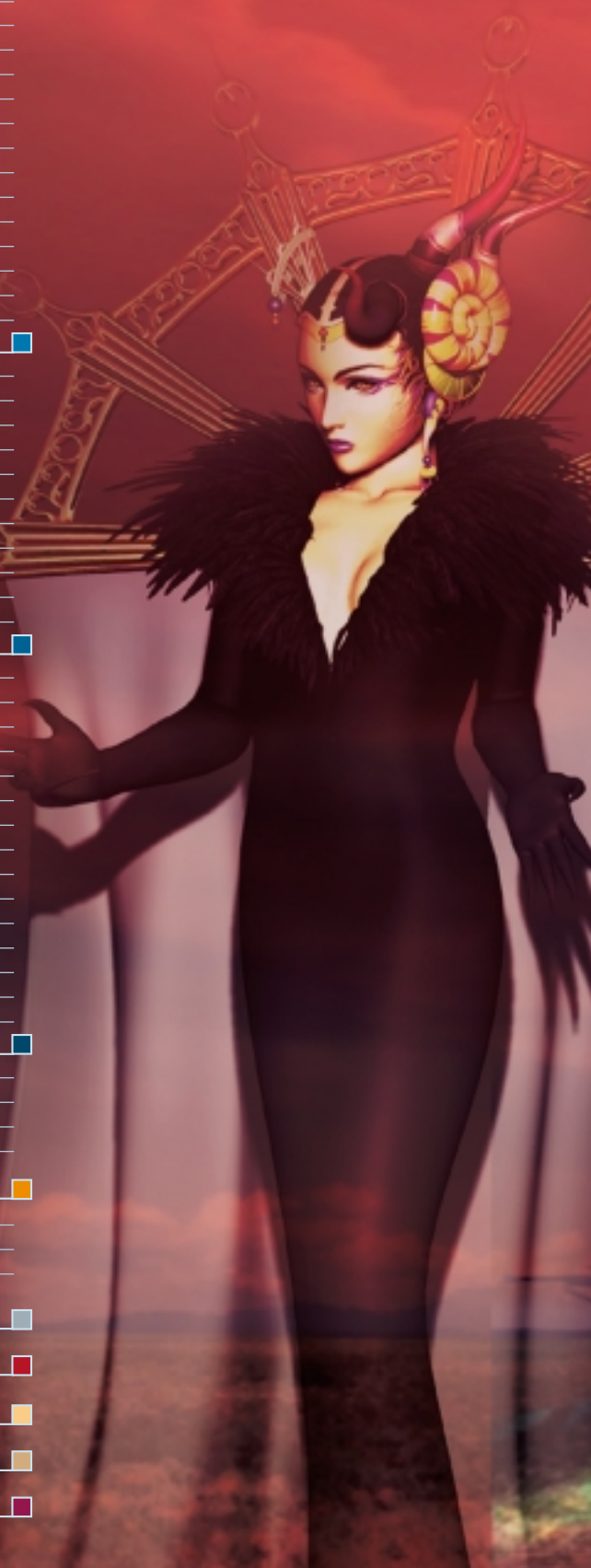


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# Squall Leonhart

*The taciturn hero of the adventure likes to think of himself as a loner. Pushed into a position of responsibility, however, he displays surprising leadership qualities, inspiring fierce loyalty in those around him.*

A consummate gunblade fighter, Squall is easily the most promising SeeD cadet ever to have been trained. His school, Balamb Garden, has high hopes for this reticent yet conscientious student. Squall is rarely, if ever, bested by his fellow trainee Seifer, who considers him his eternal rival. Far more balanced than Seifer, Squall would never resort to unfair means in order to reach his objective. Yet he displays a marked absence of pride in his achievements and tries to suppress joy or any feelings that would bind him to others. There must be a profound reason for his distinct reluctance to get closer to people he has known for years.

Though withdrawn, Squall does not shrink from what he considers his duty. Much as he resents assuming leadership, he is the first to ensure that what is necessary gets done. Squall's clear mind and sense of responsibility lead others to trust and follow him. He is quite popular at Balamb Garden and although everybody agrees on how difficult Squall can be, staff and students admire and like him. So, much against what he perceives as his wishes, he makes friends who care deeply for him ... And while Squall desperately tries to remain detached, he will learn that a treacherous heart can change a multitude of things ... maybe even the course of the world ...



