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HOW TO PLAY

CHARACTERS

WALKTHROUGH

ITEMS

MONSTERS

THE CARD GAME

SECRETS

Battle System



A general introduction

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

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

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

The Battle Screen

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

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



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

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

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

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

Read before attacking

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



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

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



If your opponent seems too strong, hold down the **□** and **○** buttons simultaneously to escape.



Press the **□** button to open the Target Window, enabling you to choose a target faster.

Choose a target faster:

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

The damage display

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

HP-Change:

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

MP-Changes:

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

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

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

Ambush: The surprise attack

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

Your turn: the commands

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

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



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



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



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



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

Characters

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

Zidane Tribal

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

Action Abilities

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

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

Support-Abilities

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



Garnet Til Alexandros 17th

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



Action-Abilities

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

Support-Abilities

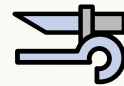
ABILITY	AP REQUIRED
<input type="checkbox"/> Ability Up	60
<input type="checkbox"/> Antibody	15
<input type="checkbox"/> Auto-Float	20
<input type="checkbox"/> Auto-Haste	55
<input type="checkbox"/> Auto-Life	105
<input type="checkbox"/> Auto-Potion	20
<input type="checkbox"/> Auto-Reflect	75
<input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

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

Items Chapter

Is a monster too powerful or your injuries too serious? Don't panic - there are items suited for your every need. A well-honed blade, or a potent medicine, can easily turn the tables in battle if used at the right time. The following pages explain the purposes to which the various items are best suited. Which piece of armour should you equip? Which abilities can your characters learn from an equipped add-on? Look up the tables to make the most of your inventory. An overview at the end of this chapter lists the Synthesis Shops dotted throughout Final Fantasy IX, where you can commission new and powerful items to accompany you on your adventure.

Weapons



Price when bought: The amount of Gil you must pay at a shop to buy this weapon. If the price is marked in blue, this weapon can only be commissioned at a Synthesis Shop. If no price is listed, the weapon can neither be bought nor synthesised, but must be picked up during your adventure.

Price when sold: The amount of Gil you receive when selling this weapon at a shop.

Abilities: Indicates the abilities characters can learn when equipping the weapon in question. Note that not all characters can learn every ability (see pages 26-33).

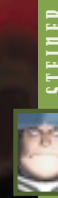
Attack power: The weapon's attack power. The higher the figure, the more damage this weapon will inflict on your opponent.

Status effect: Your weapon inflicts the status listed in this column when you hit an opponent - unless the monster happens to be immune to the status in question.

Remarks: This column contains more information on the weapon.

	PRICE WHEN BOUGHT	PRICE WHEN SOLD	ABILITIES	ATTACK POWER	STATUS EFFECT	REMARKS
ZIDANE'S WEAPONS						
Angel Bless	9,000	3,500	Thievery	44	Confuse	-
Butterfly Sword	300	650	Protect Girls, What's That!?	21	Silence	-
Dagger	320	160	Flee	12	-	-
Exploda	1,000	1,400	Lucky Seven, Sacrifice	31	Trouble	-
Gladius	2,300	1,150	Annoy, Lucky Seven	30	Slow	-
Mage Masher	500	250	Detect, Flee	14	Silence	-
Masamune	16,000	6,500	Sacrifice	62	Doom	Additional bonus: Magic +2
Mythril Dagger	950	475	Bandit	18	-	-
Orihalcon	17,000	8,500	Detect	71	-	Additional bonus: Speed +1
Rune Tooth	2,000	1,900	Lucky Seven	37	Poison	-
Sargatanas	12,000	4,750	Annoy	53	Petrify	-
The Ogre	700	850	Soul Blade	24	Darkness	-
The Tower	-	15,000	Lucky Seven, Thievery	86	Mini	-
Ultima Weapon	-	20,000	Flee	100	Sleep	-
Zorlin Shape	6,000	3,000	Flee	42	-	-
VIVI'S WEAPONS						
Cypress Pile	3,200	1,600	Break, Comet, Demi	27	Confuse	-
Flame Staff	1,100	550	Fira, Sleep	16	-	Elemental attack: Fire
High Mage Staff	6,000	3,000	Meteor, Osmose	32	Silence	-
Ice Staff	980	490	Blizzara, Slow	16	-	Elemental attack: Ice
Lightning Staff	1,200	600	Poison, Thundara	16	-	Elemental attack: Thunder
Mace of Zeus	-	5,000	Doomsday	35	Mini	-
Mage Staff	320	160	Fire	12	-	-
Oak Staff	2,400	1,200	Bio, Drain, Stop	23	Slow	-
Octagon Rod	4,500	2,250	Blizzaga, Firaga, Thundaga	29	Trouble	Absorbs Water and Wind damage. Enhances Water attacks.

