

# FINAL FANTASY VIII

## ONLINE STRATEGY GUIDE

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## Cards

**Last Updated:** July 19, 2000



by [Tegrenath](#)

Database Administration

The Card mini-game, **Triple Triad**, is a nice little diversion from the role playing, and best of all very addicting. A good portion of your gameplay may be devoted to Triple Triad, as well as hunting down those elusive Rare Cards to complete your collection. However, keep in mind that the card game is *fully optional* and *not required* to finish Final Fantasy VIII. In the end, its only practical use is that some cards can be converted to very useful items. However, there are players who seek to find everything. This guide is for you.

## Getting Started

You'll be able to get right into Triple Triad almost immediately, at the beginning of Disc One. Simply talk to the guy standing outside the elevator on the second floor of Balamb Garden. He'll give you your first seven cards: Geezard, Funguar, Red Bat, Gayla, Gesper, Fastitocalon-F, and Caterchipillar. They're not much, but they are enough to start challenging people with. (You must always have at least five cards to play.)

A lot of people in Balamb Garden can be challenged to a game. Depending on what levels of cards these people hold, some of them can be easier or harder than others, so you'll want to know [who to look for when you need an opponent](#). If you're a conservative player (especially when you don't have many cards and you want to keep whatever you can) try to save before and after a card game. If you lose, you'll be forced to give up a really good card that you may not get back for a while.

Beginners should challenge the girl with the pigtail who works at the Library. She's not that good either. Once you've gained a bunch of good cards, you may want to take on some harder players such as Dr. Kadowaki.

## How to Find Cards

There are four ways of adding new cards to your collection.

### Winning Card Games

The winner of a card game gets to take cards from the loser, as dictated by the [Trade Rule](#) established at the beginning of each game. The simplest trade rule is **One**, in which the winner chooses and receives a single card from the loser. You will be gaining (or losing) much of your cards in this fashion. For more information, read the [Rulebook](#).

### Modding (or Refining) Enemies

You can refine cards from certain enemies using [Quezacotl](#)'s **Card** skill. Not all enemies can be modded, and sometimes, you may even get a semi-rare boss card (levels 6, 7, and some

of 5.) When you look at a boss card's entry in the game's Card menu, look on the lower right corner of the screen to find out which enemies you can mod more of them from. For more information, read [Modding Cards from Enemies](#).

### Gaining from Defeated Enemies

Upon winning a battle against an enemy, they may drop their own card, or even a boss card (levels 6, 7, and some of 5). The boss card they drop is the same as the one you may get if you had used Quezacotl's **Card** ability (see above), although gaining *any* card after battle is much rarer.

### Gifts

Occasionally, you may come across certain people who are nice enough to just give you a card or two, but you may have to perform little tasks for them first. This does not happen frequently, and because it usually involves fairly crappy cards, we won't mention them unless a good, rare card is involved.

## Refining Cards Into Items

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The only practical use for cards in the game is that they can be refined into items, some of which are incredibly useful, if you learn the Quetzacotl skill **Card Mod**. It's a great way to get rid of excess cards you don't want as well as gain items needed to upgrade weapons and such. What each card can be refined into will be provided in the card list below. Some items need more than one of that card to refine, so it'll be shown with a fraction (for example, 1 Blobra equals 1/4 Rune Armlet, or 4 Blobra cards for 1 Rune Armlet).

## Card List

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The following is a complete list of all **110 cards** in the game. It will tell you its strengths on its four sides, its elemental (see the [Rulebook](#) for more details on these things), and what item it can be refined into (see above).

- [Level 1 - Monster Cards](#)
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- [Level 10 - Player Cards](#)

### Level 1 - Monster Cards

Name	Left	Top	Right	Bottom	Elemental	Refines Into...
<b>Geezard</b>	5	1	4	1	n/a	5 Screws
<b>Funguar</b>	3	5	1	1	n/a	1 M-Stone Piece
<b>Bite Bug</b>	5	1	3	3	n/a	1 M-Stone Piece
<b>Red Bat</b>	2	6	1	1	n/a	1 Vampire Fang
<b>Blobra</b>	5	2	3	1	n/a	1/4 Rune Armlet
<b>Gayla</b>	4	2	1	4	Thunder	1 Mystery Fluid

<b>Gesper</b>	1	1	5	4	n/a	1 Black Hole
<b>Fastitocalon-F</b>	1	3	5	2	Earth	1/5 Water Crystal
<b>Blood Soul</b>	1	2	1	6	n/a	1 Zombie Powder
<b>Caterchipillar</b>	3	4	2	4	n/a	1 Spider Web
<b>Cockatrice</b>	6	2	1	2	Thunder	1 Cockatrice Pinion

## Level 2 - Monster Cards

Name	Left	Top	Right	Bottom	Elemental	Refines Into...
<b>Grat</b>	1	7	1	3	n/a	1 Magic Stone
<b>Buel</b>	3	6	2	2	n/a	1 Magic Stone
<b>Mesmerize</b>	4	5	3	3	n/a	1 Mesmerize Blade
<b>Glacial Eye</b>	3	6	1	4	Ice	1 Arctic Wind
<b>Belhelmel</b>	3	3	4	5	n/a	1 Saw Blade
<b>Thrustaevis</b>	5	5	3	2	Wind	1 Shear Feather
<b>Anacondaaur</b>	5	5	1	3	Poison	1 Venom Fang
<b>Creeps</b>	2	5	2	5	Thunder	1 Coral Fragment
<b>Grendel</b>	2	4	4	5	Thunder	1 Dragon Fin
<b>Jelleye</b>	7	3	2	1	n/a	1 Magic Stone
<b>Grand Mantis</b>	3	5	2	5	n/a	1 Sharp Spike

## Level 3 - Monster Cards

Name	Left	Top	Right	Bottom	Elemental	Refines Into...
<b>Forbidden</b>	2	6	6	3	n/a	1 Betrayal Sword
<b>Armadodo</b>	6	6	3	1	Earth	1 Dino Bone
<b>Tri-Face</b>	5	3	5	5	Poison	1 Curse Spike
<b>Fastitocalon</b>	3	7	5	1	Earth	1 Water Crystal
<b>Snow Lion</b>	3	7	1	5	Ice	1 North Wind
<b>Ochu</b>	3	5	6	3	n/a	1 Ochu Tentacle
<b>SAM08G</b>	4	5	6	2	Fire	1 Running Fire
<b>Death Claw</b>	2	4	4	7	Fire	1 Sharp Spike
<b>Cactuar</b>	3	6	2	6	n/a	1 Cactus Thorn
<b>Tonberry</b>	4	3	6	4	n/a	1 Chef's Knife
<b>Abyss Worm</b>	5	7	2	3	Earth	1 Windmill

## Level 4 - Monster Cards

Name	Left	Top	Right	Bottom	Elemental	Refines Into...
<b>Turtapod</b>	7	2	3	6	n/a	1/5 Healing Mail
<b>Vysage</b>	5	6	5	4	n/a	1 Wizard Stone
<b>T-Rexaur</b>	7	4	6	2	n/a	1/2 Dino Bone
<b>Bomb</b>	3	2	7	6	Fire	1 Bomb Fragment
<b>Blitz</b>	7	1	6	4	Thunder	1 Dynamo Stone
<b>Wendigo</b>	6	7	3	1	n/a	1 Steel Orb
<b>Torama</b>	4	7	4	4	n/a	1/5 Life Ring
<b>Imp</b>	6	3	7	3	n/a	1 Wizard Stone
<b>Blue Dragon</b>	3	6	2	7	Poison	1/4 Fury Fragment
<b>Adamantoise</b>	6	4	5	5	Earth	1/3 Turtle Shell
<b>Hexadragon</b>	3	7	5	4	n/a	1/3 Red Fang