SQUALL LEONHART

Age:	17
Height:	5'8"
Occupation:	SeeD trainee
Weapon:	Gunblade
Home:	Balamb Garden

# Seifer Almasy

*A SeeD candidate with outstanding fighting abilities, Seifer has a problem submitting to authority. He is extremely ambitious and is not about to let anyone stop him from pursuing his dreams...*

A bold young warrior striding through life with a cocksure attitude, Seifer continually clashes with his training companion and rival, Squall Leonhart. While he is a brilliant soldier, his wilful lack of discipline paired with a certain ruthlessness make him an unlikely SeeD candidate. Far from obeying orders, Seifer tends to make a point of deciding and having his own way. He seems utterly impervious to the admonitions of his superiors. In fact, he doesn't acknowledge any ordinary mortal as even his peer. Needless to say, while his fighting prowess is admired by everybody, Seifer is not the most popular student at Balamb Garden.

Though often questionable, Seifer's decisiveness seems to attract people drawn by his air of authority. Indeed, his two faithful sidekicks and fellow students, Rajin and Fujin - forming the disciplinary committee of Balamb Garden - enthusiastically follow each and every order of his. They are blissfully ignorant of the dreams of power impelling Seifer ... and of whose attention this restless young man might attract ...

Driven by a dark passion, Seifer craves power. He loves to be in control, particularly of other people, and has a keen eye for the main chance. Seifer abhors duty: His aspirations lead him along a higher path. Seifer scorns his fellow students - even Squall, whom he might graciously consider the closest he has to an equal on the battlefield. While destiny seems to separate the two rivals early on, their paths will cross again. The fate of these young men seems to be inextricably linked and might well affect the future of the world ...



SEIFER ALMASY

Age:	18
Height:	6'2"
Occupation:	SeeD trainee
Weapon:	Gunblade
Home:	Balamb Garden





If the procedure seems too complicated you can always ask Chocoboy to catch a full-grown chocobo for you (he will charge 1.200 Gil). This way, however, you will not be able to befriend the birds. Should you use the ChocoZiner outside of whistle points the ChocoWhis will be stolen and you need to buy a new one for 700 Gil. For 100 Gil Chocoboy will tell you which Chocobo Forest you are in and what to look out for. This last hint can be somewhat veiled. You can also collect general information on the Forests, the ChocoSonar, the ChocoZiner and on Chocoboy (none of them important) for 10 Gil each or buy Gysahl Greens at 600 Gil each. These herbs might prove quite useful later on ... Once you have befriended the mother chocobo of a particular forest Chocoboy will move on to another Chocobo Forest.

# How your characters grow

Each of your characters has nine parameters or statistics which you can increase by various means. These parameters are; HP (Hit Points), Strength, Vitality, Magic, Spirit, Speed, Evasion, Hit and Luck. These statistics are given in points, with the exception of Evasion and Hit. Those two parameters are percentages, showing the probability of a successful manoeuvre. They are the base for your fighting prowess and are explained in the table below. These statistics grow slowly but steadily as your characters gain higher levels.

## A CHARACTER IMPROVES HIS OR HER STATISTICS PERMANENTLY BY

- gaining experience levels
- using items such as HP Plus
- upgrading his or her weapon
- devouring monsters (using the Command Ability "Devour")

Every time a certain number of experience points has been gained a character will rise in level. The experience gained and any rises in level are displayed after battle. Access the "Status" screen via the main menu to see how many experience points your characters need to reach the next level. As the parameters only grow slowly you will want to boost them. There are several ways of doing this:

## A CHARACTER'S STATISTICS CAN BE IMPROVED BY

- junctioning magic to his or her statistics
- junctioning certain abilities

Increases gained by junctioning magic or abilities (Screenshot 1) will be lost if the junctioned magic or abilities are removed (Screenshot 2) or if this magic is spent. This is explained in the magic section of the "Junction" chapter.