STEINER'S WEAPONS



	PRICE WHEN BOUGHT	PRICE WHEN SOLD	ABILITIES	ATTACK POWER	STATUS EFFECT	REMARKS
Blood Sword	-	950	Darkside	24	-	Restores number of HP equivalent to damage inflicted.
Broadsword	330	165	Beast Killer	12	-	-
Coral Sword	4,000	2,000	Charge!	38	-	Elemental attack: Thunder
Defender	9,340	4,670	Thunder Slash	65	-	Reduces any Ice and Thunder damage received by half. Additional bonus: Spirit +1
Diamond Sword	4,700	2,350	Power Break	42	-	-
Excalibur	-	9,500	Climhazzard	77	-	Elemental attack: Holy
Excalibur II	-	19,500	Climhazzard, Minus Strike, Stock Break	108	-	Elemental attack: Holy
Flame Sabre	5,190	2,595	Magic Break	46	Heat	Elemental attack: Fire
Ice Brand	3,780	1,890	Mental Break	35	Freeze	Elemental attack: Ice
Iron Sword	660	330	Minus Strike	16	-	-
Mythril Sword	1,300	650	Armour Break	20	-	-
Ragnarok	-	14,500	Shock, Thunder Slash	87	Slow	-
Rune Blade	8,900	4,450	Iai Strike	57	Darkness	-
Ultima Sword	14,000	7,000	Stock Break	74	Sleep	-

GARNET/DAGGER'S WEAPONS



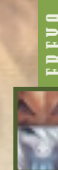
Air Racket	400	200	Panacea, Scan	13	-	Elemental attack: Wind
Asura's Rod	3,180	1,590	Confuse, Mini, Silence	27	-	Elemental attack: Holy
Healing Rod	1,770	885	Cura, Healer, Life	23	-	Restores target's HP
Magic Racket	1,350	675	Berserk, Cure, Mini	23	-	Elemental attack: Wind, enhances Holy attacks. Additional bonus: Magic +1
Multina Racket	750	375	Blind, Shell, Stona	17	-	Elemental attack: Wind
Mythril Racket	2,250	1,125	Protect, Reflect, Shell	27	-	Elemental attack: Wind
Mythril Rod	560	280	Life, Shell, Silence	14	-	-
Priest's Racket	11,000	4,000	Might, Silence	35	-	Elemental attack: Wind
Rod	260	130	Cure, Panacea, Protect	11	-	-
Stardust Rod	760	380	Ability Up, Float, Reflect	14	-	Reduces any Shadow damage received by half. Additional bonus: Spirit+2
Tiger Racket	-	2,900	Dispel	45	-	Elemental attack: Wind
Whale Whisker	-	5,140	Curaga, Life	36	-	-
Wizard Rod	3,990	1,995	Curaga, Protect, Shell	31	-	-

QUINA'S WEAPONS



Bistro Fork	10,300	5,150	High Tide	68	Sleep	-
Fork	1,100	550	High Tide	21	-	-
Gastro Fork	-	6,650	High Tide	77	Stop	-
Mythril Fork	4,700	2,350	High Tide	42	-	-
Needle Fork	3,100	1,550	High Tide	34	Petrify	-
Silver Fork	7,400	3,700	High Tide	53	Slow	-

FREYA'S WEAPONS



Kain's Lance	-	7,500	Cherry Blossom, Dragon's Crest, White Draw	71	Confuse	-
Dragon's Hair	-	11,750	Dragon's Breath	77	-	-
Heavy Lance	4,700	2,350	Six Dragons	42	Stop	-
Holy Lance	11,000	5,500	Dragon's Crest, Reis's Wind	62	-	Elemental attack: Holy
Ice Lance	2,430	1,215	White Draw	31	Freeze	Elemental attack: Ice
Javelin	-	880	Dragon Killer	18	-	-
Mythril Spear	1,100	550	Reis's Wind	20	-	-
Obelisk	6,000	3,000	Cherry Blossom, Initiative	52	Petrify	-
Partisan	1,600	800	High Tide, Lancer	25	-	-
Trident	3,580	1,790	Luna	37	Darkness	-



Monsters

Throughout your adventure, you will find your path barred by around 150 different kinds of monsters. The information on the following pages will help you enter battle well prepared. Look up the monster tables to discover your

adversaries' strengths and weaknesses. We also reveal a few useful strategies. The monsters' statistics, together with our tried and tested battle tips, will help you defeat even the most formidable opponents.

