

SeeD Field Exam

SeeD戰鬥試驗

Anacondaur

Elite Soldier

G-Soldier

Geezard

★ Biggs (1)

★ Wedge (1)

★ Elvoret

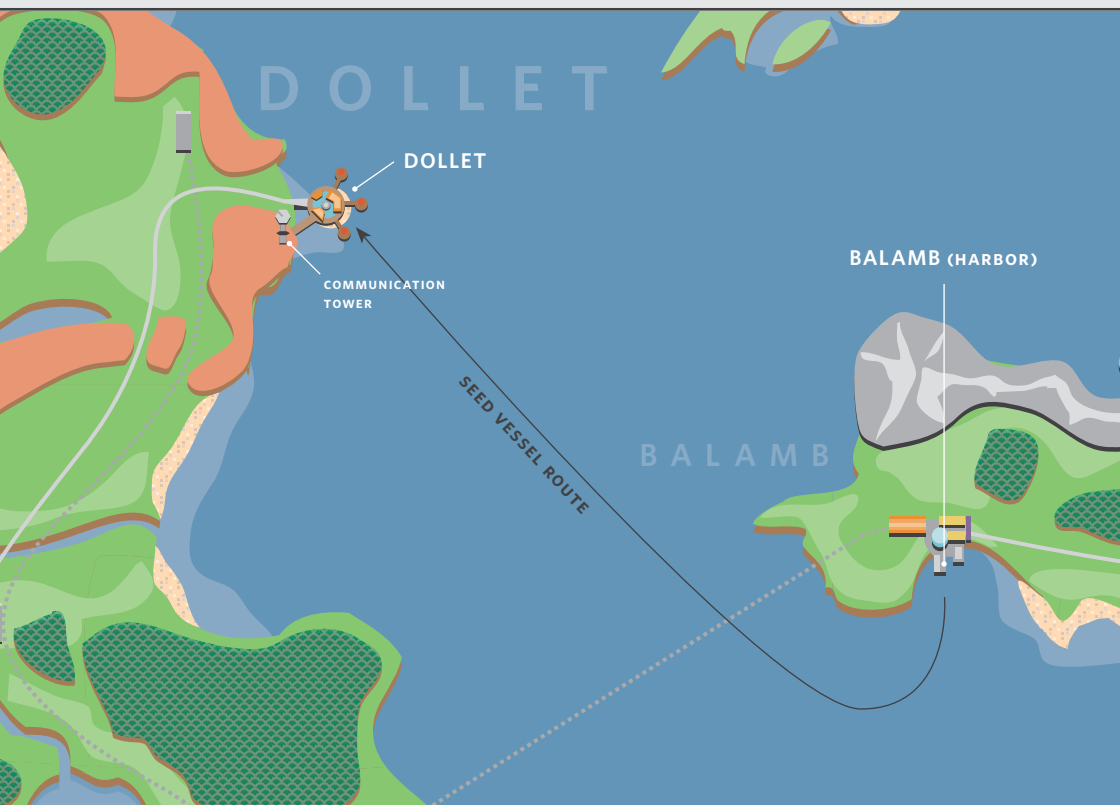
★ X-ATM092

SeeD Field Exam

The Galbadian Army has invaded Dollet. SeeD must eliminate all G-Army troops within the city and in the nearby mountains & Communication Tower.

Following Orders

Seifer leads Squall and Zell to the town square defeating G-Army soldiers. Refusing to await further orders, he takes them to the Communication Tower, where they discover Biggs and Wedge making repairs. Following a confrontation with them—and the Elvoret—an order to retreat (within 30 minutes) is finally delivered from Selphie. But as they make their retreat, Biggs activates X-ATM092 who chases them back down the mountain to Lapin Beach.

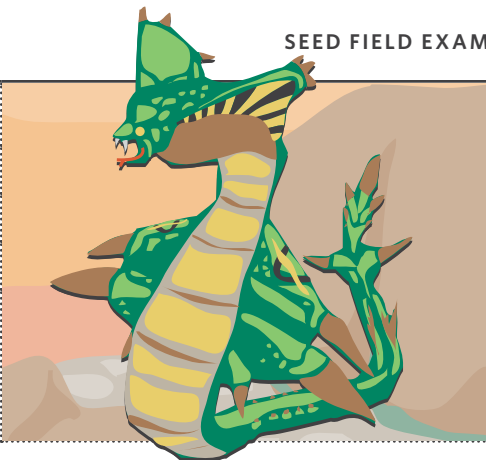


Anacondaur

ヘッジヴァイパー

BOSS	FLYING	UNDEAD
HP	842 - 24800 2(LV) ² +40(LV)+800	
EXP	60 (+10)	
AP	4	

A large venomous snake that uses squeeze attacks. Use caution when its HP are low; it spits poisonous fluid.



