

FF9 HD PC All Bosses guide

put together by [grimsalad](#), with enormous help from:

* * ❀ ❀ monkeyslinger's PSX All Bosses guide ❀ ❀ * *
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 **FULL RUN FOR REFERENCE:** youtu.be/IrVdH0plfss

Last updated April 28, 2026 ([update history](#))

- **Added a new note about guessing the sex of the Golden Frog.** When you guess the GF's sex incorrectly, you're leaving behind a single mating pair rather than two, so only two new frogs can be born in the two cycles that pass. However, when the GF is best quality, one of those new frogs will be an adult and you can simply reload the save until this new frog is the "correct" sex for you to leave behind two adult mating pairs.

This can be easy to overlook, but *you also want to reload until there are seven frogs total:* the original four, plus the two new ones, plus a bonus baby born from

the new adult. Sometimes you can get unlucky with birth rolls and this second baby frog will not appear. Since you're eating one less frog (the adult), you really want this bonus baby, or else you might end up one frog short at the end of your run.

This is not a beginner-friendly guide and assumes familiarity with Any% strats and story triggers. The guide will have a lot more detail when it comes to the frog catching and Hot & Cold mini-games which are required to fight Quale and Ozma respectively.

Frogs

The single greatest determinant of your finishing time will be frogs. Quale is a trivial boss fight, but catching 99 frogs as quickly as possible requires deep game knowledge and an ability to adapt to RNG. Reading the [frog appendix](#) before you attempt a run is highly recommended. This guide will hold your hand through the first few Qu's Marsh visits, but once we set up every marsh with two mating pairs, it will be up to you to figure out the best time to go collect baby frogs. I recommend using the [time tracking spreadsheet](#) where you can input your exit times (using the in-game time from the menu, not your splits) and keep track of return visit times like so:

MIST CONTINENT	
exit time	1:45:00
cycles	6
you can return...	3:25:00

We allow marshes to replenish their frog populations as we play story segments and grind the Chocobo Hot & Cold mini-game for Chocographs. Story segments have a predictable length, but digging up a required Chocograph can happen on our first round of Hot & Cold or it can take 30 minutes. In general, it's best to collect the baby frogs as soon as they are ready.

If your marshes are ready during the Chocobo's Lagoon grind, it might seem like a waste of time to navigate back and forth through the shallow waters just to collect frogs—but catching them early could save you 10-15 minutes down the line if the grind ends up taking a long time.

For a less ambiguous example, if your marshes are nearly ready before going to Esto Gaza or Terra, it's definitely worth waiting for them because those story segments take 30-40 minutes, representing multiple marsh cycles. You don't need to stand around doing nothing, either—you can do some Ozma preparation early, such as digging up

the remaining Chocograph Pieces once you have the Hilda Garde 3, or buying Dark Matter from the Treno Auction House (being aware of how this might alter your gil on later shops).

I've included a rough estimate for how long story sections take in the latter part of Disc 3 so you can make choices about marsh visits during the run. The [AP Chart](#) also includes two tabs for hypothetical frog routes (one for the best quality Golden Frog, and one for the lowest quality) to give you an idea of how many frogs you should have at different points in the run.

Ozma levels

Ozma is a tricky fight, but we can beat it about half the time using strats developed by monkeyslinger. This guide describes how to prepare so that the fight goes as smoothly as possible, but I wanted to emphasize up here how important it is to be aware of a few things earlier than you might expect.

First, *note the level at which Amarant joins the party*. Ideally, this will be Level 13. We do a few things to keep Dagger's level as low as possible because Amarant joins at the party's average level. If he joins at Level 14, then he will be one magic stone short to use **Power Throw** at Level 33, and his damage output will be too low. The solution is to push him to Level 34, which may require finding additional EXP on your own.

This route ensures that Freya is Level 34 before Ozma, which is a minimum level for her to have sufficient MP (combined with **MP+10%**) to cast **Dragon's Breath** twice before needing an Elixir. I will resist going into detail about equipment level-up bonuses, but suffice to say, *it's very important that Freya wears the correct equipment on fights where she levels up*. In particular, it's very easy to forget the Bran Bal menu since we don't do one there on NMS; if you forget this menu, you can easily kill Amdusias and not suffer from any AP issues, but Freya will be missing a magic level up bonus due to incorrect equipment. If she does not have 156 MP with **MP+10%** before Ozma, then you will need to source additional EXP to bring her up to Level 35.

Grand Dragons are a great source of additional EXP, but you need to take care not to mess up other characters' levels when you fight them. Bringing unused characters into the party to soak up EXP can be helpful, although it may be difficult to keep them alive.



Generally, you want to equip ***Antibody***, ***Distract***, ***MP Attack***, ***Dragon Killer*** if you are using Freya, and any gear that protects against Thunder (like ***Coral Ring*** and ***Ribbon***). **Save before any encounters because it can go wrong quickly.** Each dragon has **13,206 HP** and provides **35,208 EXP** which can be split different ways depending on how many characters are alive and amplified with the ***Level Up*** ability. There is an [Ozma EXP calculator](#) to help with this exact situation.

Guide format

I've generally followed the formatting that SheriffFalc uses in [his Any% NMS guide](#) because it's easy to follow and looks nice. He provides a legend there, so I won't duplicate that here.

There are multiple "conditional" equips in speedruns of this game, such as those that depend on the Broadsword being stolen from Prison Cage or the Rebirth Ring being won at the Card Tournament. All Bosses has some additional ones, such as whether the Kaiser Knuckles are obtained early for Amarant or whether the Ultima Sword is bought for Steiner in Daguerreo. These conditional equips are written in **blue text**, but I include a description of the conditions in each menu like so:



For each fight, characters who should survive for AP and/or EXP purposes are listed along with the abilities they are gaining AP towards. I've also bolded abilities that are *learned* to help you keep track. Here is an example where Freya, assuming no AP has been lost, will learn Antibody on Antlion:

Antlion

3,938 HP | Zidane (Alert, Devil Killer, Flee, Man Eater, Soul Blade) and Freya (Antibody, Cover, Dragon Killer, Level Up, Man Eater) **survive**

Three Blizzara from Vivi and one or two Lancers from Freya

Menus are difficult to write out clearly after Disc 4 because sections can be done out of order, and additional abilities can be learned and remain equipped after a fight like Ozma depending on whether a character survives. I've done my best to write out equipment and abilities that are crucial at each point, like so:

→ **Front row Zidane**

→ **Essential abilities:** MP Attack, Bird Killer, Accuracy+

Make sure these are equipped, and you should be fine.

Alexandria

Masked Man

188 HP

Attack with Zidane/Blank

Steal with Marcus/Cinna for Mage Masher

After three attacks, steal with everyone and then finish with two more attacks

→ **Watch autoclicker placement during Vivi ticket scene**

→ Optionally, pick up **Tent** in the steeple

Baku

186 HP

Consider always killing the first brother unless you have great starting ATB; it's hard to pull off multiple ATB waits if you can't auto-battle King Leo

Menu After Nobles

Zidane | **Mage Masher** / Leather Hat / Wrist / Leather Shirt

- Optimize

Steiner 1

169 HP

Blank or Zidane can ATB wait

AUTOCLICKER BREAK – 3:20 (STARTS WHEN STEINER GLOWS)

Steiner 2

Ignore the Pluto Knights, just attack Steiner with Zidane and cast Fire with Vivi; with good ATB on Zidane and bad ATB on Vivi, you can do two Zidane attacks instead

Steiner 3

Kill off everyone but Garnet, or do bomb skip: [\[video\]](#)

Evil Forest

- Pick up two **Ethers** (one in Vivi's room, the other below Steiner's room)
- Force encounter with Zidane to be Level 2

Prison Cage 1

Zidane Free Energy, Steiner attack, Zidane attack (or Free Energy if Steiner misses)

Prison Cage 2

Autobattle except for Zidane steal on third turn
Note what was stolen for the Dali shop

Baku 3

202 HP

Autobattle three times and hope for a crit

- **Go back into Steiner's room to pick up an extra Ether.** Money gets pretty tight for 9 Cotton Robes and extra Potions leaving Lindblum, and this will ensure you can afford it

Plant Brain

916 HP

Suicide Zidane (or use Vivi Fire);
then Steiner Fire Sword, Blank attack, and Vivi Fire (or Blank attack if Zidane missed)

Menu After Plant Brain Fight

Blank | **Broadsword** / Leather Hat / - / - / -

- **Broadsword** (*if stolen*), ***Silk Shirt***

[R] Zidane | Mage Masher / Leather Hat / Wrist / **Silk Shirt** / -

- Optimize (*this may pop the Leather Wrist on Zidane, but this is fine on HD*)

[RR] Steiner | **Iron Sword** / Bronze Helm / - / Bronze Armor / -

- Optimize
 - Bird Killer, Bug Killer

- **Phoenix Down** any dead
- **Potion** any damaged
- **Eye Drops/Remedy** on Steiner/Vivi

Plant Spiders

Note: For each random encounter you kill, you can reduce the number of characters that need to be killed off here

4 Spiders

Suicide Blank then Vivi Fire All;
with bad ATB, kill Spiders or Blank with Zidane and Steiner

3 Spiders

Suicide Blank and Vivi then Attack

2 Spiders

Suicide all except Zidane

- Watch autoclicker placement during Mogster tutorial

Ice Cavern

- **Heal** Zidane if he takes any damage before Sealion

Sealion

229 HP (BW1) / 472 HP (Sealion)

Kill BW1 with three attacks, then attack Sealion

BW1 damage rolls:

Blizzard: 16, 18

Fire: 24, 26

Sealion damage rolls:

Wing: 16, 18, 20 [*or crit:* 32, 36, 40]

Blizzard: 32, 36

Blizzara: 56, 63

Tsunami: 72, 81

Zidane trance damage (Level 2, extra damage roll at Level 3)

Attack: 124-136, 144 at level 3

Free Energy: 341-374, 396 at level 3

or use Shift Break if BW1 is still alive

STUTTER TO DALI [RIGHT]

AUTOCLICKER BREAK – 2:10 (STARTS WHEN YOU ENTER DALI)

Dali

→ Dialogue with Dagger: Option 1, then Option 2

[Gil check: with no extra encounters, we typically have about 12,000 gil here]

Dali Shop

Couldn't steal anything [-2,700 gil]

- [down 3] 1 Iron Sword
- [down 3] 8 [right 5] Wrists (7 if you stole one from Baku)
- [down 1] 1 Leather Wrist
- [down 3] 4 [right 3] Feather Hats

Stole Broadsword [-2,040 gil]

- [R, up 3] 8 [right 5] Wrists (7 if you stole one from Baku)
- [down 1] 1 Leather Wrist
- [down 3] 4 [right 3] Feather Hats

Stole Leather Wrist [-2,500 gil]

- [down 3] 1 Iron Sword
- [down 3] 8 [right 5] Wrists (7 if you stole one from Baku)
- [down 4] 4 [right 3] Feather Hats

→ Watch autoclicker placement on “Go down” option

Dali Underground Menu

Dagger | Rod / **Feather Hat** / - / Silk Shirt / -

- Feather Hat

[R] Zidane | Mage Masher / Leather Hat / **Leather Wrist** / **Leather Shirt** / -

- Leather Wrist, Leather Shirt

[R] Vivi | Mage Staff / Leather Hat / - / **Silk Shirt** / -

- Silk Shirt

→ Pick up **Hi-Potion** and **135 gil** at the lookout

→ **Do Steiner menu (Optimize) if Broadsword was not stolen**

Black Waltz 2

1,030 HP | Zidane (Flee) and Steiner (Bird Killer) survive; but AP is fine if either dies

Try to get in two Zidane attacks with ATB wait

Otherwise, one Zidane attack and one Steiner then wait

Kill off whoever BW2 targets (or heal, if it's Steiner)

Push through Fira/skip with a Steiner attack and finish

Zidane trance damage (Level 3)

Attack: 124-144 (with Mythril Dagger: 168-192, 176-200 at Lv4)

Free Energy: 341-396

Black Waltz 3

1,128 HP

Zidane attack, Steiner Fire Sword, Vivi Double Fire

Steiner Fire Sword, Vivi Double Fire

Damage rolls

Zidane: 66, 69, 72, 75 (with Mythril Dagger: 147, 154, 161, 168)

Steiner: 240, 250, 260, 270

Vivi: 168, 175, 182, 189

Zidane trance damage (Level 3)

Attack: 99-111

Free Energy: 310-360

Lindblum

AUTOCLICKER BREAK – 2:10 (STARTS WHEN YOU ENTER LIFT)

[Gil check: we typically have at least 10,300 gil here]

Lindblum Weapon Shop

Sell [+7,000 gil]

- **All Ethers and Phoenix Pinions**

Buy [-5,680 gil]

- [down 1] **2 [right 1] Mage Mashers**

- [R, up 1] 1 Glass Armlet
- [R] 1 Leather Plate
- [up 1] 1 Iron Helm
- [up 1] 1 Headgear
- [up 1] 12 [up 1, right 1] Steepled Hats (11 if you stole one from BW3)

Lindblum Synth Shop

Synth [-10,900 gil]

- 1 Ogre
- 3 Yellow Scarves
- 9 Cotton Robes (or 8 if you run out of gil)

- After shopping, go to Theatre District [first option, just mash] → Tantalus Hideout
- After cutscenes, go to Lindblum Castle [third option] → Guest Room
- After Steiner, try to enter Lift → kill sleeping guard → Lift → Dagger

AUTOCLICKER BREAK – 2:50 (STARTS AFTER THE TELESCOPE SCENE)

- Re-enter aircab to go to Business District [first option, just mash]
- Hug the right side *hard* when you exit the station to avoid the Trick Sparrow

Zaghnol Menu

Zidane | The Ogre / Headgear / Leather Wrist / Leather Plate / -

- Optimize, Leather Wrist, *Yellow Scarf*
 - [down 1] Beast Killer

- Put on Headgear if you have an extra Steepled Hat in your inventory
- Wait outside the area with the Zaghnol until the timer reaches 4:30

Zaghnol

1,574 HP

Zidane must be dead, and Freya must land the fatal blow;
 Three attacks from Zidane (he can ATB wait) plus one Freya Jump will do the job;
 Trance is pretty common here and unfortunately pretty hard to navigate

Damage rolls

Zidane: 462, 476, 504, 518

Freya (Jump): 240, 248, 264

Zidane trance damage (Level 3)

Attack: 686-770

Free Energy: 806-936

→ If Zidane kills Zaghnol but Freya was still alive, then Freya can still win the Festival if you backtrack to the previous screen, engage the Fang on the far left, and kill Zidane

AUTOCLICKER BREAK – 2:20 (STARTS WHEN THE HUNT IS OVER)

Dragon's Gate Menu

Vivi | Mage Staff / **Leather Hat** / **Glass Armlet** / **Cotton Robe** / **Yellow Scarf**

- Optimize

[L] Freya | Javelin / **Iron Helm** / Bronze Gloves / Linen Cuirass / **Yellow Scarf**

- Optimize

[L] Zidane | The Ogre / Headgear / Leather Wrist / Leather Plate / **Coral Ring**

- Coral Ring
 - Undead Killer, [down 2, left 1] Man Eater

[R] Freya

- Bird Killer, [R, up 1] Antibody, [up 1, left 1] Level Up

[R] Vivi

- Antibody

→ Front row Freya

Dragon's Gate Shop

Sell [+16,000 gil]

- 8 Cotton Robes
- *extra Steepled Hat if you couldn't make all the Cotton Robes*

Buy [-6,600 gil]

- 31 Potions
- 21 Phoenix Downs
- 11 Softs
- 1 Tent (*faster than picking one up*)

[Gil check: we typically have about 11,500 gil after this, assuming Steiner room ether]

→ Optionally, pick up **Tent** on the right side

STUTTER TO QU'S MARSH [DOWN + SLIGHT RB]

Qu's Marsh

Mist Continent Marsh: First Visit

- If our first visit to the Mist Continent marsh occurs between **1:40:00** and **1:56:40** on the in-game timer, then six marsh growth cycles have passed since the start of the game
- PSX runners typically arrive after seven cycles on the first visit, and after seven cycles on their second visit before Fossil Roo. The timing works out really well. HD runners typically arrive after six cycles on this first visit, and then another six or seven on the second. We miss one or two cycles relative to PSX due to skipped FMVs and fewer random encounters
- Fortunately, these missed cycles do not have a huge impact on the run; our marsh composition is pretty much the same on HD for the first visit, and we don't fully start "using" the Golden Frog until Disc 3, so it's okay if we don't see it on Disc 2

0-1 Tadpoles

- **Catch all four adult frogs**, leaving behind the babies
- It's generally preferable to eat babies over adults, but if the Golden Frog was born this visit, then it's either a baby or the tadpole, so we cannot eat the babies
- It's not necessary to check for the 8th slot bug here since we know, based on the initial composition of the pond, that there is at least one male and female among the babies and that neither occupies the 8th slot

2 Tadpoles

- **Catch one adult of each sex and two baby frogs**, leaving an adult mating pair. The initial composition of the pond is set in such a way that you can always do this—there will always be two adult mating pairs to start
- We can eat babies in this case because we know that the Golden Frog, if it was born this visit, is still a tadpole
- It's not necessary to check for the 8th slot bug here since we know the tadpoles occupy the 7th and 8th slots

Quina Menu

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

- Yellow Scarf
 - [down 2, right 1] Millionaire

- Back row Quina
- Note in-game timer for Mist Continent marsh exit
 - ◆ you can come back after **IGT + 100 minutes (6 cycles)**

STUTTER TO CHOCOBO FOREST [LEFT + LB]

RIDE CHOCO TO GIZAMALUKE'S GROTTTO

Gizamaluke's Grotto

Type A Fights

398 HP each | Zidane (Man Eater, Soul Blade) **and Freya** (Antibody, Bird Killer, Cover, Dragon Killer, Level Up) **survive**

Make sure Quina is dead to give more EXP to the others

Pre-Gizamaluke Menu

Vivi | Mage Staff / **Leather Hat** / **Glass Armlet** / **Cotton Robe** / -

- ***Yellow Scarf***

[R] Zidane | The Ogre / Headgear / Leather Wrist / Leather Plate / **Yellow Scarf**