## Characters statistics

Parameter	Use	Increased by which item	Increased by which ability	Increased by devouring which monsters
HP (Hit Points)	HP indicate a character's life force. Loss of all HP KOs a character.	HP Plus HP+80%, HP Bonus	HP-J, HP+20%, HP+40%,	Ruby Dragon (Lv. 45+)
Str (Strength)	Str increases the damage dealt to opponents by physical attacks. The higher the figure the more damage a character can deal with physical attacks.	Str Plus, weapon upgrade	Str-J, Str+20%, Str+40%, Str+60%, Str Bonus	T-Rexaur (Level 30+)
Vit (Vitality)	Vit increases the defense against physical attacks. The higher the figure the lower the damage taken by physical attacks.	Vit Plus	Vit-J, Vit+20%, Vit+40%, Vit+60%, Vit Bonus	Adamantoise (Level 30+)
Mag (Magic)	The higher the figure the stronger the effect of magic. The probability of successful draws and the number of each magic drawn increase, too.	Mag Plus	Mag-J, Mag+20%, Mag+40%, Mag+60%, Mag Bonus	Behemoth (Level 40+)
Spirit (Spr)	Determines the amount of damage a character can endure from magic attacks. The higher the figure the less damage is suffered by magic attacks.	Spr Plus	Spr-J, Spr+20%, Spr+40%, Spr+60%, Spr Bonus	Malboro (Level 30+)
Spd (Speed)	The higher the figure the faster a character's ATB gauge fills in battle and the faster he or she can act.	Spd Plus	Spd-J, Spd+20%, Spd+ 40%	PuPu (Level 30+)
Eva% (Evasion)	Determines a character's chance to dodge physical attacks. Characters with higher values can dodge physical attacks more easily.	—	Eva-J, Eva+30%	—
Hit%	Probability of hitting an opponent with physical attacks. Accuracy increases with the percentage. It is, however, influenced by the opponent's evasion value.	—	Hit-J	—
Luck	Raises the Hit probability or that of finding rare items etc.	Luck Plus	Luck-J, Luck+50%	—

## Maximum figures

All parameters have a maximum above which they stop increasing. Once they have reached the number or percentage listed here there is no more room for growth. If, for example, a character already has a Strength of 255, junctioning the Character Ability "Str+40%" will not increase this figure. At level 100 a character will receive no more experience points.

LEVEL	100
HP	9.999
STRENGTH, VITALITY, MAGIC, SPIRIT, SPEED, LUCK	255
HIT	255%
EVASION	100%

## Battle

Battle ensues when you meet hostile people or monsters. Some battles are set encounters (Screenshot 1). This means that a confrontation is inevitable at a certain point in the adventure or when you enter a certain location (Screenshot 2). Other battles are random. You will enter these automatically when you wander around the world map on foot for a while or when exploring certain locations. Some locations are only monster-ridden

during certain events. Each area of the world is inhabited by its typical array of monsters. The "Monsters" chapter gives you an indication of where to find a particular kind of opponent. Not all of these examples are exhaustive. You will usually face between one and four monsters per battle. In every fight it is your aim to defeat the opponents by reducing their HP to 0.

SCREENSHOT 1



SCREENSHOT 2



When you confront one or several monsters the screen changes to battle mode. The camera will pan, showing your party and your opponents from varying angles. Your characters' HP and their ATB (Active Time Battle) gauges are shown in the bottom right of the screen. These gauges fill during battle. When the bar is full, this character can act. After this turn, the bar is depleted and begins to fill again.

Sometimes monsters manage to sneak up on your party at the beginning of a battle and surprise them with a nasty back attack. As your characters are unprepared they will receive more damage than when attacked from the front. On other occasions your party will be able to get in a first round of attacks before the monsters react. In all other cases the order in which monsters and characters can act is determined by their relative speed. A character can act when his or her ATB gauge is full. The higher a character's speed the faster the gauge will fill. Speed is determined by the parameter of the same name. It can be increased by casting "Haste" on a character and by junctioning the Abilities mentioned on the previous page.

Once it is a character's turn a menu box will appear at the bottom left of the screen. Here, all options available to this character are displayed.

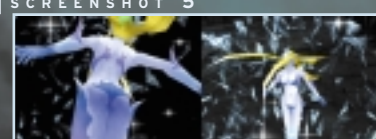
## YOU CAN TRY TO DAMAGE MONSTERS WITH

- physical attacks (Screenshot 3)
- junctioned Command Abilities
- magic (your own or magic drawn from the monster) (Screenshot 4)
- GFs' attacks (Screenshot 5)
- special items

SCREENSHOT 4



SCREENSHOT 5



SCREENSHOT 3



## YOU CAN REVIVE, HEAL OR SUPPORT PARTY MEMBERS WITH

- junctioned Command Abilities
- magic (Screenshot 6)
- certain GFs' techniques (Screenshot 7)
- recovery items

SCREENSHOT 6



SCREENSHOT 7



Most monsters will use physical as well as magic attacks. Watch their attack patterns and familiarise yourself with an opponent's strengths and weaknesses by scanning it. Many monsters are weak against certain elements. So, if an opponent is weak against Ice, launch Blizzard magic against it or summon GF Shiva. If you hit a monster with its related element you will actually heal it. So don't cast Firaga on a Fire related monster such as a Bomb!