NAME The creature's name. Since certain monsters will reappear with different stats during your adventure, some of the tables are more extensive than others. When confronted by such a monster, look up its "Location" entry and compare it with your current whereabouts. This should help you identify which "version" of the monster you are facing..



NAME: Behemoth

WEAKNESSES: Ice, Beast Killer

EXP:	AP:	Gil:
53,166	4	2,764

ITEMS DROPPED AFTER BATTLE: Phoenix Down, Lapis Lazuli, Echo Screen

CARDS: Ogre

WEAKNESSES Most monsters are vulnerable to at least one status effect. Read this column and exploit your opponent's particular weakness. This is explained in greater detail in the "How to play" chapter on page 10.

ITEMS DROPPED AFTER BATTLE Some creatures seem to have ambled straight out of a shop: reliable witnesses have reported monsters carrying up to four items. They kindly drop their goods after battle, giving you an added incentive to emerge victorious.

CARDS You don't have to win a Tetra Master match to obtain new cards: some monsters wander around with cards in their pockets. If you're looking for a specific type of card, search the Card column to see which monster might drop it after battle.

EXP You earn EXP (Experience Points) for nearly every defeated monster. These EXP help you achieve higher levels, thus improving your characters' HP, MP and other statistics.

AP Like EXP, AP (Ability Points) are only gained after victory in battle. AP enable your characters to learn [abilities]. This figure represents your AP gain after you encounter just one (!) of any particular kind of monster. If you encounter two monsters of the same race, this will increase the number of AP gained. However the number of AP is not doubled i.e. if you gain 4 AP after defeating one "Stilva", this does not mean that you will receive 8 AP if you defeat two "Stilvas". When it comes to several monsters of the same type, our AP figure acts merely as an indicator. It allows you to gauge the minimum number of AP you will gain if you encounter at least one of this monster type. Abilities are explained in greater detail in the How to Play chapter.

GIL Most monsters carry loose change in their pockets. When defeated, they drop their Gil (the currency in the world of Final Fantasy IX). So don't worry if you're low on funds: just set out into the wilderness to cash in and stock up on Gil.

LOCATION Where do specific monsters tend to lurk? The column lists the regions where you are most likely to come across the creature in question. However, some opponents are only found at the location listed.

LV The higher the level figure, the more battle-hardened your opponent. Just like your characters, monsters at higher levels are tougher and have greater attack power. But, however formidable your opponents, it's still worth taking them on. As well as earning you valuable items, victory will also generally bring you a considerable amount of EXP (Experience Points) and sometimes more AP (Ability Points) than usual.

MP Like your characters, your opponents need MP to cast spells. This figure helps you judge whether, and to what extent, a monster will use magic against your characters. Creatures with just a handful of MP are unlikely to cause much trouble by using magic.

HP Look up the HP column to gauge how many more blows your opponent can withstand before succumbing. Like your characters, all opponents have a certain amount of HP. Once these are reduced to 0, a monster can no longer cause trouble ...

LOCATION:	Treno, Memoria	HP:	MP:	LV:
		24,123	3,338	71

ITEMS OBTAINED BY USING STEAL COMMAND: Phoenix Pinion, Phoenix Pinion, Phoenix Pinion, Phoenix Pinion
LEARNED BY QUINA USING EAT COMMAND: Angel's Snack

REMARKS: There is a 25% chance that this monster will counter physical attacks with Meteor. The Behemoth in Treno drops no items after battle.

ITEMS OBTAINED BY USING STEAL COMMAND Certain characters, for example, Zidane, can use a special command - Steal - during battle to obtain items from opponents. It is easy to steal everyday items such as Potions. However, it is much harder to obtain more valuable items. You might have to use the Steal command repeatedly to obtain these, as your chances of success are considerably lower. If an attempt fails, you need a lot of patience and medicine to prolong battle until you have obtained the desired item.