- Optimize
 - Bird Killer

→ **Potion** party

→ **Revive** Quina for an extra Tent throw

Gizamaluke

3,175 HP | Zidane (Bird Killer, Soul Blade) **and Freya** (Antibody, Bird Killer, Cover, Dragon Killer, Level Up) **survive**

Tent or Soul Blade

Six Zidane attacks minus one for every two Freya attacks

Zidane trance damage (Level 5)

Attack: 756-840

Shift Break: 1368-1520

South Gate

→ Pick up **Multina Racket**

STUTTER TO BURMECIA [DOWN + SLIGHT LB]

Burmecia

Burmecia Menu - Before Black Mage Fight

Zidane | The Ogre / **Leather Hat** / Leather Wrist / **Leather Shirt** / **Coral Ring**

- Coral Ring, Leather Shirt, Leather Hat
 - [RL] Protect Girls, [up 3, left 1] Man Eater

Type As

398 HP each | Zidane (Man Eater, Soul Blade) **and Freya** (Antibody, Bird Killer, Cover, Dragon Killer, Level Up) **survive**

Make sure Quina is dead to give more EXP to the others

Burmecia Menu - After Black Mage Fight

Zidane | **Mage Masher** / Leather Hat / Leather Wrist / Leather Shirt / Coral Ring

- Mage Masher

→ **Revive** Quina for an extra body on Beatrix 1

Don't forget to put the Mage Masher on; if you do forget, you can Alt+F4 out of encounters after the first screen with the Type A fight

→ Make sure Vivi is alive if he died on encounters

→ Pick up **Germinas Boots**

AUTOCLICKER BREAK – 2:00 (STARTS WHEN YOU LEAVE FREYA BE)

Beatrix 1

Survive 10 total attacks

Can skip the last two turns with Freya Jump after turn 8 if the others are dead; if Quina is still alive, death by Fork is guaranteed as long as they haven't been healed (minimum damage roll is 21)

Station

Station Shop

Buy [-3,610 gil]

- [down 2] 1 Glass Armlet
- [down 2] **2 [right 1] Mythril Gloves**

- [R, down 1] 1 Barbut
- [down 2] 1 Linen Cuirass

Station Menu

Dagger | **Multina Racket** / Feather Hat / - / Silk Shirt

- Multina Racket

[R] Steiner | Iron Sword / **Barbut** / **Mythril Gloves** / **Bronze Armor** / **Yellow Scarf**

- Optimize, Bronze Armor
 - ***Bird Killer***, [down 3] Man Eater

Black Waltz 3.2

1,292 HP

Garnet can ATB wait; suicide Marcus if Steiner dies

→ Pick up **1,610 gil** on the path

STUTTER TO TRENO [UP + LB]

Treno

→ “Treno Traditions” ATE then get the Power Belt

Treno Synth Shop

Synth [-1,300 gil]

- [R] 1 Gold Choker

→ Pick up **2,225 gil** outside the Auction House

Treno Weapon Shop

Buy [-8,570 gil]

- [down 2] 1 Mythril Dagger
- [down 1] 1 Mythril Sword
- [R, up 1] 1 Ice Staff
- [R] 1 Bone Wrist
- [down 2] 1 Magus Hat
- [down 1] **2 [right 1]** Bandanas
- [R] 1 Chain Mail
- [up 1] **2 [right 2]** Linen Cuirasses

- [up 1] 1 Chain Plate

Menu after Marcus Returns to the Party

Marcus | Iron Sword / **Bandana** / Wrist / Leather Plate / -

- Bandana

[L] Steiner | **Mythril Sword** / Barbut / Mythril Gloves / **Chain Mail** / **Power Belt**

- Optimize

- HP+10% (*or Counter if Level 3*), [down 3, left 1] MP Attack

→ [L, left 1] **Cure** Steiner with Dagger

Ralvurahva

2,296 HP

Four attacks plus one Dagger attack is usually enough (Marcus only does ~160 damage)

STUTTER TO CLEYRA [UP]

Cleyra

→ Screen transitions:

Entering the trunk: up-right, up, down-right *then menu*, right

After the vines: left, up, up-left, right, up-left, up, *sand pits*, left, left

→ Pick up **Ether** by sand hole because it may be needed for Tantarion

Menu after Magician Shoes Pickup

Zidane | **The Ogre** / **Bandana** / **Bone Wrist** / **Chain Plate** / **Germinas Boots**

- Optimize, Germinas Boots

[R] Vivi | **Ice Staff** / **Magus Hat** / Glass Armlet / Cotton Robe / **Gold Choker***

- Optimize, *Gold Choker if it does not optimize** (*depends on inventory*)

[R] Freya | Javelin / Iron Helm / Bronze Gloves / Linen Cuirass / **Coral Ring**

- Coral Ring

- [down 1, right 1] Man Eater, [down 4, left 1] Cover

[LL] Zidane

- [R, up 2, left 1] Insomniac, [up 2] Alert

→ Check to see if you have enough money for the upcoming shop (4,400 gil)

Cleyra Shop

Buy [-4,400 gil]

You can also do this shop as Freya before doing the Cleyra Invasion menu if you don't have enough money (from fleeing a lot of encounters, e.g.)

- 1 Partisan
- [R] 1 Thunder Gloves
- [R, up 1] 1 Mythril Helm
- [up 1] 1 Mage's Hat

→ Watch autoclicker placement on tour guide prompt

→ Get **Gysahl Greens** on the screen where you fight Beatrix 2

→ Get the **Phoenix Pinion** as you run down the stairs to fight Antlion

→ Pick up **Remedy** on the stairs to the right of the inn if you need it

Antlion

3,938 HP | Zidane (Alert, Devil Killer, Flee, Man Eater, Soul Blade) and Freya (*Antibody*, Cover, Dragon Killer, Level Up, Man Eater) **SURVIVE**

Three Blizzara from Vivi and one or two Lancers from Freya

Vivi can ATB wait on Sandstorm

AUTOCLICKER BREAK – 2:10 (FROM LAST HIT ON ANTLION TO FMV SKIP)

→ *Dialogue with Brahne*: Option 2 [“Don't believe her” is 26 frames faster, per reverb]

→ Once you control Freya, do the shop in the inn if you couldn't do it earlier

Menu before Cleyra Invasion

Freya | **Partisan** / Iron Helm / Bronze Gloves / Linen Cuirass / Coral Ring

- Partisan

→ Get Gysahl Greens behind the ladder going down

Alexandrian Soldier Fights

523 HP each | Zidane (Alert, Devil Killer, Flee, *Man Eater*, Soul Blade) and Freya (*Cover*, Level Up, Man Eater) **SURVIVE**

Make sure Quina is dead to give more EXP to the others

Zidane has 50% chance to underdamage at Level 5, 25% at Level 7, and 0% at Level 9;

Freya has 75% chance to underdamage at Level 6, 50% at Level 7, and 0% at Level 10;

in other words, *you should probably queue a supplemental Vivi bop before attacking with Freya* on the first couple fights

→ Heal before going up the stairs, but keep Quina dead

→ Menu options:

- ◆ Second option (*potion party after this option, except Vivi*)
- ◆ First option
- ◆ Second option (*need the EXP/AP - and kill Vivi on this fight*)
- ◆ First option

AUTOCLICKER BREAK – 2:40 (STARTS WHEN YOU RESPOND TO THE KIDS)

Menu before Beatrix 2

Zidane | The Ogre / Bandana / Bone Wrist / **Leather Shirt** / Germinas Boots

- Leather Shirt

- **Revive** Vivi and Quina
- **Potion** Zidane and Freya and Quina (the latter so that Freya does not cover them)
- **Do not heal Vivi** to ensure that Freya covers him
- **Ether** Vivi if less than 36 MP
- Take all the left side items (Nymph Card, Elixir, Zuu Card, Ether, Phoenix Pinion)

Beatrix 2

4,735 HP

Don't over-damage, and hold ATB in case of misses or low rolls

Cura skip turn order:

- ◆ Blizzara (first, so it's ready next turn) + Freya attack + Zidane attack
- ◆ Blizzara (first, so Beatrix can queue her attack before being pushed under 50% HP by the next attack) + one attack
- ◆ Blizzara + one attack

If Vivi has horrible ATB and can't catch up before Beatrix's second attack:

- ◆ Freya attack + Zidane attack
- ◆ Blizzara + Freya attack + Zidane attack (*or Blizzara + Revive, if Beatrix has killed either Zidane or Freya; then proceed with the last two steps above*)
- ◆ Blizzara + Freya attack + Zidane attack (*may only need one, but likely need both*)

If Beatrix kills Freya or Zidane first turn, then:

- ◆ Blizzara + Revive
- ◆ Blizzara + Freya attack + Zidane attack
- ◆ Blizzara + Freya attack + Zidane attack

Alexandria Escape

- Cage swing and guard skip
- Take one encounter so that Steiner has some levels

Tantarian Menu

Steiner | **Iron Sword** / **Mythril Helm** / Mythril Gloves / Chain Mail / Power Belt

- Iron Sword, Mythril Helm

[R] Zidane | **Mythril Dagger** / Bandana / **Glass Armlet** / **Chain Plate** / Germ. Boots

- Mythril Dagger, Glass Armlet, Chain Plate

[R] Vivi | Ice Staff / **Mage's Hat** / Glass Armlet / Cotton Robe / Gold Choker

- Mage's Hat

[R] Freya | **Javelin** / Iron Helm / **Thunder Gloves** / **Bronze Armor** / **Magician Shoes**

- Javelin, Thunder Gloves, Bronze Armor, Magician Shoes

[R] Steiner

- [R, down 3] Antibody

[R] Zidane

- [R, up 2] Antibody, [R] Bandit

→ **Potion** Steiner

→ **Ether** Steiner (*to ensure that he has enough MP for this fight, plus Zorn & Thorn and Beatrix 3*)

→ **Back row everyone**

Tantarian

21,997 HP | Everyone survives (Zidane learns **Alert**, **Antibody**, **Devil Killer**, **Flee**; Freya learns **Bird Killer**, **Devil Killer**, **Level Up**; Steiner learns **Bird Killer**, **Man Eater**)

Steiner's missing HP	Response
0-148	Potion + Attack Steiner with Zidane + Minus Strike
149-199	Minus Strike (Auto Setup)
200-298	Hi-Potion + Attack Steiner with Zidane + Minus Strike
299-348	Potion + Minus Strike
349-399	Minus Strike (Auto Setup)
400-450	Hi-Potion + Attack Steiner with Zidane + Minus Strike
> 451	Hi-Potion + Potion + Attack Steiner with Zidane + Minus Strike

Use the above chart to determine how to respond to the book's opening attack in order to find Tantarian

Once the book is open, steal with Zidane and Focus with Vivi 5x then use Fira 5x

If you steal **Silver Fork** and/or **Demon's Mail**, you can sell these later

→ Pick up **Ice Brand** and **Tent**

Menu after Ice Brand Pickup

Steiner | **Ice Brand** / Mythril Helm / Mythril Gloves / Chain Mail* / Power Belt

- Optimize, *Chain Mail if Demon's Mail stolen**

[R] Zidane | **The Ogre** / Bandana / **Bone Wrist** / Chain Plate / **Yellow Scarf**

- Optimize

[R] Vivi | Ice Staff / **Magus Hat** / Glass Armlet / Cotton Robe / **Running Shoes**

- Magus Hat, Running Shoes

[R] Freya | **Partisan** / Iron Helm / **Mythril Gloves** / Bronze Armor / Magician Shoes

- Partisan, Mythril Gloves
 - MP+10%, [R, up 2] Man Eater

[L] Vivi

- Auto-Haste

→ **Heal** everyone; if you're very low on Potions and Hi-Potions, then prioritize healing Steiner (unless he is in critical HP, in which case you want to leave him that way so Freya covers him)

→ **Front row everyone but Vivi**

Zorn/Thorn

2,984 HP

Steiner/Zidane/Freya will always kill unless someone misses

Beatrix 3

5,709 HP

Don't over-damage and only revive Steiner

Try to queue attacks simultaneously to skip Cura

Bandersnatch with Beatrix

Climhazzard or attack with both

Menu after First Bandersnatch Fight

Steiner | Ice Brand / Mythril Helm / Mythril Gloves / Chain Mail / **Germinas Boots**

- Germinas Boots

[L] Zidane | The Ogre / Bandana / **Leather Wrist** / Chain Plate / **Power Belt**

- Optimize, Leather Wrist
 - MP Attack, [down 3] Beast Killer, [R, up 2] ***Antibody***

Bandersnatch and Black Mages

Zidane (MP Attack, **Soul Blade**), Freya (**Clear Headed**, **Man Eater**, **MP+10%**), and Steiner (**Antibody**) survive

Make sure Dagger is dead, but revive her and ensure that she survives the final Bandersnatch fight. Zidane has a chance to reach Level 16 for Armodullahan this way, and Garnet will gain enough levels that Eiko will survive Hilgigars as our healer. Use Vivi Blizzara on the two Bandersnatch fight since Dagger will be dead

Menu before Gate Closes

→ **Cure** party with Dagger

Ralvuimago

3,352 HP | Zidane survives (MP Attack)

Two Blizzara (Vivi can ATB wait if no pre-empt) and one Zidane attack

AUTOCLICKER BREAK – 4:00 (STARTS FROM LAST HIT ON RALVUIMAGO)

Lindblum 2

Lindblum Synth Shop

Synth [-1,000 gil]

- 1 Exploda

AUTOCLICKER BREAK – 2:10 (BEFORE DRAGON'S GATE)

Dragon's Gate Shop

Buy [-1,600 gil]

- [R, down 2] 1 Adaman Vest

Sell

- 1 Demon's Mail (*if stolen from Tantarion*)

STUTTER TO QU'S MARSH [DOWN]

→ **Save before entering the marsh**

→ **Note whether six or seven marsh cycles have passed.** If you only see three adult frogs in the marsh and you are very close to seven cycles (117 minutes), it may be worth reloading your save and waiting a few minutes on the chance that you have a Golden Frog who only needs one more cycle to grow up

Qu's Marsh: Mist Continent Second Visit

You will not know the full composition of your pond until you talk to Quina. The game only shows the frogs in slots 1 through 6 until Quina is back in your party

Golden Frog Present

- **Catch at least two frogs**, leaving behind one adult male, one adult female, and the Golden Frog
- You can **deduce the quality of your Golden Frog** at this time. *If there are multiple tadpoles present*, then your Golden Frog is probably low quality; *if there are no tadpoles*, then your Golden Frog is probably high quality. This information isn't useful yet, but it will have a significant effect on the rest of your run
- Try to **guess the sex of the Golden Frog** based on the sex distribution of the other frogs you catch;
 - *if the pond still has an empty slot*, consider that the sex distribution among the adults may only allow for one mating pair (e.g., two females and one male would make it likely that the Golden Frog is also female; unfortunately, your guess can still be wrong because this doesn't account for terrible birth luck)
 - *if your pond is full*, you can't really make an educated guess; you can simply guess that the Golden Frog might be whatever sex allows for 50/50 distribution of sexes in the pond (e.g., two females and one male would lead you to guess that the Golden Frog is male)
- If you have eaten five frogs, then **check for the 8th-slot bug** by exiting and then returning to the marsh:
 - *if all your frogs are still there*, then you can just leave and continue on
 - *if you see tadpoles*, then load your save and try again; it's worth the time loss now to avoid losing your Golden Frog and the overall productivity of this marsh

No Golden Frog Present

Catch two adult frogs, leaving one mating pair; you will only be able to catch one if the marsh only has three adult frogs

We don't want to eat babies here because one of them is probably the Golden Frog

Quina Menu

Quina | Fork / **Headgear** / - / - / Yellow Scarf

- Headgear

[R] Zidane | **Exploda** / Bandana / **Bone Wrist** / **Adaman Vest** / Power Belt

- Optimize

→ The cycle timer for the Mist Continent marsh will not start until we exit onto the world map after Fossil Roo

→ Be aware of your levels because Armodullahan often opens with Level 5 Death

Armodullahan

818 HP

Vivi Blizzard or Zidane Flee

Lani

5,708 HP (half: 2,854 HP)

We aim to push Lani under 50% health in such a way that Zidane gets a free swing after she says, *“Why aren’t you giving up?”*—this Zidane attack must be queued before the Blizzard damage goes through. We have Auto-Haste on Vivi and can queue Zidane’s attacks with auto-battle, so it shouldn’t be necessary to buffer time with additional character actions

This is the typical order of operations:

- Vivi Blizzard, Zidane attack
- Vivi Blizzard, Zidane attack
- *“Why aren’t you giving up?” (this should be followed immediately by the Zidane attack that you just queued, robbing her of an extra turn)*
- Zidane attack or Vivi Blizzard finishes the fight (*use Vivi if she does a quick attack*)

→ Heal Zidane if he took 200+ damage, everyone else can stay dead

Outer Continent

→ Note in-game timer for Mist Continent marsh exit

- ◆ your frogs should be fully grown by Disc 3 even without the Golden Frog, so this time isn’t super critical to note, but it’s a good habit

RUN NORMALLY THEN STUTTER TO QU’S MARSH

Qu’s Marsh: Outer Continent First Visit

→ Catch four frogs, leaving behind two mating pairs

→ No need to check for 8th slot bug since we are leaving two pairs

→ Note in-game timer for Outer Continent marsh exit

- ◆ your frogs will be ready by disc 3, so this time isn't super critical to note, but it's a good habit
- ◆ you can come back after **IGT + 67 minutes (6 cycles)**

STUTTER TO CHOCOBO TRACKS

- Items: Arrange | Auto
- Use **Gysahl Greens**

RIDE CHOCO TO CONDE PETIE, THEN BLACK MAGE VILLAGE

- Pick up **2,700 gil** and **Diamond** in Conde Petie
- You can just hold up to pass through Black Mage Forest
- Pick up **Elixir** outside the weapon shop

Black Mage Village Weapon Shop

Buy [-13,640 gil]

- [down 1] **3 [right 2]** Mythril Daggers
- [down 1] 1 Gladius
- [down 1] **2 [right 1]** Stardust Rods
- [RR] **2 [right 1]** Magic Armlets
- [up 2] **3 [right 2]** Bone Wrists
- [RR, up 1] 1 Ritual Hat
- [up 1] 1 Lamia's Tiara
- [RR, up 1] 1 Magician's Cloak

Black Mage Village Synth Shop

Synth [-5,500 gil]