	STR	VIT	MAG	SPR	SPD	EVA
LV 1-100	18 - 138	10 - 60	2 - 122	2 - 84	10 - 20	0 - 6

ELEMENT

	0.5		-0.5
	2		1
	1		1
	1		1

STATUS EFFECT

KO	PO	PE	BL	SI
BR	ZO	SL	HA	SO
ST	RE	RF	DO	PY
FL	CO	DR	DG	GV

CARD

DROP	Anacondaur
TURN	Anacondaur, Mobile Type 8

ANACONDAUR CARD

	↑5 →1 ↓3 ←5
MOD	1:1 Venom Fang

	LV 1-19	LV 20-29	LV 30-100
DRAW	Fire, Cure	Fira, Cura	Firaga, Curaga, Bio
DROP	M-Stone Piece, Venom Fang, Dragon Skin	Venom Fang, Dragon Skin	Dragon Skin, Star Fragment
MUG	Venom Fang		
DEVOUR	-13%HP, PO		-75%HP, BL, CU, PO, SI, SL, SO

LOCATIONS

Deep Sea Research Center—Lab
Dollet—Mountain Trail (SeeD Field Exam)
Dollet—Hasberry Plains, Holy Glory Cape, Malgo Peninsula (forests, bluffs)
Timber—Roshfall Forest, Yaulny Canyon (forests)
Ultimecia Castle—Art Gallery, Clock Tower (Balcony), Hall, Waterway

ABILITY

Dark Mist BL 1-19	Head Butt	Poison Mist PO 20-100
Squeeze		

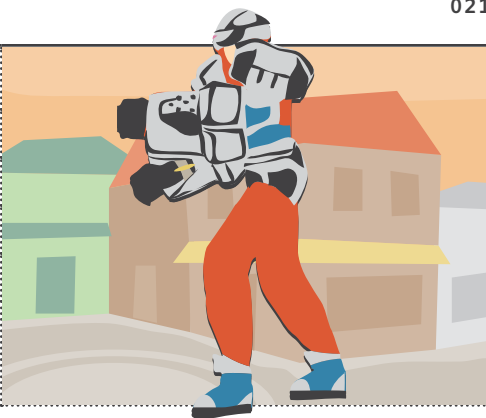
NOTES

The party's first encounter with Anacondaur is during an event in Dollet which you cannot escape from. They appear randomly from then on.

In addition to Head Butt and Squeeze physical attacks, Anacondaurs spit a variety of Mists—Dark Mist (inflicting Blind) at lower levels, and Poison Mist (inflicting Poison) at higher levels. Ice elemental attacks are the most effective in defeating it.

Anacondaurs drop Dragon Skin (needed for Zell's Ehrgeiz) and—more rarely—Star Fragment (needed for Selphie's Strange Vision).

Elite Soldier		エリート兵
BOSS	FLYING	UNDEAD
HP	148 - 4940 0.4(LV) ² +8(LV)+140	
EXP	30 (+5)	
AP	2	
An officer acting together with Galbadian soldiers. Defeat him first, before he uses recovery magic on the other soldiers.		



	STR	VIT	MAG	SPR	SPD	EVA
LV 1-100	3 - 127	36 - 48	6 - 123	38 - 41	6 - 14	2 - 10

ELEMENT	
	1
	1
	1
	1

STATUS EFFECT				
KO	PO	PE	BL	SI
BR	ZO	SL	HA	SO
ST	RE	RF	DO	PY
FL	CO	DR	DG	GV

CARD	
DROP	—
TURN	—

	LV 1-19	LV 20-29	LV 30-100
DRAW	Fire, Thunder, Blizzard, Scan	Fira, Thundara, Blizzara, Scan	Firaga, Thundaga, Blizzaga, Dispel
DROP	Potion, Phoenix Down, Cottage	Hi-Potion, Phoenix Down, Cottage	Potion, Hi-Potion, Cottage
MUG	Tent, Cottage		Cottage
DEVOUR	—		

LOCATIONS
Balamb Garden (Garden Battle)
D-District Prison
Dollet (SeeD Field Exam)
Esthar (Lunatic Pandora Event)
FH (Occupied)
Galbadia Garden (Garden Battle)
Lunatic Pandora (Esthar)
Missile Base
Timber (Occupied)

ABILITY		
Aura AU	Clothesline	Cure 1-19
Cura 20-29	Curaga 30-100	Machine Gun
Meltdown V0	Protect PR	Reflect RF
Shell SH		

NOTES

Along with basic physical attacks like Clothesline and Machine Gun, primarily uses support spells. Infrequently casts Aura or Meltdown.

