



PlayStation

PAL

# FINAL FANTASY IV

**SQUARESOFT**

**PlayStation®**

## Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

## Health Warning

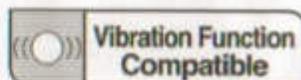
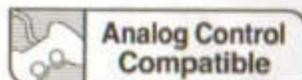
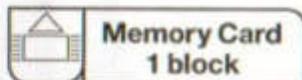
For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

## PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

**See back page of this manual for Customer Service Nos. and Games Hotline Nos.**

© 2000, 2001 Square Co., Ltd. All rights reserved. For home use only. Unauthorised copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Square Europe Ltd. Developed by Square Co., Ltd.

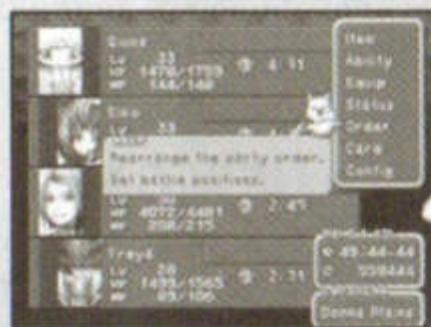


## CONTENTS

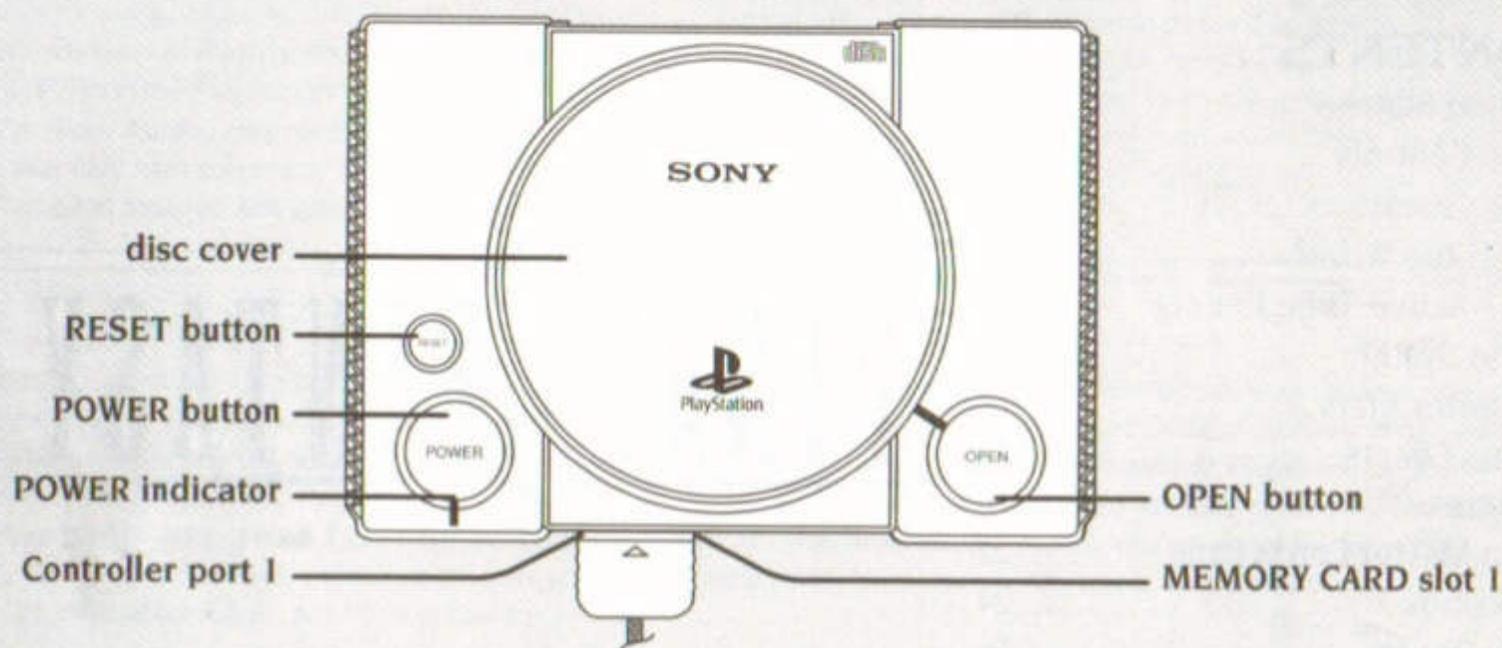
Getting Started .....	2
Basic Controls .....	4
Main Characters .....	6
Travel the World .....	8
ATE - Active Time Events .....	9
Battle System .....	10
Character Stats .....	12
Status Effects .....	14
Abilities .....	16
Tetra Master Card Game .....	22
Chocobos .....	24
Side Quests .....	26
Other Ways to Enjoy the Game ..	27
Credits .....	28

# FINAL FANTASY IX

Great News! You do not need this manual to play **FINAL FANTASY® IX**. The in-game help provides all the information you need to play the game. While in the Menu Screen, press the SELECT button, and a moogles named Mogster will appear and explain everything you need to know. This same method can be used to explore all of the menus and options. During battle, pressing the SELECT button will show help on each of the commands. So why do you need this manual? Because it has hints and other useful information that will help you enjoy **FINAL FANTASY IX** to the fullest - a mini strategy guide, you could say. Refer to this manual before starting and while you play. Enjoy the game!



# GETTING STARTED



Set up your PlayStation® game console according to the instructions in its instruction manual. Make sure the power is off before inserting or removing a disc. Insert disc 1 of **FINAL FANTASY® IX** into your PlayStation game console and close the disc cover. Insert game Controllers and turn the power on. The Title Screen will appear after an opening movie sequence. The opening sequence can be skipped at any time by pressing the **X** button.

## BEGINNING A NEW GAME

Warning: Before turning the power on, insert a MEMORY CARD into a MEMORY CARD slot, then start up the game as above. It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is on. Make sure there are enough free blocks on your MEMORY CARD before commencing play, 1 block is required for each save that is made. On the Title Screen, use the directional buttons to highlight <New Game>, then press the **X** button to begin.



## LOADING A SAVED GAME

On the Title Screen, use the directional buttons to highlight <Continue>, then press the **X** button. After selecting the slot you are using, a menu of saved game data will appear. Select the data to load, then press the **X** button to confirm.

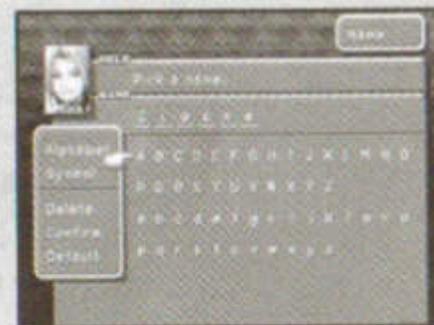
## SAVING A GAME

On the Field Map, you will encounter a certain moogles who will allow you to save your game. On the World Map, you may save at any time by calling the moogles with the **○** button. When changing discs, you will be prompted to save your game.



## ENTERING NAMES

During the game, you will encounter several characters. When you first meet certain characters, the Name Input Screen will appear. At the Name Input Screen, you may <Confirm> the existing default name, or choose a name of your own. To enter a name, highlight letters by moving the cursor with the directional buttons, then press the **×** button to confirm the letter selection. Any mistakes can be deleted by pressing the **○** button. You can restore the default name by choosing <Default> on the screen. When you have finished naming your character, move the cursor out of the letters box with the directional buttons and select <Confirm>. Press the **×** button to finalise your character's name and continue the game.