## BATTLES SERVE VARIOUS PURPOSES:

- As you overcome certain opponents the story evolves.
- Your characters gain experience and, eventually, higher levels. These improve their statistics.
- Your GFs gain experience and, eventually, higher levels (increasing their HP and attack power).
- Your GFs gain ability points (AP) that enable them to learn valuable abilities.
- You can obtain cards and useful items from monsters.
- You can obtain valuable magic from monsters.
- You can obtain certain GFs from monsters. Other GFs need to be battled directly for you to gain them.

The "Junction" chapter explains about GFs and their abilities.

**tip** Battles are in real time but if you set the ATB timer in the "Config" sub-menu to "Wait" monsters will be unable to act during the time you spend choosing your characters' commands.

**tip** If a character cannot execute any sensible command (eg. his or her GFs are KO'ed and the physical attack is junctioned to an element the opponent absorbs) you can skip this character's turn by pressing the **▲ button**.

**tip** Automatic command pre-selection: in the Configuration Menu, choose the option Memory. During battle, if you do not use the directional button (or analog stick) to select a command, but press the **Ⓢ button**, you can repeat your last command. You must nevertheless choose your magic, item or target.



## Balamb Garden

*It is a beautiful day at Balamb Garden, the world-famous mercenary school. Squall Leonhart and his training partner Seifer Amasy have gone through some heavy gunblade exercises, testing their huge pistol-swords to the limit. Seifer did not play fair, leaving Squall with a nasty gash across the forehead (Screenshot 1). Squall wakes up with a pounding headache in the school's infirmary. While the physician, Dr.*

SCREENSHOT 1



*Kadowaki, calls Squall's instructor to pick him up, Squall catches a glimpse of a girl looking in on him. She seems to know Squall, but before he can respond she has already vanished. Instructor Trepe enters (Screenshot 2), collects her favourite student and summons him to the 2F classroom.*

SCREENSHOT 2



Follow Quistis Trepe down the covered hallway and up to the elevator (Screenshot 3). You will need to trigger parts of the (rather one-sided) conversation with Quistis by pressing the  $\odot$  button. This will be one of the most used buttons during your adventure. Upon leaving the elevator, follow Quistis down the hallway and into the classroom on the left. Everybody will take their seats before Quistis announces that this is the day of the practical SeeD exam. Squall and Seifer are two of the students scheduled to take the test. After reprimanding Seifer for his behaviour during training, Quistis asks Squall to come to the front of the classroom (Screenshot 4). Approach instructor Trepe and address her. She will remind you that you still need to visit the Fire Cavern as a field test. Due to your injury, you have missed it so far. After being told to meet Quistis at the Front Gate at 4 p.m. you are now free to collect some information.

SCREENSHOT 3



SCREENSHOT 4



Take a seat in the last row of the classroom, closest to the wall at the back of the screen (Screenshot 5). Switch on Squall's study panel and make sure to read the entry marked "NEW". Press the  $\odot$  button repeatedly to receive your first GFs: Quetzalcoatl and Shiva. They represent the elements Thunder and Ice respectively. Now make yourself acquainted with the features of the computer system, called Balamb Garden Network (Screenshot 6). The Tutorial is extremely helpful and will provide you with information on many aspects of the game. You can also access it from the main menu. For now, browse the categories of the School Network to get a first impression of life at the academy.

SCREENSHOT 5



SCREENSHOT 6



### tip

Whenever you receive a new GF you will be given an opportunity to rename it. This guide book refers to GFs by their original names.

When you have digested enough information, jump back to the main screen of the study panel (the  $\blacktriangle$  button being the universal "cancel" button) and turn off the study panel when given the choice. Junction your GFs' and abilities. Make sure to junction the "Draw" command. Now leave the classroom and walk to the bottom of the screen. As you are about to turn onto the walkway leading to the elevator, a young girl runs into you. She is an exchange student from Trabia Garden, another of the three SeeD academies. She will later introduce herself as Selphie. Having passed her written SeeD test at Trabia Garden, Selphie Tilmitt is here for the practical exam. She asks you for a tour of Balamb Garden. After you have consented, take the elevator downstairs to the 1F Hall (Screenshot 7).

SCREENSHOT 7



**To be obtained** GF QUEZACOTL, GF SHIVA

**RARE CARDS:** MiniMog, Quistis, Leviathan, Carbuncle, Gilgamesh (you will probably only win these cards later, although theoretically they are available)

**MAGAZINES:** Occult Fan I

**Save Points** 3

**Draw Points** Cure, Esuna, Blizzard, Bio (hidden)

You will automatically explain the directory posted in front of and a few steps below the elevator. Take a good look and note that the directory is a short-cut to the various sectors of Balamb Garden (for the time being) (Screenshot 8). It can save you some walking, as the hallways are quite long. After you have explained the layout of the school to Selphie you are free to do some exploring on your own. You will now have the first chance to save your game. There is a Save Point to the left of the directory when facing it.