- [down 3] 1 Rune Tooth
- [down 3] 1 Desert Boots
- [RR, up 2] 1 Fairy Earrings

Note: If you forget this synth shop, you can make Fairy Earrings and Rune Tooth in Lindblum on Disc 3. Forget the Desert Boots. Hilgigars could be painful because Eiko won't have resistance against Earthquake, but you don't need the boots after that

RIDE CHOCO TO CONDE PETIE

- Pick up **Phoenix Pinion** at the bottom of the stairs after you get married
- Buy from Stiltzkin (**Magic Tag**, **Tent**, and **Ether**) for 666 gil

Hilgigars Menu

Zidane | **Rune Tooth** / **Ritual Hat** / Bone Wrist / Adaman Vest / Power Belt

- Optimize

[RR] Vivi | Ice Staff / **Mage's Hat** / **Magic Armlet** / **Magician Cloak** / **Gold Choker**

- Optimize, Magician Cloak, Gold Choker

[R] Eiko | Golem's Flute / Feather Hat / Glass Armlet / Silk Shirt / **Desert Boots**

- Desert Boots

[R] Zidane

- [down 2] Undead Killer, [down 1] ***Beast Killer***

- **Heal** if any damage taken from random encounters

Hilgigars

8,106 HP | Zidane survives (Bird Killer, MP Attack)

Do not ATB wait. Let Hilgigars take turns first. Curaga skip turn order:

- Zidane attack, Vivi Blizzara
- Vivi Blizzara, Zidane attack
- Zidane attack, Vivi Blizzara

Pre-emptive Zidane: Z, H, Z, H, V+Z, H, Z+V

Note: Damage rolls on this route may be little high to pull off Curaga skip; if you need to heal on the second turn, you can buffer time by queueing the heal before V/Z

STUTTER TO MADAIN SARI [DOWN + RB]

STUTTER TO MOUNTAIN PATH [UP] AND TO IIFA TREE [RIGHT + RB then UP]

Madain Sari / Iifa Tree

- Ask Eiko
- *Vine directions:* entering the first vine, hold **up-right**, **up**, **up-left**, **up**, **up**, then hold **up-left** as you enter the tree
- Stand on platform

- **Make sure Dagger is dead during the upcoming fights**; we want to keep her level low so that Amarant does not join the party above Level 13. Amarant will join at the average level of your current party, so don't kill more than a few encounters here either

Zombies and Dracozombie

Zidane survives (Bird Killer, MP Attack)

Zombies: Eiko Cura All, Vivi Fira All, Zidane attack

Dracozombie: Eiko Life or throw an Elixir

Use a Magic Tag if Zidane gets turned into a zombie; consult the [AP chart](#) if he loses AP

- Pick up **Elixir** and **Brigandine** in Iifa Tree

Menu after Brigandine Pickup

Zidane | **Mythril Dagger** / Ritual Hat / Bone Wrist / **Brigandine** / Power Belt

- Optimize, Mythril Dagger
 - [RR, up 2, left 1] ***Insomniac***, [up 1] Ability Up

Soulcage

Zidane survives (*Bandit*, MP Attack)

Zidane should be safe from Level 5 Death, so just throw an Elixir or cast Life

Menu outside Iifa Tree

Eiko | Golem's Flute / Feather Hat / Glass Armlet / Silk Shirt / **Ruby**

- Ruby

[R] Zidane | **Rune Tooth** / Ritual Hat / Bone Wrist / Brigandine / **Running Shoes**

- Optimize, Running Shoes
 - Auto-Haste

[L] Eiko

- [R, up 3] Antibody

[L] Vivi

- Insomniac

STUTTER TO MOUNTAIN PATH [LEFT + LB then UP] THEN MADAIN SARI [DOWN]

Amarant

8,985 HP

Five or six attacks will finish the fight

- Go back to Eiko's room
- Trigger outside where Dagger is singing

AUTOCLICKER BREAK – 2:30 (STARTS WHEN YOU HEAR DAGGER)

AUTOCLICKER BREAK – 2:30 (STARTS AFTER FMV SKIP)

→ *Party select:* Zidane / **Amarant** / Vivi / Eiko

- **Note the level at which Amarant joins the party.** Characters have a base number of Magic Stones that only grows on level up, so the higher Amarant's joining level, the fewer opportunities he will have to gain Magic Stones. Joining at Level 14 rather than Level 13 means he will be one stone short for Ozma at Level 33 and *must* be Level 34 instead

Amarant Menu

Amarant | Cat's Claws / **Bandana** / **Bone Wrist** / **Chain Plate** / **Coral Ring**

- Optimize, Chain Plate, Coral Ring
 - [R, up 2] Insomniac

- **Cura** Zidane with Eiko
- **Ether** Zidane if less than 30-40 MP
- Put Amarant in the back row

STUTTER TO MOUNTAIN PATH [UP] AND TO IIFA TREE [RIGHT + RB then UP]

- *Vine directions reminder:* up-right, up, up-left, up

Mistodons

1,473 HP | Zidane (Auto-Haste) and Amarant (Devil Killer, *Man Eater*) survive

Eiko Life or Zidane attack kills (follow up with Amarant in case of low damage roll)

Alexandria 2

- Pick up **Phoenix Pinion** by the cart in the town square
- Pick up **Phoenix Pinion** and **3,927 gil** by the lake
- Pick up **Ether**, **Phoenix Pinion**, and **Lapis Lazuli** on the other side
 - you can skip the Ether and Pinion if you're trying to zoom

CARDS LMAO

(it truly does not matter if you win here; we make a Rebirth Ring at the start of Disc 4, so at worst you could have a slightly annoying EOD3)

→ *Get the Angel Earrings*: first option, third set of soldiers

Steiner/Beatrix Menu

Beatrix | Save the Queen / **Rubber Helm** / - / - / -

- Rubber Helm, ***Thunder Gloves***, ***Yellow Scarf***, ***Plate Mail***

[R] Steiner | Ice Brand / **Cross Helm** / **Thunder Gloves** / **Plate Mail** / **Lapis Lazuli**

- Optimize, Lapis Lazuli
 - [down 1] Accuracy+, [down 2] Bird Killer, [left 1] MP Attack, [down 1] ***Bug Killer***, [down 1] Undead Killer, [down 1, right 1] ***Man Eater***, [R, up 3] ***Antibody***, [up 1] Ability Up, [down 1, left 1] Insomniac

→ Back row Beatrix

Mistodons 2

1,473 HP | Steiner survives (Ability Up, Accuracy+, Add Status, **Devil Killer**, Locomotion, **MP Attack**)

Beatrix Life or Steiner attack kills; on the final fight, immediately using Life (or Shock if >= 46 MP) on the left Mistodon skips its turn

Be aware that Steiner can underdamage on the first couple fights; on single Mistodon encounters, you can follow up with a Beatrix attack to kill

→ *Castle directions*: exiting from the indoor stairs, hold **right**, then **left**, **up**, **up**

Lindblum 3

→ Pick up **Egoist's Armlet** in the guest room

→ Talk to the guard below the guest room before going to royal chamber

AUTOCLICKER BREAK – 4:20 (STARTS WHEN YOU ENTER ROYAL CHAMBER)

→ Then go back to the guest room

→ Return to mid level for potions

→ Theater district [down 1]: get Unusual and Strange Potions and **Lapis Lazuli**

→ Business district [first option, just mash]: get Beautiful Potion and *then* do shopping

Lindblum Weapon Shop

Buy [-4,000 gil]

- 1 Coral Sword

Sell [+10,000 gil]

- Angel Earrings
- Phoenix Pinions and Tents

Lindblum Synth Shop

Buy [-39,600 gil]

- [down 3] 1 Angel Bless
- [RR, up 1] 2 [right 1] Gold Chokers
- [R, up 2] 2 [right 1] Madain's Rings
- [down 4] 2 [right 1] Anklets*
- [up 1] 2 [right 1] Reflect Rings

Note: We get Peridots from fights with Stropers or Mistodons. Especially since this is HD, it's possible to get unlucky and end up with insufficient Peridots. If this happens, just make the second Anklet and Reflect Ring in Daguerreo on Disc 4

→ Pick up **Chimera Armlet** inside Serpent's Gate exit

→ *Party select:* **Anything (include Quina)**

Qu's Marshes / Chocobo Hot & Cold

→ **Save before entering the marsh**

Qu's Marsh: Mist Continent Third Visit

Golden Frog Already Present from Second Visit

→ **Catch four frogs**, leaving behind one mating pair, the Golden Frog, and one frog of the presumed opposite sex

New Golden Frog

→ Try to **guess the sex of the Golden Frog** based on the sex distribution of the marsh (e.g., if there are two females and one male, guess that your Golden Frog is male)

→ **Catch four frogs**, leaving behind one male, one female, the Golden Frog, and another frog of the presumed opposite sex

→ *If there are multiple tadpoles at this time*, you can deduce that your Golden Frog is probably **low quality**

Still No Golden Frog

- **If there are only three adult frogs present**, then reload your save and go play Chocobo Hot & Cold. Check in on this marsh periodically (after one more cycle, then another cycle, and so on) until one of the babies grows up—that one is probably the Golden Frog
- **If there are four adult frogs present and none of them is gold**, this is exceptionally bad luck, equivalent to losing a coin flip eight times in a row. Similar to the Golden Frog naturally spawning on the Outer Continent, this situation is so rare that it falls outside the scope of this guide. If you still want to continue the run, you can eat two adults and leave one mating pair and hope to see a Golden Frog when the babies grow up; or you can just eat the babies, leave two mating pairs, and treat this as a regular marsh that will refill every **100 minutes (6 cycles)**

→ Note in-game timer for Mist Continent marsh exit

- ◆ *if you have a Golden Frog*, come back after **IGT + 34 minutes (2 cycles)** to confirm the quality and sex which will determine how often you can return to this marsh going forward; if you already know it's a poor quality Golden Frog, then come back after **IGT + 67 minutes (4 cycles)**

→ Sail to the Outer Continent marsh

→ Save before entering the marsh

Qu's Marsh: Outer Continent Second Visit

- **Catch four frogs**, leaving behind two mating pairs
- Note in-game timer for Outer Continent marsh exit
 - ◆ you can come back after **IGT + 67 minutes (6 cycles)**

→ Sail to Lanar Island on the Forgotten Continent archipelago

Qu's Marsh: Lanar Island First Visit

- **Catch four frogs**, leaving behind two mating pairs
- Note in-game timer for Outer Continent marsh exit
 - ◆ you can come back after **IGT + 60 minutes (6 cycles)**

→ Sail back to the Mist Continent for some Hot & Cold in Chocobo's Forest

Chocobo's Forest: First Hot & Cold Grind

→ We are looking for the following Chocographs:

→ **Healing Shore:** for the reef ability

→ **Abandoned Beach:** optional, but has Phoenix Pinions for extra cash and Diamond Gloves so we only need to buy one pair in Oeilvert later

→ **Be aware of the time if you have a Golden Frog to check on;** it's important to catch the second cycle of the Mist Continent marsh (between **34-50 minutes** since your last exit) to confirm the frog's quality

→ Dig up **Healing Shore** on the shore north of Cleyra to unlock the reef ability:



→ Sail back to the other shore

→ **Save before entering the marsh**

Qu's Marsh: Mist Continent Gold Quality Check

→ If there are at least 7 slots filled (frogs and tadpoles) then your guess of the Golden Frog's sex was probably correct

→ If you guessed wrong, that would mean that you left a single mating pair which can only fill a maximum of two slots in two cycles; any more than that, then you guessed the sex of the Golden Frog correctly and have a second mating pair

→ **If there are three new frogs and one of them is an adult of the (presumed) same sex as the Golden Frog,** it's likely that your guess of the Golden Frog's sex was wrong. It's ambiguous, but the most likely scenario is that this frog was born from a single mating pair in the first cycle and then grew into an adult capable of mating with the Golden Frog on the second cycle, resulting in three new frogs total. This situation can only occur with the best quality Golden Frog (see below)

- The distribution of new frogs will tell you the quality of your Golden Frog, which will determine how often you can return to this marsh:

Best quality: No tadpoles.

- **Catch four frogs now**, leaving behind two mating pairs
- This marsh will fill every **34 minutes (2 cycles)**
- Continue on, and note your exit time from the marsh
- You can come back after **IGT + 34 minutes (2 cycles)**

Mid quality: Some babies and some tadpoles.

- Reload your save and continue on
- This marsh will fill every **50 minutes (3 cycles)**
- You can come back after your current **IGT + 17 minutes (1 more cycle)**

Low quality: All tadpoles, no babies.

- Reload your save and continue on
- The marsh will fill every **67 minutes (4 cycles)**
- You can come back after your current **IGT + 34 minutes (2 more cycles)**

→ If you guessed the Golden Frog sex incorrectly:

- **Make a note of the correct sex**
- ***If you have the best quality Golden Frog***, simply reload your save until you get an adult frog of the correct sex to leave behind two mating pairs. ***Reset until there are seven total frogs (i.e., two babies) or you might end up short later.*** You can then return in 34 minutes to collect the babies.
- ***If the Golden Frog is mid or low quality***, you can still recover—just bear in mind that this is a significant time loss. We need to wait for a new adult frog that is the correct sex to leave behind two mating pairs
 - **First, reload the save and continue on.** It's crucial to reload the save from before we entered the marsh so that no birth RNG will be set in stone. This will allow us to “reroll” the RNG later
 - Return to the marsh after passing the minimum number of cycles that are necessary for us to get a new adult frog:
 - ***Mid quality:*** Return after **IGT + 67 minutes (4 cycles)** since the exit time you previously recorded; this should be another 30 minutes or so
 - ***Low quality:*** Return after **IGT + 100 minutes (6 cycles)** since your previous exit; this should be another hour or so
 - **Make a new save before entering the marsh** and reload this save as many times as necessary until an adult frog of the correct sex appears.

Catch all but the Golden Frog, one same-sex adult frog, and two opposite-sex adult frogs to ensure that there are two mating pairs

- **The marsh's productivity has been restored**, and now you can return again after 3 cycles (50 minutes) for the mid-quality Golden Frog, or after 4 cycles (67 minutes) for the low-quality version

Chocobo's Lagoon: Second Hot & Cold Grind

→ We are looking for the following chocographs:

→ ***Dawn Lagoon:*** for the mountain ability (dig it up)



→ ***Dusk Plains:*** optional, but has Kaiser Knuckles to make Amarant a godless killing machine

→ **Be aware of the time if you still have a Golden Frog to check on**; it's important to catch the second cycle of the Mist Continent marsh (between **34-50 minutes** since your last exit) to confirm the frog's quality if you haven't already done so

- Make sure you've dug up the ***Dawn Lagoon*** Chocograph for the mountain ability
- Visit any marshes that are ready, repeating the process of saving before entering, catching four baby frogs and reloading the save if there are too many tadpoles, and recording the exit times as you go. Generally, going from Mist to Outer to Island is the best route since this allows the return times to line up nicely
- Return to Chocobo's Forest for another grind

Chocobo's Forest: Third Hot & Cold Grind

→ We are looking for, and then digging up, the following Chocographs:

→ ***Green Plains:*** for the ocean ability



- **Forbidden Forest:** required if you did not find **Dusk Plains** in the Lagoon; this Chocograph gives us 10 Wing Edges for Amarant



- **Abandoned Beach:** if you didn't find it before, good for money
- **Chocograph Pieces:** you can find up to four at this point, as long as you do not unlock the Ocean Chocobo
- You don't have to collect all the Chocograph Pieces now; they're just a nice way to buffer time if you collect these other Chocographs early
- **You should have around 40 frogs before going to Desert Palace for the best quality Golden Frog, and around 34 frogs for the worst; however, if you get your Ocean Chocobo *really* quickly and still have over 10 minutes until your marshes are ready, don't wait. Just proceed to Desert Palace and be sure to pick up the next round of frogs before Esto Gaza instead**
- Exchange your points for Phoenix Pinions and leave

RIDE CHOCO TO QU'S MARSH

Qu's Marsh: Mist Continent Fourth Visit

- **Catch four frogs**, leaving behind two mating pairs
- *If you have no gold*, only catch as many frogs as you can while still leaving behind two mating pairs
- Note in-game timer for Mist Continent marsh exit
 - ◆ *Best gold*: you can come back after **IGT + 34 minutes (2 cycles)**
 - ◆ *Mid gold*: you can come back after **IGT + 50 minutes (3 cycles)**
 - ◆ *Low gold*: you can come back after **IGT + 67 minutes (4 cycles)**
 - ◆ *No gold*: you can come back after **IGT + 100 minutes (6 cycles)**

RIDE CHOCO TO OUTER CONTINENT

- Frog planning: this next segment takes about **30 minutes** from Black Mage Village to obtaining the Blue Narciss
- Go to Black Mage Village
- Enter graveyard
- Go see Bobby Corwen
- If you found it earlier, you can dig up the *Abandoned Beach* chocograph on the shore near Black Mage Village:



RIDE CHOCO TO DESERT PALACE AND ENTER SAND PIT

- *Party select*: Zidane / **Quina** / Freya / Steiner

AUTOCLICKER BREAK – 2:00 (STARTS WHEN YOU BOARD HILDA GARDE)

STUTTER TO QU'S MARSH

→ **Save before entering the marsh**

Qu's Marsh: Forgotten Continent First Visit

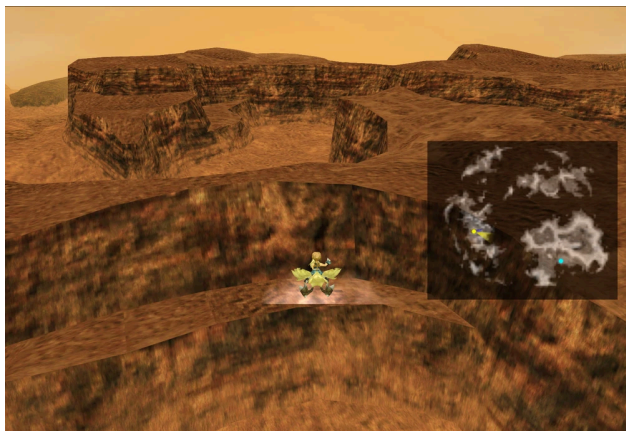
- **Catch four frogs**, leaving behind two mating pairs
- Note in-game timer for Forgotten Continent marsh exit
 - ◆ you can come back after **IGT + 150 minutes (6 cycles)**; this marsh has such a long cycle that whenever we come back, it will be to eat all eight frogs