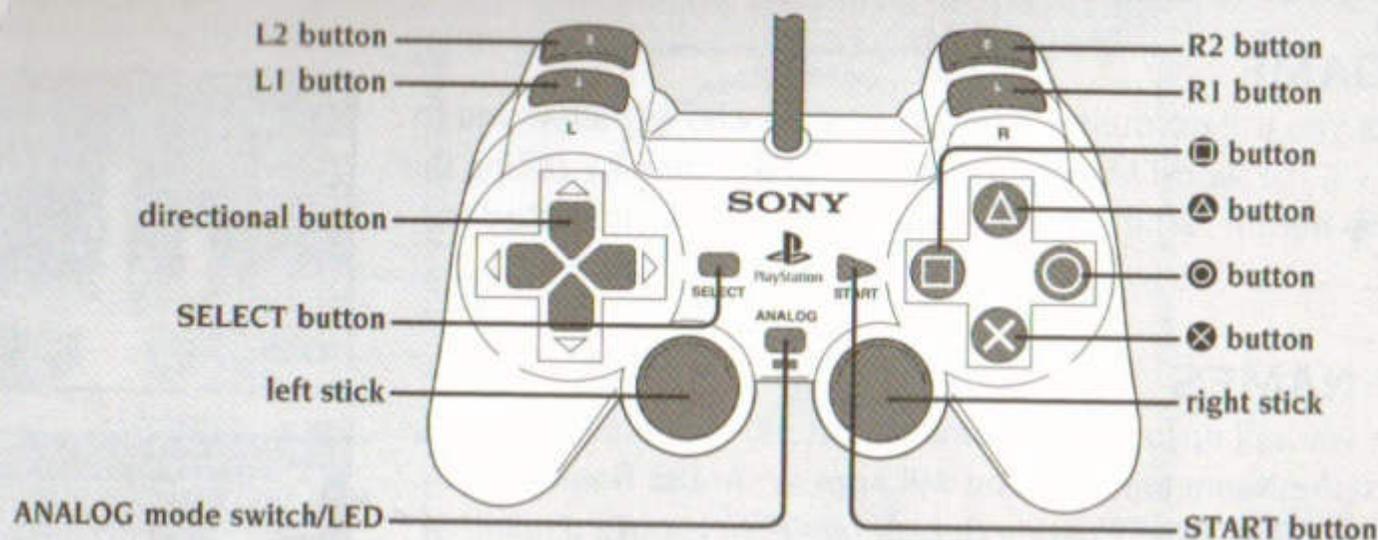
## CHANGING DISCS

When you reach the end of a disc, you will be prompted to open the disc cover, remove the current disc, and replace it with the specified disc. Do not turn off the power when switching discs.

If you have progressed to a later disc during a previous game, you can start the game using that disc instead of disc 1. To do this, just insert the relevant disc instead of disc 1 (please have your MEMORY CARD inserted containing the data of the disc), close the disc cover and turn on the power to the console.

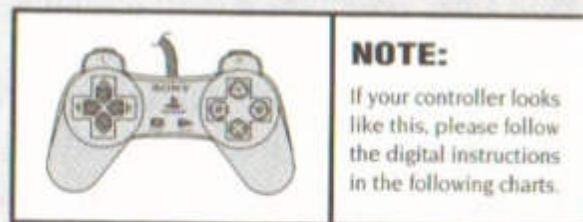


# BASIC CONTROLS



The controls for **FINAL FANTASY IX** will change depending on which screen you are in. Please refer to the following charts for the control layout for each of the different screens.

- The character will either walk or run depending on how far the left stick is pushed.
- Button configurations can be changed in the Config Menu.
- Turn the vibration function of the Analog Controller (DUALSHOCK) ON/OFF in the Config Menu.
- The left / right stick of the Analog Controller (DUALSHOCK) can be used only when in analog mode (LED:Red).
- The vibration function of the Analog Controller (DUALSHOCK) can be used even when in digital mode (LED:Off).
- Press the L1, L2, R1, R2, SELECT and START buttons simultaneously to perform a Soft Reset, returning the game to the Title Screen.



## NOTE:

If your controller looks like this, please follow the digital instructions in the following charts.

## BATTLE SCREEN

directional buttons	Cursor movement.
left stick	Cursor movement.
○ button	Cancel.
× button	Confirm.
△ button	Cycle to a different ready character.
□ button	Hold down to clear all windows.
L1 button	View previous page / Select single or multiple targets / Escape from battle (when held down with R1 button).
L2 button	Display/cancel Target Window.
R1 button	View next page / Select single or multiple targets/Escape from battle (when held down with L1 button).
SELECT button	Display Help / Cancel Help.
START button	Pause.



**TIP:** Use the SELECT button during battle to check an item's effect.

## MENU SCREEN

<b>directional buttons</b>	Cursor movement / Select single or multiple party members when using abilities.
<b>left stick</b>	Cursor movement.
<b>○ button</b>	Cancel.
<b>× button</b>	Confirm / Display ability list (on Status Screen).
<b>Ⓜ button</b>	Switch between Ability and Equipment Menus.
<b>L1 button</b>	Change characters / View previous page / Select single or multiple party members when using abilities.
<b>R1 button</b>	Change characters / View next page / Select single or multiple party members when using abilities.
<b>SELECT button</b>	Display Help / Cancel Help.
<b>START button</b>	Confirm button selection (only on Custom Controller Screen in the Config Menu).



## FIELD SCREEN

<b>directional buttons</b>	Character movement.
<b>left stick</b>	Character movement.
<b>○ button</b>	Hold down to walk (or run, if set in Config Menu) when pressed with directional button / Cancel.
<b>× button</b>	Examine / Talk / Confirm.
<b>△ button</b>	Open Main Menu.
<b>Ⓜ button</b>	Examine / Talk / Confirm / Challenge a card player.
<b>SELECT button</b>	Display HERE icon / View ATE.
<b>START button</b>	Pause.



## WORLD MAP SCREEN

<b>directional buttons</b>	Character movement / Change direction and altitude of airship.
<b>left stick</b>	Character movement / Change direction and altitude of airship.
<b>right stick</b>	Move vehicle forward/backward.
<b>○ button</b>	Exit vehicle.
<b>× button</b>	Enter buildings / Ride vehicle / Move vehicle forward.
<b>△ button</b>	Open Main Menu / Move inside the vehicle.
<b>Ⓜ button</b>	Call moogle / Move vehicle backward.
<b>L1 button</b>	Rotate map clockwise.
<b>L2 button</b>	Lock/unlock camera rotation.
<b>R1 button</b>	Rotate map anticlockwise.
<b>R2 button</b>	Switch perspective.
<b>SELECT button</b>	Toggle navigation map.
<b>START button</b>	Pause.



**TIP:** Press the **△** button when the large navigation map (on the world map) is displayed to check the controls.

# MAIN CHARACTERS

The eight main characters of **FINAL FANTASY IX** each have their own views, goals, abilities and outlooks on life. See how their paths cross and affect the outcome of the story.



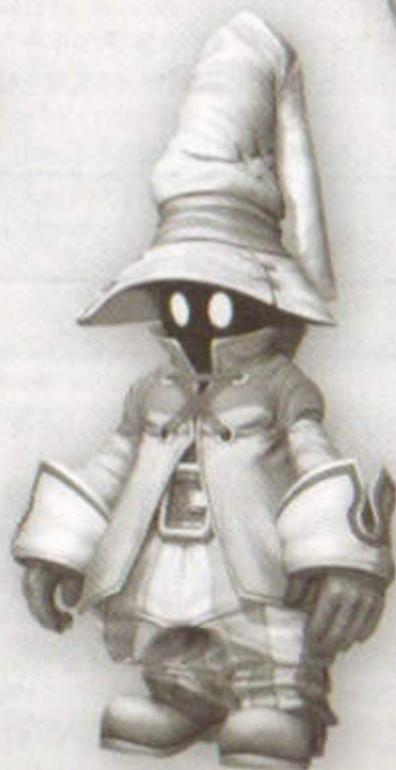
## ZIDANE TRIBAL

You don't need a reason to help people.