Use this opportunity to receive your first handful of cards. Take the elevator upstairs and talk to the student on the walkway. He will give you seven cards and explain that you can challenge people to a game of Triple Triad by pressing the  $\blacksquare$  button. Now visit the Library (a place that merits repeated visits) and walk up to the tall bookshelf at the top of the screen, near the painting. You will enter a close-up of the corner near the top wall and see your first Draw Point. Use it before leaving the Library. If you choose to visit the Cafeteria, you will run into Seifer and his sidekicks, Fujin and Rajin (Screenshot 9). They are an unpleasant lot and not to be underestimated. The Cafeteria consists of two screens. If you walk up the two steps in the top right-hand side of the first screen you will reach an area with tables. If you feel daring, junction your GFs and the Command Abilities that are available at this point and stroll into the Training Center. While this is a good opportunity to become familiar with the battle system, the monsters here will be tough on a single fighter (Screenshot 10). Also, if you venture too far into the jungle-like hall, you are likely to encounter T-Rexaur - a huge monster that you will not be able to defeat on your own.

SCREENSHOT 10



*Squall and Quistis are now on the world map. The tarred road leads to Balamb Town. If you head in the opposite direction you will reach the eastern part of the island and find the entrance to the Fire Cavern in the mountainside. While the task at hand is to find and defeat Ifrit in his Fire Cavern, it will not be held against you if you explore Balamb first. Choose one option and explore the other path of action afterwards.*

SCREENSHOT 8



SCREENSHOT 9



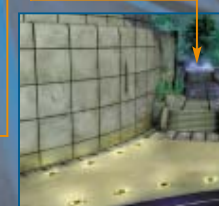
SCREENSHOT 11



CAFETERIA / QUAD / INFIRMARY



to A





## Compatibility between GFs and characters

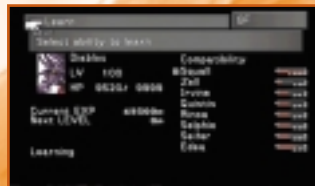
GFs are only superhuman. Like us, they make friends and develop intense dislikes. They can also be jealous of one another. The more GFs you acquire the greater the likelihood of internal quarrelling. Not that you would get any messages to that effect. However, GFs will take longer to summon if their compatibility with you decreases. The higher their compatibility with you, the faster they will appear when summoned (Screenshots 9 and 10).

At a compatibility of 0 a GF will take nearly 17 seconds to appear. At a compatibility of 500 summoning time will be reduced to about 10 seconds; at 1000 (maximum) the GF will appear within less than 3 seconds. These statistics are displayed in each character's third status screen and under GFs in the main menu. They change constantly because...

- Summoning a GF increases its compatibility with the character by 20 points but decreases the compatibility of all other GFs with this character by 1-2 points. Compatibility of the GF representing the opposite element will decrease by 10 points. Also, the summoned GF's compatibility with other characters decreases.
- Using a particular kind of magic in battle will increase the compatibility of the related GF with the character by 1-3 points but decrease the compatibility of certain other GFs by 1-2 points. For example GF Ifrit will be pleased if you cast Firaga during battle, whereas GF Shiva will not be too happy about this.
- Using a specific item will increase the compatibility of the related GF with the character by 1-3 points but decrease the compatibility of all other GFs by 1-2 points. For example, if the character junctioned with GF Diablos uses a Steel Orb, Diablos' compatibility with this character increases. Items related to the elements or powers of various GFs can be obtained throughout the adventure.
- At a later stage in the adventure you can gain the item "LuvLuv G" which increases the compatibility of all GFs with a character by 20 points.

Each character will develop favourites who prove particularly helpful in battle. In order to maintain high compatibility with all of your GFs you might still want to summon the less popular ones from time to time. This way, when you do need them, you will not spend too long calling these GFs for help.

SCREENSHOT 9



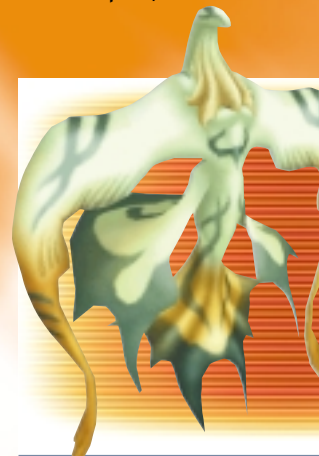
SCREENSHOT 10



# Introducing the GFs

## GFs that can be junctioned

Here are some characteristics of the GFs you can junction. You can find out where to obtain a particular GF, how its attack or special technique works and which other GF it does not work well with. For example, GF Ifrit, representing the element Fire, feels uncomfortable in the presence of GF Shiva, who represents the opposing Ice element. Avoid junctioning such opposing GFs to the same character. Other GFs are neutral in this respect. The GFs' abilities and how to best distribute your GFs among the party are explained in the following section of this chapter, under "Abilities". How to obtain GFs is explained in the "Walkthrough".



