

FINAL FANTASY IX

By Mrzwanzig

- This document is no longer being updated. Please note that modern routes kill Tantarion and are vastly different. Some great resources for newer routes can be found over at <http://www.speedrun.com/ff9/guides>. Because of the large differences, I do not recommend new runners learn this older route, but I am leaving the guide up for legacy's sake.

- For equipment optimizations, I like to list what the optimize function puts on (excluding stuff you immediately unequip afterwards) to more easily keep track of where my equipment is. This is listed in brackets after each optimization.
- When an ability or piece of equipment is coloured **red**, you unequip it.
- Parts of some menus are between asterisks. These denote that this part of the menu is optional based on certain variables. Look next to it for an explanation of the condition.
- Explaining where to go in text is incredibly awkward and lengthy for my liking, so I generally only cover story triggers when they're obtuse or tough to remember. If you speedrun this game, I assume you know where to go. Otherwise, take a look at Chuckolator's notes, which include story triggers: <http://pastebin.com/Y5yzH6Jw>
- Most boss strategies in this game are non-linear, because you have to adapt to what the boss does. Therefore, the boss strats in the main guide are very brief, only covering the general idea of the fight. More detailed descriptions of the finer points are listed in the Battle Strategies section near the end of the guide.

Changelog

15-03-2016: Moved buying softs to Dragon Gate shop (cuts out BMV item shop).

29-12-2015: Moved equipping Counter to before Amarant, Demon's Vest strats on Zidane for YANA, Reflect Ring on Vivi for Desert Palace.

08-09-2015: Some small menu optimizations: cut out Pumice Piece on Vivi and Lamia's Tiara on Valia Pira (unnecessary), moved Zidane's equips before Meltigemini to Ipsen's Castle (+1 mdef on Melti).

05-06-2015: Cleaned up the rather messy backup strats for Amarant learning Bird & Devil Killer. Should be a lot less confusing now. Not sure why I didn't do this earlier, I did it in my PB too.

15-04-2015: New Hilgigars strat eliminates the need for Reflect. Hilgigars and Iifa Tree menus changed accordingly.

Disc 1

Alexandria

- To mash through text boxes optimally, alternate pressing X and Square.
- Options
 - Cursor: Memory
 - Battle Camera: Fixed
 - Movement: Run
 - Both bars full
- **Masked Man:** Steal Mage Masher (decide for yourself how long you allow it go before you reset), suicide everyone. Note if you steal a Wrist in the process.
- Progress through Alexandria with Vivi, pick up Tent inside the clock tower (left of the entrance).
- **King Leo:** Defeat Zenero/Benero, then Leo (don't attack Zenero/Benero with Cinna).

- Swordfight: If you get 100 nobles, you will get 10000 Gil, and you can afford to skip some of the more out of the way pickups that are only for money (Ethers, Phoenix Pinions, Gil).
- **Be sure not to give an encore (choose second option)**
- Menu
 - Zidane: Optimize (Mage Masher)
- Progress with Steiner, then Zidane.
- **Steiner 1:** Attack with Zidane (takes 2 hits), try to steal Silk Shirt with others (not required).
- **Steiner 2+3:** Suicide all but Garnet. Let Garnet kill whoever has the worst ATB.

Evil forest

- Kill any encounters you get before Prison Cage (being level 2 will skip detrance on Prison Cage 1, plus easier level 4 before Sealion).
- Note that this is an exception. For most encounters throughout the game, try to run regularly with L1 + R1 (rarely works) and use Zidane's Flee. I will mention areas where you can easily kill encounters for exp/AP.
- **Prison Cage 1:** Zidane + Steiner attack, Zidane Free Energy.
- **Prison Cage 2:** Zidane steal until Broadsword, attack until dead. Note if you steal a Leather Wrist in the process.
- Progress through the Prima Vista, picking up 3 Ethers along the way (Vivi's room, outside Steiner's room, inside Steiner's room after picking him up).
- **Baku:** 3 attacks
- Kill encounters by attacking/Fire All (Fire Sword for Dendrobium).
- Split third screen by heading in/out on the left.
- Heal Steiner and Vivi before the boss if necessary.
- **Plant Brain** (510 HP)
 - Suicide Zidane (Vivi Fire him if he misses himself).
 - Blank attack, Steiner Fire Sword, Vivi Fire will kill.
- Menu:
 - Phoenix down + Potion on Zidane, Eyedrops on Steiner if necessary
 - Blank: Broadsword, unequip the rest
 - Steiner: Optimize (Iron Sword)
 - Vivi: Optimize (Silk Shirt)
 - *Zidane: Optimize (Silk Shirt)* *If Silk Shirt stolen from Steiner 1
 - Steiner Abilities: Bird Killer
- **Plant Spiders:** Kill with attacks or Fire All, try to get Zidane to level 4 if possible (101 total Exp). Plant Spiders give 22 each, so suicide characters accordingly.
- End moogles tutorial, run to Ice Cavern on the world map.

Ice Cavern

- Pick up Tent (first screen).
- If Zidane isn't level 4 on last screen, force encounter (attacks/Fire all, suicide Garnet if necessary).
- Before boss: Cure All to full if necessary.
- **Black Waltz 1 & Sealion** (229 + 472 HP)
 - Attack Waltz (3 hits)
 - Attack, then Hi-Potion (other way around if your HP < 37)
 - Attack until 3 total hits, Potion, Two or three more hits (depends on damage luck)
- Cure Zidane.
- For encounters, either Flee or Fire all, depending on who has better ATB.
- World Map: Stutterstep by rhythmically mashing the D-pad to take single steps (low chance of encounters, avoid forests). Not necessary when a continent marker is up (going to Ice Cavern, first few seconds after Fossil Roo).

Dali

- Head into pumpkin patch and back, twice in and out of the item shop, then talk to Vivi.
- Enter weapon shop, pick second dialogue option twice.
- Shop
 - 4 Wrists
 - 3 Feather Hats
- Pick up Leather Wrist if not stolen from Prison Cage 2 (fourth underground screen).
- Pick up two items while waiting for old man to move down stairs. Go inside the house when he's a few steps from the bottom.
- Second dialogue option at barrel.
- **Black Waltz 2** (1030 HP)
 - Zidane attack twice, Steiner Fire Sword
 - Wait for attack, suicide the attacked, unless it's Steiner
 - Fire Sword, attack and Cure until victory
- When prompted, choose to get on the airship. **Choosing the option too quickly may softlock the game.**
- **Black Waltz 3** (1128 HP)
 - Zidane attack (input quickly), Steiner Fire Sword, Vivi Double Fire
 - Zidane steal attempt (Steepled Hat/Linen Cuirass/Silver Gloves), Steiner Fire Sword, Vivi Double Fire

Lindblum

- End moogles tutorial, go to shops.
- Sell
 - All Ethers + Phoenix Pinion + Broadsword + Dagger
 - Silver Gloves/Linen Cuirass if stolen from BW3

- 10120 Gil needed to buy everything here (9860 if you stole a Steeped Hat). If barely short, sell some restorative items. If way short, buy one less Steeped Hat and synth one less Cotton Robe.
- Buy
 - 2 Mage Mashers
 - 3 Glass Armlets
 - 6 Steeped Hats (5 if stolen from BW3)
 - 1 Headgear
 - 1 Iron Helm
 - 1 Leather Plate
- Synthesize
 - 1 Ogre
 - 4 Cotton Robes
 - 2 Yellow Scarves
- Go to theater district, visit hideout, go to castle, enter bedroom (talk to Steiner) then back, get blocked by guard at elevator, talk to sleeping guard, go up elevator and see Garnet.
- Telescope: Start in the middle, hit all the spots (I go counter-clockwise).
- Suicide to the first enemy in the festival.
- Shop at Dragon's Gate
 - Sell Cotton Robes
 - Buy 31 Potions, 21 Phoenix Downs, 11 Softs
- Pick up Tent in the corner on the right.
- Stutterstep to Chocobo Forest, watch scene and exit. Menu at Chocobo tracks.
- Menu:
 - Zidane: Optimize (Feather Hat/Glass Armlet/Leather Plate), Mage Masher, Coral Ring
 - Freya: Optimize (Iron Helm/Yellow Scarf)
 - Vivi: Glass Armlet
 - Zidane Abilities: Man Eater
 - Freya Abilities: Bird Killer, Cover, Level Up
 - Arrange items, use Gysahl Greens
- Back to the forest, buy 5 Gysahl Greens, ride to the grotto.

Gizamaluke's Grotto

- Before going through first door, give Zidane the Ogre.
- **Black Mages** (both fights): Attack with Zidane, can use ATB wait trick as Zidane outspeeds them, kill Vivi for more exp if you like
- Menu
 - Zidane: Mage Masher
 - Heal everyone to full
- Progress through Grotto, menu just before the boss

- Zidane: Optimize (Ogre/Yellow Scarf), Headgear
 - Zidane Abilities: Bird Killer
 - Freya front row
- **Gizamaluke** (3175 HP)
 - Use Tents until you find a snake, Soul Blade if all Tents fail
 - Zidane + Freya attack, Vivi heal
- As Steiner, pick up Multina Racket (left), talk to person left (second option), talk to two people right (first option).
- Menu on world map
 - Zidane: Mage Masher, Coral Ring
 - Zidane Abilities: Man Eater

Burmecia

- Menu IMMEDIATELY after entering second screen:
 - Zidane: Ogre
- **Black Mages**: Same thing as before
- Menu
 - Zidane: Mage Masher
 - Heal all to full
- Progress through Burmecia (path on the right), **hold circle to walk across bridge to pick up Germinas Boots, THEN collapse the bridge by running.**
- Menu
 - Zidane: Germinas Boots
 - Freya: Coral Ring
 - Zidane Abilities: Alert
- Progress normally. After scene with collapsing statue, split up first screen, pick up Tent in first chest on second screen, split up third screen, pick second dialogue option when talking to Freya.
- **Beatrix** (3630 HP)
 - Wait it out, revive and try to steal Chain Plate on turns where nobody dies.