## ADELBERT STEINER

Having sworn fealty, must I spend my life in servitude?



## VIVI ORNITIER

How do you prove that you exist? Maybe we don't exist.....

## GARNET TIL ALEXANDROS 17<sup>TH</sup>

Someday I will be queen, but I will always be myself.



**TIP:** Remember the information mentioned by townspeople or found on bulletin boards in various places: It may come in handy during battles with certain enemies.



## AMARANT CORAL

The only  
dependable thing  
about the future is  
uncertainty.



## QUINA QUEN

I do what I want!  
You have problem!?

## FREYA CRESCENT

To be forgotten is  
worse than death.



## EIKO CAROL

I don't wanna be  
alone anymore...



The story takes place in an expansive world. Explore carefully so you don't miss anything.

## TALK TO PEOPLE AND INSPECT EVERYTHING

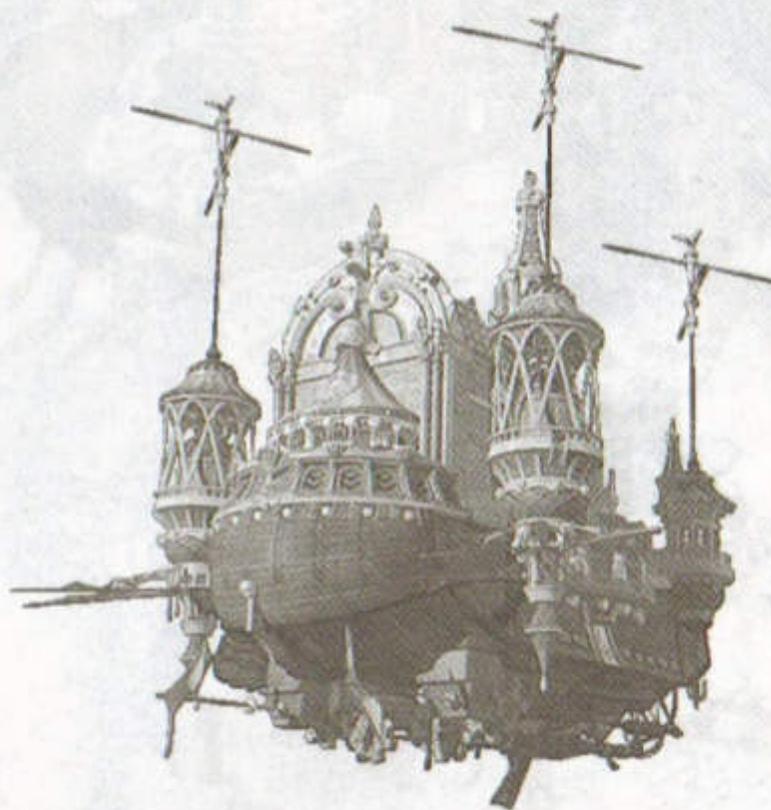
You must speak with many characters and examine various locations to progress in the game. In locations where there are things to inspect (like treasure chests, bulletin boards and ladders), an exclamation mark "Field Icon" will appear over the character's head (press the **X** button or **□** button to acquire items, view useful information or climb ladders). In locations where a choice must be made, a question mark "Field Icon" will appear.



## HERE ICON

Each time you enter a new Field Screen, the HERE Icon (a pointing hand) will appear briefly over your character, indicating your position. This feature can be turned off in the Config Menu.

If you ever become lost on the Field Screen, press the SELECT button to make the HERE Icon appear temporarily.



**TIP:** If you equip an item with 100% Elem-Def and another with Elem-Absorb, the former takes precedence.

# ATE – ACTIVE TIME EVENTS

Active Time Events, which occur throughout the story, allow you to see what other characters are doing. When the ATE icon appears at the bottom left portion of the screen, press the SELECT button to view the event. (If the text is grey, the event is shown automatically). You can still follow the story and finish the game without viewing any ATE, but they provide different perspectives and reveal deeper insights about the characters.



## ACTIVE TIME EVENTS CHANGE ACCORDING TO YOUR CHOICES

The ATE menu changes depending on which ATEs you have already seen and what actions you have taken. The images below illustrate such an example. Conversations may change after viewing an ATE. Try different options to experience different results.



Example of an ATE change:

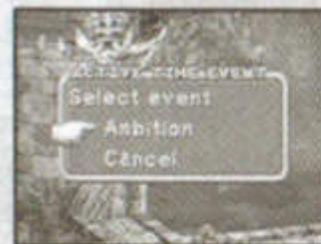
Moving left after viewing "Treno Tradition"



Moving left after viewing "Ambition"



Moving left without viewing either event



**TIP:** Some of the rare items you buy in Treno's auction can be sold at a certain location.

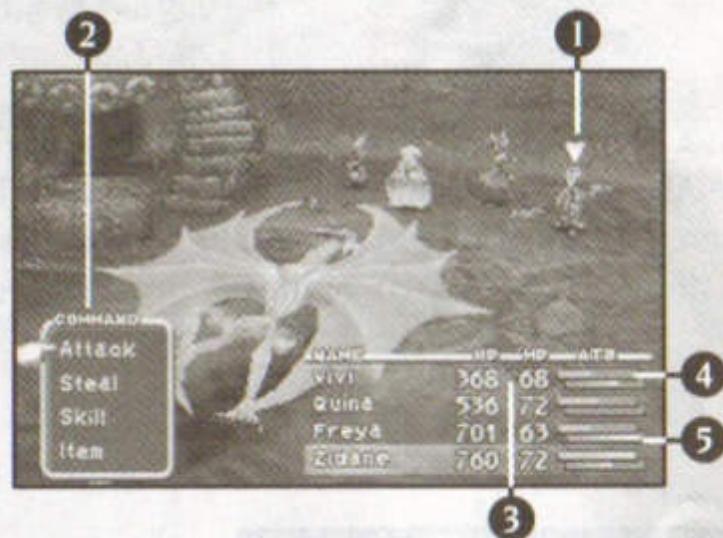
Understanding the battle system and acquiring new abilities will allow you to defeat any enemy.

## TO WIN A BATTLE...

This game uses the Active Time Battle (ATB) system, in which each character has an ATB Gauge. Only a character with a full ATB Gauge can be issued commands. Each character has a different set of commands. To win battles, consider which commands are effective for each situation.

## READING THE BATTLE SCREEN

- 1) **Cursor:** Displayed over the character selecting the command.
- 2) **Commands:** Every character has 'Attack' and 'Item' commands.
- 3) **HP (Hit Points) / MP (Magic Points):** Characters whose HP reach 0 are KO'd and can not join battles. Abilities use MP.
- 4) **ATB Gauge:** Refills over time. You may issue a command only to characters whose ATB Gauges are full.
- 5) **Trance Gauge:** Trance power accumulates when you receive damage from enemy attacks. When the Trance Gauge becomes full, the character will enter a Trance (page 11). The Trance Gauge will not appear until after a certain event.



## HELPFUL HINTS

### Switch Turns with the **△** Button

If several characters are ready to take action, press the **△** button to switch to the desired character.

### Escape with the **L1** and **R1** Buttons

You may be able to escape from a battle by pressing the **L1** and **R1** buttons simultaneously. It may take a long time to escape from the enemy, during which you will be open to attack. (There are some enemies from which you can not escape).

### Open the Target Window with the **L2** Button

Press the **L2** button to open the Target Window. This allows you to select your target by name.

### Press the **SELECT** button for Help

The Help Window will display information on various commands, effects of magic and items, and more. Press the **SELECT** button again to hide the Help Window.

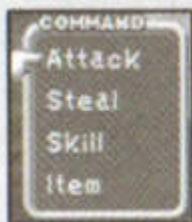
**TIP:** Keep characters with lower attack power in waiting by not entering any commands. This way, they will be ready to assist you in an emergency.