**NAME**  
Quezacotl

**LOCATION**  
Balamb Garden, Squall's study panel in the 2F classroom (Disc 1)

**ATTACK**  
Thunder Storm - A Thunder attack that is particularly useful against mechanical monsters.

**TARGET:** ALL OPPONENTS  
**ELEMENT:** THUNDER  
**STATUS CHANGES:** NONE  
**OPPOSED GF:** LEVIATHAN



**NAME**  
Shiva

**LOCATION**  
Balamb Garden, Squall's study panel in the 2F classroom (Disc 1)

**ATTACK**  
Diamond Dust - Shiva creates a blizzard that does particular harm to Fire-resistant monsters.

**TARGET:** ALL OPPONENTS  
**ELEMENT:** ICE  
**STATUS CHANGES:** NONE  
**OPPOSED GF:** IFRIT



**NAME**  
Ifrit

**LOCATION**  
Balamb - Fire Cavern (Disc 1).

**ATTACK**  
Hell Fire - Ifrit slams a huge ball of fire into his opponents. This is most helpful in snow-packed Trabia or on Balamb Garden's MD Level, whose monsters are weak against Fire.

**TARGET:** ALL OPPONENTS  
**ELEMENT:** FIRE  
**STATUS CHANGES:** NONE  
**OPPOSED GF:** SHIVA



**NAME**  
Siren

**LOCATION**  
Dollet - Communications Tower (Disc 1). Held by Elvoret.

**ATTACK**  
Silent Voice - Siren's song and music cause little physical damage but your opponents will be silenced. Use Siren at the beginning of battles to prevent your opponents from using status attacks.

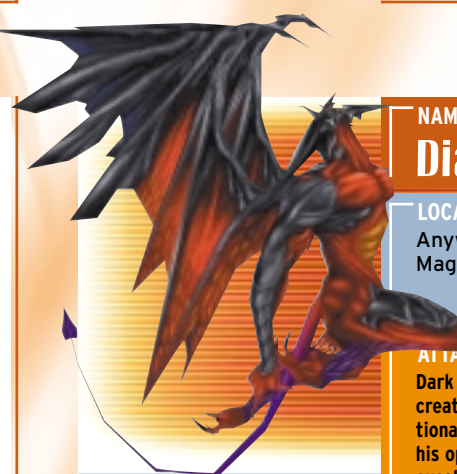
**TARGET:** ALL OPPONENTS  
**ELEMENT:** NONE  
**STATUS CHANGES:** SILENCE  
**OPPOSED GF:** CARBUNCLE



**NAME**  
Brothers

**LOCATION**  
Galbadia - Tomb of the Unknown King (Disc 1).

**TARGET:** ALL OPPONENTS  
**ELEMENT:** EARTH  
**STATUS CHANGES:** NONE  
**OPPOSED GF:** PANDEMONA



**NAME**  
Diablos

**LOCATION**  
Anywhere (contained in Magical Lamp) (Discs 1-4).

**ATTACK**  
Dark Messenger - Diablos creates a huge, black gravitational ball that he slams into his opponents. This is an excellent attack against many regular monsters, dealing up to 9999 HP damage per opponent.

**TARGET:** ALL OPPONENTS  
**ELEMENT:** NONE  
**STATUS CHANGES:** NONE  
**OPPOSED GF:** NONE



**NAME**  
Carbuncle

**LOCATION**  
Deling City - Presidential Residence (Disc 1). Held by Iguon.

**ATTACK**  
Ruby Light - Carbuncle rises from a hole in the ground and casts a red glow on the party that shields them with "Reflect". This is useful in battles against magic-wielders like NORG or Edea. However, you cannot heal or revive your characters with magic while they are shielded.

**TARGET:** ALL PARTY MEMBERS  
**ELEMENT:** NONE  
**STATUS CHANGES:** REFLECT  
**OPPOSED GF:** SIREN



**NAME**  
Leviathan

**LOCATION**  
Balamb Garden - B1, Master Room (Disc 2). Held by Norg.

**ATTACK**  
Tsunami - Leviathan creates a huge flood wave that comes crashing down on all opponents and threatens to rinse them away. This attack works especially well against monsters that are resistant to Thunder.