## Level 5 - Monster Cards

Name	Left	Top	Right	Bottom	Elemental	Refines Into...
<b>Iron Giant</b>	5	6	5	6	n/a	1/3 Star Fragment
<b>Behemoth</b>	7	3	6	5	n/a	1/10 Barrier
<b>Chimera</b>	3	7	6	5	Water	1/10 Regen Ring
<b>PuPu</b>	1	3	A	2	n/a	1 Hungry Cookpot
<b>Elastoid</b>	7	6	2	6	n/a	1 Steel Pipe
<b>GIM47N</b>	4	5	5	7	n/a	10 Fast Ammo
<b>Malboro</b>	2	7	7	4	Poison	1/4 Malboro Tentacle
<b>Ruby Dragon</b>	4	7	2	7	Fire	1/10 Inferno Fang
<b>Elnoye</b>	6	9	3	7	n/a	1/10 Energy Crystal
<b>Tonberry King</b>	4	4	6	7	n/a	1 Chef's Knife
<b>Wedge, Biggs</b>	7	6	6	2	n/a	1 X-Potion

## Level 6 - Boss Cards

Name	Left	Top	Right	Bottom	Elemental	Refines Into...
<b>Fujin/Raijin</b>	4	2	8	8	n/a	1 X-Potion
<b>Elvoret</b>	4	7	8	3	Wind	10 Death Stones
<b>X-ATM092</b>	3	4	8	7	n/a	1/2 Turtle Shell
<b>Granaldo</b>	5	7	2	8	n/a	1 G-Returner
<b>Gerogero</b>	3	1	8	8	Poison	1/10 Circlet
<b>Iguion</b>	2	8	2	8	n/a	1 Cockatrice Pinion
<b>Abadon</b>	5	6	8	4	n/a	30 Dark Ammo
<b>Trauma</b>	6	4	8	5	n/a	30 Demolition Ammo
<b>OilBoyle</b>	8	1	8	4	n/a	30 Fire Ammo
<b>Shumi Tribe</b>	4	6	5	8	n/a	1/5 Gambler Spirit
<b>Krysta</b>	1	7	5	8	n/a	10 Holy Stones

## Level 7 - Boss Cards

Name	Left	Top	Right	Bottom	Elemental	Refines Into...
<b>Propagator</b>	8	8	4	4	n/a	1 G-Mega-Potion
<b>Jumbo Cactaur</b>	4	8	8	4	n/a	1 Cactus Thorn
<b>Tri-Point</b>	8	8	5	2	Thunder	1/40 Jet Engine
<b>Gargantua</b>	8	5	6	6	n/a	1/10 Strength Love
<b>Mobile Type 8</b>	3	8	6	7	n/a	10 Shell Stones
<b>Sphinxara</b>	8	8	3	5	n/a	1 G-Mega-Potion
<b>Tiamat</b>	4	8	8	5	n/a	10 Flare Stones
<b>BGH251F2</b>	5	5	7	8	n/a	10 Protect Stones
<b>Red Giant</b>	7	6	8	4	n/a	10 Meteor Stones
<b>Catoblepas</b>	7	1	8	7	n/a	1 Rename Card
<b>Ultima Weapon</b>	8	7	7	2	n/a	1 Ultima Stone

## Level 8 - G.F. Cards

Name	Left	Top	Right	Bottom	Elemental	Refines Into...
<b>Chubby Chocobo</b>	9	4	4	8	n/a	100 LuvLuvG's
<b>Angelo</b>	3	9	6	7	n/a	100 Elixirs
<b>Gilgamesh</b>	6	3	7	9	n/a	10 Holy Wars
<b>MiniMog</b>	2	9	3	9	n/a	100 Pet Houses
<b>Chicobo</b>	4	9	4	8	n/a	100 Gysahl Greens
<b>Quezacotl</b>	4	2	9	9	Thunder	100 Dynamo Stones

<b>Shiva</b>	9	6	7	4	Ice	100 North Winds
<b>Ifrit</b>	8	9	6	2	Fire	3 Elem Atks
<b>Siren</b>	2	8	9	6	n/a	3 Status Atks
<b>Sacred</b>	9	5	1	9	Earth	100 Dino Bones
<b>Minotaur</b>	9	9	5	2	Earth	10 Adamantines

## Level 9 - G.F. Cards

Name	Left	Top	Right	Bottom	Elemental	Refines Into...
<b>Carbuncle</b>	4	8	4	A	n/a	3 Glow Curtains
<b>Diablos</b>	3	5	A	8	n/a	100 Black Holes
<b>Leviathan</b>	7	7	A	1	Water	3 Doc's Codes
<b>Odin</b>	5	8	A	3	n/a	100 Dead Spirits
<b>Pandemona</b>	7	A	1	7	Wind	100 Windmills
<b>Cerberus</b>	A	7	4	6	n/a	100 Lightweights
<b>Alexander</b>	2	9	A	4	Holy	3 Moon Curtains
<b>Phoenix</b>	A	7	2	7	Fire	3 Phoenix Spirits
<b>Bahamut</b>	6	A	8	2	n/a	100 Megalixirs
<b>Doomtrain</b>	A	3	1	A	Poison	3 Status Guards
<b>Eden</b>	A	4	4	9	n/a	3 Monk's Codes

## Level 10 - Player Cards

Name	Left	Top	Right	Bottom	Elemental	Refines Into...
<b>Ward</b>	8	A	7	2	n/a	3 Gaea's Rings
<b>Kiros</b>	A	6	7	6	n/a	3 Accelerators
<b>Laguna</b>	9	5	A	3	n/a	100 Heros
<b>Selphie</b>	4	A	8	6	n/a	3 Elem Guards
<b>Quistis</b>	2	9	6	A	n/a	3 Samantha Souls
<b>Irvine</b>	A	2	6	9	n/a	3 Rocket Engines
<b>Zell</b>	6	8	5	A	n/a	3 Hyper Wrists
<b>Rinoa</b>	A	4	A	2	n/a	3 Magic Armlets
<b>Edea</b>	3	A	A	3	n/a	3 Royal Crowns
<b>Seifer</b>	4	6	9	A	n/a	3 Diamond Armors
<b>Squall</b>	9	A	4	6	n/a	3 Three Stars

Thanks to...

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## Triple Triad Rule Book

**Last Updated:** July 24, 2000



by [Tegrenath](#)

Database Administration

While card games are fun and enjoyable for some, the weird rules and tough strategy is enough to overwhelm many gamers. The game has a built-in tutorial on the rules, as well as a section in the manual. But neither are very good at explaining it, so we're going to see how well we can help you understand Triple Triad.

## Initiating a Game

This is the easy part, so we'll run through it quickly. First of all, you'll need more than five cards to play. If you don't, you'll need to get some cards by going out into the wilderness and using Quezacotl's Card command to turn some enemies into cards.

Anybody who can play cards can be challenged by pressing Square while next to them. You'll then be taken to the Triple Triad playing field. It'll tell you what rules will be used; you have a second chance to cancel your challenge if you find the rules are bad or you decide there's something else better to do. If you continue with the challenge, both players choose their five cards to play, and the game begins.

## The Basics

### Object of the Game

The object of the game is to overturn as many of the opponent's cards as possible. When you overturn a card, you "take possession" of it for the duration of the game. The player with the most number of cards in his possession at the end of the game wins.