## COMMANDS CHANGE DURING TRANCE

When a character's Trance Gauge reaches full after an enemy attack, that character will go into Trance. In addition to increased attack power, the character will have special attack commands during Trance (see below). You may want to fill up the Trance Gauge as much as possible before fighting strong enemies to ensure a Trance during that battle.



### Zidane's Trance



Normal > Trance

The **Skill** command changes to **Dyne**.  
Zidane can use special attacks during Trance.

### Vivi's Trance



Normal > Trance

The **Blk Mag** command changes to **Dbl Blk**.  
Vivi can use magic twice in a row during Trance.

## HOW TRANCE POWER REACHES 0

Trance power decreases every time the character in Trance takes an action. Trance ends when the gauge reaches 0. The Trance Gauge will also drop to 0 if:

- 1) The character is inflicted with Zombie status, or
- 2) The battle ends while the character is in Trance.

# CHARACTER STATS

When characters level up, the values of their stats increase. These values will also change when you equip different items.

**Speed:** Speed determines how fast the character's ATB Gauge fills up (the higher the value, the faster the character can act).

**Strength:** Strength determines the severity of a physical attack.

**Magic:** Magic determines the amount of damage caused by magic and summon attacks.

**Spirit:** Spirit affects the character's attack and defence. Higher values enhance your abilities to Steal, Counter and deal critical damage. Also, the character's Spirit determines how long status effects remain and how quickly the Trance Gauge fills.

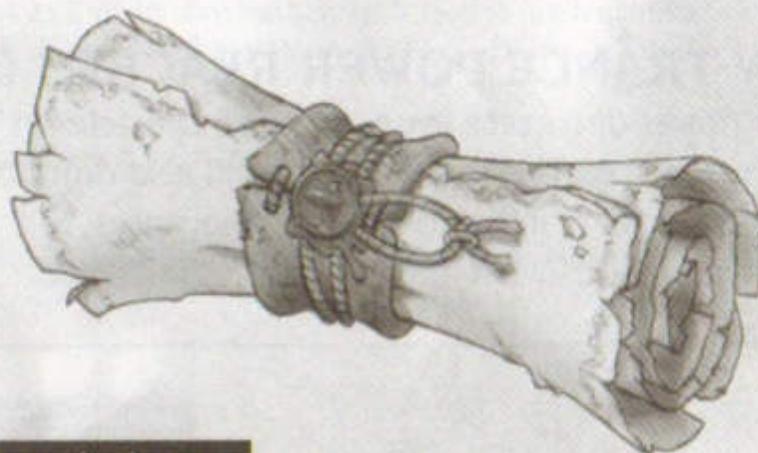
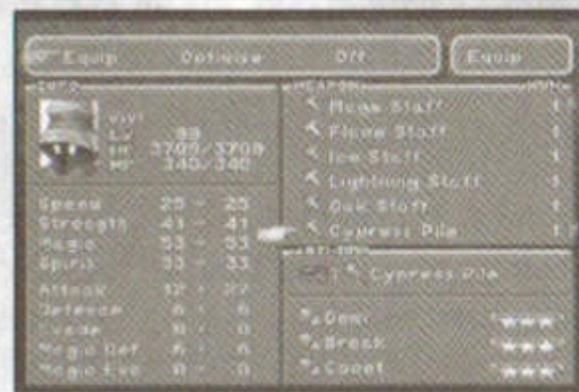
**Attack:** Attack determines the amount of damage the character deals using physical attacks.

**Defence:** Defence reduces the amount of damage the character receives from physical attacks.

**Evade:** Evade determines the character's ability to dodge physical attacks.

**Magic Def (Magic Defence):** Magic Def reduces the amount of damage the character receives from magic attacks.

**Magic Eva (Magic Evade):** Magic Eva determines the character's ability to dodge magical attacks.



**TIP:** Character stats also affect other aspects of battle. Discover these as you play the game.

# FINAL FANTASY IX

The adventure continues at  
[www.square-europe.com/ff9](http://www.square-europe.com/ff9)



**SQUARE EUROPE**  
[www.square-europe.com](http://www.square-europe.com)

Developed by  
**TheWebShed**  
[www.webshed.co.uk](http://www.webshed.co.uk)

Status effects occur when a character's status is changed by a spell, item or attack. Certain status effects are beneficial, while others are harmful. When you use items or spells that cancel (or invoke) status effects, you can view your party members' status effects in the Status Window. Some status effects will expire after a short while, others will be cancelled at the end of a battle, and some will continue to affect the character even after battle. Learn which status effects damage your characters and treat them accordingly with spells or items.



## BEWARE OF THESE STATUS EFFECTS

- 1) Status effects that disable the entire party: If all allies are inflicted with KO, Stop, Petrify or Venom, the game ends.
- 2) Status effects that stop growth: If a character is affected by KO, Petrify, Virus or Zombie, he or she stops receiving EXP and AP, halting growth.

## BENEFICIAL STATUS EFFECTS

Name	Icon	Effect	Cancellation Method
Auto-Life		Target recovers from KO.	Dispel, target recovers from KO.
Regen		Target's HP gradually recover.	Dispel, effect expires.
Haste		Speeds up the ATB Gauge.	Dispel, effect expires.
Float		Target floats in the air. Avoids Earth attacks.	Dispel, effect expires.
Shell		Reduces target's damage from magic attacks.	Dispel, effect expires.
Protect		Reduces target's damage from physical attacks.	Dispel, effect expires.
Vanish		Target avoids physical attacks.	Dispel, target hit with magic, effect expires.
Reflect		Reflects magic (some magic cannot be reflected).	Dispel, effect expires.

**TIP:** You gain only AP from enemies you have defeated by using Petrify and/or Stop. You will not receive any EXP, Gil or items.

## HARMFUL STATUS EFFECTS

Name	Icon	Effect	Cancellation Method
Confuse		Target cannot be controlled and randomly attacks enemies or allies.	Esuna, physical attack.
Berserk		Target's attack power increases, but they cannot be controlled and attack enemies continuously.	Gysahl Greens.
Stop		Target stops and cannot be controlled.	Dispel, Remedy.
Poison		Target's HP gradually decreases.	Antidote, Esuna, Panacea, Remedy, effect expires.
Sleep		Target falls asleep and cannot be controlled.	Esuna, physical attack, effect expires.
Slow		Target's ATB Gauge fills more slowly.	Dispel, effect expires.
Heat		Target is KO'd if an action is taken.	Esuna, effect expires.
Freeze		Target freezes and cannot be controlled. Target is KO'd if attacked physically.	Esuna, effect expires.
Mini		Target shrinks. Attack and defence powers decrease.	Mini, Esuna, Remedy.
Doom	—	Target is KO'd when counter reaches 0.	None (end the battle before counter reaches 0).
Gradual Petrify	—	Target becomes petrified when counter reaches 0.	Stona, Esuna, Remedy, Soft. (end battle before counter reaches 0).
Petrify		Target turns to stone and cannot be controlled.	Stona, Soft.
Venom		Target cannot be controlled due to strong poison. HP and MP gradually decrease.	Remedy, Antidote, Panacea.
Virus		Target stops receiving EXP and AP.	Vaccine.
Silence		Target cannot use magic.	Esuna, Echo Screen, Remedy.
Darkness		Target is blinded; accuracy of physical attacks decreases.	Esuna, Eye Drops, Remedy.
Trouble		All of the target's allies receive 1/2 the damage the target receives from a physical attack.	Annoyntment.
Zombie		Reverses effects of recovery items and spells.	Magic Tag.
KO	—	Target cannot participate in battle until recovered.	Life, Auto-Life, Phoenix Down, Phoenix Pinion.