Disc 2

South Gate

- Talk to lady behind counter, take lower exit, go back in, talk to Marcus, shop, then talk to Steiner.
- Buy
 - 2 Mythril Gloves
- Menu
 - Equip: Garnet: Optimize (Multina Racket/Feather Hat/Glass Armlet/Yellow Scarf)
 - Steiner: Optimize (Mythril Gloves/Yellow Scarf)

- Steiner Abilities: **Bird Killer**, Man Eater
 - Garnet Abilities: Antibody
- **Black Waltz 3** (1292 HP)
 - All attack. If Steiner dies early on, suicide Marcus so he cracks.
- Pick up Gil chest on screen before the gate.

Treno

- **Do the first ATE**, go get the Power Belt, go find Garnet at auction house, pick up Gil to the left in front of it.
- Buy
 - Mythril Sword
 - Ice Staff
 - Bone Wrist
 - Magus Hat
 - Bandana
 - Barbut
 - *Chain Plate* *If not stolen from Beatrix
 - Chain Mail
- Menu
 - Steiner: Optimize (Mythril Sword/Barbut/Chain Mail/Power Belt)
 - Steiner Abilities: HP+10%, MP Attack, Bug Killer, Alert
 - Cure Steiner to full
- After the scenes at the hideout, pick up Mythril Dagger outside Tot's tower.

Gargan Roo

- Fight encounters if you get them (attack with Steiner).
- **Ralvurahva** (2296 HP)
 - If leveled up, go aggressive.
 - If not, only attack with Steiner and join with the others if nobody got killed that round, revive otherwise.

Cleyra's Trunk

- Encounters: Flee or Blizzara (all) (hit the core on Sand Golems) depending on ATB. Killing at least one encounter here SHOULD give Freya enough AP to learn Bird Killer + Cover on this disc (made up for in disc 3 if not).
- Menu after picking up Magician Shoes (third screen)
 - Zidane: Optimize (Bandana/Bone Wrist/Chain Plate)
 - Vivi: Optimize (Ice Staff/Magus Hat/Magician Shoes)
 - Zidane: Mage Masher, Germinas Boots

- Freya: Bronze Armor, Mythril Gloves
 - Freya Abilities: Bird Killer, Man Eater
 - Zidane Abilities: Man Eater, Insomniac, Alert
- Pick up Ether in screen with sand switch.

Cleyra

- **Skip the tour (second option)**, pick up Phoenix Pinion on stairs.
- Shop (at Cleyran in front of the inn)
 - If < 2160 gil, sell Tents/Phoenix Pinion
 - Partisan
 - Mythril Rod
- Talk to priest in church, pick up Yellow Scarf in church (left of entrance), run back down.
- **Antlion** (3938 HP)
 - 3 Blizzara, 2 Lancer, Zidane heal (may need a third Lancer)
- Menu
 - Zidane: Ogre
 - Freya: Optimize (Partisan/Linen Cuirass/Yellow Scarf)
- Soldier fights: Attack with Zidane and Freya, use Vivi to soften Zidane's up if he gets his turn before Zidane (less exp if they run).
- Choices: second, first, first (apologies to the kids, but the fight is quicker)
- More easy fights. (use Blizzara if you wish, but you want to have at least 36 MP for Beatrix, Ether before it if you run low)
- Talk to all the people on the left when chasing Beatrix to receive items (except the kids if you're using Tot strats for the card tournament).
- Menu
 - Freya: Coral Ring
 - Freya Abilities: Cover, Insomniac
 - Heal to full
- **Beatrix II** (4736 HP)
 - Attack, Blizzara and heal

Alexandria

- Swing once five times, twice five times, thrice four times (start by swinging left)
- Try guard skip, fail, cry, fight guards (attack with Steiner to kill)
- In the first inside area, ducking in and out of the screen to the left makes it less likely the guards will catch you.
- Pick up Ice Brand + Tent on the screen with the rotating platform.
- Menu
 - Steiner: Optimize (Ice Brand)
- **Zorn & Thorn** (4896 & 2984 HP)
 - All but Vivi attack Thorn, Vivi Blizzara Thorn

- **Beatrix** (5709 HP)
 - Go all out with attacks and Blizzara, don't bother reviving anyone except Steiner.
- Bandersnatch: Climhazzard
- Menu
 - Steiner: Yellow Scarf
 - Zidane: Power Belt, Leather Wrist
 - Zidane Abilities: MP Attack, Beast Killer
- 3 Black Mages: Steiner kills one, Vivi another, Zidane another
- 2 Bandersnatches: Zidane + Vivi attack one, Steiner + Garnet another
- 1 Bandersnatch: Zidane + whoever attack
- 2 Bandersnatches: Climhazzard
- 2 Bandersnatches: Climhazzard
- **Ralvuimago** (3352 HP)
 - Blizzara, Blizzara, attack (with steals if appropriate)
- Head straight for the exit in Pinnacle Rocks (sorry Ramuh).

Lindblum

- Hug left wall in first screen to avoid dialogue.
- Synthesize:
 - Exploda
 - 2 Desert Boots

Qu's Marsh

- Menu after getting Quina
 - Zidane: Optimize (Exploda/Bone Wrist)
 - Quina: Optimize (Headgear/Yellow Scarf), **Glass Armlet, Silk Shirt**
 - Quina Abilities: Millionaire
 - Quina back row

Fossil Roo

- Chase screens: run on top, bottom, top
- **Lani** (5708 HP)
 - 3 Zidane attacks, 2 Vivi Blizzaras, Garnet defend, Quina revive Garnet if she dies early
- Menu:
 - Zidane: Germinas Boots
 - Zidane Abilities: Alert
 - Cure to full
- Run through Fossil Roo, flee from all encounters.

- On the T-shaped screen, initiating a card game with the miner halfway through resets the encounter rate (arguably worth it on second pass through).
- World Map: Run while marker is up, stutterstep to Chocobo tracks, arrange items, use Greens and ride to Conde Petie

Conde Petie

- Pick up Gil to the left at entrance, more Gil behind bed in far left room, Diamond on marriage altar thingy, talk to Vivi.
- Ride to Black Mage Forest, take right, right, left, left, right paths.

Black Mage Village

- Pick up Elixir outside weapon shop.
- Sell
 - Tents
 - Phoenix Pinions
- Buy
 - 3 Mythril Daggers
 - Stardust Rod
 - *1 Oak Staff* *If not stolen from Ralvuimago
 - 2 Magic Armlets
 - 1 Mage's Hat
 - 2 Lamia's Tiaras
 - 1 Ritual Hat
 - *1 Adaman Vest* *If not stolen from Ralvuimago
 - 1 Magician Cloak
- Pick up Ether in Item shop.
- After cutscenes at the inn, go to synthesis shop, pick up 2000 Gil near ladder
- Synthesize
 - Rune Tooth
 - Fairy Earrings

Conde Petie

- Talk to dwarf on the right of the altar, then the holy guy in left corridor. Pick up Phoenix Pinion on stairs after the wedding.

Mountain Path

- Buy Stiltzkin's package
- Menu before boss

- Zidane: Optimize (Rune Tooth/Ritual Hat/Adaman Vest/Power Belt)
- Vivi: Optimize (Oak Staff/Mage's Hat/Magic Armlet/Magician Cloak)
- Eiko: Optimize (Lamia's Tiara), Desert Boots
- Garnet: Desert Boots, Mythril Rod
- Vivi Abilities: Insomniac
- Zidane Abilities: MP Attack, Undead Killer
- Garnet Cure All
- **Hilgigars** (8106 HP)
 - (Vivi Bio + Zidane attack) x2 (Vivi must go first on the second round to skip Curaga)
 - Zidane attack, Vivi Drain
 - Cura if Zidane or Vivi get hit

Madain Sari

- Talk to Vivi, go back one screen, mash through Moogles choices, try to enter the kitchen, back to the village entrance, to the Eidolon wall, back to the kitchen (this series of cutscene triggers is rather precise and weird).

Iifa Tree

- For the encounters in Iifa Tree
 - Stroper: Soft
 - Zombies: Fira All + Cura All
 - Dracozombie: Life
 - Myconids: Flee
- Menu once you get 5 AP from battles here (27 total on Zidane's MP Attack):
 - Zidane: Germinas Boots
 - Eiko: Fairy Earrings
 - Eiko Abilities: Level Up, Body Temp, Clear Headed
 - Zidane Abilities: Alert
 - Cure all
- Pick up Elixir and Brigandine before Soulcage
- Menu
 - Zidane: Optimize (Brigandine/Power Belt)
 - Zidane Abilities: MP Attack, **Insomniac**, Ability Up
 - Eiko Cura All
- **Soul Cage** (9765 HP)
 - Life if ATB on Garnet/Eiko is good, otherwise Elixir
- Menu
 - Zidane: Diamond
 - Zidane Abilities: Distract, Counter

Madain Sari

- Pick up Survival Vest (treasure room), Phoenix Pinion (dining room)
- Heal at the Moogles before Amarant.
- **Amarant** (8985 HP)
 - Attack, pray for Distract/Counter, only one attack per "jumping around" phase (takes 5 hits with >1800 average)
- Before exiting Madain Sari, swap out Garnet for Amarant
- Menu
 - Amarant: Optimize (Bandana/Glass Armlet), Yellow Scarf, Chain Plate
 - Amarant Abilities: Insomniac
 - Zidane Abilities: **Counter**, Insomniac
 - Amarant back row
 - Cura Zidane to full

Iifa Tree

- Same thing as before for encounters. Keep track of Amarant's AP, he needs 10 including the Mistodons fights to learn Bird Killer + Devil Killer here, which you will need to make up for in disc 3 if not.
- **Mistodons**: Eiko Life or Zidane attack or just Phoenix Down + any attack

Disc 3

Alexandria

- Once you have Zidane, pick up Phoenix Pinion at wheelbarrow on screen before dock, Phoenix Pinion (left) and Gil (right) before boat, then Phoenix Pinion (right), Ether (left) and Lapis Lazuli (behind fountain) after boat.