STUTTER TO CHOCOBO TRACKS

- Items: Arrange | Auto
- Use Gysahl Greens

Oeilvert

- Get **Dragon's Hair** and **Gauntlets** for Freya using a Dead Pepper on this crack, next to a bit of forest on the way to Oeilvert:



- Dig up the **Dusk Plains** Chocograph now for the **Kaiser Knuckles**, if you found it:



Oilvert Moogles Shop

Sell [+25,000 gil (variable—those pinions from Abandoned Beach make a huge difference)]

- Potions
- Phoenix Pinions
- Tents
- The Ogre (*keep if Soul Blade has not been learned*)
- Explodas
- Iron Sword
- Mythril Sword
- Javelin
- High Mage Staff
- All gems except Diamond / Lapis Lazuli / 1 Peridot if Cards lost
- Desert Boots / Germinas Boots / Yellow Scarf
- Leather Plate

Buy [-20,160 gil, then Hi-Potions]

- [R, down 1] 1 Egoist's Armlet
- [down 2] 2 [right 1] Diamond Gloves (1 if you dug up **Abandoned Beach**)
- [down 1] 2 [right 1] Mantra Bands
- [down 2] 2 [right 1] Green Berets
- [down 1] 1 Gold Helm
- [RL] Judo Uniform
- [R, up 2] **MAX** Hi-Potions

→ Pick up **Elixir**, **Power Vest**, **Feather Boots**, **Shield Armor**, and **Gaia Gear** (skip the Diamond Sword)

Menu after Shield Armor

Zidane | **Angel Bless** / **Green Beret** / **Egoist's Armlet** / **Adaman Vest** / **Running Shoes**

- Optimize, Adaman Vest, Running Shoes

[L] Steiner | **Coral Sword** / **Gold Helm** / Thunder Gloves / Plate Mail / Lapis Lazuli

- Coral Sword, Gold Helm

[L] Freya | **Dragon's Hair** / **Cross Helm** / **Gauntlets** / **Shield Armor** / **Lapis Lazuli**

- Optimize, Lapis Lazuli

[L] Quina | Fork / **Lamia's Tiara** / **Glass Armlet** / **Silk Robe** / Yellow Scarf

- Lamia's Tiara, Glass Armlet, Silk Robe

- [R] Clear Headed

[L] Zidane

- [RRR, up 1] Clear Headed, [LLL, down 1] ***Undead Killer***,
[down 2, left 1] ***Man Eater***, [down 5] ***Alert***, [LL, left 1] Bird Killer,
[up 4] Auto-Haste

[L] Steiner

- [R, down 3, left 1] ***Insomniac***, [R] Clear Headed

[L] Freya

- [RR, up 1] ***Antibody***, [up 1] Ability Up, [left 1, up 2] ***Cover***,
[R] Clear Headed, [LLL, left 1, up 1] Accuracy+, [down 2] Bird Killer

→ **Heal** before Ark

→ Make sure Quina is back row

→ **Frea needs to be Level 18 in order to have enough MP for Dragon Breath**, so take an encounter if necessary, and make sure her MP is topped off

Ark

20,002 HP | Zidane (Auto-Haste, **Bird Killer**, Clear Headed), Freya (Accuracy+, Distract, **MP Attack**), and Steiner (Ability Up, **Accuracy+**, Add Status, Charge!, **Locomotion**) survive

Attack with Zidane, Freya, and Steiner; defend with Quina if they don't need to heal. Zidane can ATB wait, and Freya can use Dragon's Breath on second turn—you don't need to inflict any damage with the others once Ark has <10,000 HP remaining

Desert Palace

→ Put weights on scales and choose option 4

→ Pick up **Promist Ring**, **Shield Armor**, **N-Kai Armlet**, **Anklet** (in the center of the large room after lighting all the candles), and **Black Hood**

→ *Encounters*: Throw Wing Edges with Amarant; if he has the Kaiser Knuckles on, one Amarant and one Dagger attack should kill

Desert Palace Menu

Amarant | **K. Knuckles*** / **Green Beret** / **Egoist's Armlet** / **Adaman Vest** / **P. Belt**

- Optimize, Adaman Vest

- MP Attack, [down 1, left 1] Bird Killer, [RR, up 3] Ability Up, [left 1] Level Up

→ **Front row Amarant if he has the Kaiser Knuckles, otherwise leave in back row**

Valia Pira

12,120 HP | Amarant (Bird Killer, Level Up, MP Attack) survives

If you dug up the Kaiser Knuckles, just attack with Amarant; throw up Carbuncle with Eiko to avoid any spells that might kill and get a little extra damage, since Amarant can underdamage here without any Wind boost otherwise, throw Wing Edges

→ Take at least one encounter for 2 AP (hot single Ogre)

→ *Party select for HG3: Zidane / Quina / Freya / Steiner*

→ *Party select on Blue Narciss: include Quina if doing marsh visits*

STUTTER TO TRACKS AND CALL CHOCO

Qu's Marsh: Future Visits

The remainder of this guide will tell you how much time a segment takes (roughly) so you can decide if you want to wait a few minutes to maximize frogs or simply push on. In general, it's best to catch babies as soon as possible so that the marsh can begin filling up again as soon as possible. Prioritize frogs at all costs—even if it feels like a waste to backtrack or wait a few minutes. In particular, the Esto Gaza and Terra segments are both around 30 minutes, so it's 100% worth waiting a few minutes if your marshes are nearly full.

→ Visit any marshes that are ready, then head back to Esto Gaza

→ If you're waiting on frogs, this next segment takes about **30 minutes**

→ **You should have around 45 frogs before entering Esto Gaza for the best quality Golden Frog, and around 38 frogs for the worst**

RIDE CHOCO TO ESTO GAZA

Esto Gaza / Mount Gulug

→ *Party select:* Zidane / Vivi / Amarant / Freya

Esto Gaza Shop

Buy [-12,690 gil]

- [R, down 1] 1 Octagon Rod
- [R] 1 Red Hat
- [LLL, up 1] 1 Flame Saber

Pre-Red Dragons Menu

Vivi | **Octagon Rod** / Mage's Hat / Magic Armlet / Magician Cloak / **Mag. Shoes**

- Octagon Rod, Magician Shoes

[R] Amarant | **K. Knuckles** / **Red Hat** / Egoist's Armlet / **Brigandine** / **Fairy Earrings**

- Brigandine, Red Hat, Fairy Earrings (*in this order, otherwise you need to re-equip MP Attack and Ability Up*)

[R] Freya | Dragon's Hair / **Barbut** / Gauntlets / Shield Armor / Lapis Lazuli

- Barbut

[R] Zidane | Angel Bless / **Black Hood** / Egoist's Armlet / **Judo Uniform** / **Gold Choker**

- Gold Choker, Judo Uniform, Black Hood (*curious if any kind of Optimize would work here too*)
 - [RL, up 1] ***MP Attack***, [up 1] Distract, [left 1] Accuracy+, [down 2] ***Bird Killer***, [RRR, up 1] ***Clear Headed***, [up 3] Antibody, [up 2] Level Up
 - *If not enough stones (you need to be Level 19 here), you can skip Accuracy+*

[L] Freya

- ***MP+10%***, [down 2] MP Attack, [RRR] ***Clear Headed***, [up 3] Antibody

→ Pick up **9,693 gil** in the left room when you enter Mount Gulug

→ Head right and climb down the rope

→ Head left from the well for the **first fight** with a single Red Dragon:



→ Before heading up to the fight, pick up **Demon's Mail** in this room on the left:



Red Dragon 1

8,000 HP | Everyone survives

Twister will probably kill Amarant, so be prepared to revive him
Amarant can one-shot this with the Kaiser Knuckles and Fairy Earrings; otherwise, throw a Wing Edge and attack with Freya or cast Blizzaga with Vivi to finish

→ **Heal** the party

→ Head right from the well for the *second fight*—



traverse the entire next room, exiting at the top, then double back to trigger the second fight with two Red Dragons:



Red Dragons 2

8,000 HP each | Everyone survives

You can use Soul Blade with Zidane to confuse one of the dragons; killing both with the Kaiser Knuckles is most efficient, but again be prepared to revive Amarant if you get a bad Twister roll and kill with Freya and/or Vivi

- **Heal** the party
- Head to the bottom of the well for the **third fight** with two Red Dragons

Red Dragons 3

8,000 HP each | Everyone survives **except Vivi**

Knock out Vivi before finishing; he must be dead on one of these two-Dragon fights to ensure that everyone has the correct levels for Ozma

Post-Red Dragons Menu

Zidane | Angel Bless / Black Hood / Egoist's Armlet / **P. Vest** / **P. Belt (or Battle Boots)**

- Optimize

[L] Freya | Dragon's Hair / Barbut / Gauntlets / Shield Armor / **Anklet**

- Anklet

- [R, up 3] Devil Killer

[R] Zidane

- [R, down 2] ***Level Up***, [LL, up 1] MP Attack, [left 1, down 3] Devil Killer

AUTOCLICKER BREAK – 4:20 (STARTS AFTER LEAVING BOTTOM OF THE WELL)

Meltigemini

24,348 HP

Attack with everyone; throw Wing Edges with Amarant if no Kaiser Knuckles; you can Dragon's Breath with Freya once 9,999 damage has been dealt if it will save you another turn

AUTOCLICKER BREAK – 3:00 (STARTS AFTER MELTIGEMINI)

AUTOCLICKER BREAK – 7:30 (STARTS AFTER ENTERING CONFERENCE ROOM)

- **Party select:** Zidane / **Quina** / **Freya** / **Steiner**

Limit Glove Menu

Zidane | **Rune Tooth** / Black Hood / Egoist's Armlet / **Judo Uniform** / **Lapis Lazuli**

- Rune Tooth, Judo Uniform, Lapis Lazuli

[R] Quina | Fork / Lamia's Tiara / Glass Armlet / **Gaia Gear** / **Reflect Ring**

- Gaia Gear, Reflect Ring

- [R] ***Clear Headed***, [L, left 1, up 5] Auto-Reflect,
[R, left 1, up 3] *Insomniac (if possible at current level)*

[L] Zidane

- [down 2, right 1] Distract, [RR, up 2] ***Antibody***, [left 1, up 1] Ability Up,
[R] Bandit

→ Go learn **Limit Glove** by finding an Axe Beak just outside Lindblum. Cast Soul Blade with Zidane and Eat with Quina after 13 poison ticks. Steiner will learn Charge! here



→ Go back to any marshes that were not ready before Esto Giza

→ If you're waiting on frogs, this next segment takes about **10 minutes**

→ Fly to Ipsen's Castle when you're finished

→ *Dialogue with Amarant: Option 2* ["Don't let him go" is 2 seconds faster]

→ *Party select: Zidane / Vivi / Freya / Steiner*

Ipsen's Castle

Ipsen's Castle Moogles Shop

Buy [-27,400 gil]

- [RR] 1 Golden Hairpin
- [up 1] 1 Red Hat
- [up 1] **2 [right 1]** Venetia Shield
- [up 1] 1 Jade Armlet

- [R, up 1] 1 Gaia Gear
- [up 2] 1 Diamond Helm

Pre-Taharka Menu

Vivi | Octagon Rod / **Red Hat** / Magic Armlet / Magician Cloak / **Ribbon**

- Red Hat, Ribbon

[R] Freya | Dragon's Hair / Barbut / **Venetia Shield** / Shield Armor / Anklet

- Venetia Shield

[R] Steiner | **Flame Saber** / **Diam. Helm** / **Diam. Gloves** / **Shield Armor** / **Diamond**

- Optimize, Diamond Gloves, Shield Armor, Diamond
 - [R, up 2, left 1] Add Status, [R] ***Clear Headed***, [up 4] Ability Up

→ Back row Freya and Steiner

Taharka

29,186 HP | Zidane (*Accuracy+*, *Distract*, *Locomotion*), Freya (Auto-Float, *Dragon Killer*), and Steiner (*Ability Up*, Body Temp, Distract) **SURVIVE**

Firaga with Vivi and Soul Blade with Zidane for damage

Attack with Steiner for a chance to inflict Heat

Steal with Zidane for a chance to get Orichalcon early

Dragon's Breath from Freya will kill after 2x Firaga and 4-5 ticks of poison damage

Post-Taharka Menu

Vivi | Mage Staff / - / - / - / -

- Mage Staff, ***All Items***

[L] Zidane | **Angel Bless** / **Golden Hairpin** / **N-Kai Armlet** / **Gaia Gear** / **Ribbon**

- Optimize, Ribbon, Gaia Gear

[L] Steiner | **Coral Sword** / **Iron Helm** / **Venetia Shield** / Shield Armor / **Coral Ring**

- Coral Sword, Iron Helm, Venetia Shield, Coral Ring
 - [R, left 1, up 2] ***Add Status***, [down 4] Level Up

[R] Zidane

- [RRR] ***Bandit***, [L, up 3, left 1] ***Ability Up***, [LL, up 4] Auto-Regen
- *Put Accuracy+ back on if removed earlier due to lack of stones*

→ *Party select:* Zidane / Amarant / Vivi / Quina

→ Visit any marshes that are ready, then head to the Shrines

→ If you're waiting on frogs, this next segment takes about **7 minutes**

Earth Shrine

Earth Guardian

15,567 HP to eat / 20,756 HP

Six Zidane attacks (four with Orichalcon) to get in Eat range, can ATB wait

→ *Dialogue with Amarant:* Option 3 [mash cancel]

→ *Party select:* Zidane / Dagger / Eiko / Quina

→ Visit any marshes that are ready, then head to Shimmering Island

→ If you're waiting on frogs, this next segment takes about **30-40 minutes**

→ **You should have around 60 frogs before Terra for the best quality Golden Frog, and around 50 frogs for the worst**

Terra

→ Pick up **Demon's Vest**

→ *Encounters:* Hecteyes can be killed with Phoenix Down + attack from anyone

Menu before Bran Bal

Quina | Fork / - / - / - / -

- ***All Items***

[L] Eiko | Golem Flute / - / - / - / Ruby

- ***All Items except for Ruby***

[L] Dagger | Multina Racket / - / - / - / **Feather Boots**

- Feather Boots, ***All Items except for Feather Boots***

→ Items: Arrange | Auto

→ *Party select:* Zidane / **Amarant** / **Freya** / Quina

→ When you enter Bran Bal, head to the right side first

→ Pick up **Wing Edge** from the chest in the shop

Bran Bal Moogle Shop

Sell

- Phoenix Pinions
- All Weapons except **Wing Edges**
- All Wrists except for **2 Glass Armlets, Jade Armlet, Egoist's Armlet, N-Kai Armlet, Chimera Armlet**

- All Gloves except for **2 Diamond Gloves, Gauntlets**
- All Hats except for **1 Green Beret, 1 Lamia's Tiara, 2 Mantra Bands**
- All Helms except for **Mythril Helm, Cross Helm**
- All Shirts except **Demon's Vest, Power Vest**
- All Chain Mail except **Demon's Mail**
- All Accessories except for **Running Shoes, Battle Boots, Anklet, Diamond, Lapis Lazuli, Pumice Piece, Power Belt, 2 Reflect Rings, 1 Rebirth Ring** (or **1 Maiden Prayer** if you lost Cards)
 - If you still need to make a second Reflect Ring, you will also need to keep **1 Peridot, 1 Gold Choker, and 1 Madain's Ring**

Buy [-84,840 gil, plus Phoenix Downs and Hi-Potions]

- [RR] **2 [right 1]** Coronets
- [L, up 1] 1 Avenger* (*if no Kaiser Knuckles*)
- [up 1] 1 Holy Lance
- [up 1] 1 Defender
- [up 1] 1 Orichalcon* (*if not stolen from Taharka*)
- [RR] 1 Minerva's Plate
- [down 1] 1 Platina Armor
- [down 2] **41** Phoenix Downs
- [up 1] **MAX** Hi-Potions* (*leaving at least 2,222 gil for the Stiltzkin package*)

→ Re-enter the shop to buy from Stiltzkin (**Diamond, Ether, and Elixir**) for 2,222 gil—if you forget to do this, it's not a big deal with a Card Tournament win; with a Cards loss, you'll have to use your other Diamond to make a Rebirth Ring in Daguerreo

Bran Bal Menu

Freya | **Holy Lance / Mythril Helm / Venetia Shield / Minerva's Plate / Anklet**

- Holy Lance, Mythril Helm, Minerva's Plate

[L] Amarant | **Avenger*** / Red Hat / **Glass Armlet / Demon's Vest / Fairy Earrings**

- **Avenger** (*if no Kaiser Knuckles*), Glass Armlet, Demon's Vest

[L] Zidane | **Orichalcon / Golden Hairpin / Egoist's Armlet / Power Vest / Pum. Piece**

- Optimize, Golden Hairpin, Pumice Piece
 - ***Auto-Haste***, [right 1] Auto-Regen, [RL, left 1] Bird Killer, [down 2] ***Devil Killer***, [RL, down 2] Level Up

[R] Amarant

- [RRR, left 1] Locomotion, [LL, left 1, up 3] Man Eater

[R] Freya

- [down 4] Distract

→ Zidane, Freya, and Amarant should all have **Level Up** here

- *Note:* If you forget this menu, Freya will miss an equipment level up bonus to her Magic stat and have insufficient MP for the Ozma fight at Level 34. You can fix this by getting her to Level 35
- Head left from the shop and pick up **Angel Earrings** by the lake before entering the inn
- Once you have control of Eiko, you can return to the entrance of Bran Bal, again head to the right, then immediately go back to be able to enter the central portal

Amdusias

5,463 HP | Freya (Auto-Float) and Amarant (Body Temp, **Devil Killer**, Level Up, Locomotion) survive

Do nothing until Freya arrives then attack with Zidane (follow up with Freya if necessary)

Kill with Freya once Zidane is dead; if Amarant has the Kaiser Knuckles, he can kill Amdusias in one shot as well

Abadon

10,926 HP | Zidane (Auto-Regen) and Steiner (Auto-Float, **Distract**) survive

Defend for two turns (change row with Steiner for one of them);

then attack with Zidane twice, follow up with Steiner, make sure Quina's dead.