Usually appears with at least two G-Soldiers. It's best to defeat Elite Soldiers first since they can Cure allies.

Good source for Mugging Tents and Cottages.

G-Soldier

ガルバディア兵



BOSS

FLYING

UNDEAD

HP 45 - 3040 $0.25(LV)^2+5(LV)+40$

EXP 20 (+3)

AP 1

Galbadian soldier that uses magic with a sword. Strong enough, but nowhere near as strong as any SeeD member.

STR

VIT

MAG

SPR

SPD

EVA

LV 1-100

3 - 73

1 - 13

1 - 75

2 - 14

4 - 11

0 - 8

ELEMENT

	1		2
	1		1
	1		1
	1		1

STATUS EFFECT

KO	PO	PE	BL	SI
BR	ZO	SL	HA	SO
ST	RE	RF	DO	PY
FL	CO	DR	DG	GV

CARD

DROP —

TURN —

LOCATIONS

Balamb Garden
(Garden Battle)

D-District Prison

Dollet (SeeD Field Exam)

Esthar (Lunatic Pandora
Event)

FH (Occupied)

Galbadia Garden
(Garden Battle)

Lunatic Pandora (Esthar)

Missile Base

Timber (Occupied)

LV 1-19

LV 20-29

LV 30-100

DRAW Fire, Thunder, Blizzard, Cure
Fira, Thundara, Blizzara, Cura
Firaga, Thundaga, Blizzaga, Curaga

DROP Potion, Normal Ammo, Phoenix Down
Potion, Phoenix Down

MUG Potion, Phoenix Down
Potion, Phoenix Down, Hi-Potion
Hi-Potion, Phoenix Down

DEVOUR —

ABILITY

Fire 1-29

Fira 30-100


Sword

NOTES









Galbadian Soldiers usually appear in groups of 2-4, and often with an Elite Soldier as well. Not much of a challenge, even in numbers.

Useful for stocking up on basic spells during the SeeD Field Exam in Dollet.

Geezard		ハウリザード
BOSS	FLYING	UNDEAD
HP	43 - 1840 0.15(LV) ² +3(LV)+40	
EXP	10 (+5)	
AP	1	
Lives in humid places. It sneak-attacks humans that pass by. Uses status attack when fully grown.		



	STR	VIT	MAG	SPR	SPD	EVA
LV 1-100	5 - 65	4 - 7	1 - 44	1 - 17	3 - 11	0 - 7

ELEMENT			
	1		1
	1		1
	1		1
	1		1

STATUS EFFECT				
KO	PO	PE	BL	SI
BR	ZO	SL	HA	SO
ST	RE	RF	DO	PY
FL	CO	DR	DG	GV

CARD	
DROP	Geezard
TURN	Geezard

GEEZARD CARD	
—	↑1 ⇒ 4 ↓1 ←5
MOD	1: 5 Screw

	LV 1-19	LV 20-29	LV 30-100
DRAW	Thunder, Cure	Thunder, Cure, Thundara, Cura	
DROP	Screw, Healing Water	Screw, Magic Stone, Healing Water	Screw, Wizard Stone, Healing Water
MUG	Screw		
DEVOUR	—	-13%HP, PO	

- | LOCATIONS |
|--|
| Balamb Garden —MD Level |
| Centra —Centra Crater, Lenown Plains, Yorn Mts. |
| D-District Prison |
| Dollet —Mountain Trail (SeeD Field Exam) |
| Dollet —Hasberry Plains, Holy Glory Cape, Long Horn Is., Malgo Peninsula |
| Galbadia —Great Plains, Lallapalooza Canyon, Monterosa Plateau, Rem Archipelago, Wilburn Hill |
| Missile Base |
| Timber —Lanker Plains, Mandy Beach, Nanchuket Island, Shenand Hill |
| Timber Forest (as Laguna) |
| Ultimecia Castle —Grand Hall, Hall, Storage Room |

ABILITY		
Bad Breath    SO	Bite 	Claws 
Fire   20-29	Fira   30-100	

NOTES

A weak monster. Its Bad Breath is causes slow in addition to some magical damage.