Treno

- Tot strats: throw away all of your cards in the menu, then talk to Tot for 5 powerful cards.
- Menu
 - Zidane: **Bone Wrist**
 - Arrange items
- Sell
 - Tents
 - Phoenix Pinions
 - Ogre
 - 2 Explodas
- Buy
 - 1 Gladius

- 1 Coral Sword
 - 2 Mythril Helms
 - 3 Linen Cuirasses
- Buy Goblin cards at the tournament entrance (4 or so).
- Tetra Master tips
 - The Goblin strat: use one Goblin card with a large number of arrows and put it down on your first turn, with as many arrows as possible in reach of other cards. Since it is so weak, the AI will usually attack it. You want to retake it until there are only two arrows left. Let the opponent take it again, then take it on the final arrow, creating a large combo.
 - Make sure you keep the cards with arrows that can take the Goblin. You don't want to be in the situation where you can't take the final arrow. In general, it is best to use your cards with few arrows early on, because you want flexibility in the crucial last few turns.
 - Whenever you can take "free cards" (i.e. cards that are in a corner such that they cannot possibly be taken back), do so.
 - Try to pay attention to the values on the cards. For example, never try to take the Cactuar with a physical card.
 - Good luck. You'll need it.
- Need to play until you win twice, then try to win the final match. Doing so gives you the Rebirth Ring.

Alexandria

- **Give the first order to the third pair, then mash through the rest** (get Angel Earrings).
- Menu
 - Take everything off Beatrix, then equip Rubber Helm and Linen Cuirass
 - Steiner: Optimize (Coral Sword/Thunder Gloves/Plate Mail), Mythril Helm, Lapis Lazuli
 - Steiner Abilities: Accuracy+, Bird Killer, Undead Killer, Insomniac, Ability Up
 - Beatrix back row
- Lure the first Mistodon around the right, then run around the left to avoid him.
- On the second screen, either mash down while walking (hold circle) or take a look at this video, courtesy of Luzbelheim. <http://www.twitch.tv/luzbelheim/c/4897492>
- Mistodons: Steiner attack or Beatrix Life
- Have Beatrix Cure All after the first double Mistodon battle.
- On the Trance fight, input Life quickly on the left Mistodon to kill it before its turn comes up.

Lindblum

- Pick up Egoist's Armlet in bedroom

- Talk to the guard down the stairs immediately outside the bedroom, go to Cid's room, bedroom, business district.
- Synthesize
 - 1 Angel Bless
 - 1 Glass Buckle
 - 2 Gold Chokers
 - 1 Power Belt
 - 1 Madain's Ring
 - 1 Anklet
 - 1 Reflect Ring
- Get Beautiful Potion from lady, go to theater district, get unusual potion from Cinna, pick up Lapis Lazuli and strange potion in artist's house, then back to Cid's room, then Serpent's Gate, pick up Chimera Armlet.
- Party: Zidane/Steiner/Freya/Eiko

Outer Continent

- Sail to the Outer Continent, stutterstep to Chocobo tracks, then menu
 - Eiko: Ruby
 - Zidane: Optimize(Angel Bless/Egoist's Armlet), Germinas Boots
 - Steiner: Cross Helm
 - *Freya: Bronze Armor* \ *If she hasn't learned
 - *Freya Abilities: Bird Killer* / Bird Killer on disc 2
 - Steiner Abilities: MP Attack, **Undead Killer**
 - Zidane Abilities: Bird Killer, **Undead Killer**, **Man Eater**, **Insomniac**, Alert, Level Up
 - Arrange items, use Gysahl Greens
- Ride to Black Mage Village, do cutscenes, ride back to the boat and sail to the next beach over, stutterstep to the sand pit.
- When prompted, choose party: Zidane/Steiner/Freya/Quina
- Kill single Ogre encounters for Exp/AP (Steiner + Zidane attack)
- Start counting AP for Steiner's Accuracy+ here. You need 16 AP (4 encounters) including any failed Mistodon skips.
- Stutterstep to Chocobo Tracks (opposite direction from Oeilvert), ride to Oeilvert.

Oeilvert

- Sell
 - All gems except Lapis Lazuli and Diamond
 - Angel Earrings
 - Yellow scarves
 - Germinas Boots
 - Desert Boots
- Buy

- 1 Trident
- 3 Pinwheels
- 1 Chimera Armlet
- 1 Egoist's Armlet
- 2 Diamond Gloves
- 1 Mantra Band
- 2 Green Berets
- 1 Gold Helm
- ~15 Hi-Potions
- 2 Annoyntments
- Kill any single Ogres or Garudas with attacks, Epitaphs with a Soft.
- Pickups: Diamond Sword (room with planet hologram), Power Vest + Feather Boots (room with ship holograms, also split this screen at the top), Shield Armour (room with planet hologram), Gaia Gear (room with fusing planets hologram, split this one on the right before picking up the chest).
- Do this menu at any time after picking up Shield Armour AND Steiner learning Accuracy+:
 - Zidane: Optimize (Green Beret/Power Vest), Lapis Lazuli
 - Steiner: Optimize (Shield Armor/Power Belt), Coral Sword, Gold Helm, Thunder Gloves
 - Freya: Optimize (Trident/Diamond Gloves/Plate Mail/Power Belt), Lamia's Tiara
 - Quina: Optimize (Green Beret/Egoist's Armlet/*Gaia Gear*), Yellow Scarf
*If you don't have Gaia Gear yet, don't panic. You can put it on at the next menu.
 - Quina Abilities: Millionaire, Clear Headed
 - Zidane Abilities: Accuracy+, **Distract**, Clear Headed
 - Steiner Abilities: Counter, **Insomniac**, Clear Headed
 - Freya Abilities: MP Attack, **Cover**, Counter, **Level Up**, Ability Up, Clear Headed
 - Hi-Potions to full
- **Ark** (20002 HP)
 - Zidane/Steiner/Freya attack, Quina heals
 - After ~6500 damage, use Luna and hold ATB during the animation (make sure everyone but Quina has ~600 HP before using it)
- Menu
 - Zidane: Mantra Band
 - Steiner: Cross Helm
 - Quina: Headgear, Chimera Armlet, *Gaia Gear*
*If you did the previous menu before picking up the Gaia Gear.
 - Zidane Abilities: Body Temp

Desert Palace

- Fail the Hedgehog Pie minigame five times, then do it properly. (third, fourth, second options at scale).

- Menu
 - Amarant: Optimize (Green Beret/Egoist's Armlet), Survival Vest, Germinas Boots
 - Vivi: Reflect Ring
 - Vivi Abilities: Auto-Reflect
 - Amarant Abilities: Alert, Ability Up, Level Up, Locomotion, Clear Headed
- Pray you can run quickly from encounters here. Eiko can summon Carbuncle to buffer run attempts. You can also kill them via a combination of Vivi's Stop or Bio, and Amarant's Pinwheels (in particular, Drakan dies from a Bio + Pinwheel).
- Pickups: Promist Ring (first room bloodstone), *Anklet (many torches room bloodstone)* only if you lost card tournament, N-Kai Armlet (bloodstone behind library).
- Menu before Valia Pira
 - Eiko: Optimize (Green Beret/Chimera Armlet/Adaman Vest), Ruby
 - Vivi: N-Kai Armlet
 - Amarant: Lapis Lazuli, *Adaman Vest*
 - *Backup strat for learning Bird Killer if he didn't learn it on disc 2
 - Garnet: Feather Boots
 - Garnet Abilities: Auto-Float
 - Cure all
- **Valia Pira** (12120 HP)
 - Eiko Carbuncle, Vivi 2x Water All
- Some notes about AP: Zidane needs 8 (2 encounters) across the last two Hilda Garde I screen trips to learn Accuracy+. Amarant needs 4 (one encounter) for the same thing. If he did not learn his Killer abilities on disc 2, do the above backup strat, plus the following:
 - *Amarant: Chain Plate*
- Swap out Quina for Amarant when prompted.
- At the Lost Continent, swap Amarant for Vivi, stutter to Esto Gaza.

Esto Gaza

- Buy
 - Flame Sabre
 - Octagon Rod
 - Shield Armor

Mount Gulug

- Pick up Gil in room to the left, then just straight to the exit.
- Menu before Red Dragons
 - Zidane: Gold Choker
 - Steiner: Optimize (Diamond Gloves), Ice Brand, Iron Helm, Bronze Armor
 - Freya: Lapis Lazuli, Shield Armor, Thunder Gloves
 - Vivi: Magic Armlet, Octagon Rod, Magician Shoes

- Freya Abilities: Accuracy+, Distract, **Man Eater**, Devil Killer, **Clear Headed**, Ability Up, Level Up
- Steiner Abilities: Ability Up, **Counter**, Level Up, Add Status, Devil Killer
- Zidane Abilities: **Body Temp**, **Alert**, Devil Killer, Distract
- Potion everybody to full.
- **Red Dragons** (2x 8000 HP)
 - Zidane Soul Blade one, Vivi Blizzaga + Steiner attack to kill the other
 - Have Freya kill Vivi before finishing the second one
- Menu
 - Freya: Mythril Helm
 - Steiner: Optimize (Flame Saber/Cross Helm/Shield Armor), Bronze Gloves
 - Zidane Abilities: Alert, **Level Up**, Antibody
 - Steiner Abilities: Distract, Antibody
 - Freya Abilities: Antibody
- **Meltigemini** (24348 HP)
 - Eiko Cura All if someone other than her gets hit on the first turn
 - Freya Luna (hold ATB with Zidane or Steiner), the rest should be popcorn
- Go to the conference room
- Once on the airship, select party Zidane/Steiner/*(Freya/Eiko)*/Vivi
 *Take Freya if she didn't get AP from Meltigemini.