Shell Dragon

10,921 HP | Zidane (Auto-Regen) survives

HP manipulation ranges:

0-439 - Heal

439-882 - Defend

882-1092 - Defend + Flee

1092-1638 - Nothing

1638+ - Flee

Shelly will always do Smash by turn 5, taking Zidane's HP to zero

→ *Party select:* Zidane / **Freya** / Steiner / **Amarant**

Pandemonium Menu

Zidane | Orichalcon / **Coronet** / **Jade Armlet** / Power Vest / **Power Belt**

- Optimize, Jade Armlet, Power Belt

[R] Freya | Holy Lance / **Lamia's Tiara** / Venetia Shield / Minerva's Plate / **RR** or **MP**

- Lamia's Tiara, **Rebirth Ring** or Maiden Prayer

[R] Steiner | **Defender** / **Cross Helm** / Venetia Shield / **Platina Armor** / **Diamond**

- Optimize, Diamond

- [R, down 2] ***Ability Up***, [up 3] Counter, [up 2] Man Eater, [up 1, left 1] ***Undead Killer***, [R, left 1] Locomotion

[L] Freya

- [RR, up 1] ***Antibody***, [up 1, left 1] ***Level Up***, [LL, left 1, up 3] Auto-Life

[L] Zidane

- [R, left 1, down 1] Counter, [up 3] Man Eater, [RR, left 1, up 1] Locomotion, [L, up 4] ***Level Up*** if learned

[L] Amarant

- [R] Counter

→ Front row Freya

Silver Dragon

24,055 HP | Zidane (*Auto-Regen*), Freya (*Auto-Float*), Steiner (*Auto-Float, Body Temp*), and Amarant (*Body Temp, Level Up, Locomotion*) survive

Four or five attacks should kill

Don't be impatient because starting with KO'd characters on Garland sucks

Garland

40,728 HP

Eight or nine attacks should kill

Don't be impatient because starting with KO'd characters on Kuja sucks

Kuja

42,382 HP

Nine attacks should kill

AUTOCLICKER BREAK – 2:00 (STARTS FROM LAST HIT ON KUJA)

AUTOCLICKER BREAK – 2:00 (STARTS FROM FMV SKIP OUTSIDE INVINCIBLE)

Disc 4

→ Party select: **Amarant / Zidane / Quina / Freya**

→ Visit any marshes that are ready, except for the Forgotten Continent marsh; this will probably only be the Mist Continent marsh if you caught frogs right before Terra

→ Fly to Esto Gaza, call Choco, then dig up the **Ultima Weapon** for Zidane by using a Dead Pepper where Shimmering Island used to be. This can be tricky, so here is a short tutorial: [\[video\]](#)



It's difficult to write the rest of this guide because you have a fair bit of freedom to do sections in whatever order you please. The only obligation before going to Memoria is digging up the **Ultima Weapon** for Zidane, but your time in Memoria will be a lot easier if you buy the **Kaiser Knuckles** (if you didn't find the **Dusk Plains** Chocograph) for Amarant in Daguerreo and make the **Rebirth Ring** if you lost Cards, so this guide will assume that all Ozma preparation is done in advance.

I've routed AP so that abilities are basically learned by the end of Disc 3; one exception being **Body Temp** on Freya, who must wear the **Diamond** or **Fairy Earrings** on Maliris and Kraken, and **Accuracy+** on Amarant, who should wear the **Lapis Lazuli**. This gives a lot of freedom in equipment if you need to catch up on AP somewhere.

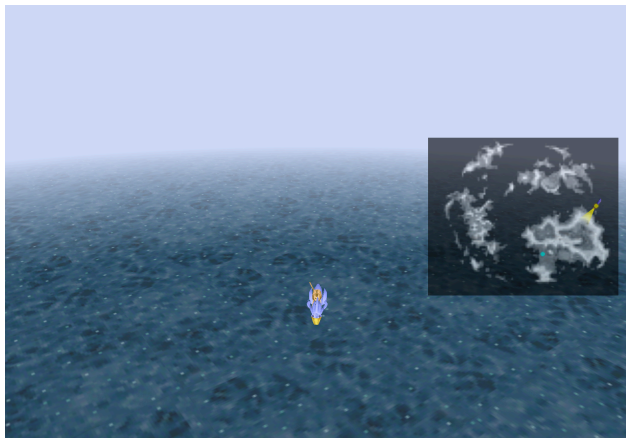
Depending on the frog situation, you can fight Quale and Ozma before entering Memoria, or you can enter Memoria and then backtrack for Ozma and Quale after Deathguise. To make this guide easier to read, it will split into two sections to account for these divergent paths following the Ozma preparation.

Ozma preparation

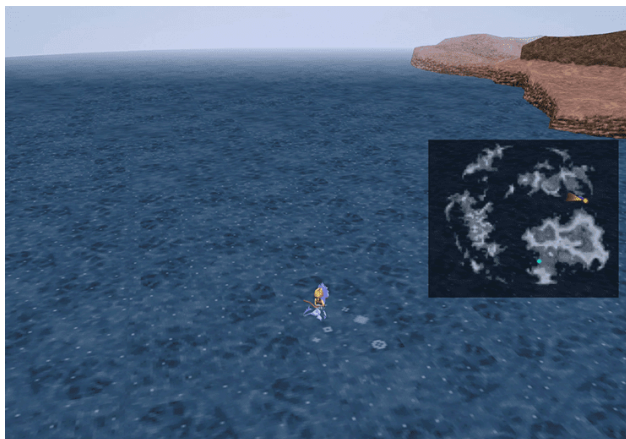
Chocobo's Forest: Final Hot & Cold Grind

- Find all six Chocograph Pieces for the **Mist Ocean** Chocograph
- Make sure that you've found the **Forgotten Plains** Chocograph if you forgot to pick up **Demon's Mail** in Mount Gulug or accidentally sold it
- Exchange your points for **Phoenix Pinions** before leaving

→ Dig up the ***Mist Ocean*** chocograph for the sky ability; to find the right spot, you'll want to stand between the two islands and walk away from the continent until the islands disappear into the mist



→ Use a **Dead Pepper** on the ocean bubbles between the Mist and Outer Continents to get the Hawaiian gear



→ Stop by **Treno** while you're in the area

Treno Weapon Shop

Sell [+91,220 gil, plus Pinions]

- Phoenix Pinions
- Straw Hats
- Pearl Armlets
- Aloha T-shirts
- Sandals
- Angel Earrings

Treno Auction House

Buy [-17,000 gil (*or so*)]

- Dark Matter

→ You can take a break here if necessary, but you can also speed up the auction by placing a quick initial bid on the other items. Make sure that you have extra gil to do this since you may end up accidentally buying some items. Don't worry about specific gil values; just increase one of the digits

→ **First item:**

- ~2,000 gil for **Mini-Cid**
- ~10,000 gil for **Anklet**
- ~10,000 gil for **Rat Tail**
- ~4,000 gil for **Griffin Heart**
- ~5,000 gil for **Magician Robe**

→ **Second item:**

- ~10,000 gil for **Feather Boots**
- ~6,000 gil for **Doga's Artifact**
- ~6,000 gil for **Fairy Earrings**

→ **Third item:**

- ~10,000 gil for **Promist Ring**
- ~5,000 gil for **Une's Mirror**
- ~4,000 gil for **Madain's Ring**

→ Remove the **Venetia Shield** from Freya and head to **Black Mage Village**

Black Mage Village Synth Shop

Synth [-24,000 gil]

- [R] 1 Bracer

- If you forgot to pick up the **Demon's Mail** at Mount Gulug, dig up the **Forgotten Plains** Chocograph near Ipsen's Castle



- Head to **Daguerreo** on the large island southwest of the Forgotten Continent
- To reach the weapon shop, go to the left side. Press the left button on the lift twice, then inspect the hole, put the stick in the hole, press the right button twice, and head up

Daguerreo Weapon Shop

Buy [-52,000 gil / 66,000 gil with Ultima Sword]

- [RL, down 1] 1 Kaiser Knuckles *(if you don't already have them)*
- [R] 1 Defense Gloves
- [RR, down 2] 2 [right 1] Ninja Gear
- [LLLL, up 2] 1 Ultima Sword* *(if you can afford it)*

- It's time to synth a **Rebirth Ring** now; head right from the weapons shop and keep going to reach the synthesis shop
- *If you won Cards*, you will now have two Rebirth Rings for the Ozma fight
 - *If you lost Cards*, you can make a second Rebirth Ring but it's not strictly necessary. You can absolutely get through the Ozma fight with just one if you need the extra Diamond or money's tight
- If you didn't have enough Peridots to make a second Reflect Ring back in Lindblum, you need to synth a **Peridot** (if you still don't have one), **Anklet** and **Reflect Ring** here too
- Remove the **Diamond** from Steiner if you forgot to buy one from Stiltzkin

Daguerreo Synth Shop

Synth [-7,000 gil]

- [RRRR, up 1] 1 Rebirth Ring

The guide splits into two sections at this point. If you are able to catch 99 frogs now, then you will not need to double back through Memoria.

- If you are going to fight **Quale** and **Ozma** now, continue reading
 - If you are going to **Memoria** first, [skip ahead](#)
-

Quale

- To fight Quale, you just need to **catch 99 frogs**. Do the menu beforehand so you don't get caught off-guard without the appropriate status protections
- You can also fight Quale after Ozma if you need a bit more time for frogs to grow. Just be aware of your party's levels ([see the Ozma section just below for details on proper levelling](#))

Quale Menu

Freya | Holy Lance / Lamia's Tiara / **Diamond Gloves** / Minerva's Plate / **RR** or MP

- Diamond Gloves

[R] Amarant | **K. Knuckles** / **Green Beret** / Glass Armlet / Demon's Vest / Fairy Earrings

- Kaiser Knuckles (*if not already equipped*), Green Beret

[R] Zidane | **Ultima Weapon** / Coronet / Jade Armlet / Power Vest / **Ribbon**

- Ultima Weapon, Ribbon

- [R, left 1] ***Counter***, [R, up 2] Antibody, [R, up 1] Clear Headed

[L] Amarant

- [R] ***Counter***, [RR] Clear Headed, [L, up 1, left 1] Antibody

[L] Freya

- [down 4] ***Distract***, [RRR] Clear Headed, [L, up 1] Antibody, [up 1, left 1] Level Up

- **Verify that Level Up is equipped on whoever needs it for Ozma levels, usually Amarant and Freya**

Quale

65,535 HP

Just attack—Quale is a total pushover when you have protection against status effects. Throw a Remedy or two if characters are affected by Mini. Make sure that **Quina is knocked out** for EXP purposes

Ozma

- Levels are of utmost importance for a smooth Ozma fight. Finishing Quale with three alive is usually sufficient for everyone to reach the correct levels. If something went wrong, then you can put your characters' current EXP values in the [Ozma calculator](#) (make a copy to edit) to figure out how to get them to the following levels:
 - **Zidane should be Lv. 36;** we need one character whose level is a multiple of four in order to bait **Lv. 4 Holy**, combined with **Chimera Armlet** to nullify the damage
 - **Freya should be Lv. 34;** this is a minimum level for her to have enough MP to cast **Dragon's Breath** twice before needing an Elixir. She will still be short the required MP at this level if she missed certain equipment level up bonuses, e.g. if you missed the Bran Bal menu for YANA. If she ends up at Lv. 35, this resolves potential MP issues and can also bait out **Lv. 5 Death**. In this case, we should be prepared to revive her with Zidane as soon as we see the cast
 - It's not the end of the world by any means if you don't have someone at a Level 5 multiple; it just tilts the scales a little more in your favour
 - **Amarant needs to be Lv. 33** in order to have enough magic stones to equip **Auto-Reflect** and **Power Throw**; **if he joined at Lv. 14, then he must be Lv. 34**. If he ends up being Lv. 35, then we should avoid having another character at a level five multiple and be prepared to revive him with Zidane; if he is Lv. 36, then we should again be prepared to revive
- If you decide to fight Ozma before Quale, then two **Grand Dragon** fights with Quina dead are usually sufficient to get everyone to the appropriate levels:



Save before doing this because it can go wrong quickly, and equip **Antibody** on everyone. Make sure that everyone has **MP Attack**, that Freya has **Dragon Killer**, and

that Freya and Amarant have **Level Up** (and that Zidane does not). One hit from everyone should take down a dragon

Ozma Menu

Freya | **Dragon's Hair** / Lamia's Tiara / Diamond Gloves / **Demon's Mail** / **Reflect Ring**

- Dragon's Hair, Demon's Mail, Reflect Ring

[L] Quina | Fork / - / **Egoist's Armlet** / - / **Rebirth Ring**

- Egoist's Armlet, Rebirth Ring

[L] Zidane | Ult. Weapon / **Mantra Band** / **Chimera Armlet** / **Ninja Gear** / **RR** or Ribbon

- Mantra Band, Chimera Armlet, Ninja Gear, **Rebirth Ring** (if you have two)

[L] Amarant | K. Knuckles / Green Beret / **Bracer** / **Ninja Gear** / **Reflect Ring**

- Bracer, Ninja Gear, Reflect Ring

- ***Remove all***

Auto-Reflect, Power Throw

[L] Freya

- ***Remove whatever is necessary***

Level Up for sure

Auto-Reflect, MP+10%

[L] Quina

- Auto-Life

[L] Zidane

- ***Remove whatever is necessary***

Auto-Life or Auto-Regen, HP+20%

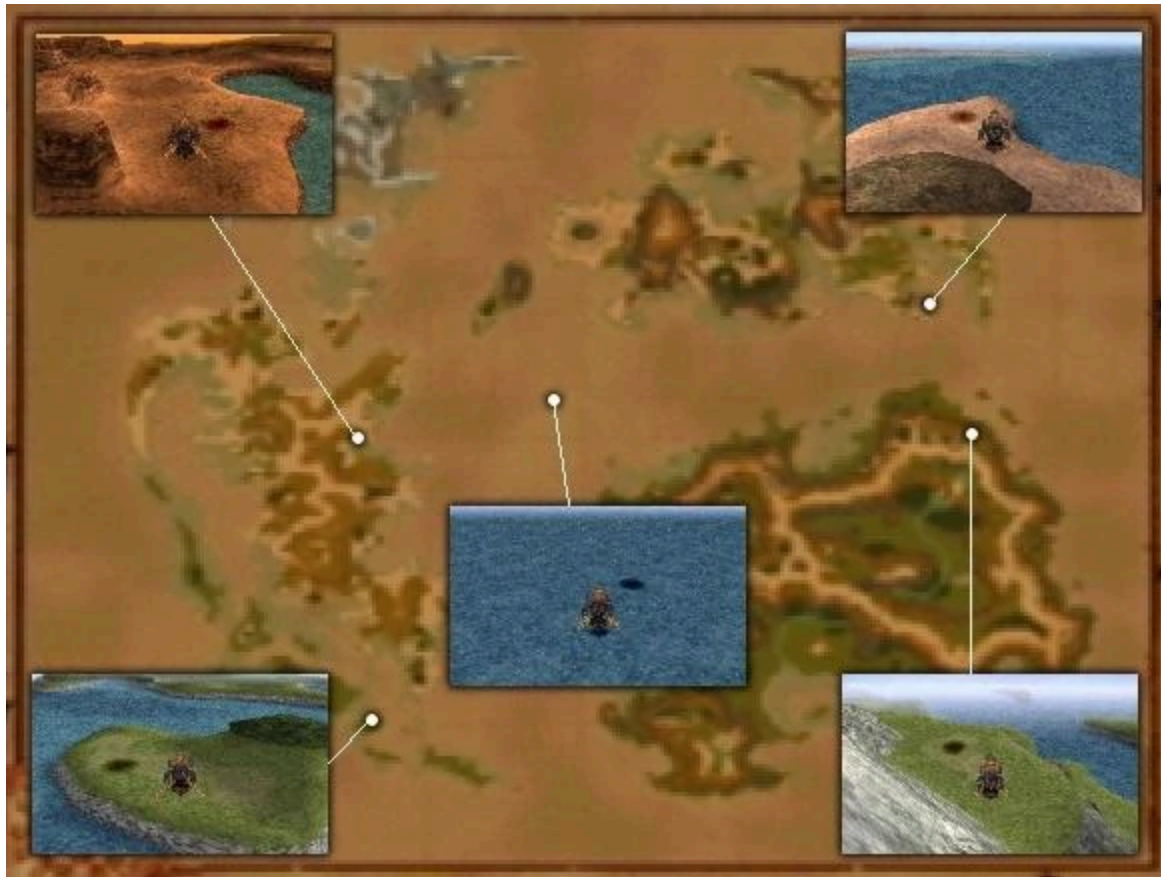
→ **Ether/Elixir** Freya

→ Get into a random encounter and **knock out Quina** so they revive with 1 HP

→ Arrange your items automatically, then manually put **Dark Matter**, **Wing Edges**, **Orichalcon**, **Elixirs**, and **Phoenix Downs** at the top for easy access. You can also put the **Ultima Sword** at the top if you managed to buy a couple

- *Note:* Manually arranging on HD is weird. There's a bug where you can't always select the actual item you want unless you arrange automatically first

→ To face Ozma, you must locate **Chocobo's Air Garden** on the world map. Check each location with the Invincible ([video](#)), then call Choco at the nearest tracks and use a Dead Pepper while flying below the shadow:



Note: On PSX, this location is typically found in advance so that it can be easily located on the world map after failed Ozma attempts. This isn't necessary on HD since we have autosave to bring us right back to the Air Garden.