### The Card

Before you can understand how the game works, you must first understand the card. Here's one for reference: It's the Ifrit, a Guardian Force card, one of the first ones you may get.





In the upper left corner is a set of four numbers. We'll designate each number by Top, Bottom, Left, and Right. Very easy to remember. The numbers designate the strength of the card; the lower the number, the lower the strength. The highest is 10, which is designated by the letter A on the card. In this example, we see that the Ifrit card is strongest at the top with a 9, and the weakest at the bottom, with a 2.

The upper right corner is a symbol for element. Not all cards have elements. Elements come into play only when the Elemental rule (see below) is turned on. If not, then the element has no effect on the strength of a card. Beginning players should not be concerned with this rule. In this case, Ifrit has the element Fire. But don't worry about it right now.

### The Playing Field

The playing field is a grid of 3x3 squares, like so:



Each card can be played in any of these 9 squares. Obviously, where to place the cards is a strategic effort.

Each player's hands are placed on either side of the field. Your hand goes on the right, the opponent's go on the left. Underneath each hand is a number that tells how many cards you have in your possession at any moment in the game (both players start out with five -- the number of cards in their hand at the beginning of the game).

At the bottom of the field, there is a small gray box that tells the name of the card that the cursor is pointing to. Names in white are cards you have, names in blue are cards you don't have, and names in yellow are cards you once had but now have none of (which happens when you lose all of a certain card to opponents).

### Basic Game Playing

In a standard game, both players cannot see each other's hands. A random roll at the beginning of the game determines which player goes first; he must then choose one of the five cards in his hand and place it anywhere on the field.

The next player then chooses where on the field to put a card. Here's where the fun begins. Each player must try to overturn, or take possession of, as many of their opponent's cards as possible. Your cards have a blue background; the opponents' have a pink background. When a card is placed next to another with a different background color, the adjacent numbers are checked. If your card's number is higher, then you overturn the other card. If it's less or equal, no overturning occurs.



Using our trusty Ifrit card as an example, let's say we put it right next to this Anura card that belongs to our opponent. The two adjacent sides that will be compared is Ifrit's right side and Anura's left side. With a strength value of 6, Ifrit's right side just beats Anura's left by one, so we are able to take possession of the Anura card. As you can see, it's just about to flip over and change background colors.

It's possible to overturn more than one card at once. For instance, two adjacent cards both have less numbers -- in that case, you overturn both cards.

When all nine spaces are filled, the player with the most cards on the board wins. If both players have the same amount of cards, the game ends in a draw.

## Gameplay Rules

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Every region in the world tends to play the game in a slightly different manner, and in your travels you will come across all sorts of different rules. Whenever you reach a "rule clash" between regions, you'll be allowed to play with a combination of rules from both regions. You may even be able to affect the rules in the region. (See "Trade Rules," below, for details.) Here, we'll run over how all the different rules work and how to play under those circumstances.

### Open

In some areas, it is customary to play with all hands showing. In other words, you'll be able to see each other's cards. This may make it easier on you to plan your strategy, but at the same time, so can the opponent.

**Note:** This may seem quite unfair to you, but the computer-controlled players already know what cards you have even if Open is not being used. Because of this, Open is a very good rule to spread around, as it will most likely help you rather than hinder you.

### Random

You are no longer able to choose the five cards you want to use. Instead, your hand will be composed of five randomly drawn cards from your entire deck. This puts you at a disadvantage against opponents whose decks consist of primarily high-level cards, because you may have the most cards in the low-level areas. Play with caution.

Because Random limits you in the kind of strategy you can plan, it is almost always the least desired rule. Knowing how to change the rules of a region (see [The Spread of Rules](#), below) can help in removing this rule from most regions.

### Elemental

There are eight elements that cards may have: Fire, Wind, Earth, Ice, Thunder, Poison, Water, and Holy. They are designated by a symbol shown in the upper right hand corner of the card. It means nothing in a regular game, but in a game where the Elemental rule is in effect, the cards's element will come into play.

In an Elemental game, any space on the board is randomly given an element or none at all. Placing an elemental card on the same element raises all its strength values by +1. However, placing any card, regardless of whether or not it has an element, on a different element lowers its values by -1. Placing any card on a non-elemental space does not change its strength values. As you may expect, this rule involves a lot more hard thinking.

### Sudden Death

Here, the game can no longer end in a draw. If draw occurs, each player must go another round, playing with the same cards he had in his possession when the last game ended. (In other words, you and the opponent switch whatever cards were overturned.) The game ends *only* when there is a winner.

Computer-controlled players love to force draws if they cannot win, hoping to take possession of any good cards you may have so that they can be used against you in the next round. You must try to outsmart the computer by using this strategy against him.

### Same

Same occurs when a card is placed that has numbers that equal two or more adjacent numbers on other cards surrounding it. It doesn't matter who has possession of the surrounding cards. When a Same occurs, all surrounding cards are not in the current player's



possession becomes overturned.

### Plus

Plus is when a card that is placed has numbers, that when added up to the adjacent numbers of surrounding cards, are equal to at least one of the other ones. This one is hard to explain without a visual aid, which I hope to change soon. When Plus occurs, all surrounding cards not in the current player's possession becomes overturned.

### Combo

With the Same or Plus rules in use, Combo will apply as well. Combo means that any card overturned by Same or Plus can potentially overturn any other surrounding card, as well. This is decided by regarding the overturned card as one that has just been placed. If it can beat any of its surrounding cards, then it will.

### Same Wall

This rule is rarely used, but in some areas that use the Same rule, each of the four sides of the playing field is regarded as an "A" number. This provides a slightly different twist on the Same rule, although you must be playing with many high-level rare cards for it to be useful.

## Trade Rules

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Another type of rule is called the Trade Rule, which determines how the winner will take cards from the loser. The primary trade rule is **One**, which means the winner can only obtain one card of his choosing. Some areas play with other trade rules, but they are not exclusive; in other words, a certain area may have a variety of different trade rules at once, and an opponent may switch between trade rules from one game to the next. Unlike regular game rules, trade rules do not combine -- only one trade rule may be used per game. The following is a list of other trade rules you may encounter.

### Diff

A popular trade rule, Diff allows the winner to take an amount of cards equal to the difference between the point totals at the end of the game. If a winner wins with six cards in his possession, the loser has only four, then the winner gets to take (six minus four equals) two cards of his choosing. If the winner wins 8-2, all five cards are automatically taken from the loser.

### Direct

Direct is a lot more risky in that you don't get as much choice of cards. With this rule, the players exchange all cards that were overturned by each other. In other words, you keep the cards you take into possession during the game. Since both players can lose cards with this trade rule, you'd have to protect your good cards well so that you don't lose them, even if you win the game. On the other hand, you can lose the game and still obtain some good cards from your opponent if you were able to overturn them.

### All

The winner automatically obtains all five cards from the loser.

## The Spread of Rules

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The only way for rules to spread across the world is when two people from different areas play.

When you enter a new area and you play someone for the first time, or you play somebody who's visiting from a different area, the game will use a combo of all rules from both sides. After this game, one of the four following rule-changing methods will happen randomly:

### Spread

A rule from the old region, randomly chosen, is added to the rule set of the current region, so it will be used for each subsequent game in this area. You then adopt the rules of this region.

### Abolish

A rule, randomly chosen, is removed permanently from the current region. You then adopt the rule set of this region.

### Adopt

No changes in either rule sets take place, but you fully adopt the rules of the current region. Returning to the old region will result in "rule clash," that is, a combination playing will occur.

### Retain

No changes in either rule sets take place, and you keep the rules you had from the old region. If you continue to play against people from the current region, a combination playing occurs again until one of the first three options occurs. You're given a "second chance" to alter the rules.