Ipsen's Castle

- Buy
 - 1 Golden Hairpin
 - 1 Red Hat
 - 2 Venetia Shields
 - 1 Jade Armlet
 - 1 Gaia Gear
- Menu
 - Zidane: Rune Tooth, Fairy Earrings, Gaia Gear, N-Kai Armlet
 - Steiner: Mythril Gloves, Iron Helm
 - Vivi: Red Hat, Ribbon
 - Steiner Abilities: Level Up
 - Zidane Abilities: **Bird Killer**, **Antibody**, Body Temp, Bandit
- **Taharka** (29186 HP)
 - Zidane Soul Blade then steal (Orichalcon), Steiner attack, Vivi Firaga, Freya heal
 - With Eiko: Carbuncle, Vivi Firaga All, Zidane Soul Blade then steal, Steiner attack
- Menu after Taharka
 - Vivi: Mage Staff, take off everything
 - *Eiko: Multina Racket, take off everything* *If she's present
 - Zidane: Angel Bless/*Orichalcon*, Golden Hairpin, Ribbon *If you stole it
 - Steiner: Coral Ring, Venetia Shield

- Heal Zidane if not full
- Party (airship): Amarant/Vivi/Quina
- Visit the shrines in order:
 - Water: straight ahead.
 - Fire: straight ahead, adjust slightly to the left.
 - Wind: go directly north.
 - If you lost the card tournament, visit Daguerreo just to the west of the Wind Shrine before visiting the Wind Shrine, and synthesize the Rebirth Ring.
 - Earth: go northeast to the right part of the Outer Continent.

Earth Shrine

- Menu
 - Quina: Reflect Ring
 - Quina Abilities: Auto-Reflect
 - Zidane Abilities: **Bandit**, **Body Temp**, Auto-Regen, ***Alert, Ability Up**, Counter/High Tide*
 *Only if you're level 27 rather than 26. High Tide if near full trance, Counter otherwise.
- **Earth Guardian** (20756 HP)
 - Zidane attack (takes 6 with >2600 average), then Quina Eat
- Party: Zidane/Vivi/Eiko/Quina

Terra

- Menu
 - *Zidane Abilities: **Counter/High Tide**, Alert, Ability Up*
 *If you did the optional part earlier
 - *Eiko: Unequip all, Multina Racket* *If not done earlier
- Pick up Demon's Vest (screen after climbing down glowing thingies).

Bran Bal

- As Zidane, pick up Elixir before talking to Mikoto. As Eiko, pick up Elixir at inn, Angel Earrings outside, Wing Edge near moogles.
- Buy
 - 1 Orichalcon (unless stolen from Taharka, sell Angel Earrings if short on Gil)
- If you lost card tournament, go out and back in and buy Stiltzkin's package for an extra Diamond.

Pandemonium

- Menu when you gain control of Zidane:
 - Zidane: Orichalcon, Rebirth Ring, Demon's Vest, *Egoist's Armlet*
*If he hasn't learned Level Up
 - Zidane Abilities: **Auto-Regen**, **Distract**, Auto-Life, **Devil Killer**, Bird Killer, **Alert**,
Ability Up, Level Up *If Zidane is level 26
- **Amdusias** (5463 HP)
 - Wait for Freya, attack with Zidane and Freya (beware of counters when flying)
- **Abadon** (10926 HP)
 - Wait for Zidane (defending and healing when necessary)
 - Have Zidane and Steiner attack
 - Kill Quina, kill Abadon
- **Shell Dragon** (10921 HP)
 - **WARNING: Strat has been changed, Earth Shake damages you, but Charge does less**
 - Suicide Zidane
 - Garnet protect Zidane, Zidane attack (takes 4)
 - Elixir if <976 HP
- Take everything off Garnet and Quina
- Party: Zidane/Steiner/Freya/Amarant
- Menu
 - Take everything off everyone
 - Freya: Javelin
 - Steiner: Iron Sword
 - Arrange items
- Sell Phoenix Pinions and all equipment **EXCEPT**
 - Wing Edges
 - 2 Glass Armlets
 - 2 Chimera Armlets
 - N-Kai Armlet
 - Jade Armlet
 - 2 Diamond Gloves
 - 2 Venetia Shields
 - Lamia's Tiara
 - Mantra Band
 - Barbut
 - 2 Mythril Helms
 - Cross Helm
 - 2 Gaia Gears
 - Demon's Vest
 - 2 Power Belts
 - Fairy Earrings
 - Reflect Ring
 - Rebirth Ring

- Ribbon
- Diamond
- 2 Lapis Lazulis if you're not sure everyone has Accuracy+
- Buy
 - 1 Defender
 - 1 Holy Lance
 - 1 Avenger
 - 1 Defense Gloves
 - 2 Coronets
 - 1 Minerva's Plate
 - 1 Platinum Armor
 - Phoenix Downs to fill up to ~40+
 - Hi-Potions with whatever you have left
- Menu
 - Zidane: Optimize (Coronet/Demon's Vest/Power Belt), Glass Armlet
 - Amarant: Optimize (Avenger/Coronet/Gaia Gear/Power Belt), Glass Armlet
 - Freya: Optimize (Holy Lance/Minerva's Plate/Rebirth Ring), Diamond Gloves, Lamia's Tiara
 - Steiner: Optimize (Defender/Cross Helm/Platina Armor/Ribbon), Defense Gloves
 - Steiner Abilities: HP+20%, Devil Killer, Man Eater, Add Status, Ability Up, Locomotion
 - Freya Abilities: Level Up, Ability Up, Antibody, Man Eater, Auto-Life
 - Amarant Abilities: Accuracy+, Bird Killer, Devil Killer, Man Eater, MP Attack, Antibody, Locomotion
 - Zidane Abilities: Distract, Level Up, Ability Up, Alert, Counter, Man Eater, Locomotion
 - Freya front row
 - Hi-Potion/Ether Zidane if low
- Set elevator to 4.
- **Silver Dragon** (24055 HP)
 - Takes 5 total hits total, Charge with Steiner if applicable
- **Garland** (40729 HP)
 - Same strategy, takes 8 attacks
- **Kuja** (42383 HP)
 - Same, 8 or 9 attacks
- Menu
 - Zidane Abilities: Locomotion, Alert, Auto-Regen

Disc 4

- Party Zidane/Steiner/Freya/Amarant
- **Nova Dragon** (54941 HP)

- Takes 10 attacks
- Amarant throw Wing Edges, others attack, Steiner Charge if anyone is eligible
- Be wary of counters to regular attacks

Memoria

- Menu
 - Amarant: Jade Armlet
 - Freya: Mythril Helm, Fairy Earrings
 - Steiner: Diamond
 - Zidane: Rebirth Ring, N-Kai Armlet
 - Zidane Abilities: **Auto-Regen**, Auto-Life, **Bird Killer**, Devil Killer, **Man Eater**, **Counter**, Alert, Body Temp
 - Steiner Abilities: **HP+20%**, Devil Killer, **Man Eater**, Body Temp
 - Freya Abilities: **Bird Killer**, **Man Eater**, Cover, Body Temp
 - Amarant Abilities: **Man Eater**, Body Temp
 - Revive whoever, but only heal Zidane, Ethers
- Try to get everyone but Zidane in critical health in encounters. Zidane needs to keep high health for most of Memoria to survive the Iron Giant's Cleave attack.
- **Maliris** (59497 HP)
 - Takes 12 hits
 - If Zidane uses Auto-Life early, jump with Freya to avoid Raining Swords (be sure to kill while she's in the air)
 - Easier but slower alternative: Elixir and backrow Zidane
- Revive, heal Zidane, Ethers
- Before Tiamat, pick up Rune Claws to the left, then menu
 - Zidane: Ribbon
 - Amarant: Rune Claws
 - Freya: Barbut, Rebirth Ring
 - Freya Abilities: Dragon Killer, **Cover**, Auto-Life
- **Tiamat** (59494 HP)
 - Takes ~14 hits (depends on number of Freya hits)
 - Don't attack with Floated characters, Ether with Zidane if Freya or Steiner MP is absorbed
- Menu before Kraken
 - Steiner: Diamond Gloves
 - Freya: Mythril Helm, Fairy Earrings
 - Zidane: Rebirth Ring, Mantra Band
 - Zidane Abilities: Auto-Life
 - Freya Abilities: Cover, Body Temp, Locomotion
 - Revive, heal Zidane, Ethers
- **Kraken** (55536 HP + 2x 10000 HP for tentacles)
 - Freya + Steiner take one tentacle, Zidane + Amarant another

- Just revive and do Charges to avoid Leg counters
 - Takes 10 hits (2x3+1x4 attacks in Charges)
 - Be sure Zidane survives if he needs to learn HP+20%
- Menu before Lich
 - Zidane: Coronet, Gaia Gear, Ribbon
 - Amarant: Chimera Armlet
 - Freya: Venetia Shield
 - Steiner: Venetia Shield, Mythril Helm
 - Steiner Abilities: **Body Temp**, **Ability Up**, Antibody, Auto-Float
 - Freya Abilities: **Cover**, **Body Temp**, Antibody, Auto-Float
 - Zidane Abilities: Locomotion, Antibody
 - Revive, don't heal, Ethers
- **Lich** (58554 HP)
 - Takes 9 hits, goes down like a bitch because you're immune to almost everything
- Heal Zidane!
- Grab the Excalibur II