Ozma

55,535 HP

- Ozma's ATB gauge can fill automatically outside of its attack animations. If we do not queue our attacks before Ozma's attack animation finishes, it will interrupt our turn order with another attack. In general, we want to queue everyone's turns as soon as possible but hold Zidane in case we need to heal; but we should be sure to queue his turn before Ozma's animation finishes. We want this fight to be over fast to reduce our chances of seeing Meteor/Curse
- Ozma counters with **Berserk** after 10,000 and 20,000 damage, typically representing the second and third attacks by our party
- The ideal opening sequence is throwing **Dark Matter** with Zidane for the first 9,999 damage; throwing **Orichalcon** with Amarant and doing **Dragon's Breath** with Freya, resulting in two reflected Berserk counters; followed by **Limit Glove** with Quina
- Freya can only use Dragon's Breath twice before her MP runs out; you must use an Elixir on her the same turn she uses the second Dragon's Breath or she will miss a turn

- Some attacks:
 - **Curaga** can be a counter or a regular turn
 - **Doomsday** will heal Ozma, but not affect our party due to Ninja Gear, Egoist's Armlet, and Pumice Piece
 - **Level 5 Death** is a long animation, giving you plenty of time to queue attacks; don't forget to pop a Phoenix Down on whoever in your party is a Lv. 5 multiple
 - **Level 4 Holy** will target whoever is a Lv. 4 multiple, but they should have the Chimera Armlet equipped to nullify the damage
 - **Meteor/Curse** is death
- We can play a little more loosely since this is HD and it's very easy to restart the fight

Memoria after Quale/Ozma

- Return to the Invincible, **unequip Quina**, and **replace Quina with Steiner**
- You can proceed to Memoria after the following menu:

Menu before Nova Dragon

Amarant | K. Knuckles / **Red Hat** / Bracer / Ninja Gear / **Lapis Lazuli**

- Optimize, Red Hat, Lapis Lazuli

[R] Zidane | Ultima Weapon / **Coronet** / **Jade Armlet** / Ninja Gear / **Rebirth Ring**

- Optimize, Jade Armlet, Rebirth Ring (*it'll already be equipped if you have two*)

[R] Steiner | **Ultima Sword*** (or Def.) / **Cross Helm** / Venetia Shield / **Maximill.** / **Ribbon**

- Optimize, Cross Helm, Ribbon (??? need to check post-Q/O optimizes here)

[R] Freya | Holy Lance / **Mythril Helm** / **Gauntlets** / **Minerva's Plate** / **Fairy Earrings**

- Mythril Helm, Gauntlets, Minerva's Plate, Fairy Earrings

- **Core abilities at this point:** Accuracy+, MP Attack, Distract, Bird Killer, Devil Killer, Dragon Killer (*for Freya*), Body Temp

Nova Dragon

54,940 HP

Soul Blade with Zidane; wait until his ATB is almost full, then attack and quickly queue another Soul Blade to sleeplock Nova Dragon

Amarant will go down to Tidal Wave here; if you revive him, you can get a lot of damage with Charge! and single attacks

Note: Charge! has a slow animation, but Amarant does huge damage here compared to Steiner, and if you queue the skill early (as soon as Zidane's ATB starts filling) then it won't waste much time

Menu before Maliris

Steiner | **Ultima Sword*** / Cross Helm / Venetia Shield / Maximillian / **Power Belt**

→ Power Belt

- **Phoenix Down** any dead
- **Hi-Potion** Zidane
- **Ether** any with low MP (don't forget)

Maliris

59,497 HP

This is a fast fight—just attack

Count damage so that you can Jump with Freya if Zidane uses up his Auto-Life

- **Phoenix Down** any dead
- **Hi-Potion** Zidane and Steiner
- **Ether** any with low MP (don't forget)
- Pick up **Rune Claws**

Menu after Rune Claws Pickup

Amarant | **Rune Claws** / **Coronet*** / Bracer / Ninja Gear / Lapis Lazuli

- Rune Claws, *Coronet (if MP Attack learned—otherwise leave Red Hat on)*

Tiamat

59,494 HP

Sleeplock with Soul Blade

Menu after Tiamat

Amarant | **Kaiser Knuckles** / Coronet* / Bracer / Ninja Gear / Lapis Lazuli

- Kaiser Knuckles

- **Phoenix Down** any dead
- **Hi-Potion** Zidane
- **Ether** any with low MP (don't forget)

→ **Make an autosave before Hades after the cutscene with Quina**; i.e, watch the cutscene with Quina in the water room, then walk to the previous room and then back so that you can restart the fight with Hades more quickly if you wipe

Hades

55,535 HP

Attack and Charge!, making sure to have characters in critical health for Kraken by the end of the fight

Menu after Hades

Amarant | Kaiser Knuckles / **Mantra Band** / Bracer / **Gaia Gear** / Lapis Lazuli

- Mantra Band, Gaia Gear

[R] Zidane | Ultima Weapon / **Mantra Band** / **Glass Armlet** / Ninja Gear / Rebirth Ring

- Mantra Band, Glass Armlet

[R] Steiner | Defender* / **Barbut** / **Diamond Gloves** / Maximillian / Power Belt

- Barbut, Diamond Gloves

[R] Freya | Holy Lance / Mythril Helm / **Diam. Gloves** / Minerva's Plate / Fairy Earrings

- Diamond Gloves

- [RR, up 1] Antibody, [left 1, up 1] ***Level Up***, [R, left 1] Locomotion, [LL, left 1, up 3] ***Dragon Killer***, [L, up 5] Auto-Float

[R] Amarant

- [RR, left 1, up 1] Antibody

[RR] Steiner

- ***HP+20%***, [L] ***Bird Killer***, [up 5] Auto-Float, [RR, up 3] Antibody

→ **Core abilities at this point:** Accuracy+, MP Attack, Distract, Bird Killer, Devil Killer, Body Temp, Antibody

→ **Ether Steiner so that he has at least 60 MP**

Kraken

55,536 HP

Zidane/Amarant and Steiner/Freya on each tentacle (Freya always goes last); queue Zidane attack, Steiner Charge!, and Amarant attack before Freya's attack; wait to see if Zidane/Amarant need a revive before doing Charge!

→ **Phoenix Down** any dead

→ **Ether** any with low MP

Lich

58,554 HP

Attack and Charge!

Be aware of who might be a Level 5 multiple after Hades

- Pick up **Excalibur II**
- **Phoenix Down** any dead
- **Hi-Potion** Zidane
- Do menu after Crystal World

Menu before Deathguise

Freya | Holy Lance / **Cross Helm** / **Defense Gloves** / Minerva's Plate / **RR** or **MP**

- Cross Helm, Defense Gloves, **second Rebirth Ring** or Maiden Prayer

[L] Steiner | **Excalibur II** / **Mythril Helm** / **Venetia Shield** / Maximillian / **Ribbon**

- Optimize, Ribbon

- ***Auto-Float***, [RR, left 1] ***Locomotion***, [right 1, up 3] ***Antibody***, [left 1, up 2] ***Body Temp***, [LL] Bird Killer, [left 1, up 1] Distract, [up 1] HP+20%, [right 1, up 1] HP+10%
- ***Auto-Float***, [RR, left 1] ***Locomotion***, [L, down 3] ***Antibody***, [left 1, up 2] ***Body Temp***, [L, up 1] Counter, [up 3] ***Devil Killer***, [L, left 1, up 1] Distract, [up 1] HP+20%

[R] Freya

- ***Auto-Float***, [RR, up 1] ***Antibody***, [left 1, up 2] ***Body Temp***, [LL, left 1, up 2] HP+20%

[R] Amarant

- [RRR, left 1] ***Locomotion***, [up 3] ***Antibody***, [LL, left 1, up 2] HP+20%

[R] Zidane

- [RR, up 2] ***Antibody***, [up 3] ***Body Temp***, [LL, left 1] ***Bird Killer***, [down 2] ***Devil Killer***, [L, up 1] ***MP Attack***, [up 2] HP+20%, [left 1, up 1] Auto-Haste

→ **Elixir** entire party

→ **Back row Zidane**

Deathguise

55,535 HP

Sleeplock with Soul Blade

If you can't sleeplock due to Trance, use "normal" strats and be very aware of who is a Level 5 multiple

If you have already fought Ozma and Quale, try to end the fight with multiple characters dead or in critical HP to speed up the Trance Kuja fight

Menu before Trance Kuja

Zidane | Ultima Weapon / Mantra Band / **Chimera Armlet** / Ninja Gear / **RR** or **PB**

- Chimera Armlet, Power Belt (*if no second Rebirth Ring*)

[R] Steiner | Excal. II / Mythril Helm / Venetia Shield / Maximillian / **Running Shoes**

- Running Shoes
 - ***HP+20%***, [down 1] ***Distract***, [up 3] Auto-Haste
 - ***HP+10%***, [left 1, down 1] ***HP+20%***, [up 3] Auto-Haste

[R] Freya | Holy Lance / Cross Helm / - / Minerva's Plate / **Rebirth Ring**

- ***Defense Gloves***, Rebirth Ring
 - Auto-Life

[RR] Zidane

- MP Attack, Bird Killer [all on same page]

→ **Essential abilities:** Auto-Haste (*on Steiner*), Accuracy+, MP Attack, Bird Killer

→ **Phoenix Down** any dead

→ **Hi-Potion** Zidane

→ **Ether** any with low MP

→ **Front row Zidane**

Trance Kuja

55,535 HP

Attack with Steiner + one other *or* Zidane + Freya + Amarant, then Charge! only

→ **Remove Auto-Life from Zidane if you have a second Rebirth Ring**

Necron

54,100 HP

After skipping over Grand Cross as usual, revive Steiner and ATB wait his attacks with Freya. Steiner should have four attacks total, and Freya will have two attacks plus Spear damage from the Jump. Freya has zero chance to underdamage Necron at Level

37; at lower levels, there is a risk for her to fall short of the 14104 damage required of her. Replacing one of Steiner's regular attacks with a Charge! will remove this risk

Memoria before Ozma/Quale

→ *Party select:* Amarant / Zidane / **Steiner** / Freya

Menu before Nova Dragon

Amarant | **K. Knuckles** / **Red Hat** / **Bracer** / **Ninja Gear** / **Lapis Lazuli**

- Optimize, Lapis Lazuli, Red Hat

[R] Zidane | **Ultima Weapon** / **Coronet** / **Jade Armlet** / **Ninja Gear** / **Rebirth Ring**

- Optimize, Jade Armlet, Rebirth Ring

[R] Steiner | **Ultima Sword*** / **Cross Helm** / Venetia Shield / **Maximillian** / **Ribbon**

- Optimize, **Power Belt**

[R] Freya | Holy Lance / **Mythril Helm** / **Gauntlets** / Minerva's Plate / **Fairy Earrings**

- Mythril Helm, Gauntlets, Fairy Earrings
 - [R, down 3, left 1] Body Temp, [down 1] Level Up, [L, up 2] ***Man Eater***, [up 1, left 1] Dragon Killer

[R] Amarant

- [R] ***Counter***, [down 2, left 1] Body Temp, [up 5] ***Man Eater***, [up 1] Devil Killer, [L, up 1] MP Attack, [up 1] Accuracy+

[R] Zidane

- ***Auto-Regen*** if learned, [R, left 1] ***Counter***, [up 3] ***Man Eater***, [up 1] Devil Killer, [RL, down 1] Body Temp, [R, left 1, up 1] ***Locomotion***, [LLL, left 1, up 3] Auto-Life
(no longer put on Antibody here, not enough stones pre-Ozma)

[R] Steiner

- ***HP+10%***, [R, up 1] ***Counter***, [up 2] ***Man Eater***, [up 1] Devil Killer, [RL, left 1, down 1] Body Temp, [LL, up 2, left 1] HP+20%

→ **Core abilities at this point:** Accuracy+, MP Attack, Distract, Bird Killer, Devil Killer, Dragon Killer (for Freya), Body Temp

Nova Dragon

54,940 HP

Soul Blade with Zidane; wait until his ATB is almost full, then attack and quickly queue another Soul Blade to sleeplock Nova Dragon

Amarant will go down to Tidal Wave here; if you revive him, you can get a lot of damage with Charge! and single attacks

Note: Charge! has a slow animation, but Amarant does huge damage here compared to Steiner, and if you queue the skill early (as soon as Zidane's ATB starts filling) then it won't waste much time

Menu before Maliris

Steiner | **Ultima Sword*** / Cross Helm / Venetia Shield / Maximillian / **Power Belt**

→ Power Belt

- **Phoenix Down** any dead
- **Hi-Potion** Zidane
- **Ether** any with low MP (don't forget)

Maliris

59,497 HP

This is a fast fight—just attack

Count damage so that you can Jump with Freya if Zidane uses up his Auto-Life

- **Phoenix Down** any dead
- **Hi-Potion** Zidane and Steiner
- **Ether** any with low MP (don't forget)
- Pick up **Rune Claws**

Menu after Rune Claws Pickup

Amarant | **Rune Claws** / **Coronet*** / Bracer / Ninja Gear / Lapis Lazuli

- Rune Claws, *Coronet (if MP Attack learned—otherwise leave Red Hat on)*

Tiamat

59,494 HP

Sleeplock with Soul Blade

Menu after Tiamat

Amarant | **Kaiser Knuckles** / Coronet* / Bracer / Ninja Gear / Lapis Lazuli

- Kaiser Knuckles

→ **Phoenix Down** any dead

→ **Hi-Potion** Zidane

→ **Ether** any with low MP **(don't forget)**

→ **Make an autosave before Hades after the cutscene with Quina**; i.e, watch the cutscene with Quina in the water room, then walk to the previous room and then back so that you can restart the fight with Hades more quickly if you wipe

→ **This next fight is an opportunity to set up your levels for Ozma.** Typically, you will want to kill Steiner before finishing off Hades and make sure that Amarant and Freya both have Level Up on (and that Zidane does not). If the rest of the run has gone according to script, this should ensure that everyone reaches the required levels. Check the [Ozma section](#) for more detailed information

Hades

55,535 HP

Attack and Charge!, but be sure that Steiner is dead before the finish and that Freya and Amarant are in crit for Kraken

Menu after Hades

Amarant | Kaiser Knuckles / **Mantra Band** / Bracer / **Gaia Gear** / Lapis Lazuli

- Mantra Band, Gaia Gear

[R] Zidane | Ultima Weapon / **Mantra Band** / **Glass Armlet** / Ninja Gear / Rebirth Ring

- Mantra Band, Glass Armlet

[R] Steiner | **Ultima Sword*** / **Barbut** / **Diamond Gloves** / Maximillian / Power Belt

- Barbut, Diamond Gloves

[R] Freya | Holy Lance / Mythril Helm / **Diam. Gloves** / Minerva's Plate / Fairy Earrings

- Diamond Gloves

- [RR, up 1] Antibody, [left 1, up 1] ***Level Up***, [R, left 1] Locomotion, [LL, left 1, up 3] ***Dragon Killer***, [L, up 5] Auto-Float

[R] Amarant

- [RR, left 1, up 1] Antibody

[R] Zidane

- [RR, up 2] Antibody

[R] Steiner

- *HP+20%*, [L] *Bird Killer*, [up 5] Auto-Float, [RR, up 3] Antibody

→ **Core abilities at this point:** Accuracy+, MP Attack, Distract, Devil Killer, Body Temp, Antibody

→ **Ether Steiner so that he has at least 60 MP**

Kraken

55,536 HP

Zidane/Amarant and Steiner/Freya on each tentacle (Freya always goes last); queue Zidane attack, Steiner Charge!, and Amarant attack before Freya's attack; wait to see if Zidane/Amarant need a revive before doing Charge!

→ **Phoenix Down** any dead

→ **Ether** any with low MP

Lich

58,554 HP

Attack and Charge!

Be aware of who might be a Level 5 multiple after Hades

→ Pick up **Excalibur II**

→ **Phoenix Down** any dead

→ **Hi-Potion** Zidane

→ Do the next menu *after* Crystal World

Menu before Deathguise

Freya | Holy Lance / **Cross Helm** / **Defense Gloves** / Minerva's Plate / **RR** or **MP**

- Cross Helm, Defense Gloves, **second Rebirth Ring** or Maiden Prayer

[L] Steiner | **Excalibur II** / **Mythril Helm** / **Venetia Shield** / Maximillian / **Ribbon**

- Optimize, Ribbon

- *Auto-Float*, [RR, left 1] *Locomotion*, [right 1, up 3] *Antibody*, [left 1, up 2] *Body Temp*, [LL] Bird Killer, [left 1, up 1] Distract, [up 1] HP+20%, [right 1, up 1] HP+10%

- ***Auto-Float***, [RR, left 1] ***Locomotion***, [L, down 3] ***Antibody***, [left 1, up 2] ***Body Temp***, [L, up 1] Counter, [up 3] ***Devil Killer***, [L, left 1, up 1] Distract, [up 1] HP+20%

[R] Freya

- ***Auto-Float***, [RR, up 1] ***Antibody***, [left 1, up 2] ***Body Temp***, [LL, left 1, up 2] HP+20%

[R] Amarant

- [RRR, left 1] ***Locomotion***, [up 3] ***Antibody***, [LL, left 1, up 2] HP+20%

[R] Zidane

- [RR, up 2] ***Antibody***, [up 3] ***Body Temp***, [LL, left 1] ***Bird Killer***, [down 2] ***Devil Killer***, [L, up 1] ***MP Attack***, [up 2] HP+20%, [left 1, up 1] Auto-Haste

→ **Core abilities at this point:** Accuracy+, MP Attack, Distract, Bird Killer

→ **Elixir** entire party

→ **Back row Zidane**

Deathguise

55,535 HP

Sleeplock with Soul Blade

If you can't sleeplock due to Trance, use "normal" strats and be very aware of who is a Level 5 multiple

If you have already fought Ozma and Quale, try to end the fight with multiple characters dead or in critical HP to speed up the Trance Kuja fight

Ozma

→ Use the orb to teleport to the entrance of Memoria and return to the Invincible

→ Remove the **Ribbon** from Steiner

→ **Replace Steiner with Quina**

→ Levels are of utmost importance for a smooth Ozma fight. Finishing Hades with three alive is usually sufficient for everyone to reach the correct levels. If something went wrong, then you can put your characters' current EXP values in the [Ozma calculator](#) (make a copy to edit) to figure out how to get them to the following levels:

- **Zidane should be Lv. 36;** we need one character whose level is a multiple of four in order to bait **Lv. 4 Holy**, combined with **Chimera Armlet** to nullify the damage
- **Freya should be Lv. 34;** this is a minimum level for her to have enough MP to cast **Dragon's Breath** twice before needing an Elixir. She will still be short the

required MP at this level if she missed certain equipment level up bonuses, e.g. if you missed the Bran Bal menu for YANA. If she ends up at Lv. 35, this resolves potential MP issues and can also bait out **Lv. 5 Death**. In this case, we should be prepared to revive her with Zidane as soon as we see the cast

→ It's not the end of the world by any means if you don't have someone at a Level 5 multiple; it just tilts the scales a little more in your favour