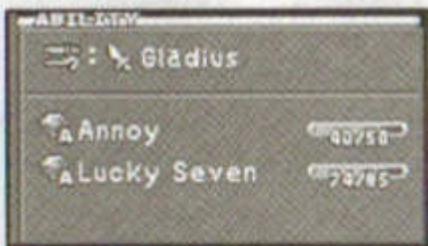
\*When in Trance, all harmful status effects other than Petrify, Zombie, and Virus are cancelled.

**TIP:** When an item is stolen, you cannot recover it. Defeat enemies that have larcenous tendencies first.

Using your Abilities wisely is the key to victory.

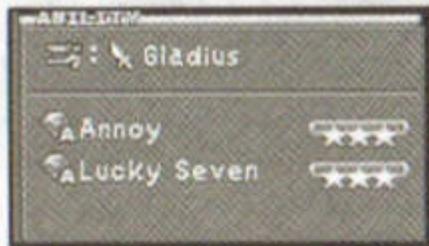
## TO USE AN ABILITY

Equipping certain items brings out the characters' dormant abilities, which they can then use. Until the character learns the ability, he or she can only use it while the item is equipped. You can select items according to what ability you want your character to learn, or equip them only when you need to use a certain ability.



### When an item is equipped...

An ability embedded in the equipped item can be used. If the item is unequipped, the ability can no longer be used.



### When an ability is learned...

The character can use the learned ability even when the item has been unequipped.



### It Depends on the Character: #1

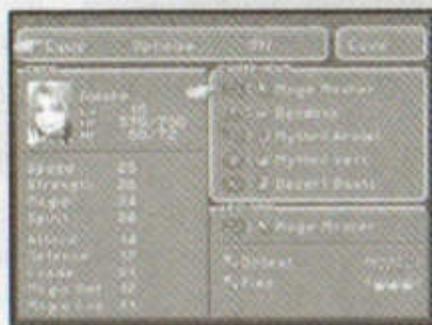
If the same item is equipped on different characters, each character will extract different abilities from that item. Characters can only extract abilities that match their dormant abilities.



**TIP:** You can steal up to four different items from the same enemy by using Steal repeatedly.

## LEARNING ABILITIES

To learn abilities, you must earn the necessary AP (Ability Points) for each ability. Every time a battle is won with the appropriate item equipped, AP are added to each ability being learned. You can check the acquired AP in the Ability Menu (see below), or by pressing the **X** button in the Status Menu.



### 1. Equip Item

When you equip an item, you can see the amount of AP required to learn the new abilities.



### 2. Acquire AP through Battles

The acquired AP are awarded to all the abilities being learned.



### 3. Acquire the Required AP

When the gauge for an ability turns red and the ★★★ mark appears, you have learned that ability.



## HOW TO READ THE ABILITY MENU

**AP:** Represents the amount of AP acquired (left), and the amount of AP necessary to learn the ability (right). The AP acquired remain even if you unequip the item, allowing you to go back and finish learning the ability later.

**Item:** The icon for the item from which you are extracting the ability. When the ability is learned, the icon is no longer displayed.

### It Depends on the Character #2

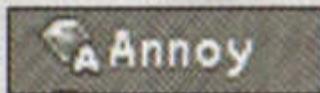
The amount of AP necessary to learn an ability is different for each character. Even with the same ability, some characters can learn faster than others.



**TIP:** When you use Zidane's Detect ability, the item that is the hardest to steal appears first, and the easiest item to steal appears last.

## ACTION ABILITIES

Abilities that provide a character with additional commands are called "Action Abilities". With some exceptions, Action Abilities require MP to use. The abilities available are different for each character. Some abilities change during Trance. Action Abilities can be recognised by a red diamond-shaped slot with the letter "A". Listed below are some Action Abilities.



Use	Equip	Ability
33 Lv 14 HP 1300/1300 MP 140/140	WHI DAG [Skill Slot]	AP [Bar] Equip:
Cure 28 Tornado 32 Cure 6 Cura 20 Life 8 Phoenix 4 Esuna 20 Protect 0	Tonic 30 Regen 14 Stand 0 Heal 0 Haste 0	

### Example of Action Abilities



#### Zidane (Skill)

Zidane uses special bandit techniques, many of which help the party during battles. His Action Abilities require less MP compared to those of other characters.

**Flee:** Higher probability of escaping from battle quickly.



#### Vivi (Black Magic)

Vivi uses the magic of the black mages. Black magic causes damage or invokes status effects.

**Fire:** Causes fire damage.



#### Steiner (Sword Skill)

Steiner uses the special sword techniques of expert knights. Many of these abilities lower the enemy's attack and defence power.

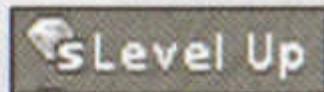
**Minus Strike:** Reduces the enemy's HP by the difference between your max HP and current HP.

**TIP:** Vivi's Focus command increases his magic power until the end of battle, even if he is KO'd

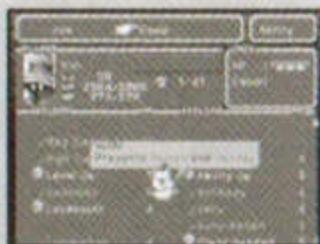
## SUPPORT ABILITIES

"Support Abilities" are those that, once equipped, help the character during battles without having to enter any commands. Support Abilities are equipped by distributing the magic stones that the character earns. The stronger the ability, the more magic stones required to equip it. Support Abilities can be recognised by a green diamond-shaped slot with the letter "S".

Whether learning or fully learned, a Support Ability can not be used unless a magic stone is equipped in its slot. Try to customise your Support Abilities by analysing the situation at hand.



### Main Functions of Support Abilities:



**Prevent Status Effects**  
Support abilities render certain status effects ineffective. There are abilities that prevent Poison and Sleep, for example.



**Increase Damage**  
Increases damage when attacking certain creature types.

## ABOUT MAGIC STONES

Like MP, the maximum number of magic stones increases as the characters level up. Equipping Support Abilities decreases the number of available stones while unequipping them increases the number.



### EXAMPLES OF COMBINING SUPPORT ABILITIES

**Cover + Counter + Eye 4 Eye = Increased number of attacks**

**Counter** allows you to Attack the enemy when physically attacked. With **Cover**, you receive attacks in place of an ally, which then triggers **Counter**. **Eye 4 Eye** increases the chances that you will **Counter** the attack.



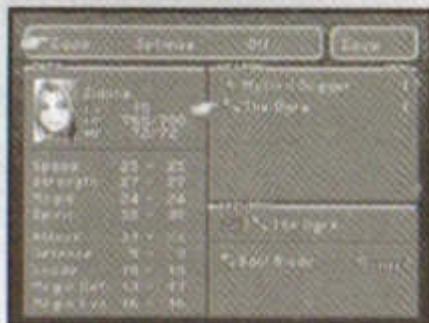
**Auto-Potion + Chemist = Battle in safety**

With **Auto-Potion**, you automatically use a Potion when you are damaged. **Chemist** doubles the effectiveness of medicine. Combined, they reduce the possibility of HP reaching 0.

**TIP:** Enlarge the navigation map after boarding the airship. Press the button after selecting a location, and the airship will automatically fly you to the selected spot.

## HOW YOU USE ABILITIES IS UP TO YOU

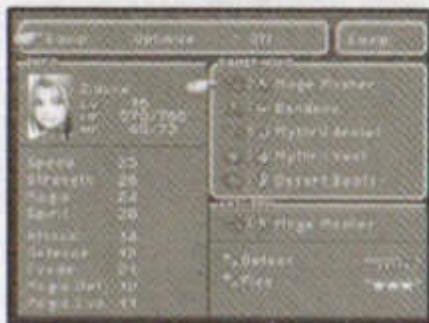
If you only need to use abilities temporarily, you only need to equip items that correspond to those abilities. However, to use abilities freely, without having to worry about equipping items, you must learn them. The ability management system is one of **FINAL FANTASY IX**'s most enjoyable features. Based on the descriptions below, try finding a method that matches your playing style.