**Note:** In Spread or Abolish, while the chosen rules are picked randomly, certain rules appear to have higher chances than others. In some areas, some rules are virtually impossible to abolish, while others are almost always spread.

Because the spread of rules is not determined in advance, you can actually mold the rules to your own liking by saving and loading your game until you get the rule you want. However, some options tend to happen more frequently than others. Most often, either Spread or Retain will occur, because the game tends to want to force a spread of rules. (Retaining allows another chance for Spread to occur on later playings.) Abolish may also happen, since it will change rules, but Adopt will rarely ever happen.

**Hint:** The fastest way to cause a rule change from a combo game is this: Play the game, but just say Quit instead of Play from WITHIN the card menu. Rules will still spread/abolish/etc. normally as if a game was just completed. This can save you a lot of valuable time.

### The Spread of Trade Rules

Unlike gameplay rules, trade rules are not spread in the way described above. Trade rules appear in a region due to the presence of the Card Queen. For more information on how the Card Queen travels, read the [Card Queen Quest](#).

## The End

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This is the end of the Rulebook. I hope you understood Triple Triad better than you did before. Good luck in your game playing, and remember that it always takes practice to become good in a game. Don't be frustrated -- always keep trying.

Feedback? [E-mail Tegrenath](#). [an error occurred while processing this directive]

# FINAL FANTASY VIII

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## Rare Cards

**Last Updated:** July 19, 2000



by [Tegrenath](#)

Database Administration

For any Triple Triad addict, finding and completing your collection of cards is going to be a primary goal. This includes the **Rare Cards**, some of which are very hard to find, and only one of each rare card exists at a time. (You won't be able to have more than one rare card, but you can always get it back if you lose it -- just as long as you have only one.) Rare cards consist of two kinds of cards: The **G.F.** cards (levels 8 & 9), and the **Player** cards (level 10). (Boss cards are uncommon, but not they are not considered rare.)

Because of the nature of rare cards, only certain people have them (and in some cases, nobody does -- you have to find them in hidden places), and you'll have to spend a lot of time hunting for most of them. Thankfully, we've compiled a list of all 33 rare cards, as well as locations of each and how to get them.

If you'd prefer to wait until Disc 4, you can obtain every single one of these cards (provided you don't have one already) from the CC Members on board the Ragnarok. You must complete the [CC Card Group Quest](#) before this is possible.

**Note:** When we say you can get a card from a person, we usually mean that you must play against that person, for the chance to win that card from them. Please note that sometimes the rare card will not immediately appear in that person's hand, and it may take several games.

- ▶ [The PuPu Card \(level 5\)](#)
- ▶ [G.F. Cards \(levels 8 & 9\)](#)
- ▶ [Player Cards \(level 10\)](#)

## The PuPu Card

The only rare level 5 card, **PuPu**, can be found only through the means of a fairly easy sidequest. To find out more, read about it in the [Card Quests](#) section.

## G.F. Cards

### Chubby Chocobo

During the [Card Queen quest](#), you can have a Chubby Chocobo card made in exchange for the Chicobo. You'll be able to find it on the male student sitting on the bench outside the library at Balamb Garden.

### Angelo

Rinoa's pet dog does have his own card, and you can win this from Watts on the Timber Owl Train (Disc 1) or on the White SeeD Ship (Disc 3).

### Gilgamesh

You can win this card from CC member Card Master King. The King is available only during or after the [CC Card Group](#) segment.

### MiniMog

One of the first GF cards you can potentially receive, MiniMog can be found on the jogger who's usually seen running around the lobby and the hallways in Balamb Garden.

### Chicobo

Catch a Chocobo from each of the Chocobo forests (don't have the Chocobo Kid do it for you, or it won't work). Have each Chocobo dig up a buried item in each forest, then ride one of them to the Chocobo Holy Forest. This card will be available there. For more information, read the walkthrough on [Chocobo Forests](#).

### Quezacotl

You can win this card from the Mayor of Fisherman's Horizon. (Disc 2+)

### Shiva

Find the Girl Next Door magazine (it's located in the Timber Maniacs' Headquarters) and exchange it with Zone on the White SeeD Ship to gain Shiva's card.

### Ifrit

You'll receive [Ifrit's](#) Card after you defeat him in the Fire Cavern.

In case you ever lose Ifrit, you can also find it on Martine outside the Fisherman Horizon's Mayor's house.

### Siren

Siren can be won from the owner of the pub in Dollet. You may have to win at least one hand before Siren appears, however. Luckily, the pub owner is a pretty easy win, but could be quite hard if you've got the Random rule.

### Sacred

[Sacred](#) is one of the guys from the GF Brothers. You'll get this card, along with Minotaur, after defeating them for the first time.

### Minotaur

[Minotaur](#) is the other Brother. You'll also receive this card along with Sacred when you defeat them.

### Carbuncle

You can win this card from CC member Queen Heart, who is actually Xu. You can only play her during or after the [CC Card Group](#) segment.

### Diablos

You'll receive [Diablos's](#) Card as a battle prize after defeating him.

### Leviathan

You can win this card from CC member Mystic Joker. See the [CC Card Group](#) section for details.

### Odin

Defeat [Odin](#) in Centra Ruins. You'll gain his card after winning.

### Pandemona

You can win this card from the man standing outside the Balamb Hotel. You can't play against

him the first time you see him; you can only play him in Disc 2 after the Galbadian occupation leaves Balamb.

### Cerberus

Defeat GF [Cerberus](#), who just happens to be sitting in the middle of the lobby in Galbadia Garden (Disc 2) for no other reason than for you to find him. You'll get his card after the battle.

### Alexander

You can get this card from Piet while at the Lunar Base, or at the Escape Pod's crash site south of Tear's Point. (Disc 3)

### Phoenix

During the [Card Queen quest](#), you can have the Phoenix card made in exchange for Doomtrain. It can be found on the aide at the Presidential Palace in Esthar.

### Bahamut

Defeat [Bahamut](#) at Battleship Island. You will gain his card after battle.

### Doomtrain

During the [Card Queen quest](#), you can have the Doomtrain card made in exchange for Alexander. The Timber Pub Owner will have it.

### Eden

Defeat [Ultima Weapon](#) at the Deep Sea Research Center. You will gain his card after battle.

## Level 10 - Player Cards

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### Ward

Play Dr. Odine at Esthar, either before or after the Lunatic Pandora segment. (Disc 3)

I have also heard someone in the D-District Prison has this card.

### Kiros

During the [Card Queen quest](#), you can have the Kiros card made in exchange for MiniMog. The man in dark brown standing across from the shops in Deling City's shopping arcade will have it.

### Laguna

You can get Laguna's card from Ellone on the Moon Base, something that is really hard to do, and may not even be worth the try. (Disc 3)

### Selphie

Win this card from Selphie's friend (she's the girl in the striped shirt near the fountain) at Trabia Garden. You can't play her during your first visit to the Garden; you'll have to return later. You may need Selphie in your party for this to work. (Disc 2+)

### Quistis

You can get Quistis's card from any of the Trepe Groupies at Balamb Garden (Disc 1+). There's one sitting in the back of the Cafeteria. He's the guy sitting at rear of the table on the right. Two Trepe Groupies are also in Squall's classroom.

### Irvine

During the [Card Queen quest](#), you can have the Irvine card made in exchange for Sacred. You'll find Irvine's card on Flo, the wife of the mayor of Fisherman's Horizon.