LEARNED BY QUINA USING EAT COMMAND Quina, by far the most bizarre of your companions, instills fear in its opponents by devouring them once they have lost 75% of their HP. It does so by using Eat, a special command unique to Quina. When in Trance, Quina can even try to Eat monsters once they have lost 50% of their HP. When Quina first samples a particular kind of monster, it learns one of its abilities and can add it to its repertoire of Blue Magic for use in subsequent battles against monsters. This column shows you the kinds of Blue Magic Quina can obtain by using the Eat command.

REMARKS This column contains useful information on your opponents and suggests battle strategies. You'll see the attacks to which your opponent is completely resistant ("immune to ...") or fairly resistant ("reduces ... damage it receives by half"). Certain monsters actually recover HP when attacked with specific status effects ("absorbs ... damage"), so you'd be well advised to avoid such attacks. You may be surprised to find that some "monsters" are not even bent on doing battle. They just beg for little presents instead - or simply ask intriguing questions ...



NAME: Abadon	LOCATION (EXAMPLES): Pandemonium	HP:	MP:	LV:
		10,926	9,383	54

WEAKNESSES: Wind, Bug Killer, Bird Killer
ITEMS OBTAINED BY USING STEAL COMMAND: Vaccine, Ether
LEARNED BY QUINA USING EAT COMMAND: -

EXP:	AP:	Gil:
26,376	4	2,348

ITEMS DROPPED AFTER BATTLE: Ether
REMARKS: Zidane appears once Abadon has attacked twice. The damage dealt to the monster so far is not counted. Abadon is immune to Earth attacks, and is defeated after losing around 11,000 HP.

NAME: Abadon	LOCATION (EXAMPLES): Terra	HP:	MP:	LV:
		12,658	2,479	58

WEAKNESSES: Wind, Bug Killer, Bird Killer
ITEMS OBTAINED BY USING STEAL COMMAND: Garnet, Vaccine, Phoenix Pinion, Phoenix Pinion
LEARNED BY QUINA USING EAT COMMAND: Twister

EXP:	AP:	Gil:
32,073	4	2,604

ITEMS DROPPED AFTER BATTLE: Garnet, Vaccine
REMARKS: This monster is immune to Earth attacks.

CARD: Abadon



The card game Tetra Master

More than just a pastime

Roaming the world's continents and facing lethal monsters make for a hard adventurer's life. Why not relax by playing the odd round of Tetra Master? No sword wielding or spell casting here. Instead, victory or defeat will hinge on your choice of cards and their placement on the playing grid.

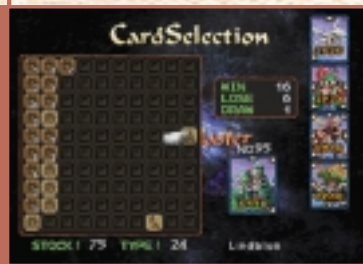
A game of chance ... or a science?

The inhabitants of Gaia, the world in which Final Fantasy IX unfolds, take their card game Tetra Master very seriously. Whether you sit down for a friendly match with your neighbour or participate in an official tournament - it's fun to pit your wits against others. Tetra Master differs from conventional card games. As well as bearing different images, the Final Fantasy cards bear a varying number of arrows and specific combinations of alphanumeric values, which may change as you play.

A good Tetra Master player doesn't simply learn and apply the rules, but is always eager to improve his or her cards and to find new ones. S/he does not miss out on any opportunity to take on fellow players around the world. Tetra Master is played on a four-by-four grid. You'll normally find that several spaces on this grid are randomly blocked, preventing cards being placed there. This is one of the main tactical features, rendering each match exciting and unique.

General card information

Each card bears an image. It might depict a monster or some other creature, or may show a town or weapon. There are a total of 100 images or card types. You will generally see at least one triangular arrow on each card although you can sometimes get a card with no arrows. These little arrows on the edges represent the card's attack directions. A player can only "attack" cards adjacent to his or her own, and an arrow on the player's card must point at the opponent's card. The arrows also have a defensive purpose. If a card is attacked from a direction where it lacks an arrow, it cannot resist the attack. Your opponent can "take" the card (turn it his or her colour) without let or hindrance.



Select five cards before each match, bearing in mind the card values. And don't forget to consider the number of arrows and their directions!



Blue has just placed the left card. S/he can immediately take over the opponent's card since that card has no arrow on its left edge.

The four parameters of each card

You may wonder what the four letters/figures on each card mean. These four parameters indicate the card's attack and defence properties, i.e. its strengths and weaknesses.