### Situational Method (Quick)

Only equip items with skills appropriate to the situation. You don't need to fight many battles, because you don't need to worry about AP. The downside is that you must carry a large stock of items in order to use the desired abilities when you need to.

**HINT:** Change equipment to match your enemy's strengths and weaknesses.



### Basic Method (Standard)

Learn useful abilities such as Life, Loudmouth and Alert, and use other abilities by switching items. You will need to consider carefully which abilities to learn, but this is the most basic way to move forward.

**HINT:** Carefully study which abilities you need to learn.



### Diligent Method (Thorough)

Learn all the abilities from every item you obtain. You must fight more battles in order to gain the required AP. However, once you master your abilities, you should be able to proceed towards the end without too much trouble.

**HINT:** Fight many battles, and be patient.



**TIP:** When all allies have the Reflect effect, use a magic attack that damages all allies. This reflects the magic back to the enemy and also increases the damage it deals.

## ADVICE ON USING ABILITIES

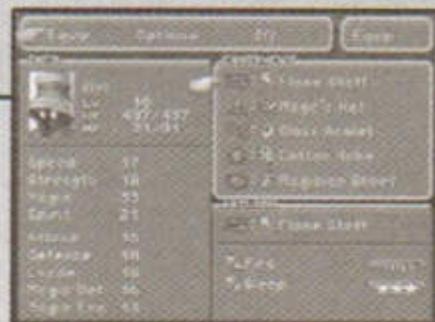
### Advice 1: Use Scan

Use Scan to examine the enemy's weaknesses. Your attack will be more effective if you use abilities that target its weak points. If you have not mastered any appropriate abilities, you can equip items that extract those abilities.



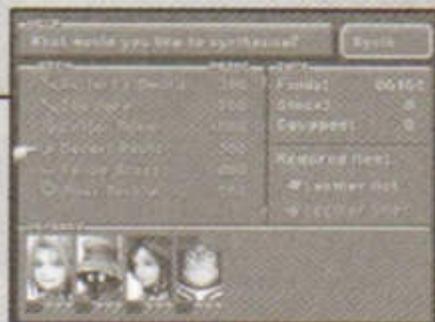
### Advice 2: Consider the Combination of Items You Equip

For example, if an Add-on and a weapon that can extract the same ability are equipped at the same time, the amount of AP distributed to that ability is doubled, so it takes less time to learn that particular ability. On the other hand, if there is no need to learn that ability, equip an item that extracts a different ability, and increase the number of abilities you can use.



### Advice 3: Use Shops and Synthesis Shops

You can obtain powerful items by combining stocked items in synthesis shops or buying them in shops. Check all items thoroughly before selling or synthesising items, since they may still have abilities that have not been learned. Also, consider the current acquired AP of abilities being learned before equipping new items.



### Synthesis Shop

To use the synthesis shop, you must have enough Gil and at least two items that will serve as raw material. The items being used as raw materials will disappear from your inventory, so think carefully before making a decision.

# TETRA MASTER CARD GAME

"Tetra Master" is a card game famous throughout the **FINAL FANTASY IX** world. Approach a character and press the  button to challenge him to a game. NOTE: Not all characters will play cards.

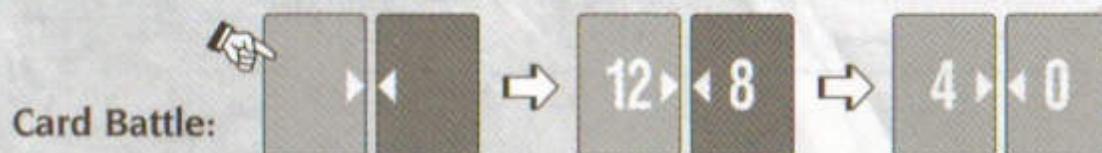
## BASIC RULES

You and your opponent each place 5 cards alternately on a 4x4 field. As shown below, you can turn over your opponent's cards and make them your own, depending on where you place your cards. The player who has the most cards showing on the field at the end wins the game.

Attention: In the following examples, the cards in light grey are yours, and the cards in dark grey are your opponent's. The hand icon indicates which card has just been placed on the field.



You flip an opponent's card when an arrow on your card points towards one of your opponent's cards that doesn't have an arrow on that side.



If an arrow on your card is facing an arrow on the opponent's card, the cards will "battle". A random number chosen from each card (with the number shown on the cards as upper limits) are subtracted from each other. The card left with higher HP wins.



When you win a card battle, any cards targeted by the arrows of the card you just flipped are also flipped.

### Card Ability Points

Every card has a set of numbers and letters that represent the strength of the card, which comes into play during card battles. Generally, the higher the number, the stronger the card. Try to figure out the effects of numbers and letters on each card.



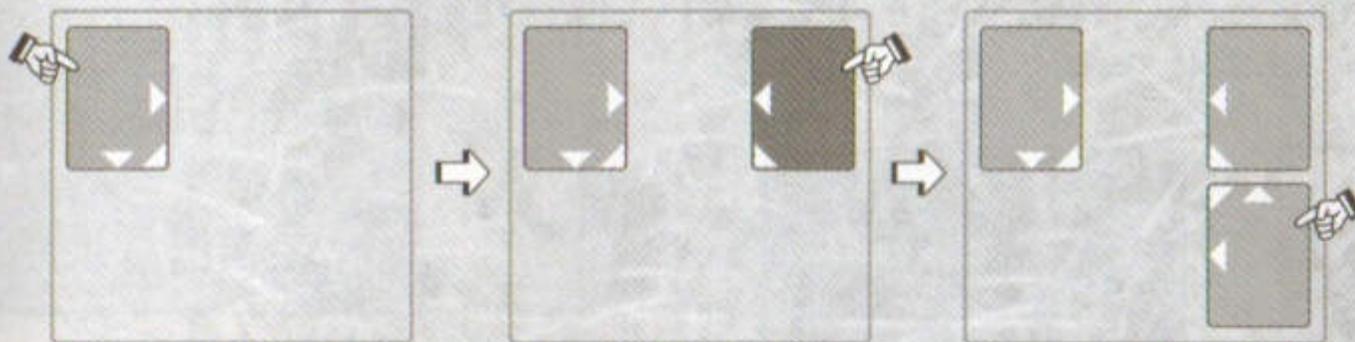
**TIP:** You can not carry more than 100 cards. Discard the extra cards you own by accessing the Card Menu in the Main Menu.

## CONSIDER DIFFERENT STRATEGIES

There are many strategies for winning card games. Different playing fields and different cards in your hand call for different strategies. Two different strategies are described below.

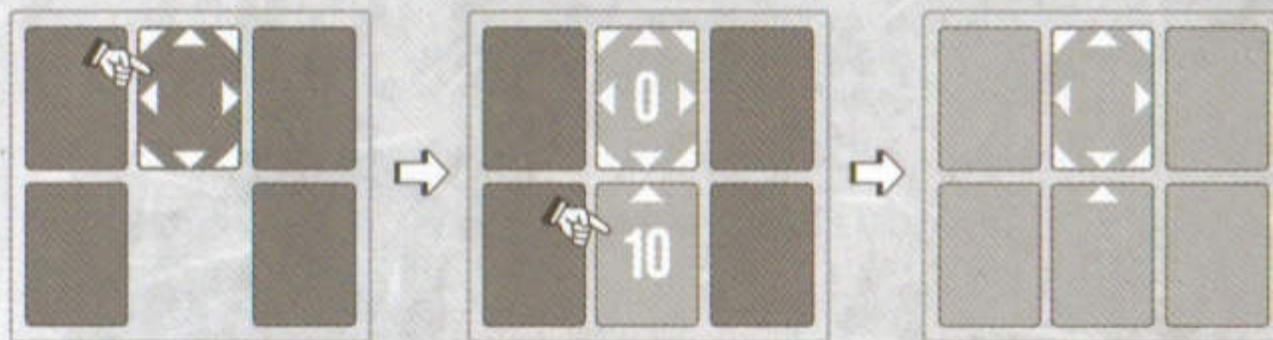
### Protect Yourself with Arrows

Place the sides of your card that don't have arrows against the sides and corners of the playing field. This way, your cards will not get flipped unless you lose a card battle.