→ **Amarant needs to be Lv. 33** in order to have enough magic stones to equip **Auto-Reflect** and **Power Throw**; **if he joined at Lv. 14, then he must be Lv. 34**. If he ends up being Lv. 35, then we should avoid having another character at a level five multiple and be prepared to revive him with Zidane; if he is Lv. 36, then we should again be prepared to revive

Ozma Menu

Freya | **Dragon's Hair** / Cross Helm / Defense Gloves / **Demon's Mail** / **Reflect Ring**

- Dragon's Hair, Demon's Mail, Reflect Ring

[R] Amarant | Kaiser Knuckles / **Green Beret** / Bracer / **Ninja Gear** / **Reflect Ring**

- Green Beret, Ninja Gear, Reflect Ring

[R] Zidane | Ultima Weapon / Mantra Band / **Chimera Armlet** / Ninja Gear / **RR** or **PB**

- Chimera Armlet, Power Belt (*if no second Rebirth Ring*)

[R] Quina | Fork / - / **Egoist's Armlet** / - / **Rebirth Ring**

- Egoist's Armlet, Rebirth Ring
 - ***Remove whatever is necessary***
Auto-Life

[R] Freya

- ***Remove whatever is necessary***
Auto-Reflect, MP+10%

[R] Amarant

- ***Remove all***
Auto-Reflect, Power Throw

[R] Zidane

- ***Remove whatever is necessary***
Auto-Life or Auto-Regen, HP+20%, Antibody, Clear Headed

→ **Heal** everyone, **Elixir** Freya

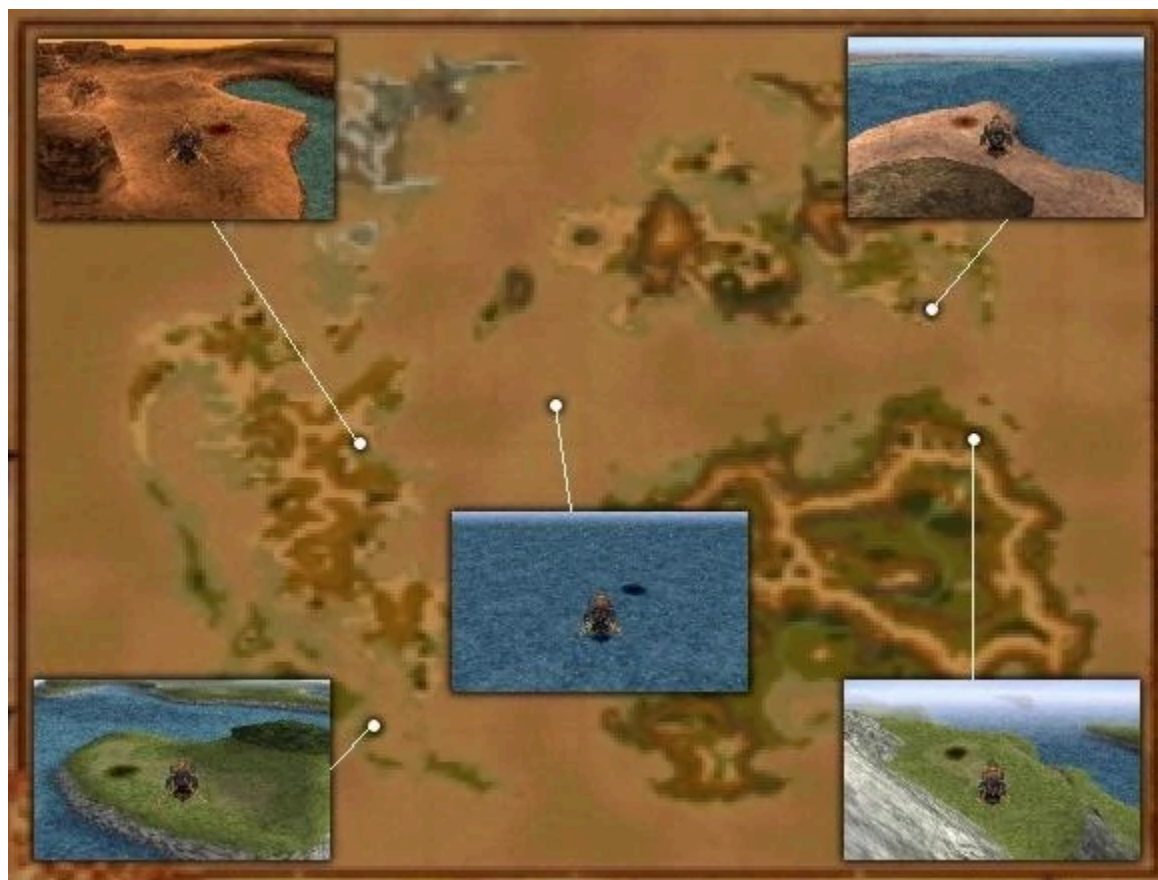
→ Get into a random encounter and **knock out Quina** so they revive with 1 HP

→ Arrange your items automatically, then manually put **Dark Matter**, **Wing Edges**, **Orichalcon**, **Elixirs**, and **Phoenix Downs** at the top for easy access

- *Note:* Manually arranging on HD is weird. There's a bug where you can't always select the actual item you want unless you arrange automatically first

→ To face Ozma, you must locate **Chocobo's Air Garden** on the world map. Check each location with the Invincible ([video](#)), then call Choco at the nearest tracks and use a

Dead Pepper while flying below the shadow:



Note: On PSX, the location is typically found in advance so that it can be easily located on the world map after failed Ozma attempts. This isn't necessary on HD since we have autosave to bring us right back to the Air Garden.

Ozma

55,535 HP

- Ozma's ATB gauge can fill automatically outside of its attack animations. If we do not queue our attacks before Ozma's attack animation finishes, it will interrupt our turn order with another attack. In general, we want to queue everyone's turns as soon as possible but hold Zidane in case we need to heal; but we should be sure to queue his turn before Ozma's animation finishes. We want this fight to be over fast to reduce our chances of seeing Meteor/Curse
- Ozma counters with **Berserk** after 10,000 and 20,000 damage, typically representing the second and third attacks by our party
- The ideal opening sequence is throwing **Dark Matter** with Zidane for the first 9,999 damage; throwing **Orichalcon** with Amarant and doing **Dragon's Breath** with Freya, resulting in two reflected Berserk counters; followed by **Limit Glove** with Quina

- Freya can only use Dragon's Breath twice before her MP runs out; you must use an Elixir on her the same turn she uses the second Dragon's Breath or she will miss a turn
- Some attacks:
 - **Curaga** can be a counter or a regular turn
 - **Doomsday** will heal Ozma, but not affect our party due to Ninja Gear, Egoist's Armlet, and Pumice Piece
 - **Level 5 Death** is a long animation, giving you plenty of time to queue attacks; don't forget to pop a Phoenix Down on whoever in your party is a Lv. 5 multiple
 - **Level 4 Holy** will target whoever is a Lv. 4 multiple, but they should have the Chimera Armlet equipped to nullify the damage
 - **Meteor/Curse** is death
- We can play a little more loosely since this is HD and it's *very* easy to restart the fight

Quale

- To fight Quale, you just need to **catch 99 frogs**. Do the menu beforehand so you don't get caught off-guard without the appropriate status protections

Quale Menu

Amarant | Kaiser Knuckles / Green Beret / Bracer / Ninja Gear / **Ribbon**

- Ribbon

[R] Zidane | Ultima Weapon / Mantra Band / **Glass Armlet** / Ninja Gear / **RR** or PB

- Glass Armlet

[R] Quina | Fork / - / - / - / -

- ***Egoist's Armlet***, ***Rebirth Ring***

[R] Freya | **Holy Lance** / Cross Helm / **Diamond Gloves** / Demon's Mail / **Rebirth Ring**

- Holy Lance, Diamond Gloves, Rebirth Ring
 - ***Auto-Reflect***, ***MP+10%***, Auto-Life, Accuracy+, MP Attack, Bird Killer, Man Eater, Antibody, Clear Headed

[R] Amarant

- ***Power Throw***, ***Auto-Reflect***, Accuracy+, MP Attack, Bird Killer, Man Eater, Clear Headed

[R] Zidane

- ***Remove whatever is necessary***
Auto-Life, Accuracy+, MP Attack, Bird Killer, Man Eater

→ **Core abilities at this point:** Accuracy+, MP Attack, Bird Killer (*for Trance Kuja and Necron afterwards*), Man Eater, Antibody (*Amarant will probably not have it*), Clear Headed

→ **Front row Zidane**

Quale

65,535 HP

Just attack—Quale is a total pushover when you have protection against status effects. Throw a Remedy or two if characters are affected by Mini

Backtracking through Memoria

- Return to the Invincible and **replace Quina with Steiner**
- Double back through Memoria, hopefully avoiding too many nasty encounters; be sure to **knock out Freya and Amarant/Steiner** before you reach Trance Kuja

Menu before Trance Kuja

Amarant | Kaiser Knuckles / Green Beret / Bracer / Ninja Gear / **Lapis Lazuli**

- Lapis Lazuli

[R] Zidane | Ultima Weapon / Mantra Band / **Chimera Armlet** / Ninja Gear / **RR** or PB

- Chimera Armlet

[R] Steiner | Excalibur II / Mythril Helm / Venetia Shield / Maximillian / **Running Shoes**

- Running Shoes

[R] Freya | Holy Lance / Cross Helm / - / **Minerva's Plate** / Rebirth Ring

- ***Diamond Gloves***, Minerva's Plate

[L] Steiner

■ ***HP+10%***, [left 1, down 1] ***HP+20%***, [up 3] Auto-Haste

→ **Essential abilities:** Auto-Haste (*on Steiner*), Accuracy+, MP Attack, Bird Killer

→ **Phoenix Down** any dead

→ **Hi-Potion** Zidane

→ **Ether** any with low MP

→ **Make sure Amarant isn't wearing the Ribbon or he won't be able to kill himself**

→ **Make sure Zidane is front row**

Trance Kuja

55,535 HP

Attack with Steiner + one other *or* Zidane + Freya + Amarant, then Charge! only

→ **Remove Auto-Life from Zidane if you have a second Rebirth Ring**

Necron

54,100 HP

After skipping over Grand Cross as usual, revive Steiner and ATB wait his attacks with Freya. Steiner should have four attacks total, and Freya will have two attacks plus Spear damage from the Jump. Freya has zero chance to underdamage Necron at Level 37; at lower levels, there is a risk for her to fall short of the 14104 damage required of her. Replacing one of Steiner's regular attacks with a Charge! will remove this risk

Frogs

This section was put together after going over the game's decompiled code in [Hades Workshop](#) and confirming what was written in [SoftReset's guide](#) about Qu's Marshes (and a little more). Many people have contributed to a better understanding of this extremely esoteric mini-game, but **Terence** on GameFAQs seems to have been the first to [elucidate some of the more granular details](#) such as the eighth-slot bug, precise marsh cycle periods, and Golden Frog mechanics.

Basic marsh mechanics

- There are four Qu's Marshes around the world, each with a different length cycle during which frogs can be born and grow up:
 - Mist Marsh** 17 minutes ("Lachenta Wetlands")
 - Outer Marsh** 12 minutes ("Donna Plains")
 - Forgotten Marsh** 25 minutes ("Blairsurpass Plains")
 - Island Marsh** 10 minutes ("Lanar Island")
- Each frog has a sex**, but this can only be determined visually in adult frogs. The females have pink and black stripes on their sides and reddish feet, while the males are completely green with yellow feet:



- Frogs have levels that they must pass through before they can mature** from tadpole to baby frog, and from baby frog to adult frog. They gain one level for each marsh cycle that passes. They are born at Level 1 and max out at Level 15, with the following maturity thresholds:
 - Level 1** Tadpole born
 - Level 5** Tadpole matures into baby frog
 - Level 10** Baby frog becomes adult frog

- Each marsh initializes at the start of a new game with a set number of frogs; notably, slots 7 and 8 on the Mist Continent and Outer Marsh are both empty:

<i>Slot</i>	<i>Mist Marsh</i>	<i>Outer Marsh</i>	<i>Forgotten Marsh</i>	<i>Island Marsh</i>
1	Lv. 1 Male	Lv. 1 Male	Lv. 1 Male	Lv. 9 Male
2	Lv. 1 Female	Lv. 1 Female	Lv. 1 Female	Lv. 9 Female
3	Lv. 5 Male	Lv. 5 Male	Lv. 5 Male	Lv. 7 Male
4	Lv. 5 Female	Lv. 5 Female	Lv. 5 Female	Lv. 7 Female
5	Lv. 10 Male	Lv. 10 Male	Lv. 10 Male	Lv. 13 Male
6	Lv. 10 Female	Lv. 10 Female	Lv. 10 Female	Lv. 13 Female
7	<i>Empty</i>	<i>Empty</i>	Lv. 10 Female	Lv. 13 Male
8	<i>Empty</i>	<i>Empty</i>	Lv. 10 Female	Lv. 13 Female

- New frogs can be born into empty slots** if there is at least one adult mating pair present. For every marsh cycle, each adult mating pair will attempt to mate in each open slot, with a 50% chance at success each time. These attempts continue until mating is successful, or until there are no slots left to try
 - Using the Mist Continent as an example, six or seven marsh cycles have passed when we enter for the first time. Due to the predetermined starting conditions of the marsh, we will always have two adult mating pairs and two opposite-sex babies at this point
 - As for the two empty slots, we're most likely to end up with a baby and tadpole (both of unknown sex), but depending on how long it takes the mating pairs to fill the empty slots, we might instead see two baby frogs or two tadpoles
- Time does not really pass in the marsh once we leave; frog growth and births are only calculated the moment we enter. Entering a marsh is what locks in the RNG, so **we should almost always save before we enter a marsh**. The guide will indicate when you absolutely *must* save
- We can reload a save and enter a marsh again to “reroll” certain RNG.** This RNG applies to new births only; it will not affect any frogs who were present on the previous visit. However, if we know that a minimum number of cycles have passed where we should have a full pond of catchable frogs but we see a

tadpole, we can reload our save until we get favorable birth RNG that results in no tadpoles

- For some reason, the game was coded such that only the frogs in slots 1 through 5 are loaded in when we first encounter Quina, plus a dummy male frog that Zidane can catch; and when we meet them in the marsh a second time, we can only see the frogs occupying slots 1 through 6 before they rejoin the party. Weird! This may be done to hide the Golden Frog from view, and/or to reduce computational strain by removing a couple frog models in situations where Quina is not in our party to catch them anyway
- The marsh cycle timer only starts ticking when we exit onto the world map, so it's important to **note the in-game time when we leave a marsh**

Golden Frog

- The presence of an adult **Golden Frog** allows other frogs in the same marsh to mature more quickly and can increase the chance of successful mating as well
- The Golden Frog has a sex like the other frogs, but this cannot be determined visually; when it matures into an adult, it reveals its gold appearance instead
- The Golden Frog has a “**quality**” that determines how much it can accelerate marsh growth. There is an equal chance to get each of these qualities, which correspond to a reduction in the maturity thresholds for the marsh, as follows:
 - **High quality**
 - *Level 1* Baby frog born (*i.e., there will never be tadpoles*)
 - *Level 2* Baby frog becomes adult frog
 - **Mid quality**
 - *Level 1* Tadpole born
 - *Level 2* Tadpole becomes baby frog
 - *Level 4* Baby frog becomes adult frog
 - **Low quality**
 - *Level 1* Tadpole born
 - *Level 3* Tadpole becomes baby frog
 - *Level 6* Baby frog becomes adult frog
- Assuming that we leave two mating pairs behind, a marsh will fill with catchable frogs after a minimum number of cycles depending on the quality of the Golden Frog:

○ High quality	Marsh fills every 2 cycles
○ Mid quality	Marsh fills every 3 cycles
○ Low quality	Marsh fills every 4 cycles
○ No gold	Marsh fills every 6 cycles

- Separately, **the Golden Frog can increase the chance of successful mating** in its home marsh by a random amount, from the original 50% chance all the way up to 100%. We can say in general that the Golden Frog is very likely to increase the birth rate, meaning empty slots can get filled more quickly
- **The chance of a newborn frog being the Golden Frog is 50%** as long as the Golden Frog does not already exist somewhere in the world, but it cannot be identified until it matures into an adult
- Since we visit the Mist Continent marsh twice before going to any others, it's *extremely* likely that it will be born in that marsh. **We have to be careful not to eat any babies in the Mist marsh until the Golden Frog has matured.** When we visit this marsh for the first time, slots 7 and 8 are empty. The chance of one of those newborn frogs becoming the Golden Frog is 75%. On the second visit, we have four open slots due to the frogs we caught before, and the chance of one of these six total newborn frogs being the Golden Frog grows to over 98%
- There is a remote chance that the Golden Frog will be born on the Outer Continent, but this is so rare that this guide doesn't consider it. As monkeyslinger points out in his guide for PSX, we prefer the Golden Frog in a marsh that has a longer cycle to maximize time save; the Outer marsh has a shorter cycle period of 11 $\frac{1}{2}$ minutes, so it's less ideal than the Mist marsh. Additionally, this shorter cycle would make it awkward to fit in visits between story segments if a Golden Frog were present

Eighth-slot bug

- **We always need to leave at least one mating pair behind.** When we leave a marsh, the code tallies the total numbers of male and female frogs. This includes the babies, tadpoles, and even the Golden Frog—all whose sexes cannot be determined visually. If there is not at least one frog of each sex present, then the marsh resets with a male and female Level 1 tadpole in slots 1 and 2, which is devastating in a speedrun context. It's therefore imperative to leave at least one male and one female in a marsh

- This isn't quite enough, unfortunately; there is also an **eighth-slot bug** whereby one frog does not count towards the tally of male and female frogs in the pond. This bug means that we can end up with an empty pond even if we leave a mating pair behind, because one of those frogs could be occupying slot 8
 - If you're curious, this happens because the sexes are tallied in a way that skips over slot 8. We can't know how the game developers originally wrote the code, but this error can be seen in Tirlititi's Hades Workshop syntax, where the loop index is decremented before the tallying begins, starting with slot 7 rather than 8:

```

if ( ( General_FieldEntrance & 4080 ) != 48 ) {
  set VAR_LocInt8_0 = 7      create an index that goes from 0-7;
  set VARL_GenUInt8_408 = 0  initialize tally of male frogs;
  set VARL_GenUInt8_409 = 0  initialize tally of female frogs;
  while ( ( VAR_LocInt8_0-- ) >= 0 ) { loop over the slots, starting with slot 7;
    if ( ( VAR_GlobUInt8_33 >> VAR_LocInt8_0 ) & 1 ) { if the slot is occupied,
      if ( ( VAR_GlobUInt8_35 >> VAR_LocInt8_0 ) & 1 ) { check the sex,
        set VARL_GenUInt8_409++ add to the tally if a frog is female;
      } else {
        set VARL_GenUInt8_408++ otherwise, add to the tally if frog is male
      }
    }
  }
}

```

- Checking for the eighth-slot bug involves simply leaving and re-entering the marsh. If there are tadpoles, then we have to reload a save and try again; if our frogs are as we left them, then it's safe to leave and continue the run. On PSX, it makes sense to make a second save outside the marsh before going back in to check for this bug. This way, one can reset the console and continue on from the second save instead of dealing with random encounters on the way out. We don't typically get marsh encounters on HD, so it's faster to just exit the marsh after checking; there's no need to make a second save
- If we have a Golden Frog on our second visit to the Mist Continent marsh, we know for certain that it occupies slot 7 or 8. This makes it hard to confirm the sex of the Golden Frog. We can try leaving the Golden Frog alone with frogs of one sex, checking if the marsh resets, and then repeating with frogs of the other sex if necessary; but there's a 50% chance that the marsh will reset in both cases because the Golden Frog is in the eighth slot
- On the other hand, if we instead see the Golden Frog on our third visit, we can be sure that the Golden Frog is not in the eighth slot* and confirm the sex on this visit. Ideally, you want to leave the Golden Frog alone with *two* other frogs when you do this test because one of them could be in the eighth slot as well

- *Note:* This is only true if we had four adult frogs on our second visit. On HD, it's possible for the Golden Frog to still be a baby on disc 2 due to poor birth RNG, and in this case we would only see three adults

Chocobo Hot & Cold

This section was put together with insight from monkeyslinger's PSX notes, the Japanese *Ultimania* guide, and decompiled code from [Hades Workshop](#). This information can help you complete Hot & Cold segments as efficiently as possible.