Crystal World

- Menu before Deathguise
 - Zidane: Rebirth Ring, Demon's Vest
 - Steiner: Ribbon, Excalibur II
 - Freya: Defense Gloves, Power Belt
 - Freya Abilities: HP+20%, Bird Killer, **Devil Killer**, **Locomotion**, **Antibody**, Counter
 - Steiner Abilities: **Auto-Float**, HP+20%, **Devil Killer**, **Locomotion**, **Antibody**, Counter
 - Zidane Abilities: **Accuracy+**, **MP Attack**, **Devil Killer**, **Alert**, **Body Temp**, **Antibody**, **Locomotion**, Auto-Regen, HP+20%, Auto-Life
 - Heal as much as item stock allows
 - Zidane, Amarant back row
 - Prepare your anus
- **Deathguise** (55535 HP)
 - See if you get hits off before Meteor
 - Elixir Zidane if <1000 HP, start trying to revive/elixir Steiner
 - When he closes, don't bother healing, but revive Amarant
 - Freya (if she's around) attacks, Amarant throw Wing Edges, Avenger or Defender
 - Takes 6 hits from Steiner, or 5 from Steiner + an attack/throw of >5540
- Menu
 - Zidane: Optimize (Chimera Armlet)
 - Steiner: Reflect Ring
 - Steiner Abilities: **HP+20%**, **Counter**, Auto-Reflect,
 - Zidane Abilities: **Auto-Regen**, **Accuracy+**, **MP Attack**, Bird Killer
 - Revive, Heal Steiner (or Zidane if Steiner is in crit), Ether

- Zidane, Amarant front row
- **Trance Kuja** (55536 HP)
 - Start off with regular attacks, stop doing them before he gets below half HP (4 hits is fine if none are Steiner or crit, but don't wait for that amount, just start Charging when convenient).
 - Just Charge unless there's only one hit left (takes 10 total)
- **Menu**
 - Zidane: **Rebirth Ring, Chimera Armlet, Coronet**
 - Amarant: **Coronet, Chimera Armlet**
 - Freya: **Defense Gloves**
 - Steiner: **Venetia Shield, Platina Armor, Reflect Ring**
 - Freya: Reflect Ring
 - Zidane: Power Belt
 - Freya Abilities: Auto-Reflect
- **Necron** (54100 HP)
 - Suicide everyone but Freya, jump 4 seconds after Blue Shockwave
 - Revive Steiner
 - Revive Zidane, Charge
 - Zidane + Freya attack, Steiner Charge (ATB wait trick to give Zidane another turn)
 - Zidane attack
- If you didn't mess that up, congrats! Now sing, you beautiful bastard!

Appendix 1: Battle Strategies

General strategies

There are some principles that hold true for many battles. I will outline a few of them here.

Input commands quickly, not early

Picture this scenario: you're fighting a boss, and Steiner's ATB gauge is filling up while your other characters are still executing some previously issued commands. Once the ATB is filled, you immediately input a Charge. The boss then kills one of your other characters. Shoot, you just wasted an attack, because that character now cannot participate in the Charge. Here is what you should have done: wait for all the queued commands to finish, watch the boss's attack, then quickly input all of your commands (in this case likely a Phoenix Down, a Charge and a regular attack). Inputting your commands early can lead to empty Charges, attacking when you should be healing, and generally just doing stuff you wouldn't be doing if you knew what the boss was going to do. This issue rarely comes up early in the game, either because bosses aren't very threatening or you have an otherwise useless character (Garnet, occasionally Vivi)

always on standby for healing. In the endgame however, bosses are routinely one-shotting your characters, so you should always know what situation you're going to be in when the command you issued is executed. Ignoring this principle is one of the most common mistakes made during endgame bosses, so make sure you don't. I cannot stress its importance enough.

Of course, inputting 3-4 commands before the boss's ATB fills back up requires quick thinking, so it will not be easy at first. However, with practice, you will get it down and become much more consistent at the fights as a result. If you need a moment to think, use ATB waiting.

The ATB wait trick

When you enter a submenu during battle (magic, attack targeting, items, etc), all ATB bars stop filling, and queued commands are not executed. Animations that are already in progress will still finish however. Note that time is also stopped for stuff such as the duration of Reflect, or healing by Auto-Regen. What we call "the ATB wait trick" is a useful application of this that looks as follows: the boss is executing their attack, and one of your characters has a command queued up. With another character, you enter a submenu. Once the boss's attack finishes, you quickly exit and re-enter the submenu, allowing your character's command to start executing without letting the boss's ATB gauge fill. Once your character's command finishes, you can exit the submenu again (or execute a command with this character), causing the ATB gauges of your character and the boss to start filling up at the same time. Note that this is only useful if your character's speed is greater than that of the boss, since otherwise the boss will still get to go before you and you have only succeeded in wasting a few seconds while you wait for their bar to fill up. This severely limits the use of this trick, and I only use it in a couple of battles in the run, which I will point out as they come up. There may be other places where it can be used though, so feel free to experiment with it yourself.

Ending battles

When you are nearing the end of a battle, you should always ask yourself if you can save time by focusing on finishing the battle as fast as possible. This can mean deciding not to heal or revive a character (reviving is still important if they need to get AP!) or using regular attacks instead of a Charge to skip the Charge animation if you're certain you can do enough damage to finish the battle without it.

Specific boss strategies

Plant Brain (510 HP)

First off, have Zidane kill himself. This will cause Blank to show up, skipping the entire first phase of the battle. If Plant Brain uses Pollen and Zidane misses himself, have Vivi Fire him. In the second phase, a Fire from Vivi, Fire Sword from Steiner and attack from Blank will kill him.

Black Waltz I + Sealion (229 + 472 HP)

Kill the Black Waltz with three attacks. Then, after Sealion's attack, check your HP. If it is 37 or higher, you can attack Sealion once, since the max damage he can do is 36. Heal afterwards. If

you were low on HP after killing BW, heal then attack. Your second hit will be countered with Blizzara.

After three total hits on Sealion, heal again, because he will counter your fourth hit with Tsunami.

After Tsunami, either one or two more hits will kill him. Your attacks can do 88, 92, 96 or 100 damage. Sealion has 472 HP, giving you a 50/50 shot of killing him in 5 hits. Count the damage, because if you get very unlucky, you might have to heal a third time. If, after 4 hits, you are not sure you can kill him and he has a chance of killing you on his next attack, heal.

Black Waltz II (1030 HP)

BW2 will always get the first attack. You will then want to attack with Zidane and Fire Sword with Steiner. If you're fast, you can use ATB wait with Vivi or Garnet to give Zidane his second turn before BW2's second one comes up. After Zidane does his second attack comes a bit of AI manipulation. At this point, any more attacks will cause him to counter with Fira, which you want to avoid if possible. Wait for him to attack once more, and watch who he hits. For some reason, he will not use Fira as long as that character is dead, so your strategy should depend on who he hits here.

Hits or kills Vivi (best): Suicide Vivi if he's not dead, attack with Steiner and Zidane until you win. Have Garnet use Cure all if either of them get close to death.

Hits Zidane (okay): Suicide Zidane, Fire Sword with Steiner, Phoenix Down Zidane with Vivi and Cure all with Garnet. Then do another Fire Sword and Zidane attack to win.

Hits Steiner (bad): Steiner is your main damage dealer, so you don't want to suicide him. Instead, Cure all with Garnet and then Fire Sword (he will use Fira, which will kill Vivi here) and Zidane attack. He might kill Zidane or Steiner with his next attack depending on their HP, in which case revive with Garnet and attack with the other. The battle should be over soon.

One final thing to note is that BW2's evasion is fairly high, so it's not uncommon for you to miss an attack. Using Fire Sword whenever possible gets around it somewhat, but there's not much else to do for it except curse at the RNG and keep attacking.

Black Waltz III (1128 HP)

The strategy is Zidane attack, Steiner Fire Sword, Vivi double Fire, Zidane steal, Steiner Fire Sword, Vivi double Fire. The only random factors in this fight is what steal you get and whether it takes one or two Fires at the end to kill him (damage luck). The only thing of note here is that your first attack needs to be input quickly, to prevent him from getting an extra attack off before taking flight, which could spell trouble.

Gizamaluke (3175 HP)

Now here's the first really dangerous fight. Unfortunately, it's also one of the most random fights in the game. First, use Tents on him until it inflicts Silence and Darkness (50% chance on 4 Tents = 92.75% success rate). This will severely decrease his accuracy. Remember to halt the ATB while you check if the Tent worked to prevent him from getting turns in between each one. If any party members die, don't revive them until you have debuffed Gizamaluke. Should all 4

Tents fail, you can still inflict Darkness with Zidane's Sould Blade skill, though he will still be able to cast his dangerous Water spell on either one or all characters.

From here, have Freya and Zidane attack until he dies. Note that he will often counter your attack with a Crash. Vivi should stand by for healing. Zidane and Freya can both take a hit at full HP, so it's up to you whether you want to use Potions to heal them back to full (Potions on Vivi are a waste of time imo). Try to make sure your Potions get used immediately after you input them, otherwise counters may kill the character you're trying to heal beforehand, making you waste it. If you do use Potions, make sure it heals them back to near full health, since Crash can do over 200 damage (so you may have to use a Hi-Potion).

Beatrix I (3630 HP)

This fight is surprisingly dangerous if you mess around too much. You want to survive 10 of her attacks, after which she'll use Stock Break and end the battle. Mostly you should just stand by and Phoenix Down when necessary. Freya can use defend when at full health, since she'll be taking the bulk of the hits due to Cover (she also gets healed by Thunder Slash due to the Coral Ring). Zidane should try to steal the Chain Plate, but be careful. In general, you should not steal on a turn where another character got killed, as Beatrix is faster than your characters, so you want to have a character in reserve.

As for the end of the battle, once she's done 9 attacks, you don't need to revive as long as you have two characters alive, as she can't kill two characters with one attack. There is also an alternative strat called jump strat, where after 8 attacks, you suicide Zidane and Vivi and Jump with Freya to skip her last two attacks. Be sure Freya has enough ATB to get her jump off before the 9th attack, or you're probably looking at a game over.