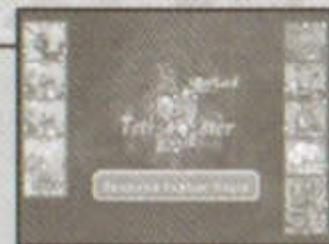
### Aim for a Single Counter-attack

Even if your cards are flipped over by your opponent, you can take them back by turning them over. You can also turn over all of your opponent's cards at the end of a game by using a combo technique.



### Acquire New Cards by Winning

When the game is finished, the winner receives one of the opponent's overturned cards. If you win by overturning all of your opponent's cards, you have played a Perfect game, and you can claim all five of your opponent's cards. On the other hand, if your opponent plays a Perfect game, you lose all five of your cards.



**TIP:** If you lose a card game, you can try to take back the cards you lost by challenging that opponent again.

# CHOCOBOS

Chocobos are large, birdlike creatures that can be used to travel on the world map. While riding a Chocobo, you will not encounter random enemies. As your chocobo's abilities increase or evolve, you can use it to explore additional places.

## PLAY "CHOCOBO HOT & COLD"

If you encounter a chocobo, not only can you use it as a means of transportation, but you can also play "Chocobo Hot & Cold" by entering a specific location with a chocobo. "Chocobo Hot & Cold" is a mini-game (you need Gil to play) in which you dig up buried treasures. If you are lucky, you might discover rare and valuable items.



Find a chocobo and ride it to a specific location.

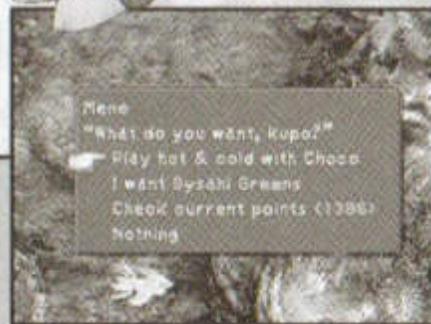


Look for items by playing "Chocobo Hot & Cold"!



### As Your Chocobo's Level Increases...

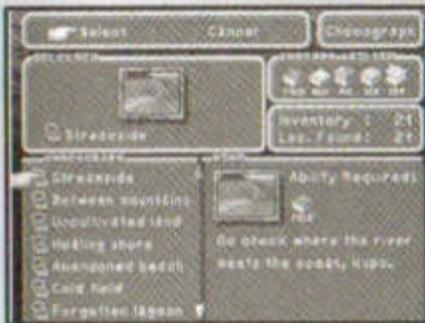
When a chocobo's beak level increases, its ability to dig holes improves. As it digs more holes, its beak level increases. However, there are other ways to increase a chocobo's beak level...



**TIP:** Points acquired in "Chocobo Hot & Cold" can be traded for precious items.

## PLAY "CHOCOBO HOT & COLD" ON THE WORLD MAP

When you are playing "Chocobo Hot & Cold", you may dig up an item called a Chocograph. A Chocograph is a picture that indicates the location of a treasure. Find the same terrain and location indicated by the Chocograph on the World Map. You might find a treasure if your chocobo digs in the right area. Why not take a break from the story and go on a treasure hunt?



Select a Chocograph.



Locate on the World Map.

### Evolve Your Chocobo by Hunting Treasures!

Your chocobo may evolve as you hunt for treasure. An evolved chocobo can travel over terrain that is not otherwise accessible. As a result, you will be able to find additional treasure.



### How to Read the Chocograph Menu

Abilities that your chocobo has acquired

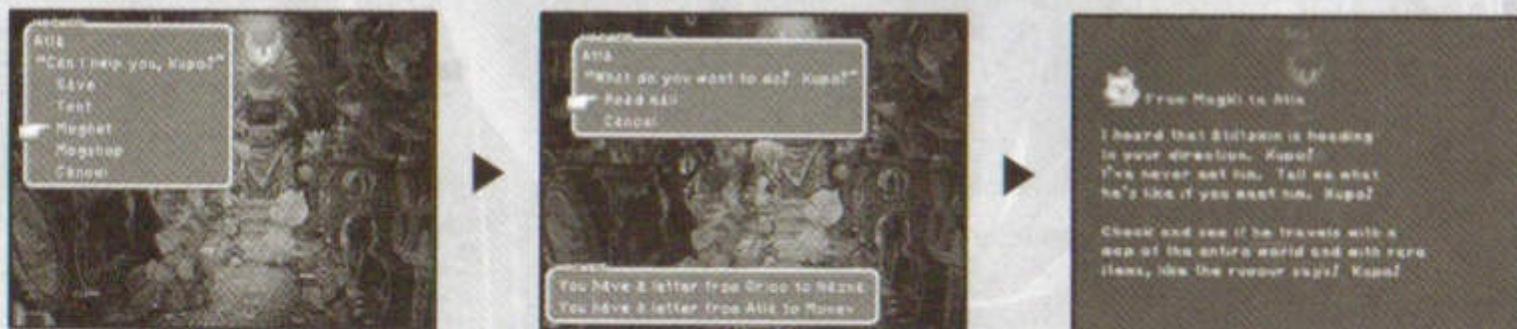
Abilities necessary to find treasure for the selected Chocograph

**TIP:** During the play, you can really impress the audience by performing a sword fight quickly and without any mistakes.

As you play, you will find many side-quests that are not directly related to the story. You do not have to seek out or complete these activities in order to complete the game, but they may provide you with additional challenges – or special rewards...

## USE MOGNET TO HELP MOOGLES COMMUNICATE

When you select Mognet after speaking to a mooglet, you may be asked to deliver a letter, or be shown some letters addressed to Zidane. To make proper deliveries, you must remember the names and whereabouts of the mooglets. Once you complete a delivery, you can read the contents of the letter. Be aware that some mooglets change location as the story proceeds.



## FIND TREASURE SCATTERED AROUND THE WORLD

You will meet various collectors on your journey. Be a treasure hunter, and find the items these collectors want. Who knows? They might give you something in return.

### Stellazzio

An aristocrat is collecting the Stellazzio coins. There are over ten coins, each one engraved with the name of a constellation.



### Coffee Beans

A coffee lover is searching for the finest beans.

**TIP:** You can not carry more than three Mognet letters. If you try to pick up a fourth, you will have to discard one.

Beyond following the storyline, there are other activities to enjoy in **FINAL FANTASY IX**.

## MASTER THE MINI-GAMES!

In addition to the Tetra Master card game and "Chocobo Hot & Cold", there are many other challenging mini-games. You may be able to obtain precious items depending on the outcome of the games.



### Skipping

Carefully time your button presses to jump. As you continue to jump, the timing will become more difficult.

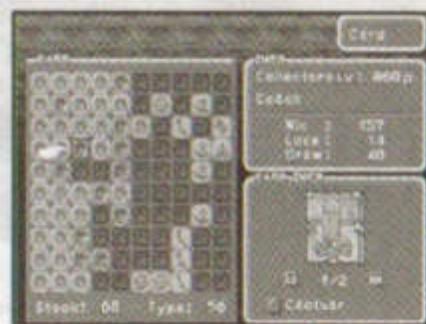


### Frog Catching

Catch the frogs as they jump onto the banks of the swamp. The size and gender of the frogs vary...

## BECOME A COMPLETE COLLECTOR!

If you want to explore the game inside out, try collecting all the cards, abilities and items. Your collector's level increases as you collect more cards. Try for the highest collector's level!