**TARGET:** ALL OPPONENTS  
**ELEMENT:** WATER  
**STATUS CHANGES:** NONE  
**OPPOSED GF:** QUETZACOTL



# Monster Gallery

will meet human, mechanical and exotic breeds of animal opponents. Some are more fearsome than others, but they will all do their best to stop the party's advance ...

While there might be occasions where a hasty retreat is in order, you will find that they are few and far between. Some timed events may leave scant room for battle or you could even encounter a seemingly unstoppable opponent. Indeed, most battles prove a valuable experience. You can draw magic and gain items from monsters, hone your fighting skills and find out which kinds of attack are most effective in specific situations. Also, battles provide the only possibility of letting your characters and GFs gain experience levels and, in the case of GFs, ability points. These AP allow them to learn new abilities as explained in the "Junction" chapter. Do not be disappointed if some battles are not rewarded with experience or ability points. They usually are an indication that you have just defeated a boss monster!

Your characters and GFs are not the only ones to build up impressive strength during the adventure. When you visit known locations at later stages you will find that the local monsters have increased in levels, too. They will have more HP, stronger attacks and, possibly, higher level magic. This way, while some early monsters will be easier to fight, many opponents will remain a challenge throughout the game. Monsters referred to as "lower level" in this guide are on levels 1-19. "Mid-level" monsters have levels 20-29. Opponents on level 30 and above are considered "higher level".

Some encounters are set while others are random. Generally, you will find certain kinds of monsters in specific areas. The tables introduce monsters in the approximate order in which you will meet them. While the following tables give a good indication of what to expect where, they are by no means exhaustive. This is, after all, a game of exploration, and we don't want to spoil your fun.

## How to read the monster tables

NAME	Name of the monster
LOCATION	Which area(s) it is found in
HP EXAMPLES	Gives an indication of the monster's hit point range. The figures are only approximate values since the assigned HP vary.
LV	HP

ELEMENTAL ATTACKS	Which elemental attacks the opponent is particularly weak against and which ones it resists effortlessly. Some monsters have no apparent weakness.
-------------------	--

**BOSS (holds GF)** Indicates that this is a set encounter. If you can draw a GF from the opponent, this is indicated by the addition "holds GF". You will find the GF's name in bold print in the tables.

**BOSS, GF** Indicates that this is a set encounter with a GF. If you defeat the GF, it will be at your party's disposal from this point on. Not all GFs can be junctioned, however. Some will choose to appear randomly (see "Junction" chapter). Also, your junctionable GFs HP will be different to the amount of HP they had in their incarnation as monsters.

### OBTAINABLE MAGIC AND ITEMS:

MAGIC TO BE DRAWN	Every opponent you encounter will have at least one kind of magic your characters can steal by using the Draw command. On middle and higher levels, a monster might have other, additional or higher level magic.
ITEMS DROPPED AFTER BATTLE	Most monsters will randomly drop one or several items after you have won the battle against them. On middle and higher levels, a monster might have other, additional or higher level items.
ITEMS TO BE STOLEN	Using the Command Ability Mug, your character will attempt to steal an item or several of its kind while attacking the opponent. These aren't necessarily the items a monster would drop. N.B.: The items most likely to be obtained are mentioned first, those least likely to be obtained are mentioned last in each entry.

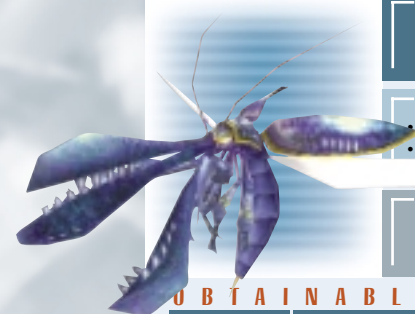
On their quest, Squall and his friends will travel through many different regions, which are home to a wide variety of hostile creatures. They

### Monster cards tip

Monsters occasionally leave cards behind when you defeat them. Also, some set encounters reward you with cards (some of which are rare). However, this only makes for a rudimentary collection. If you have the Card Command Ability and would like to complete your collection without challenging the world's players, search for the monster in its habitat. Try putting it to sleep and have your character use the Card command. With luck, the monster will transform into the card named after it. (See "Cards" chapter)

### Specific items tip

At advanced levels you might need a specific item, maybe for weapons upgrades. Search for the opponent known to possess it and scan him. If the monster has evolved to a higher level it might no longer have that particular kind of item. In this case junction the Command Ability "LV Down" to one of your characters and use it on the monster. This increases the chance of the opponent's carrying the item you need. — Of course, you can also try to "LV Up" a monster. Just bear in mind that it will become proportionately harder to battle against the monster in this situation.