Black Waltz III-2 (1292 HP)

Have everyone attack. If Steiner is killed early on in the fight, suicide Marcus. This is because, when only Garnet is alive, BW will not attack her and instead snap his own neck (or something), which deals more damage than Marcus' attack.

In short, Steiner alive > only Garnet alive > Garnet + Marcus alive.

Ralvurahva (2296 HP)

Again, just have everyone attack him. If you didn't fight an encounter in Gargan Roo, you want to be a bit careful, since he can one-shot Marcus or Garnet. Let them take care of healing when necessary, while laying down the hurt with Steiner. He should take 3 Steiner attacks + 3-4 other attacks.

Antlion

3 Blizzaras + 2 Lancers will kill him. Let Zidane take care of healing, though don't bother with Potions. The ATB wait trick works on him, but for some reason only after he does Sandstorm. As long as Vivi doesn't get killed, this fight should be over very quickly. Have you noticed how much simpler Disc 2's bosses are yet?

Beatrix II (4736 HP)

This time around, depleting her HP is much quicker than waiting out her attacks. Just attack and Blizzara, Phoenix Down when necessary. It is possible to skip her casting Cure on herself, but there's no reliable way to do it as far as I know, especially since she will almost always kill at least one character at some point. I don't think it matters much either way; it only heals about the equivalent of one hit, and it's a turn where she won't be killing anyone.

Zorn & Thorn (4896 & 2984 HP)

Attacks from all your melee party members have a chance of killing Thorn with high damage rolls. If you're counting damage and know he's almost dead, you can finish him with a regular attack from Vivi (short animation), otherwise Blizzara is the safe bet.

Beatrix III (5709 HP)

Go all out with physical attacks and Blizzara. Since the battle will be over in a few turns, don't even bother reviving, unless Steiner is killed early (he deals the most damage by far).

Ralvuimago (3352 HP)

Vivi Blizzara twice, then Zidane attack. With decent damage luck this will kill. If not, finish him off with another Blizzara, unless you counted damage and are certain an attack on his compact form will do enough (if it doesn't, he will do an Earthquake attack you do not want to see). Zidane can also steal on the first turn for the possibility of either Adaman Vest or Oak Staff, which will save Gil. If Zidane or Vivi gets hit by Mini, use a remedy with Garnet. Next please.

Lani (5708 HP)

Have Garnet defend. 3 Zidane attacks + 2 Vivi Blizzaras will end the battle. Lani's AI has a preference for going after Garnet, though it does not seem to be absolute. For this reason, reviving her with Quina when she gets killed can help ensure Zidane and Vivi go unhindered. Easy battle regardless.

Hilgigars (8106 HP)

Have Vivi cast Bio and Zidane attack. Two rounds of this will put him in range to use Curaga, but as long as you have Vivi go first, his ATB on the second round should fill up before he is pushed over, so he will already have a different attack queued. Then do another Zidane attack and have Vivi use Drain to finish him (Drain skips his death animation). Should Zidane or Vivi die, Eiko can revive them, but it will probably waste a turn, as it throws you off from the strategy outlined above. If he uses Earthquake, have her cast Cura all.

Another strat has Zidane use his Lucky 7 skill, which has a 25% chance of dealing 7777 damage, enough that a Drain finishes him in one turn. However, I think it is only worth trying if Zidane gets a turn before Hilgigars at the start. If he doesn't and it misses, you will waste at least one turn, possibly more if characters start getting killed. The regular strat is pretty fast, and far more consistent.

Soulcage (9765 HP)

Why am I even including this? Just toss a Life spell or Elixir at him and you're done.

Amarant (8985 HP)

Even moreso than Gizamaluke, this is basically RNG: the fight, because it relies largely on the abilities Distract and Counter. Sadly, that actually makes him arguably the most dangerous boss on this disc. Amarant starts out with one attack and then goes into a pattern of jumping phase, three attacks, jumping phase. When he is jumping around, he takes a page from your book and starts dodging or countering your attacks. His counterattacks in this phase also do twice the damage of his regular hits. You should only try to attack him once while he is in this phase, so that when he comes back, you can immediately hit him before he hits you and not get dodged or countered. It usually takes 5 hits to beat him, but with bad damage luck it can also take 6. You need to do about 1800 damage on average to 5-hit him, so try to keep track of how much you're doing.

The only real strategy to this fight is in deciding when to heal. The majority of the time, you will be able to win without healing, but due to the random nature of the battle you can sometimes be screwed over. I find that a good rule of thumb is to only attack during his first jumping phase if you're already ahead of him on number of hits, i.e. you got a Distract or Counter on the first turn. Otherwise, use a Potion. This greatly reduces the chances of dying here, unless you get super trolled.

Ark (20002 HP)

Get off any attacks you can at the start. Quina is rather useless, so s/he should use Hi-Potions, usually on Freya (since she tends to die the fastest) or on whoever gets hit by Photon. Hope that he uses Propeller Wind, since you're all immune to it.

If you get a good start, you can also opt to use Freya's Luna skill. Two rounds of Berserked attacks (2 Zidane, 2 Steiner and 1 Freya, since she uses Luna on the first) will deal around 13-14000 damage. Be sure to use ATB wait when using Luna (outlined more clearly in the Meltigemini strategy). So if you have dealt just over 6000, this is worth going for. Be sure that nobody is in kill range from Boomerang though, since you want everyone to get AP from this fight.

Valia Pira (12120 HP)

Eiko summons Carbuncle to get Reflect on everyone. Vivi then casts Water all on your party, which will reflect off all of them, significantly increasing the damage compared to a single target spell. Hold the ATB when Vivi's is not charging to ensure Reflect stays on long enough. A second reflected Water will win the battle.

Red Dragons (2x 8000 HP)

Vivi's Blizzaga and Steiner's attack together kill one of them. Zidane can use Soul Blade to cast Confuse on the dragon you're not attacking to prevent him from using his all-targeting wind attacks. If his ATB is worse than both Vivi and Steiner's though, I wouldn't bother unless you receive serious damage before they kill the first dragon. Once the first one is down, have Vivi cast Blizzaga on the second, Freya should then kill Vivi to boost the experience for the others, then finish it off with Steiner. This fight can go awry if you get hit by a bad Twister (does more or

less random damage). If that happens, it's usually best to first disable their attacks (kill/confuse) before you try to heal up.

Meltigemini (24348 HP)

Wait for his attack, then quickly input a Cura all with Eiko (if necessary) and a Luna with Freya. Then use ATB wait with one of the others. The reason you do this is because, if you input an attack, it will not execute when they are Berserked, but if their ATB is full, the attack will be automatically input as soon as they are Berserked. So holding the ATB ensures that Meltigemini doesn't get another turn before Zidane and Steiner. Two rounds of attacks will finish him. This strategy ensures Meltigemini will only get two attacks, and has no chance of killing you. The only exception is if he opens up with Viral Smoke and kills Eiko (more likely if you, like me, don't pick up the Black Hood in Desert Palace). In this scenario, I go for Luna immediately, but there is a small risk of a wipe if he follows up with very bad attacks and has good damage luck.

Taharka (29186 HP)

In my route, I have either Eiko or Freya in this battle, depending on whether Freya got AP from Meltigemini.

With Freya, you can kill him with 3 of Vivi's Firagas + 8 hits from Poison, which you can inflict with Zidane's Soul Blade (it does 5 hits before wearing off). Steiner should use regular attacks, which don't do much of anything except have a 10% chance of inflicting Heat, which will kill Taharka instantly on his next turn. Zidane should steal on his second turn (Poison will not have worn off yet) for a chance at getting the Orichalcon early (saves a lot of time on Earth Guardian as well as saving Gil). Freya can heal if necessary. Don't cast a fourth Firaga, since Poison will finish him off anyway and if it does so during the animation, it still has to finish, wasting a few seconds.

With Eiko, you can use the Carbuncle strat from Valia Pira to boost Firaga's power, making it so you only need either 3 Firagas, or 2 Firagas, one Soul Blade and a Steiner attack (yes Steiner's piss poor damage actually puts it over). Your choice between either method depends on if you want a slightly faster battle or a somewhat higher chance of stealing the Orichalcon (because Zidane doesn't need to do Soul Blade). I'd personally go for the former, but it's your choice. Remember to use ATB wait if needed to keep Reflect on.

Earth Guardian (20756 HP)

Quina can't do much in the way of damage, so just have him/her defend and heal if necessary. It usually isn't necessary though, since the elemental spells don't do much damage and get healed almost entirely with Auto-Regen, and Earth Shake heals you, leaving its physical attack as the only real threat. As for offense, Quina can actually eat this boss, so you only need to knock off 3/4th of his HP before doing so. This will take 6-7 hits, depending on damage luck (you need to do a minimum of about 2600 on average to do it in 6). Reflected magic attacks can sometimes stand in for a hit, but their damage is a bit lower than Zidane's attacks, so it may only matter if you get two (unlikely, since the AI seems to detect the Auto-Reflect and prefers hitting Zidane with the magic). If you stole and equipped the Orichalcon, it should only take 3-4 hits to put him in eat range.

Amdusias (5463 HP)

Any damage done at the start does not count, so just wait for Freya to show up. Attacking with both Zidane and Freya will cause Amarant to turn up, after which you can finally damage Amdusias. A hit from Zidane and Freya will kill him (Zidane + Amarant Wing Edge works too, but I prefer saving those for Nova Dragon). He may use his Horn to kill somebody either before or after Amarant shows up, but Zidane has Auto-Life and you can just revive the others if need be.