It is very useful when it comes to upgrading weapons, though. It's one of the only monsters that have Screws, which are necessary to upgrade almost all weapons. Higher level Geezards (30-100) can be Mugged for up to 16 Screws at once.

Biggs (1)

ビッグス (1回目)

BOSS

FLYING

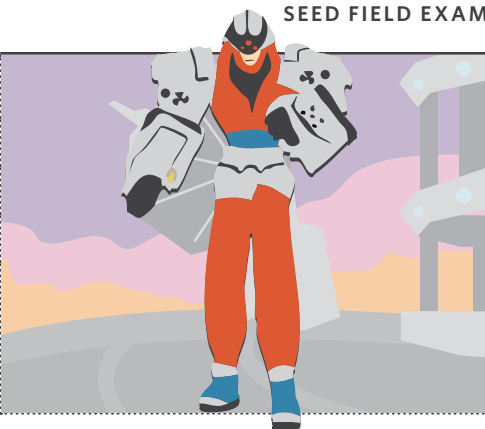
UNDEAD

HP 467 - 705 $0.85(LV)^2 + 17(LV) + 450$

EXP —

AP 4

A Galbadian Major. Activated the Dollet Communication Tower. Very short-tempered.



	STR	VIT	MAG	SPR	SPD	EVA
LV 1-10	6 - 18	31 - 37	8 - 17	45 - 49	6 - 7	2 - 3

ELEMENT

	1		1
	1		1
	1		1
	1		1

STATUS EFFECT

KO	PO	PE	BL	SI
BR	ZO	SL	HA	SO
ST	RE	RF	DO	PY
FL	CO	DR	DG	GV

CARD

DROP —

TURN —

BIGGS & WEDGE CARD

— $\uparrow 6 \rightarrow 6 \downarrow 2 \leftarrow 7$

MOD 1:1 X-Potion

LOCATIONS

Dollet—Communication Tower (Seed Field Exam)

LV 1-10

DRAW Fire, Thunder, Blizzard, Esuna

DROP Elixir

MUG —

DEVOUR —

ABILITY

Clothesline

Cure

Machine Gun

Thunder

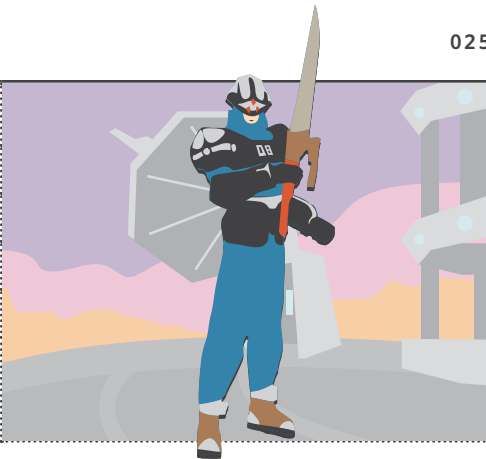
NOTES

A top officer in the Galbadian Army, Biggs is discovered, along with his subordinate Wedge, repairing the satellite uplink at the Communication Tower in Dollet.

Biggs is not much stronger than an Elite Soldier—except for his immunity to almost all status effects. The battle begins with him alone. After a few rounds, Wedge will join the fight. After most of both their HP is depleted, the battle will be interrupted by Elvoret who blows away Biggs & Wedge with its Storm Breath.

This is the first opportunity to draw and stock Esuna.

Wedge (1)		ウェッジ (1回目)
BOSS	FLYING	UNDEAD
HP 416 - 640	0.8(LV) ² +16(LV)+400	
EXP —		
AP 1		
A Galbadian soldier assigned to Dollet Communication Tower. Always picked on by his superior, Major Biggs.		



	STR	VIT	MAG	SPR	SPD	EVA
LV 1-100	7 - 14	23 - 29	3 - 11	33 - 37	5 - 6	1 - 2

ELEMENT			
	1		1
	1		1
	1		1
	1		1

STATUS EFFECT				
KO	PO	PE	BL	SI
BR	ZO	SL	HA	SO
ST	RE	RF	DO	PY
FL	CO	DR	DG	GV

CARD	
DROP	—
TURN	—

BIGGS & WEDGE CARD	
—	↑6 →6 ↓2 ←7
MOD	1:1 X-Potion

LV 1-10	
DRAW	Fire, Thunder, Blizzard, Cure
DROP	Cottage
MUG	—
DEVOUR	—

LOCATIONS	
Dollet	—Communication Tower (SeeD Field Exam)

ABILITY	
Fire	Sword

NOTES	
Like Biggs, not much stronger than a G-Soldier. Only uses his basic Sword attack and casts Fire. After most of his HP is depleted, Elvoret appears and ejects Biggs and Wedge from battle.	