#### NAME Bite Bug

LOCATION  
• Balamb > Alcauld Plains  
• Trabia > Bika Snowfield

ELEMENTAL ATTACKS  
Most useful: Ice / Wind  
Least useful: Earth / -

#### Description:

These pesky blue insects are one of the first monster types you will encounter. They flit around Balamb Island and use Poison as well as Berserk attacks. Although they are easy to overwhelm with physical attacks you should stock up on healing items such as Antidotes and Remedies.

#### HP EXAMPLES

LV	HP
1	114
30	410
60	1070
100	2510

### OBTAINABLE MAGIC AND ITEMS:

LEVELS	MAGIC TO BE DRAWN	ITEMS DROPPED AFTER BATTLE	ITEMS TO BE STOLEN
1-19	Fire, Scan	M-Stone Piece	M-Stone Piece
20-29	Fira, Scan	M-Stone Piece, Magic Stone	Magic Stone
30-100	Firaga, Scan	Wizard Stone	Wizard Stone



#### NAME Glacial Eye

LOCATION  
• Balamb > Alcauld Plains  
• Esthar City

ELEMENTAL ATTACKS  
Most useful: Fire / -  
Least useful: Ice / Earth

#### Description:

A flying monster capable of neutralising and using Ice attacks. It is weak against fire. When defeat is near a Glacial Eye will attempt to suck HP off its enemies. It also likes to petrify its opponents. This monster is useful for stocking up on healing magic.

#### HP EXAMPLES

LV	HP
1	205
30	575
60	1400
100	3200

### OBTAINABLE MAGIC AND ITEMS:

LEVELS	MAGIC TO BE DRAWN	ITEMS DROPPED AFTER BATTLE	ITEMS TO BE STOLEN
1-19	Blizzard, Cure, Scan	M-Stone Piece, Vampire Fang, Arctic Wind	Vampire Fang, Arctic Wind
20-29	Blizzara, Cura, Scan	Vampire Fang, North Wind, Arctic Wind	Vampire Fang, North Wind
30-100	Blizzaga, Curaga, Scan	Vampire Fang, North Wind	Vampire Fang, North Wind



#### NAME Caterchipillar

LOCATION  
• Balamb > Alcauld Plains  
• Esthar > Grandidi Forest

ELEMENTAL ATTACKS  
Most useful: Ice / Fire  
Least useful: Earth / -

#### Description:

This grotesque larva lacks strength but likes to embed its opponents in a sticky web of varying effect. Depending on the Caterchipillar level, members of your party might be slowed down (levels 20-29) or stopped in their tracks (level 30+). These larvae also direct Berserk attacks against their opponents.

#### HP EXAMPLES

LV	HP
1	172
30	1060
60	3040
100	7360

### OBTAINABLE MAGIC AND ITEMS:

LEVELS	MAGIC TO BE DRAWN	ITEMS DROPPED AFTER BATTLE	ITEMS TO BE STOLEN
1-19	Thunder, Cure	Spider Web, M-Stone Piece	Spider Web
20-29	Thundara, Cura, Slow	Spider Web, Magic Stone	Spider Web
30-100	Thundaga, Curaga, Slow, Stop	Spider Web, Wizard Stone	Spider Web



#### NAME Fastitocalon-F

LOCATION  
• Galbadia > Dingo Desert  
• near beaches

ELEMENTAL ATTACKS  
Most useful: Earth / Thunder  
Least useful: Water / Fire

#### Description:

This fiery red fish often appears in groups of three. This smaller version of Fastitocalon is concealed by sand at the beginning of the battle, letting only its fin show. During this stage its spirit and vitality are greatly enhanced. After receiving damage it leaps into the air and is no longer weak against Earth magic. Thunder, however, remains useful against this sand-fish.

#### HP EXAMPLES

LV	HP
1	215
30	1325
60	3800
100	9200

### OBTAINABLE MAGIC AND ITEMS:

LEVELS	MAGIC TO BE DRAWN	ITEMS DROPPED AFTER BATTLE	ITEMS TO BE STOLEN
1-19	Blizzard, Sleep, Scan	Fish Fin	Fish Fin
20-29	Blizzara, Sleep, Scan	Fish Fin, Water Crystal	Fish Fin
30-100	Blizzaga, Scan, Water	Fish Fin, Water Crystal	Fish Fin