### Finally...

Many elements of **FINAL FANTASY IX** have not been included in this manual. Play the game multiple times to discover many new ways to enjoy the game.

**TIP:** When you play the Skipping mini-game, press the button just as you land. Beware: The jumping intervals change after the 20th jump.

Conceived and Produced by Hironobu Sakaguchi  
 Executive Producers Tomoyuki Takechi, Hisashi Suzuki  
 Main Program Hiroshi Kawai  
 Director Hiroyuki Itou  
 Producer Shinji Hashimoto  
 Art Director Hideo Minaba  
 Image Illustration Yoshitaka Amano  
 Original Score & Music Nobuo Uematsu  
 Event Design Kazuhiko Aoki  
 Real-Time Graphics Akira Fujii  
 Battle Design Yasushi Kurosawa  
 Battle Program Takayuki Niwa  
 World Map Program Tatsuya Yoshinari  
 World Map Graphics Masahide Tanaka  
 Field Design Nozomu Yamagishi, Takeshi Endo  
 Field Data Hidetoshi Kezuka  
 Field Graphics Shinichiro Okaniwa, Jun Sakurai,  
 Kazuyuki Ikumori  
 Character Design Shukou Murase, Toshiyuki Itahana,  
 Shin Nagasawa  
 Character Modelling Hiroshi Arai, Tomohiro Kayano  
 Character Animation Jun Uriu, Tatsuya Kando  
 Computer Graphics Movie Hiroshi Kuwabara  
 Sound Effects Teruaki Sugawara, Eiji Nakamura  
 Sound Program Minoru Akao  
 3D Character Programmer Thomas Shih-Ta Peng  
 Project Manager Kenji Takemoto  
 Publicity Producer Michio Okamiya

**SQUARE VISUAL WORKS CO., LTD.**

Supervisor Satoshi Tsukamoto  
 Director Hiroshi Kuwabara  
 Manager Norimichi Kurosawa

**SQUARE SOUNDS CO., LTD.**

Music Nobuo Uematsu  
 Sound Programmer Minoru Akao  
 Production Manager Kensuke Matsushita  
 Conductor Koji Haijima

**SQUARTZ CO., LTD.**

Executive Director Hiromi Masuda

**SQUARE CO., LTD.****Localisation Team**

General Manager Koji Yamashita  
 Deputy General Manager Akira Kashiwagi  
 Localisation Director Kazuyoshi Tashiro  
 Localisation Engineers Yoshinori 'Goro' Uenishi,  
 Richard Honeywood  
 Localisation Assistants Nathalie 'Akira' Ishida, Tomoko Sekii,  
 Seikou Hokama, Mai Morofushi

**SQUARE SOFT, INC.****Localisation Staff**

Localisation Specialists Ryosuke Taketomi (Lead),  
 Maki Yamane, Brody Phillips  
 Editors Richard Amtower,  
 Matthew B. Rhoades  
 Localisation Assistant Rika Maruya  
 Localisation Manager Yutaka Sano

**Quality Assurance Staff**

QA Senior Manager Jonathan Williams  
 Senior Lead Analyst David "Ribs" Carrillo

**SQUARE EUROPE LTD**

Managing Director Yuji Shibata  
 Chief of Product Management Ed Valiente  
 Assistant Manager Marketing/PR Stéphanie Journau  
 Localisation Coordinator Alison Lau  
 Assistant Manager QA Katrin Darolle  
 Assistant Manager IT & Technical Support Alex Moresby

**QA TEAM**

Natsumi Yamane, Oli Newton-Chance, Emm Dobson, Geneviève Marier,  
 Ben Sowahon, Maya Gartner, James Pilkington, Yosuke Von Heyden,  
 Seb Ohsan Berthelsen, Tony Bousquet, David '12 hours' Dicembre,  
 Achilles Hilmi, Mathieu Daujam, Julien 'Came' Castel, Daniel Nacamuli

Special Thanks: Takuya, Yuko, Tom, Niko, Paul, Ati, Red Pepper Design,  
 ACB Vertaalbureau

# FINAL FANTASY IX

## THE OFFICIAL STRATEGY GUIDE



**SQUARESOFT**

180 PAGES IN FULL COLOUR  
STEP BY STEP WALKTHROUGH  
DETAILED MAPS  
STRATEGIES AGAINST ALL MONSTERS  
COMPREHENSIVE ITEM-TABLES  
IN STORE NOW!!!



piggyback

# FINAL FANTASY IX

**BAN  
DAI**

8+

9 cm Hero Figures  
Two-Figure Sets  
available now!



**SQUARESOFT**

FINAL FANTASY® IX © 2000, 2001 Square Co., Ltd. All rights reserved. FINAL FANTASY, SQUARESOFT and the SQUARESOFT logos are registered trademarks of Square Co., Ltd.

# Immerse your senses

[www.square-europe.com](http://www.square-europe.com)

7 different experiences waiting to be discovered

VAGRANT STORY™

SAGA FRONTIER II  
Saga Frontier 2

Parasite Eve II™

GOD BLESS THE KING  
EHRGEIZ™

front mission 3.

Chocobo  
RACING™

  
FINAL FANTASY VIII

# The OFFICIAL Square Europe hints & tips line

Can't find the Chocograph you want?  
Stuck in Madain Sari?

Then call:

## 09067 535030

for our 24 hour games helpline, featuring FF9  
walkthroughs, secrets, and much, much more!

HELP IS ALSO AVAILABLE FOR THESE TITLES

- FINAL FANTASY VIII • VAGRANT STORY •
- PARASITE EVE 2 •

## WIN A PlayStation® 2!

Call the number above,  
follow the instructions and you could  
be the lucky winner of a PlayStation 2.

This service is run by Cablecom. Calls cost 75p/minute at all times.  
You will need a touch-tone telephone. You must be over 16 to use this  
service. Please ask the bill-payer for permission before making  
the call. The competition call will last approximately 1 minute.

PlayStation 2 is a registered trademark of Sony Computer  
Entertainment Inc.



## Customer Service Numbers

• Australia	_____	_____	1902 262 662*
		<small>*(ITM Calls charged at \$1.50 per min. Get parents' OK to call.)</small>	
• Österreich	_____	_____	0450 199 000 500*
		<small>*(Der Anruf unter dieser Nummer kostet max.41 Groschen/ Sek.)</small>	
• Belgique/België/Belgien	_____	_____	011/ 301 306
• Danmark	_____	_____	(+45) 33 26 68 20
• Suomi	_____	_____	(0600) 411 911
• France	_____	_____	0803.843.843
• Deutschland	_____	_____	01805 / 766 977
• Greece	_____	_____	(00 301) 6777701
• Ireland	_____	_____	(01) 4054022
• Italia	_____	_____	147 828384*
		<small>*(al costa di una chiamata urbana.)</small>	
• Nederland	_____	_____	0495 574 817
• New Zealand	_____	_____	(09) 415 2447
• Norge	_____	_____	2336 6600
• Portugal	_____	_____	(01) 318 7450
• España	_____	_____	902 102 102
• Sverige	_____	_____	08-587 610 00
• Schweiz	_____	_____	0900 55 20 55
• UK	_____	_____	08705 99 88 77

Please call these Customer Service Numbers only for PlayStation Hardware Support.

TRUTH IN EVERY DREAM

# FINAL FANTASY

COLUMBIA PICTURES  
PRODUCED BY  
SQUARE PICTURES,  
HONOLULU STUDIO  
IN THEATRES 2001

SQUARE PICTURES

[WWW.FINALFANTASY.COM](http://WWW.FINALFANTASY.COM)

COLUMBIA  
PICTURES

© 2000 FFFP ALL RIGHTS RESERVED. SQUARE PICTURES, INC

SLES-02965

 and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

4036636200558