Abadon (10926 HP)

This battle can be quite dangerous. Again, you don't attack at the start of the battle. Instead, pray that you can get Quina and Steiner to defend before Abadon gets its turn. It has three attacks. Thundaga should be a non-issue right now if you have the Coral Ring on Steiner and Auto-Reflect on Quina. Blade is very dangerous if it gets past Distract, because it can one-shot Steiner if he's not defending. High Wind, finally, attacks everyone and can kill Quina if he/she's not defending. If Quina dies, just focus on keeping Steiner alive and healthy. After two of Abadon's attacks, Zidane will show up. Attack with both Steiner and Zidane. If Quina is still alive after the next attack, have Steiner kill him/her for more experience, then finish the battle with Zidane. Note that 2x Steiner + 1x Zidane is sometimes enough to finish the battle, but not always. You may have to try for it though if Abadon kills Zidane (he will Auto-Live and still gain Exp, but can't attack that turn).

Shell Dragon (10921 HP)

Start by suiciding Zidane. Auto-Life will bring him back, and this will cause Garnet to appear, as opposed to having to wait for Shell Dragon to use Smash to bring you to 1 HP. If Garnet gets a turn before she dies (more likely if you use Auto-Float strat on her), have her cast Protect on Zidane. It takes 4 hits to kill Shell Dragon. You should be able to tank 2 attacks of Charge/Earth Shake before needing to heal, but pay attention to your HP. Charge's max damage (with the minimum setup in the current notes) is 975, so Elixir if under that amount. Obviously always heal after Smash. Remember that you don't need to heal before dealing the last hit.

Silver Dragon (24055 HP)

This battle should be over quickly, since he only takes 5 hits. See if you get any attacks in before Silver Dragon, then watch his attack, revive anyone who is dead, then attack and Charge if applicable. This will become the basic strategy for most bosses from here on out by the way. This is where you should definitely start remembering to input commands quickly, not early (see "General strategies").

Garland (40729 HP)

Keep reviving, Charging and attacking until he falls over. Should take 8 hits.

Kuja (42383 HP)

Same strategy. He should take 8-9 hits. Remember that you can skip reviving characters when nearing the end of the battle, since you don't get any AP here anyway.

Nova Dragon (54941 HP)

This is one of the most difficult fights in the game when it comes to execution, due to how variable Nova Dragon's attack pattern can be. First off, it's convenient to know how much damage his attacks do to each party member, so you have a rough idea of what to expect and can even start planning your commands as soon as you see which attack he does.

Tidal Wave (multitarget): Steiner absorbs, Freya immune, moderate damage on Zidane and Amarant.

Twister & Aerial Slash (multitarget): Steiner absorbs, Zidane and Amarant immune, moderate damage on Freya.

Shockwave (multitarget): OHKO on Amarant and (usually) Freya, strong damage on Zidane and Steiner.

Psychokinesis & Counter (see below) (single target): OHKO on Amarant and Freya, possible OHKO on Steiner, strong damage on Zidane.

From the above list, you may surmise that most of Nova Dragon's attacks should only kill one character at a time (Zidane should always have high enough health to easily survive and regenerate from Tidal Wave). The exception is Shockwave, which is by far the biggest threat. Since Nova Dragon has a chance of countering regular attacks, but not throws or Charges, you have to be a bit careful with how you approach this battle. Much of the time, the counters will miss because of Distract, but they are what make the fight difficult. Different runners have different ideas on how much attacking you should do, so I can only outline my strategy here. I have Amarant throw Wing Edges until he runs out, then attack. Freya always attacks. Steiner starts out with attacks, but replaces this with Charge once a character is eligible for it. You can attack with Zidane, but it's somewhat risky because he is your designated tank in this fight. Remember that Freya has Auto-Life, so you should be pretty safe unless the battle drags on. If you take a lot of damage and are not yet in a position where you can finish the battle, you may want to Elixir Zidane at some point to be safe, but it usually shouldn't be necessary if you're careful and manage to end the battle quickly. Speaking of which, try to count your hits (it should take 10 in most cases), so that you know when you can end the battle by not healing and just going for the attacks. Only Steiner is still learning an ability at this point in my route, so don't hesitate to leave any others KO'ed.

Maliris (59497 HP)

A pretty basic fight for the most part. Everyone but Zidane should be in critical health before the start of the fight. The only complication is Raining Swords, which Maliris uses as a final attack when you kill her. Normally, Zidane will survive it with Auto-Life, but if he uses it up before the end of the battle, you need to ensure he survives the attack by Elixiring him and having him defend until the end of the battle. Another possibility which is technically faster is to have Freya use jump to avoid Raining Swords, but this requires very careful timing.

If there ever was a fight where it is important to watch for the enemy's attack before inputting your commands, it's this one. Inputting attacks that will kill Maliris while she has an attack

queued up will end your run if her attack kills Zidane, so remember to input all of your commands quickly in between her turns.

Tiamat (59494 HP)

Again, just watch the attack, revive, Charge and attack. If he floats a character, don't attack with them, as they will be ejected from the battle, though participating in Charges is fine. MP absorb only works on Freya and Steiner, since it's classified as wind elemental for some reason. Let Zidane or Amarant use the ether though, since Freya and Steiner are your biggest damage dealers and shouldn't waste their turn (use ATB wait while you use the ether to ensure they get their turn). Twister isn't too bad either, since Amarant and Zidane are both immune. The attack to watch out for is Jet Fire, which will kill everyone but Zidane (assuming he's at full HP). If it's used after Freya uses up Auto-Life, it can be pretty dangerous. Just heal up as best as you can and keep attacking. If it's used early, you may want to Elixir Zidane in case of a second one. He should go down in about 14 hits, though it depends on how many Freya hits are in there, since she deals about twice the damage of the others due to Dragon Killer.

Kraken (55536 HP)

First, have Zidane and Amarant attack one tentacle, while Steiner and Freya hit the other. Since Steiner does the least damage and Freya the most right now, this ensures you'll kill them both in one round. If Steiner's first turn comes up before Kraken's, you can do a Charge immediately after killing the tentacles (before Kraken's second attack). The same can be done if another character gets the first turn, by letting them take over for Steiner's tentacle hit on their second turn. Don't Charge until you're sure both tentacles are down when it executes though, as this seems to make attacks target dead tentacles sometimes.

Kraken will now only have two attacks: Waterga and Leg. Most commonly he'll do Waterga, which with your equipment should only hit Amarant and Zidane. Have Freya revive Amarant, then Charge with Steiner. Leg only hits one character, so just revive appropriately, if it even manages to hit them. Avoid regular attacks, since those will cause him to counter with Leg. Zidane should get into critical health after 1 or 2 Watergas (he should have Auto-Life), so usually your Charge pattern will be 3-4-3 (can't revive both Amarant and Zidane once Auto-Life is used up). 10 hits will be enough if you get good damage luck. If not, revive Zidane if you need him to get AP (I often need him to learn HP+20% here), then finish him.

Lich (58554 HP)

Basic Disc 4 attack strategy. Seeing as he takes the least hits of all the bosses here (9, due to being weak to Freya's Holy Lance) and you should be immune to a lot of his attacks, he should rarely get more than two turns. Nothing to say here really. Consider it your break before the worst boss in the run.

Deathguise (55535 HP)

Where to begin? Okay, so, Deathguise will always start by casting Meteor, which does random damage to everyone in the party, doing anywhere between 50 and 4900 damage per character. You should have HP+20% on three of your characters, but there's still a chance you will be

wiped out before you even get to do anything. Sorry. Zidane's Auto-Life does give you a second chance, but only if he uses Demon's Claw and misses (most of the time he'll use Spin and end it). Occasionally a character will be able to get a turn in before Meteor, in which case Steiner should attack, Freya can either attack or jump to avoid Meteor and Amarant should throw Wing Edge/Defender/Avenger. Zidane doesn't really have anything good to do at this point (he's purely there to heal and tank hits), so just hold his turn.

After Meteor, you want to execute the following steps, listed in order of priority: Get Zidane to a point where he can reliably take a spin (Elixir him if he's under 1000 or so HP, he does have Auto-Regen to help) > Revive Steiner > Elixir Steiner > start attacking with Steiner. One very important thing to note is that, like with Beatrix I, Deathguise is fast enough that when he uses his shortest attack animation (Demon's Claw) the character that went before him will not get their turn before he attacks again. This means that for example, when you revive Steiner with Zidane and Deathguise whiffs a Demon's Claw, you do not want to do Steiner attack, Zidane Elixir (Deathguise will probably Spin, and you just wasted a turn Elixiring Zidane accidentally). In this case, it would probably be better to have Steiner Elixir himself, since otherwise you can easily fall into a pattern of Steiner dying/reviving each turn. Otherwise though, Steiner should be constantly attacking throughout this fight.

As for Freya and Amarant, I prefer to not revive anyone when he's in his "open" state (since spin will just kill them immediately anyway), and revive Amarant when he is "closed", as his equipment should make him immune to Twister. Speaking of the "closed" state, Deathguise also casts Lv. 5 Death in this state, so check beforehand who is susceptible to it, so you won't be surprised (if Zidane is level 35, you might choose to fight an encounter in Memoria to get him up to 36).

It takes 6 hits from Steiner to kill Deathguise. An attack from Freya/throw from Amarant can stand in for a hit if it deals over 5540, and three of them can stand in for two Steiner hits. Good luck.

Trance Kuja (55536 HP)

The strategy for this fight should depend on whether Steiner and Zidane are on critical health at the start.

If Steiner is not already in critical health, he will be your tank. If Zidane's not in critical, you can suicide him (he should have Auto-Life) to get him into Charges, but since you can do regular attacks on the first turn (more on that in a second) I prefer doing it only from the second turn onward. At around half health Kuja has a chance of countering with Flare Star, which you obviously want to avoid (throws are also countered, so don't use them either). Your first turn (if nobody dies) should thus be three regular attacks, then a Charge. From there on just keep reviving and Charging until he either dies or has only one hit left (should take 10 total). In the latter case, use a regular attack from anyone to finish him since he obviously can't counter the final hit. On a good fight, you should kill him in three turns this way.