### Zell

You can get Zell's card from his mother in Balamb. She's the one working in the kitchen when



you enter the house. You can visit her as early as the beginning of Disc 1, but you'll get your chance in Disc 2 or later. You can play her only when you have Zell in your party. (Note: If you cannot play her the first time you visit her, go into the next room and return. You should be able to play her then.)

### Rinoa

Rinoa's father, General Caraway, has Rinoa's card. You can play him at his mansion in Deling City. (Disc 2+)

Use the Ifrit card and lose on purpose. He'll take your Ifrit, and in exchange will use Rinoa's card. You can then win it from him. Caraway's obviously not that great a player -- he loses your Ifrit to Martine at Fisherman's Horizon where you can easily win it back.

### Edea

Edea holds her own card. To play her, visit her house after the battle between Galbadia and Balamb Gardens (Disc 3). You may play her any time as long as she is still here. She's a tough opponent but you'll have to do what it takes to get her card.

### Seifer

Headmaster Cid of Balamb Garden has the Seifer card. You'll only get to play him about once per disc. Your first chance happens before leaving the Garden for your mission in Timber early in Disc 1, if you visit his office. Your second chance comes in Disc 2, right after the Garden crashes into Fisherman's Horizon. In Disc 3, he'll be at Edea's House in Centra. However, he is a considerably harder opponent in Centra, so you will want to get this card as early as possible.

### Squall

Win Squall's card from Laguna when you meet him in Esthar (Disc 3), or when he's on the Ragnarok (Disc 4).

### Thanks to...

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## Card Quests

Last Updated: July 24, 2000



by [Tegrenath](#)

Database Administration

There are several card-related side quests in the game. All are optional, but necessary if you want to gain all the cards. So here they are.

- ▶ [The CC Card Group of Balamb Garden](#)
- ▶ [The PuPu Card](#)
- ▶ [The Card Queen](#)

## CC Card Group of Balamb Garden

You'll hear a lot about the famed CC card group at Balamb Garden, but you won't know who they are or be able to challenge them until you meet a certain simple requirement. It's not quite certain what this exact requirement is, but it's so simple you'd most likely achieve it by the second or third disc without even knowing it. In case you're interested to know what I believe this requirement to be, it's that you must play (and win) an unspecified amount of card games.

The first member of the group, CC Jack, shows up in the Garden's Lobby. You'll simply have to beat him once, and the remainder of the CC card members will reveal themselves to you one by one. The hard part is finding out who the members are, because quite a few of them are familiar faces (they don't just suddenly pop up in a noticeable way).

You must play all members in this order, after Jack.

- **Card Knight Club** - Seen walking from either Parking Lot or Cafeteria, in the back hallways of the Garden.
- **Card Princess Diamond** - Diamond actually consists of two people. It's the two girls that are usually seen talking in front of the map in the main lobby.
- **Card Prince Spade** - He's found on the bridge right outside the elevator on the second floor, standing next to Member 109.
- **Card Queen Heart** - This is Xu. She'll be standing on the pilot deck, where she always is. Xu is where the computer intelligence shoots up to a very high level. She's also got the Carbuncle card.
- **Card Master King** - The leader of the group, King is very hard to find because you don't find her, she finds you. If you try to play cards with Dr. Kadowaki, she'll reveal that she used to be the King, but passed on the position to someone else, saying only that you'll meet her "soon enough." All you need to do to get the King to challenge you is to go to your dorm room and rest a lot. The King appears randomly, so you may have to do it several times. Be sure to save first, because there's no time once she wakes you

up and challenges you to a game. The King also has Gilgamesh.

There is one additional member of the CC group that you do not have to play in order. (He can be played at any time, after Jack.) He is the **Card Magician Joker**, who is said to have a "mysterious ability." Well, he is none other than the Man from Balamb, the guy who sells you things in the Training Center. If you beat him (and he's not that hard), he'll add the "GF Report" submenu in the Tutorial-Information section, where you'll be able to check how many times each GF killed an enemy and how many times it has been KO'd.

After beating each CC member once, you'll be able to challenge them as regular players in the future. If you're missing any boss cards, you can win them from most of the CC members.

### Card Levels of CC Members

Player	...has card levels of:
Card Knight Club	3, 5, 6
Card Princess Diamond	3-5, 7
Card Knight Spade	3, 4, 6, 7
Card Queen Heart	3, 5-7, Carbuncle
Card Master King	1-3, 5, 6, Gilgamesh
Card Magician Joker	2, 3, 5, 7, Leviathan

### But Wait! There's More!

One of the best rewards for defeating the CC Card Group is that in Disc 4, you will be able to play them and win any rare card you wish from them. If you do not mind the wait, you can actually skip the harder [Card Queen Quest](#) and wait until Disc 4 to simply win the new rare cards from the group.

## The PuPu Card

The only rare Monster card in the whole pack is the PuPu card, which fills up the 4th slot on the level 5 card page. There's a whole quest involved in the finding of just this one card -- and it's a wacky one at that. Here's how you gotta do it.

There are four locations around the world where you might enter into battle but instead of fighting an enemy, you'll see a UFO fly by. You might've seen one already but not know what it was for. These four locations are:

1. Outside of Winhill town.
2. Mandy Beach, just northeast of the town of Timber.
3. The island of the tip of Heath Peninsula (easternmost side of Trabia continent).
4. Kashkabald Desert, the large sandy region southeast of Centra continent.

You won't be able to get to all four of these locations until Disc Three. Once you do see all four UFO sites, fly the Ragnarok to the rocky cliffs above the huge forest in the northeast. Land; you'll encounter a UFO which you must defeat. After that, head for the crater where Balamb Garden used to be and run around till you encounter [PuPu](#). Use the Item command to feed it five Elixirs and you'll be rewarded with the PuPu card.

The PuPu card can be mod into a Hungry Cookpot, which will teach a GF the Devour command. It's gross. You'll have to see it for yourself. (Heh, heh, heh...)

If you choose to kill the PuPu rather than feed him, you get the Accelerator item, which teaches the a GF the Auto-Haste ability. However, you will miss your chance to get the card.

## The Card Queen

The Card Queen, who is in Balamb for most of the game, can be sent around the world creating new rare cards for you to find. In order to initiate this quest, you must first lose a rare card (level 8 or higher) to her. I am unsure of the minimum requirements of making this sidequest available, but I was on Disc 3, beyond the Lunar Cry segment, when I did this. You may be able to enable the quest much earlier.

When you lose a rare card to Queen, she claims being bored of the area, and that she will move on to another. While the new area is fairly random, it is chosen from a list of about two to four other places, depending on her current area. Any rare card you lose to her can be returned to you, but you've got to win it back from her. When you win a rare card back, she will also move to another area. In general, the Queen will inform you of the area she will go to, but won't be very specific about it. Here's a list that may help you out.

Area	The Queen's Specific Location
Balamb	In front of the train station.
Galbadia	In Deling City, at the Hotel.
FH	Next to save point.
Trabia	In Shumi Village, at the hotel.
Esthar	Inside the Presidential Palace.
Centra	In Winhill, at the hotel.
"far away"	The Lunar Gate. She'll be standing in the back.
Dollet	Second floor of the pub.
"a new region"	Any of the above. Good luck finding her.

Whenever she ends up in Dollet, you can talk to her and ask about her "artist father." This option is unavailable anywhere else. The Queen will explain to you that her father, who lives in Dollet, is a painter; he frequently paints the pictures used on the cards. She will then ask for a certain card that her father can use to create a new rare card. You'll have to lose it to her like any other rare card (but be careful not win it back before she returns to Dollet, or she wouldn't be able to give the card to her father).