Elvoret

エルヴィオレ



BOSS

FLYING

UNDEAD

HP 1563 - 3523 3(LV)²+160(LV)+1400

EXP —

AP 10

A monster that lives in the abandoned Dollet Communication Tower. No one knows where it came from.

STR

VIT

MAG

SPR

SPD

EVA

LV 1-11

17 - 28

2 - 4

10 - 28

127 - 130

8 - 10

0 - 1

ELEMENT

	1		0
	1		1
	1		1
	0		1

STATUS EFFECT

KO	PO	PE	BL	SI
BR	ZO	SL	HA	SO
ST	RE	RF	DO	PY
FL	CO	DR	DG	GV

CARD

DROP —

TURN —

ELVORET CARD

7
 8
 3
 4

MOD 1: 10 Death Stones

LOCATIONS

Dollet—Communication Tower (Seed Field Exam)

LV 1-11

DRAW Thunder, Cure, **Double**, **Siren**

DROP G-Returner, Weapons Monthly March

MUG —

DEVOUR —

ABILITY

Claw Swipe Fire


Storm Breath

NOTES

Elvoret appears during the fight with Biggs and Wedge. Elvoret has two important Draws: Double and the GF Siren. If you miss drawing Siren here, you will have to wait to draw it from Tri-Point in Ultimecia Castle.

Elvoret's most dangerous attack is Storm Breath, which it uses every three turns. It deals non-elemental damage to the entire party. Draw-cast Double on one party member and designate them as the healer, and cast Blind on Elvoret to evade its Claw Swipe. Attack with boosted GFs and Limit Breaks (when available).

<h1>X-ATM092</h1>	X-ATM092
BOSS	FLYING UNDEAD
HP 5072 - 5770	2.5(LV) ² +50(LV)+5020
EXP —	
AP 50	
Galbadia's mobile attack weapon, AKA 'Black Widow'. Doesn't stop until it kills all enemies in its path.	



	STR	VIT	MAG	SPR	SPD	EVA
LV 1-10	13-22	50-51	2-9	12-15	8-9	0

ELEMENT			
🔥	1	❄️	0
⚡	1	🌪️	1
⚡	1.5	💧	1
🛡️	1	+	1

STATUS EFFECT				
KO	PO	PE	BL	SI
BR	ZO	SL	HA	SO
ST	RE	RF	DO	PY
FL	CO	DR	DG	GV

CARD
DROP —
TURN —

X-ATM092 CARD
— ⬆️4 ⬆️8 ⬇️7 ⬅️3
MOD 2 : 1 Turtle Shell

LV 1-10	
DRAW	Fire, Blizzard, Cure, Protect
DROP	Orihalcon, Power Wrist, Hypno Crown, Force Armlet
MUG	—
DEVOUR	—

LOCATIONS
Dollet —Communication Tower, Mountain Trail, Bridge, Town Square (SeeD Field Exam)

ABILITY		
Arm Crush P	Clash iii P	Leg Jab P
Ray Bomb iii P	Repairing...	

EVADING X-ATM092

If you do not want to fight X-ATM092, you can evade all encounters with it after the initial one. After the initial encounter: run as fast as possible to the other side of the screen for the next two screens (Comm. Tower base). On shaking mountain trail: walk—do not run. Bridge: run until you hear X-ATM092 jump, then run the other way, repeat. Town Square screens: run towards other end (saving the dog in the process).

NOTES

X-ATM092 has a lot of HP, plus the 30 minute time limit is in effect. You don't need to destroy it, just damage 25% of its HP to knock it down, and escape it. As soon as it's knocked down, it will begin Repairing at 20% increments until HP is fully restored. If you want to destroy it, you must do so before this happens.

To defeat X-ATM092, summoning boosted Quezacotl (with SumMag +30%) is best. But Double-casting Thunder spells is quick and effective also. It's Ray Bomb targets the entire party, but damage can be lessened with Protect. You receive 50AP and one of the dropped items for reducing its HP to 0.

After the initial encounter with X-ATM092, there will be several more, but you can avoid them all together (see "Evading X-ATM092" at right).