If Steiner is in critical health at the start (heal Zidane to be your tank if this is the case), you can try to finish the battle in two turns instead of three by doing three regular attacks followed by two Charges.

Using these strats, Kuja should not get many turns, but he still might use Flare Star on one of them. Zidane/Steiner at full health will survive, but the others have to hope it misses them (the accuracy is low enough that at least one probably will). If all but one character die, you're in a bad spot. Revive either Zidane or Steiner and try to finish the battle as quickly as possible.

Necron (54100 HP)

Out of all battles in this run, this one has the least room for error, and I have seen many runs die to it. That being said, there's very little risk of dying if you execute the strategy correctly. What you will want to do is skip him using the attacks Grand Cross and Neutron Ring, as Grand Cross is extremely random and highly dangerous, and Neutron Ring is just instant death at the level you're at in a speedrun.

At the start of the fight, you are going to suicide everyone but Freya as soon as possible. When he uses Blue Shockwave, wait for the animation to finish, then wait 3 more seconds and then jump. The timing is not tight, so just wait a little longer if you are unsure. In addition to Blue Shockwave, Necron may cast 0-3 additional spells on his first turn. Occasionally one of them will be cast after Blue Shockwave, but this should not affect your strategy. Since Freya has Auto-Reflect, only two of his spells should concern you: Protect, which I will get to in a minute, and Meteor, which can get through Auto-Reflect and kill you. Two pieces of good news though, it's very rare for him to use it and this is the only thing that should be able to kill you if you don't make any mistakes.

After Freya lands from her jump, Necron will do three Blue Shockwaves, then use Grand Cross and Neutron Ring again. Here's how you kill him: revive Steiner with Freya, revive Zidane with Freya and immediately Charge with Steiner, attack with both Zidane and Freya, Charge again and use one final attack with Zidane. To be able to deal the final hit with Zidane, you will need to do the ATB wait trick with Steiner before inputting his second Charge (yes, Necron is actually slower than Zidane apparently, go figure).

Now, it may happen that something goes wrong that prevents you from being able to do enough damage before he does Grand Cross again. This can be him using Protect, you having made an error in your equipment (having Auto-Regen on, missing a Bird Killer or a Mythril Helm somewhere, etc) or even messing up something in the strategy (such as reviving Zidane before Steiner). In any of these cases, don't panic. Instead, do some regular attacks with Freya, suicide anyone you may have revived, repeat the jump skip on the third Blue Shockwave, then proceed with the strategy as usual. As long as you recognize you have to do a double skip, you should be in no danger of dying.

One final very rare thing that can happen is that Freya Trances before the jump skip. This will cause her to stay in the air longer (and throw spears), which messes up your timing. When she lands, Necron will do only one Blue Shockwave, after which you should jump again (same timing as usual) and then execute the regular strategy from there.

Appendix 2: Ability learning list

This is a full list of all abilities that the route assumes you learn, and what you are meant to learn them from. Most of them should never be a problem, and the main guide makes note of the

main ones that can be. This is mostly here as a reference for routing, or for when something goes wrong. For my convenience and yours, now also available separately at:
https://docs.google.com/document/d/1GvJao0ga15xo8oFfzNMql_QCMQkFX2KhzdDrmnfDq64/edit?usp=sharing

Zidane

Ability	AP	Equipment	Mandatory fights	Rest	Where to get it
Flee	40	Mage Masher Germinas Boots	Prison Cage 2 (3) Sealion (5) Black Waltz 2 (5) Antlion (10) Cleyra fights (13)	4	Plant Spiders Evil Forest Ice Cavern Cleyra's Trunk
Man Eater + Insomniac	25 30	Coral Ring Bandana	Grotto mages (4) Burmecia mages (2) Antlion (5) Cleyra fights (13) Alexandria fights (6) Ralvuimago (7)	None	-
Bird Killer	20	Yellow Scarf Adaman Vest	Gizamaluke (5) Hilgigars (9) lifa elevator (5)	1	lifa Tree 1
Antibody20		Glass Armlet Mantra Band	Tons of stuff (all)	None	-
Alert	40	Germinas Boots	Antlion (5) Cleyra fights (13)	22	Cleyra's Trunk lifa Tree 1 post menu HG room 1 Oeilvert pre menu
Devil Killer	25	Chain Plate	Antlion (5) Cleyra fights (13) Alexandria fights (6) Ralvuimago (7)	None	-
MP Attack	45	Power Belt	Alexandria fights (6) Ralvuimago (7) Hilgigars (9) Soulcage (18)	5	lifa Tree 1 pre menu
Counter	70	Power Belt Ritual Hat Power Vest	Alexandria fights (6) Ralvuimago (7) Hilgigars (18) lifa elevator (5) Soulcage (36)	None	-

Ability Up	95	Brigandine Lapis Lazuli Green Beret	Soulcage (18) Amarant (18) lifa Mistodons (14) Ark (44)	1	Tons of stuff
Body Temp + Distract	25 30	Diamond	Amarant (18) lifa Mistodons (14)		None -
Level Up (not a big problem if not learned)	75	Egoist's Armlet Fairy Earrings	Ark (22) Red Dragons (6) Taharka (22)	25	HG room 1+2+3 Oeilvert Esto Gaza Meltigemini (22)
Accuracy+	30	Lapis Lazuli	Ark (22)	8	Oeilvert post menu HG room 2+3 Esto Gaza
HP+20%	40	Mantra Band	Red Dragons (6) Taharka (22) Kraken (10)	2	HG room 2+3 Esto Gaza Meltigemini (22)
Auto-Regen	25	Golden Hairpin	¹ Earth Guardian (11/22) ¹ YANA (11/22)	None	-

Steiner

Ability	AP	Equipment	Mandatory fights	Rest	Where to get it
Bird Killer	25	Bronze Armour Chain Mail Yellow Scarf	Prison Cage 2 (3) Plant Brain (5) Black Waltz 2 (5) Alexandria fights (12)	None	-
Man Eater	20	Mythril Gloves Coral Ring	Alexandria fights (6) Taharka (11) Abadon (4)	None	-
MP Attack	50	Power Belt Cross Helm	Ark (11) Red Dragons (6) Taharka (11)	22	Gargan Roo HG room 1+2+3 Oeilvert Esto Gaza Meltigemini (22)
Accuracy+	40	Lapis Lazuli	Alexandria Mistos (24)	16	HG room 1 Oeilvert pre menu
Devil Killer + Add Status	30 50	Thunder Gloves	Alexandria Mistos (24) Ark (11)	15	HG room 1 Oeilvert pre menu
Locomotion	35	Plate Mail	Alexandria Mistos (24)	11	HG room 1 Oeilvert pre menu

Ability Up	70	Lapis Lazuli Diamond Gloves Ribbon	Alexandria Mistos (24) Red Dragons (6) Silver Dragon (26) Nova Dragon (26)	None	-
Distract	30	Shield Armour	Ark (11) Taharka (11) Abadon (4)	4	Oeilvert post menu HG room 2+3
HP+20%	60	Defense Gloves	Silver Dragon (26) Nova Dragon (26) Tiamat (20)	None	-
Freya					
Ability	AP	Equipment	Mandatory fights	Rest	Where to get it
Bird Killer	30	Yellow Scarf Bronze Armour	Grotto mages (4) Gizamaluke (5) Burmecia mages (2) Antlion (5) Cleyra fights (13)	1	Cleyra's Trunk HG room 1 Oeilvert pre menu
Cover	30	Linen Cuirass	Grotto mages (4) Gizamaluke (5) Burmecia mages (2) Cleyra fights (13) Alexandria fights (6)	None	Cleyra's Trunk ² HG room 1 ² Oeilvert pre menu
Level Up	40	Iron Helm	Grotto mages (4) Gizamaluke (5) Burmecia mages (2) Antlion (5) Cleyra fights (13) Alexandria fights (6)	5	Cleyra's Trunk HG room 1 Oeilvert pre menu
Man Eater	20	Mythril Gloves Coral Ring	Antlion (10) Cleyra fights (13) Plenty more if necessary	None	-
MP Attack	20	Power Belt	Ark (22)	None	-
Locomotion	25	Plate Mail	Ark (22)	3	Oeilvert post menu HG room 2+3 Esto Gaza
Accuracy+	30	Lapis Lazuli	Red Dragons (6) Melti/Taharka (22) Amdusias (6)	None	-

Distract	25	Shield Armour	Red Dragons (6) Melti/Taharka (22)	None	-
Devil Killer	30	Thunder Gloves	Red Dragons (6) Melti/Taharka (22) Amdusias (6)	None	-
Amarant					
Ability	AP	Equipment	Mandatory fights	Rest	Where to get it
Bird Killer	10	Yellow Scarf Adaman Vest	lifa Mistodons (7)	3	lifa Tree 2 ³ Valia Pira (22)
Devil Killer	10	Chain Plate	lifa Mistodons (7)	3	lifa Tree 2 ⁴ HG room 3
Accuracy+	30	Lapis Lazuli	Valia Pira (22) Amdusias (6)	2	HG room 3 ⁵ Esto Gaza
Antibody25	Survival Vest Glass Armlet	⁶ Valia Pira (22) Silver Dragon (13) Nova Dragon (13)	None	-	
Locomotion	20	Survival Vest	⁶ Valia Pira (22)	None	-

Footnotes:

- 1: If Zidane is level 26, Ability Up is equipped for Earth Guardian. If level 27, it's on for YANA.
- 2: Need to equip the Linen Cuirass after learning Bird Killer from the Bronze Armour.
- 3: Need to equip the Adaman Vest before Valia Pira
- 4: Need to equip the Chain Plate for a random encounter.
- 5: Need to bring Amarant instead of Vivi for the first screen of Esto Gaza.
- 6: You only get this AP if you're not using the Adaman Vest backup strat.