You'll then have to follow her around the world again, until she returns to Dollet. This is a harder task than it seems, for not only will this spread rules around cruelly, but it may be many hours before she returns. I've already mentioned that her new location is chosen randomly from a short list based on her current location. To make this easier on you, I've included the list (currently incomplete) so you can plan her route. You may reset the game as often as you like until she chooses to go somewhere you find favorable. (Because the Queen always appears to go a random location from Lunar, never allow her to go there. Besides, the rules there are horrible.)

Current Area	The Queen can choose to go to:
Balamb	Galbadia
Galbadia (Deling C.)	FH or Centra
FH	Esthar or Dollet
Trabia (Shumi)	Balamb, Lunar, or Dollet
Esthar	Lunar
Centra (Winhill)	FH or Galbadia
Lunar	"new region"
Dollet	Galbadia

When you the Queen finally returns to Dollet once more, talk to her again, and she'll tell you that her son now has your old card, and the new card has been released somewhere into the world. (She will tell you its general area, but not who has it. See below for a guide on their locations.) The Queen will also ask for a new card at this point.

The Queen's son is the little boy who was making trouble for his grandfather, a painter who lives south of the pub. (That's the Queen's dad!) The funny thing is that the son tends to be a better player than his mom.

Here's a list of cards that the Queen will ask for, what card will be created in return, and where you can find it.

You Lose:	In Exchange For:	Which Can Be Found:
MiniMog	Kiros	In Deling City, on the man in dark brown outside the shopping arcade.
Sacred	Irvine	On Flo, wife of the mayor of FH.
Chicobo	Chubby Chocobo	In Balamb Garden, on the student sitting outside the library.
Alexander	Doomtrain	In Timber, on the Pub Owner.
Doomtrain	Phoenix	In Esthar, on the aide in the Presidential Palace.

Thanks to...

Contributors to this page: [MrNelson007](#), [Travis](#) [an error occurred while processing this directive]



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## Card Players

Last Updated: July 20, 2000



by [Tegrenath](#)

Database Administration

This is just utterly crazy, but I'm going to make a list of all the people you can play against in the entire game. Am I out of my mind? You bet I am. If there's ever a list of every person you can talk to in a game, this site would probably be the first one to make it.

Of course, this page is only partially complete, and if you would like to [contribute](#) something, please do let me know exactly what part of the game it's in, and what disc. Apparently, these people change from time to time.

- ▶ [Balamb Garden](#)
  - ▶ [Balamb](#)
  - ▶ [Timber](#)
  - ▶ [Dollet](#)
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- ▶ [Winhill](#)
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  - ▶ [Trabia Garden](#)
  - ▶ [Edea's House](#)
  - ▶ [White SeeD Ship](#)
  - ▶ [Esthar](#)
  - ▶ [Lunar Base](#)

## Balamb Garden

Name of Person	Specific Location	Occurrence	Levels	Notes
<b>Jogger</b>	Lobby	Random	2-3	has MiniMog
<b>Walking Guy</b>	Lobby	Random	1-3	
<b>Guy on Bench</b>	Hall outside Library	Random	1-3	
<b>Trepe Groupie's Friend</b>	Cafeteria	Always	?	
<b>Trepe Groupie #1</b>	Cafeteria	Always	2,5	has Quistis
<b>Dr. Kadowaki</b>	Infirmary	Always	1-5	
<b>Group of Girls</b>	Hall to Dorm	Random	?	
<b>Girl with Pigtails</b>	Library	Always	?	
<b>Guy in Library</b>	Library	Always?	?	
<b>Girl w/o Study Partner</b>	Library	Random	?	
<b>Trepe Groupie #2</b>	Quistis's Classroom	Random?	1,3,5	
<b>Girl in Hallway</b>	Level 2 Hall	Random	2,3,5	
<b>Cid Kramer</b>	Cid's Office (only)	Always	3,5	has Seifer
<b>Gate Attendant</b>	Front Gate	Always	2-5	
<b>Yellow-Dressed Man</b>	Outside Front Gate	Random	?	

Balamb Garden is also home to the famed CC card group, seven players that make up the

elite of the Garden. You'll be able to face them in Disc 3, after defeating CC member Card Jack in the lobby. For more information, read about them in the [CC Card Group](#) quest walkthrough.

## Balamb

Name of Person	Specific Location	Occurrence	Levels	Notes
<b>Train Station Attendant</b>	Outside Station	Always	2	
<b>Girl outside Station</b>	Outside Station	Random?	1,2	
<b>Queen of Cards</b>	Outside Station	Always	1,2	
<b>Walking Girl</b>	Harbor	Random?	2,4,5	
<b>Garden Student</b>	Harbor	Random?	3,5	Uses Garden rules
<b>Ma Dinct</b>	Zell's Home	Always	1,2,4,5	has Zell
<b>Galbadian Soldier (Disc 2)</b>	Harbor, guarding cars	Once	1,2,4,5	combines rules
<b>Hotel Owner (Disc 2+)</b>	Outside Hotel	Always	4,5	has Pandemona
<b>Visiting Chef (Disc 2+)</b>	Back end of Harbor	Always?	2,4,5	uses FH rules

## Timber

Name of Person	Specific Location	Occurrence	Levels	Notes
<b>Old Lady</b>	by Balamb Station	Always	1,3	
<b>Cat-Admiring Girl</b>	Outside Hotel	Always	1,2	
<b>Girl in Black Dress</b>	Inside Hotel	Always	4	
<b>Left Security Guard</b>	Entrance to Timber	Always	2,4	
<b>Zone Lookalike</b>	by Galbadia Station	Random	1,3	
<b>Dark-skinned Woman</b>	Outside Timber Maniacs	Always	1	
<b>Nervous Guy</b>	Bridge over Tracks	Random	1,2,4	
<b>Watts</b>	Forest Owl Base	Always	4	
<b>Woman on Bench</b>	Outside Pub/Tracks	Always	3,4	
<b>Pub Owner</b>	Inside Pub	Always	1,4	
<b>Drunk Guy</b>	Back Alley of Pub	Always	1-3	
<b>Little Girl</b>	Residence, by Tracks	Always	1	
<b>Guy on Bridge</b>	Bridge at Dollet Track	Always?	1	
<b>Reminscing Woman</b>	By Dollet Track	Once	1,4	
<b>TV Station Guard</b>	Outside TV Station	Later	2,3	

There are 2 G-Soldiers that you must fight when you first arrive to the area outside the Pub. After defeating them you will receive the Buel card. It belongs to the Drifter in the Pub. Offer it back to him, and he'll let you keep it as well as give you the Tonberry card.

## Dollet

Name of Person	Specific Location	Occurrence	Levels	Notes
<b>Car Saleswoman</b>	At car rental area	Always	4	
<b>Old Man</b>	Fountain in Square	Always	1,3	
<b>The New Girl</b>	Dollet Hotel	Always	2,3	
<b>Girl in Yellow Dress</b>	Walking by the Nautilus	Always	1	
<b>Waiting Girl</b>	In front of Pub	Always	2,4	
<b>Pub Owner's Friend</b>	Pub, second floor	Always	2,3,4	
<b>Pub Owner</b>	Pub, second floor	Always	1-4	has Siren
<b>Boy in Trouble</b>	Painting Man's House	Always	1,3,4	

<b>City Repairman</b>	Near Beach	Always	3
<b>Doodling Boy</b>	Lapin Beach	Always	1,2
<b>Travelling Guy</b>	Harbor	Random	1,3
<b>Wheelchair Guy's Sister</b>	Harbor	Random	1,3

The "Boy in Trouble" that can be found in painter's house is actually the **Card Queen's Son**, and the painter is the **Card Queen's Father**. More information on them can be found in the [Card Queen Quest](#) walkthrough.