- **You can find up to eight treasures per round,** after which Mene will stop you and tell you that he'll go out of business if you don't stop. This is hard to do in the beginning because Choco is pretty slow
- In the Lagoon, you can only find up to four treasures, but this expands to eight once you get the Ocean ability
- **There are discrete locations where treasures can be found;** these form eight horizontal lines in the Forest, with a ninth added once you acquire the Mountain ability; and five diagonal lines in the Lagoon, with four more added once you acquire the Ocean ability
- For each round, **once you find a treasure along one of these lines, no further treasure can be found along that line,** reducing the range you need to search over
- The lines can be hard to tell apart, but you'll get a feel for them as you continue playing. Some are pretty easy to distinguish—for example, if you find a treasure at the very top of the Forest, you never have to peck up there again. Likewise, if you find a treasure on one of the cliffs, you don't have to bother checking either one again since they share a line. The line that covers the entrance to the Lagoon is similarly easy to isolate
- **Once you find a Chocograph, you cannot find another in the same round;** you can still find Chocograph Pieces if they are available, however
- **There are six Chocograph Pieces total, which form the *Mist Ocean Chocograph* when complete.** These fragments can be found at either location.

You can find up to four Chocograph Pieces until you get the Hilda Garde 3, at which point the final two become available

- Your chances of finding a Chocograph for the first time are high, starting out at 25% for the first few treasures and increasing to 66% for the eighth treasure. This will always be the **Streamside** Chocograph
- After you've found the first Chocograph, your chances to find another in subsequent rounds are reduced:

Items found	0	1	2	3	4	5	6	7
Chance for Chocograph	6.25%	6.25%	6.25%	7.42%	12.5%	18.0%	34.4%	47.3%
	1/16	1/16	1/16	~1/13	1/8	~1/6	~1/3	~1/2

Note that your *cumulative* chance of finding a Chocograph if you dig up all the treasures in one round is around 80%, so it's worth trying to put Mene out of business

- Chocograph Pieces don't work the same way as Chocographs; if there are pieces available to be found, then you have a similar chance at finding them as you do Ore and 200 Gil

Forest Treasure Map

Treasure lines from *Ultimania*:



Treasure nodes from the source code:



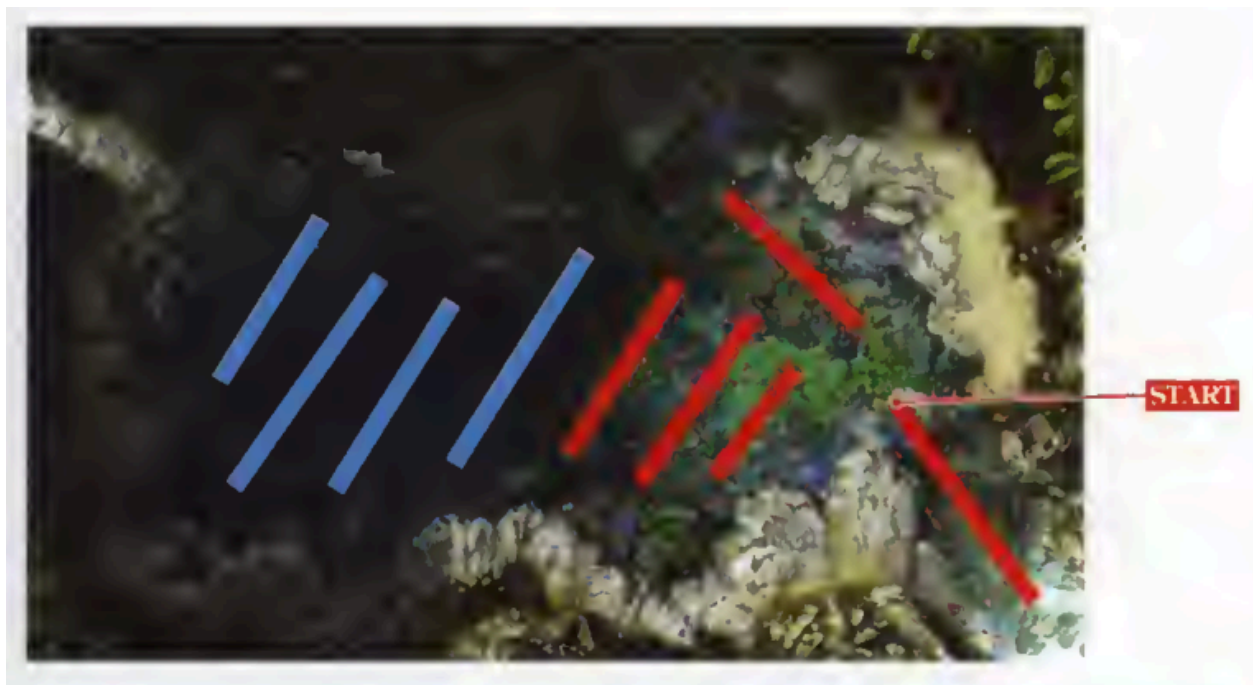
The walk mesh is not overlaid perfectly on the background and the points were plotted by hand, but this gives you the right idea. The purple nodes are considered one line; once you find a treasure along this line, you do not need to check the cliffs again for

the rest of the round. The same thing goes for the other lines that are interrupted by tree roots or the stump

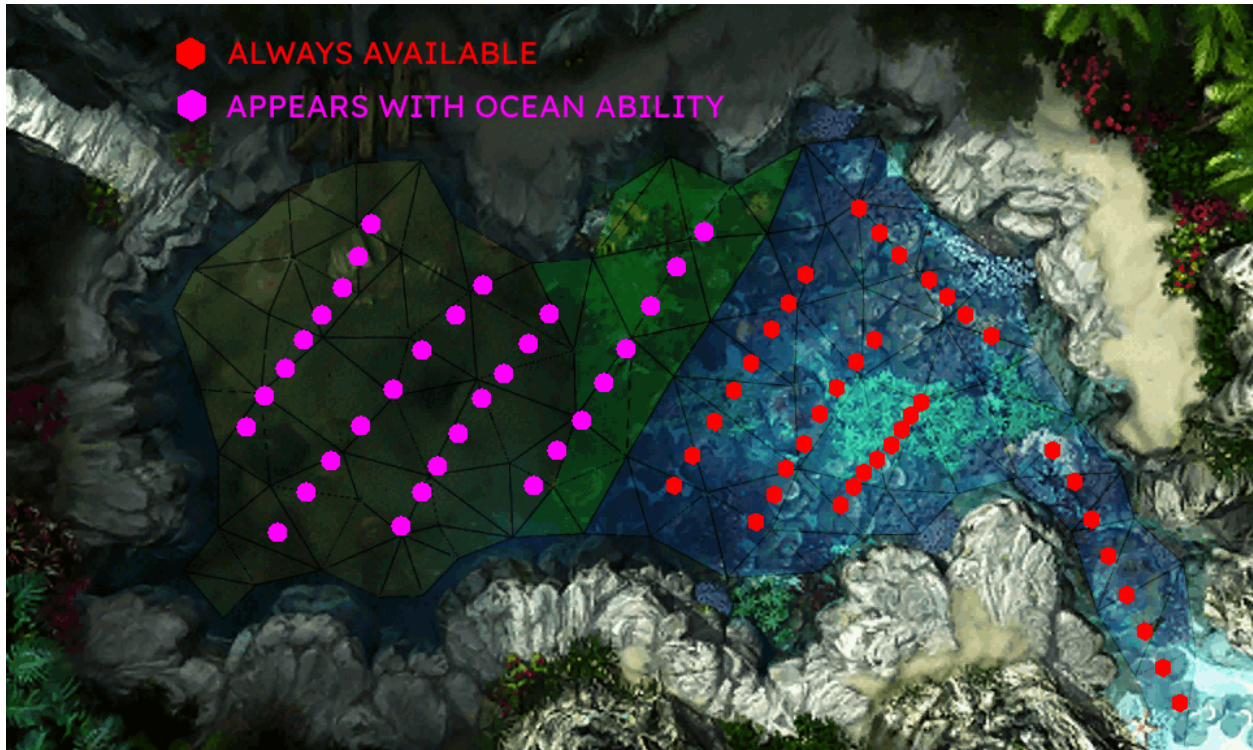
Certain treasure nodes (shown in yellow) disappear once the Mountain ability has been unlocked, effectively shortening three lines; this ensures that treasures are not too close to the climb prompts for the cliffs

Lagoon Treasure Map

Treasure lines from *Ultimania*:



Treasure nodes from the source code:



Update history

Last updated March 17, 2025

- Included a link for the CSR fix for practice

April 15, 2024

- **Finally updated disc 4 menus with input from Keeper.** Steiner now has HP+10% and HP+20% instead of Counter on Deathguise, leaning less into Petro route strats as a backup when everyone dies to Meteor, and more into the idea that we could give Steiner a better chance to survive and make sleep strats more likely; we also remove Bird Killer after Hades then put it back on before Deathguise due to lack of stones
- **Added note to revive Quina if you put on Mage Masher in Burmecia;** can make Beatrix 1 a little faster with one extra body; for Jump skip purposes, suicide by Fork is guaranteed as long as Quina isn't healed

- **Also revive Quina before Beatrix 2, but *heal them* so Freya does not cover them.** They'll go down in one hit, so it's just a couple more inputs to provide an extra body for Beatrix to target (or to revive the others without losing more damage)
- **Amarant gets Counter after Amdusias, not before—a counter can prematurely finish the fight before Zidane is dead**
- TODO: test Memoria menus. they're always going to be a little messy due to variable levels/AP surrounding Ozma/Quale/etc. though

November 16, 2023

- **Amarant is back on top for Disc 4**
- **Added note about Mini status on Quale**

October 30, 2023

- **Added link for modified autosplitter**

October 18, 2023

- **Cleaned up the Bran Bal sell menu**
- **Amarant is now a power bottom on Disc 4**

October 16, 2023

- **We now keep Amarant alive on Amdusias** so that he can reach Lv. 33 without needing to seek out a Grand Dragon or other encounters; this gives us enough stones for Power Throw as long as Amarant joins at Lv. 13
- Freya loses EXP from this, but she can still be Lv. 34 (and thus have enough MP for two Dragon's Breath attacks against Ozma before needing an Elixir) if we **make sure that Vivi is dead on one of the double Red Dragon fights**
 - This relies somewhat precariously on equipment level up bonuses for her Magic stat. If you forget to do the Bran Bal menu where the Minerva Plate (which has a +2 Magic level up bonus) is equipped on Freya, she will end up just shy of gaining an extra Magic point. This missing skill point will result in insufficient MP for the Ozma fight ($MP = \text{Magic} * \text{MPMod} / 100$, recalculated on every level up)

- There is no other menu quite like Bran Bal in this regard, because Amdusias can still be killed easily without it, and the EXP and AP chart is basically unaffected by missing it. You also can't reset during the fight to fix the problem like you can with Tantarion or others
- Getting her to Level 35 will resolve the MP issue
- **Quale/Hades (whichever comes first) now requires only three characters being alive by the end.** This is pretty easy for Quale, but requires counting on Hades so that Steiner can be knocked out

October 12, 2023

- **Separated disc four into two sections depending on whether Quale/Ozma occurs before or after Memoria;** it's not the most elegant solution, but it's so messy to try to write out nice menus otherwise

October 8, 2023

- **Finished writing AP chart and back-ups**
- **Added short videos showing how to get to the Lagoon and Air Garden**
- **Added list of tutorial video clips at the top of the guide**
- **Shifted party order on Esto Gaza**
- **Included a rough frog count for different sections**
- *TODO: check anything with "???" Imao*
- *TODO: maybe include a rough frog count for each marsh section? That's kinda what the spreadsheets are for, but as a quick reference, maybe useful*

October 3, 2023

- Found out from Kenorah's run that 2 Plant Spiders only give 1 AP, which results in being 1 AP short for Flee. Decided to fix this by going back to Mythik route and **equipping Germinas Boots on Zidane for Tantarion** instead of Yellow Scarf. This means we always learn Alert now, which means we can avoid back attacks on the Iifa elevator as well. However, because we get so few encounters, we need to fix Zidane's Bird Killer AP which was my entire reason for having Yellow Scarf on Tantarion in the first place. Now he gets **Adaman Vest instead of Judo Uniform on Ark**, and **Judo Uniform gets worn on Taharka instead.** We also skip giving Eiko the Adaman Vest after Soulcase so we don't have to take it off

to give to Amarant in Desert Palace—it's not a big deal if Mistodons kill her with fire because we have Auto-Haste on Zidane

- **Added directions for all the Red Dragons fights.** Will be on the lookout for other bits that are confusing to people who have run NMS but are unfamiliar with All Bosses
- **Optimized the Treno Auction House with notes from monkeyslinger**
- **Made a separate Ozma EXP calculator**

Previous routing notes

We buy an extra Feather Hat in Dali and an extra Steepled Hat in Lindblum in order to synth a third Yellow Scarf to give to Quina for Millionaire early on. This does not require extra pick-ups since we reset for 100 Nobles on HD

We keep one of the Cotton Robes for Vivi, like most Tant routes. This loses 2,000 gil from the Cotton Robe scam relative to Falc route, but we can steal a Steepled Hat and/or do the Steiner Ether pickup

Mythik route leaves Freya pretty useless after Tant up to Ark so that she can learn Dragon Killer. ~~We have her learn Dragon Killer on the Cleyra invasion and deposit extra AP onto Tantarion to make sure she learns everything.~~ Now she learns with Tant + Red Dragons + Taharka

more mythik route differences:

* puts feather hat on vivi before grotto, not on dagger in dali underground, but then dagger gets it later anyway so let's reduce menus bc this is HD

* freya is useless from tant until ark in the interest of her learning dragon killer. I hate this

* we can drop quina after EG (strip equipment in bran bal). at the start of disc four, we can get ultima weapon and sleeplock with zidane, so night is not worthwhile

* on mythik route, freya won't learn antibody for tant if she's dead on gizamaluke. keeping her alive on giza can be super annoying, especially on a soul blade fight, so I'm keeping bronze gloves on (and coral ring, to retain man eater) during the cleyra invasion. she gets so much AP from tantarion for bird killer that this change is OK. there's only one issue --> no yellow scarf means she's a LOT more likely to underdamage. but I think losing EXP/AP on the invasion is better than having to reset if she doesn't survive giza

* buying more potions leaving lindblum because of the presence of quina + need for potions on tantarian

monkeyslinger differences:

* it's extremely possible not to have enough peridots for synthing reflect and rebirth rings on HD, because we can have a zero encounter iifa (not kill any stropers) and have low or no drops from mistodons

* monkeyslinger makes an extra gold choker only if cards is lost; we'll make an extra one no matter what and wear it on red dragons, similar to falc route

* freya has zero wind protection on ark or red dragons (!). this feels like a totally unnecessary risk, but it's probably necessary for AP on his route. since we dig up the gauntlets anyway, we'll put em on before ark

* no rebirth strats on YANA. we don't make a backup rebirth ring until disc 4, so let's just assume no RR for simplicity

alexandria escape: killing dagger but reviving for last fight

the alexandria escape presents a pretty tricky situation for our character levels:

* on any% routes, we want garnet to gain some levels here so that she has a chance to survive at least one turn against lani. this is less of a concern with auto-haste on vivi

* we would like zidane to reach lvl 16 for armodullahan (who casts level 5 death) so that we can survive and use flee. but in practice, this will rarely happen on HD. zidane will not reach lvl 16 without a random encounter somewhere up to this point; he also won't reach lvl 16 if any guards flee on the cleyra invasion, which is very likely

* we want eiko to be able to survive hilgigars, which requires lvl 9 eiko + desert boots. eiko joins at the average party level, and dagger and quina bring that average down. dagger is unlikely to have gained EXP from a gargan roo encounter, and quina is unlikely to have gained EXP through a cleyra trunk encounter (plus we keep them dead through all forced fights that provide EXP), so they will both be lvl 1 or 2

* we simultaneously need to keep the average party level low so that amaranth does not join at lvl 14. ideally we want him to join at lvl 13 so that he will have enough magic stones to equip power throw at lvl 33

* solution = dagger dead on two fights, alive on the last one. we would need to revive her after the last one anyway for the pre-ravu heal