- The first digit designates the Attack Points or AP - the card's attack power.
- The second digit designates the card's Attack Type or T. There are four card Attack Types.
- The third digit designates Physical Defence or PD - the card's defensive power against physical attacks.
- The fourth and last digit designates Magic Defence or MD - the card's defensive power against magic attacks.

The parameters are expressed as figures from 0 to 9 and as letters from A to F, similar to the hexadecimal system. The actual parameter sequence is **0 1 2 3 4 5 6 7 8 9 A B C D E F**, where 0 is the weakest and F the strongest parameter. Not all cards can evolve to reach the maximum F parameter. The card's image may dictate that evolution is halted before reaching F.

Table showing all the cards (small figure: number of cards bearing the same image)

Number of images (card types) obtained

Number of cards obtained so far

Go to the Card Menu for an overview of your Tetra Master cards.

- Current score
- Rank
- Number of matches won
- Number of matches lost
- Number of draws
- Picture of card
- Arrows
- MD (Magic Defence)
- PD (Physical Defence)
- T (Attack Type)
- AP (Attack Points)
- Name of the selected card

Card Attack Types

The four Attack Types are designated by letters:

- P = Physical Attack:** This Attack Type attacks physically, for example using blows or bites. The opponent's card defends using its PD value.
- M = Magical Attack:** This Attack Type attacks using magic, while the opponent's card defends using its MD value.
- X = Weakness Attack:** This Attack Type always attacks the lowest defence figure of the opponent's card - either its PD or its MD.
- A = Ultimate:** This Attack Type always attacks the lowest figure of the opponent's card - its AP, PD or MD. Ultimate Attack Type cards attack using their highest parameter - AP, PD or MD.



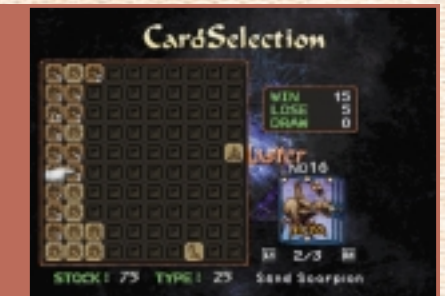
This Zuu card has 2 Attack Points (AP) and belongs to the Physical Attack Attack Type (P). Its Physical Defence (PD) is 0, while its Magic Defence (MD) is 1.

How strong is my card?

As a rule, the first two digits, AP and Attack Type, determine a card's attack power. A-Attack Type cards are the exception to the rule: their highest parameter - AP, PD or MD - determines their attack power. The last two digits designate a card's defensive power. Each card also has an additional parameter which remains invisible but can be roughly gauged: its Hit Points or HP. This "life force" derives from a card's Attack Points. The higher the AP, the more HP a card will have. The following table indicates cards' HP range of cards:



ATTACK POINTS	HP
0	2 - 15
1	16 - 31
2	32 - 47
3	48 - 63
4	64 - 79
5	80 - 95
6	96 - 111
7	112 - 127
8	128 - 143
9	144 - 159
A	160 - 175
B	176 - 191
C	192 - 207
D	208 - 223
E	224 - 239
F	240 - 255



The Sand Scorpion card has 1 AP, and will thus have between 16 and 31 Hit Points (HP).





No need to waste precious playing time: this comprehensive index will help you find the precise piece of information you require - fast! You will find about 460 page references in this section. They give you quick access to general gaming information and descriptions, not to mention the location of all items and Tetra Master cards and the "final secrets" of Gaia.

General information and descriptions

Are you looking for details on a specific term? Would you like to know which page to turn to for details on, say, weapons? Are you haunted by the intricacies of the Tetra Master card game and would like to learn the rules? Or are you interested in the creatures known as Chocobos? You will find all these listed below, together with many more references to the corresponding page in the strategy guide. No question need remain unanswered!

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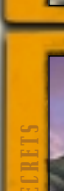
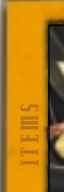
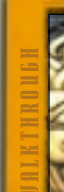
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Save your hard-earned Gil for expensive synthesis items or the most valuable pieces of equipment. The following list helps you retrieve all items and key items in the game free of cost at specific points in the game (see the page references for the walkthrough). Most of the pieces of equipment are hidden in treasure chests. Very rarely do you need to meet specific requirements or defeat a boss monster to receive a particular item. We have excluded everyday items such as Potions and Phoenix Pinions from the list, since these can be found in a great number of places and can also be bought cheaply from many shops.	
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