You can challenge the Pub Owner on the second floor of Dollet's Pub. The game makes a big deal out of how hard he is, but he is really not that hard at all. His highest card is Level 4 (other than the rare card Siren, which may turn up) and if you use Level 5 or GF cards, there should be no problem at all. After defeating him, he'll take you to his "room" where he will reward you with some Level 1 cards: 5 Geezards, 4 Red Bats, 3 Buels, 2 Anacondaurs, and 1 Cactaur. But what you really want to get from him is that Siren card.

## Galbadia Garden

Name of Person	Specific Location	Occurrence	Levels	Notes
<b>Female Student</b>	Front Gate Entrance	Random	1,3,4	
<b>Student w/ Suspicions</b>	Front Gate	Random	1,2	
<b>Girl Too Old to Play</b>	Classroom	Always	1,3,6	
<b>Cardplaying Student #1</b>	Classroom	Always	1,2,3	
<b>Cardplaying Student #2</b>	Classroom	Always	1,2	
<b>Hockey Player</b>	Clubroom	Always	1,2,3	
<b>Kid Going Down Stairs</b>	Hallway	Random	1,2	
<b>The "Cute Card" Girl</b>	Front Gate	Random	1,2,4	
<b>Male Student w/ Key #1</b>	Dorm (Disc 2 only)	Always	2,5,6	
<b>Male Student w/ Key #2</b>	Classroom (Disc 2 only)	Always	2,3,6	
<b>Female Student w/ Key #3</b>	Classroom (Disc 2 only)	Always	2-4,6	

## Deling City

Name of Person	Specific Location	Occurrence	Levels	Notes
<b>Train Station Attendant</b>	Station, Platform 1	Always	1,2,4	
<b>Old Man on Bench</b>	Gateway	Random	1-3	
<b>Old Lady Walking</b>	Gateway	Random	1-3	
<b>Brown-Dressed MAN</b>	Arcade	Always	1,2,4	
<b>Someone on Street</b>	Arcade	Always	1,2,4	
<b>Woman in Green from FH</b>	Across from Hotel	Always	2-4	
<b>Girl by club bar</b>	Hotel Club	?	1	
<b>Unknown Pedestrian</b>	Gateway (north side)	Random	1	
<b>General Caraway</b>	Caraway's Mansion	Always	1	has Rinoa

## Balamb Garden - Disc 2 (on top of people also from Disc 1)

Name of Person	Specific Location	Occurrence	Levels	Notes
<b>Nida</b>	Infirmary Hall, Bridge	Depends	1-3,5	
<b>Walking Girl</b>	Lobby	Random	1,3,5	
<b>Yellow-Dressed Guy</b>	Level 2 Deck	Random	1-3,6	
<b>Member 109</b>	Hallway 2nd Floor	Random	1,3,6	
<b>Group of 3 Girls</b>	Outside Parking Garage	Random	1,2,4-6	
<b>Zell</b>	Outside Library	Random	1,2,4,6	
<b>Guy on Bridge</b>	Lower Bridge	Depends	2,5,6	

## Fisherman's Horizon

Name of Person	Specific Location	Occurrence	Levels	Notes
<b>Familiar Face #3</b>	Factory Catwalk	Always	1,2,4,6	
<b>Little Boy</b>	Kitty Square	Random	1-3	
<b>Grease Monkey</b>	Repair Shop	Always	1,4,6	
<b>Mayor Dobe</b>	Mayor's House	Usually	1,2,4-6	has Quezacotl
<b>Flo</b>	Mayor's House	Usually	1,2,5	
<b>Martine</b>	Outside Mayor's House	Always	1,3-7	

## Winhill

Name of Person	Specific Location	Occurrence	Levels	Notes
<b>Security Guard</b>	Near South Entrance	Always	1-3,5	
<b>Item Storekeeper</b>	Item store	Always	1,2,4	
<b>Innkeeper Lady</b>	Inn/Restaurant	Always	1,4	
<b>Old Man</b>	Residence	Always	1,4,5	
<b>Man on Bench</b>	Town Square	Always	1,3,5	
<b>Little Boy</b>	Town Square	Always	1,2,4	
<b>The Guy Missing his Vase</b>	Mansion	Always	3-5	
<b>Artist</b>	Pub, second floor	Always	1,3,4	

## Shumi Village

The majority of the people in the Shumi Village will play cards (with the exception of the Inn owner and the Moombas). Many of them have higher level cards; some play completely with boss cards. Difficult!

Name of Person	Specific Location	Occurrence	Levels	Notes
<b>Bottom Guard</b>	Inside Mystery Dome	Always	1,2,5	
<b>Middle Guard</b>	Inside Mystery Dome	Always	6,7	
<b>Top Guard</b>	Inside Mystery Dome	Always	2,6	
<b>Specialist</b>	Outside Inn	Always	1,5,6	
<b>Artisan</b>	Artisan's Home	Always	?	
<b>Sculptor</b>	Sculptor's Home	Always	?	
<b>Sculptor's Assistant</b>	Sculptor's Home	Always	5,6	
<b>Elder</b>	Elder's Home	Always	6,7	
<b>Attendant</b>	Elder's Home	Always	1,2	

## Trabia Garden

Name of Person	Specific Location	Occurrence	Levels	Notes
<b>Trabia Faculta</b>	Fountain	Always	1,3,5	
<b>Sleeping Guy</b>	Garage	Always	1-3	
<b>Female Student</b>	Garage	Random	1,4	
<b>Basketball Fan</b>	Festival Stages	Always	2,3,5	
<b>Student Body V.P.</b>	Festival Stage	Always	1,2,4	
<b>Guy Reading Diary</b>	Classroom	Always	2,4	
<b>Port (Green Techie)</b>	Classroom	Always	3-5	
<b>Male Student</b>	Entry	Later	1-3,5	
<b>Selphie's Friend</b>	Fountain (after event)	Always	1,3-5	has Selphie

## Edea's House

Name of Person	Specific Location	Occurrence	Levels	Notes
<b>Edea</b>	by the ocean	Always	1,3,5	has Edea
<b>Cid</b>	next to Edea	Always	1-8	has Seifer

This is Cid's location after he turns control of the Garden over to Squall. (There'll be about a half a disc's worth of gameplay before you realize where he's hanging out.) By now, he's gained access to almost a full library of cards, and will most often be using his boss cards. Watch out, he's a hard one.

## White Seed Ship

Name of Person	Specific Location	Occurrence	Levels	Notes
<b>Watts</b>	Rear of main deck	Always	4,5	has Angelo

Apparently there's only one person to play, and that's Watts. His rules are Open, Sudden Death, Same/Plus, Elemental, and One. (Yours will most likely vary. At the time, he appeared to be playing with Galbadia's current rules.) However, you cannot mix or change rules from playing him.

## Esthar

Name of Person	Specific Location	Occurrence	Levels	Notes
<b>Old man by Tracks</b>	Seaside Station	Random?	4,5	
<b>Dr. Odine</b>	Presidential Palace	Always	3-5	has Ward
<b>Presidential Aide</b>	Presidential Palace	Always	4,5	
<b>Left Hallway Guard</b>	Presidential Palace	Always	3-5	
<b>Rightside Sentry</b>	Outside Palace	Always	1-4	
<b>Pink-Dressed Woman</b>	Outside Palace	Always	2,3,4,5	
<b>Walking Woman</b>	Lifter, left of Palace	Random	1-3	
<b>Red-Dressed "Riki" Man</b>	North of Airstation	Always	4-6	
<b>Presidential Aide</b>	Outside Airstation	Always	4-6	
<b>Guy Watching Scenery</b>	Save Point	Always	2-4	
<b>Left Guard</b>	Outside Odine's Lab	?	2-4	
<b>Research Assistant</b>	Odine's Laboratory	Always	5,6	
<b>Green-Dressed Man</b>	South end of city	Always	1-3,6	
<b>Guard at Entrance</b>	City Entrance	Always	3,4,6	
<b>Blue-Dressed Shopper</b>	South of Mall	Random?	1,4	
<b>Soldier in Mall</b>	Shopping Mall	Always	3,5	
<b>Walking Aide</b>	Lifter Construction	Random?	4,6	
<b>Middle-Aged Guard</b>	North of Mall, 2 screens	?	3,4,6	
<b>Researcher</b>	Lifter, right of Palace	Random?	1,4,5	
<b>Elderly Man</b>	Center of city	Always	4,5	

## Lunar Base

Every single rules is in effect on the Lunar Base. You cannot spread or abolish any of these rules. Needless to say, this makes for very difficult games.

Name of Person	Specific Location	Occurrence	Levels	Notes
<b>Piet</b>	Lunar Base	Always	1,2,5	



<b>Medical Staff</b>	Medical Room	Always	1,2	
<b>Ellone</b>	her room	Always	1,3,5,6	has Laguna
<b>Operator</b>	Control Room	Always	?	

Thanks to...

Contributors to this page: [Ryan Odland](#) [an error occurred while processing this directive]

# FINAL FANTASY VIII

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## Modding Cards from Enemies

Last Updated: February 7, 2000



by [Tegrenath](#)

Database Administration

Using Quezacotl's "Card" ability, you can transform almost any enemy into a card if the enemy is at low health. (The lower the health of the enemy, the higher the odds of getting the Card ability to work.) You can usually gain a lot of a certain card in this way, but you'll lose all the experience that comes with this enemy, so there is a tradeoff either way.

Occasionally, a few enemies may even give you a boss card (levels 6, 7, and part of 5). This is because you can't obviously mod a boss into a card, but because they are not considered rare cards, you can gain as much as you want but it will take a little luck and a lot of playing.

In the card menu, you can see what enemies can be transformed into the boss card by selecting the boss, and looking at the enemy names in the lower right corner. It may also tell you what area you can mod cards from, but you can only do it once. Here's a list.

Card Name	Mod from Enemies...
<b>Tonberry King</b>	Fastitocalon, Malboro
<b>Wedge, Biggs</b>	Snow Lion, Funguar
<b>Fujin/Raijin</b>	Iron Giant, Jelleye
<b>Elvoret</b>	Ochu, Bite Bug
<b>X-ATM092</b>	SAM08G, Red Bat
<b>Granaldo</b>	Death Claw, Blobra
<b>Gerogero</b>	Cactuar, Gayla
<b>Iguion</b>	Tonberry, Gesper
<b>Abadon</b>	Abyss Worm, Blood Soul
<b>Trauma</b>	Turtapod, Caterchipillar
<b>OilBoyle</b>	GIM47N, Cockatrice
<b>Shumi Tribe</b>	T-Rexaur, Grat
<b>Krysta</b>	Bomb, Buel
<b>Propagator</b>	Blitz, Mesmerize
<b>Jumbo Cactuar</b>	Wendigo, Glacial Eye
<b>Tri-Point</b>	Torama, Belhelmel
<b>Garguantua</b>	Imp, Thrustaevis
<b>Mobile Type 8</b>	Blue Dragon, Anacondaur
<b>Sphinxara</b>	Adamantoise, Creeps
<b>Tiamat</b>	Grendel, Hexadragon
<b>BGH251F2</b>	Behemoth, Grand Mantis
<b>Red Giant</b>	Chimera, Forbidden
<b>Catoblepas</b>	Elnoye, Armadodo
<b>Ultima Weapon</b>	Elastoid, Tri-Face

Thanks to...

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## Gallery

Last Updated: July 20, 2000

### Level 1 (Monster Cards)



Geezard



Funguar



Bite Bug



Red Bat



Blobra



Gayla



Gesper



Fastitocalon-F



Blood Soul



Caterchipillar



Cockatrice

### Level 2 (Monster Cards)



Grat



Buel



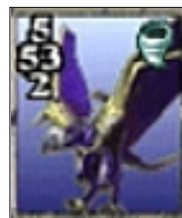
Mesmerize



Glacial Eye



Belhelmel



Thrustaervis



Anacondaur



Creeps



Grendel



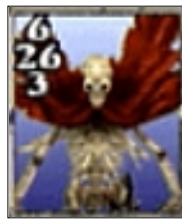
Jelleye



Grand Mantis



### Level 3 (Monster Cards)



Forbidden



Armadodo



Tri-Face



Fastitocalon



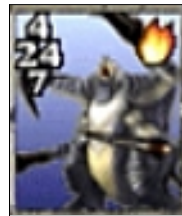
Snow Lion



Ochu



SAM08G



Death Claw



Cactuar



Tonberry



Abyss Worm

### Level 4 (Monster Cards)



Turtapod



Vysage



T-Rexaur



Bomb



Blitz



Wendigo



Torama



Imp



Blue Dragon



Adamantoise

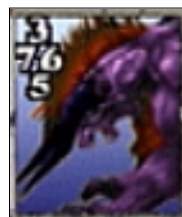


Hexadragon

### Level 5 (Monster Cards)



Iron Giant



Behemoth



Chimera



PuPu



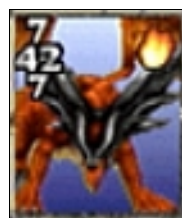
Elastoid



GIM47N



Malboro



Ruby Dragon



Elnoye



Tonberry King



Wedge, Biggs

### Level 6 (Boss Cards)



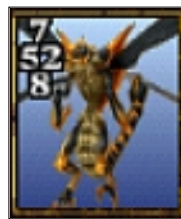
Fujin/Raijin



Elvoret



X-ATM092



Granaldo



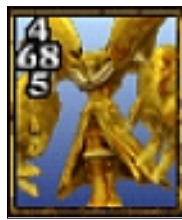
Gerogero



Iguion



Abaddon



Trauma



Oilboyle



Shumi Tribe



Krysta

### Level 7 (Boss Cards)



Propagator



Jumbo Cactuar



Tri-Point



Gargantua



Mobile Type 8



Sphinxara



Tiamat



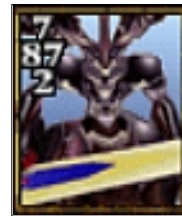
BGH251F2



Red Giant



Catoblepas



Ultima Weapon

### Level 8 (GF Cards)



Chubby Chocobo



Angelo



Gilgamesh



MiniMog



Chicobo



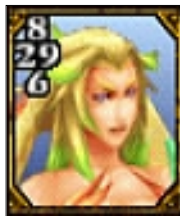
Quezacotl



Shiva



Ifrit



Siren



Sacred



Minotaur

### Level 9 (GF Cards)





Carbuncle



Diablos



Leviathan



Odin



Pandemona



Cerberus



Alexander



Phoenix



Bahamut



Doomtrain



Eden

### Level 10 (Player Cards)



Ward



Kiros



Laguna



Selphie



Quistis



Irvine



Zell



Rinoa



Edea



Seifer



Squall

Thanks to...

Screenshots provided by [Steven Mark](#). [an error occurred while processing this directive]