

Final Fantasy V Advance Challenges FAQ

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Final Fantasy V Advance
Challenges FAQ
Version 1.62
by mog07, 17th,Mar,08

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1. Intro

This FAQ guides you through toughest challenges of FF5A. This FAQ includes many spoilers and collections of strategies. Mainly based on SNES version and were written long ago before GBA release.

2. Credits

FF5 Advance GBA board, FF5 SNES board
SQUARE - for making the game
J.L.Tseng - Algorithms for the SNES version
and too many to note

3. Updates

Version 1.10 Initial Release 27th, Feb, 08
Version 1.11 Updated Eno's strategy
Version 1.15 OABP World 1, 7th, Mar, 08
Version 1.2 OABP Complete
Version 1.22 OABP edited
Version 1.3 Freelancer ONLY added
Version 1.31 Freelancer ONLY edited
Version 1.62 Added a few pointers at Neo Shinryu
TBU Bartz solo Main Game
(didn't have much time this week) 17th, Mar, 08

4. Bartz Solo Sealed Temple

=====
4.1) Rules:
=====

1. Other playable characters must remain dead. Zombies and Petrifieds are not allowed.
2. Instant Death and Petrification are not allowed. Doom is allowed.
3. Level modification is strictly not allowed. This includes Hero Potion, Hero Song, Sampson Power, Dragon Power, Dark Shock.
4. Kiss of Blessing is not allowed.
5. Hide is not allowed.
6. Bug/glitch is not allowed.
7. Bartz is level 2.

=====
4.2) Preparations:
=====

Prepare following equipment:
Thornlet - Inherent HP Leak
Aegis Shield - Petrify Proof
Angel Ring - Zombie Proof

=====
4.3) Sealed Temple New Bosses
=====

```

NAME: Gil Turtle
LEVEL: 57                                EXP: 0
HP: 32768                                GIL: 5000
MP: 8000                                  SPEED: 66
ATTACK: 115                              MAGIC POWER: 90
ATT. MULT: 13                            MAGIC MULT: 22
EVADE%: 0                                MAGIC EVADE%: 40
DEFENSE: 0                               MAGIC DEFENSE: 40
DROP(ALWAYS): Grand Helm                 STEAL(COMMON): Nothing
DROP(RARE): Nothing                      STEAL(RARE): Turtle Shell
IMMUNITY: Control, Catch                  CAN'T EVADE: None
CREATURE TYPE: Heavy, Undead
INITIAL STATUS: Protect, Shell
ELEMENTAL IMMUNITY: Holy
ELEMENTAL ABSORB: Fire, Lightning, Poison, Earth, Wind, Water
ELEMENTAL WEAKNESS: Ice
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
Old, Sleep, Paralyze, Confuse, Berserk, Silence, Stop
SPECIALTY: Turtle
SPECIALTY EFFECT: Adds Aging, Poison, Darkness, Paralyze, Confuse, HP Leak
AI SCRIPT:
Attack
React:Death{
    Earthquake
}
Counter(HP Damage){
    No Interrupt{
        Turtle
        Turtle
    }
}

```

First boss of the Bonus Dungeon. Similar to the turtle you may have ignored in world 2 with minor modifications to speed and drop. Gil Turtle attacks and counter attacks physically. When it dies, it casts Earthquake. Defense is very simple: Genji Shield + Mini = 99% physical evade, Float evades Earthquake.

How to damage him,

Gil Turtle is weak to Ice: Cast Blizzaga with Ice elemental up does over 2000 damage. Dualcast for 4000+ damage per turn.

Gil Turtle is undead: Requiem does 900+ damage. Apollo Harp does 3000+ damage but requires 2hand to use. Sage's Staff does around 1400 damage and can be use with Rapid Fire. 5000+ damage per turn!

```

=====
Final Setup
=====

```

```

Job:      Freelancer
Ability:  Image
          Rapid Fire
Status:   Mini & Float
Equips:   Judgement Staff
          Genji Shield
          Ribbon
          Mirage Vest
          Hermes Sandals

```

```

=====

```

Battle Order

=====

Enter battle, first use Judgement Staff to dispel Gil Turtle's Protect & Shell. Next change weapon to Sage's Staff and Rapid Fire. If Mirage Vest's Image disappears, re-apply Image.

Alternatively, you could cast white magic Dispel. By switching equipped weapons or shields in battle L to R or R to L, you'll regain the Image provided by Mirage Vest back should you get hit.

Game rewards you with a Grand Helm. Next is a challenging boss.

#2 Grand Aevis

[F594]

NAME: Grand Aevis
LEVEL: 97 EXP: 0
HP: 42000 GIL: 0
MP: 20000 SPEED: 88
ATTACK: 120 MAGIC POWER: 100
ATT. MULT: 20 MAGIC MULT: 41
EVADE%: 30 MAGIC EVADE%: 20
DEFENSE: 60 MAGIC DEFENSE: 40
DROP(ALWAYS): Fairy's Bow STEAL(COMMON): None
DROP(RARE): Nothing STEAL(RARE): Cottage
IMMUNITY: Control, Catch CAN'T EVADE: None
CREATURE TYPE: Heavy, Aevis
INITIAL STATUS: (Always)Float
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Fire, Ice, Lightning, Wind
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
Old, Sleep, Paralyze, Confuse, Berserk, Silence, Stop
SPECIALTY: Wing Attack
SPECIALTY EFFECT: 1.5*Damage, Adds Poison
AI SCRIPT:
{Breath Wing,Zombie Powder,Blaster}
{Maelstrom,Poison Breath,Wing Attack}
{Zombie Breath,Zombie Powder,Evil Eye}
Breath Wing
Counter(HP Damage & Alone){
Unhide Monster:(Change Monster):0 Grand Aevis
1 Dark Elemental
2 Dark Elemental
(Start Script)
}
Counter(HP Damage & Status(Party Member:Dead){
Set Target:Party Member
Paraclete
}

NAME: Dark Elemental
LEVEL: 74 EXP: 0
HP: 5500 GIL: 0
MP: 10000 SPEED: 60
ATTACK: 80 MAGIC POWER: 35

ATT. MULT: 12	MAGIC MULT: 14
EVASION: 0	MAGIC EVASION: 0
DEFENSE: 70	MAGIC DEFENSE: 0
DROP (ALWAYS): Nothing	STEAL (COMMON): None
DROP (RARE): Nothing	STEAL (RARE): Hi-Potion
IMMUNITY: Control, Catch	CAN'T EVADE: None
CREATURE TYPE: Heavy	
INITIAL STATUS: None	
ELEMENTAL IMMUNITY: Fire, Ice, Lighting	
ELEMENTAL ABSORB: None	
ELEMENTAL WEAKNESS: Fire, Ice, Lighting	
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Zombie, Darkness, Old, Sleep, Paralyze, Confuse, Berserk, Silence	
SPECIALTY: Critical Sttack	
SPECIALTY EFFECT: None	
AI SCRIPT:	
While(Status:Group Only){	
Self-Destruct	
}	
{White Wind,Aeroga,Nothing}	

First new Boss is a very challenging one. Grand Aegis has a staggering speed of 88. Bartz needs full Agility boosting equipment and Haste status to just match up to it.

Let's look at his attacks first,

Breath Wing: Potion, Regen
 Zombie Powder: Angel Ring
 Blaster: Reflect, Dragon Kiss
 Maelstrom: Dragon Kiss
 Poison Breath: Angel Robe, Bone Mail
 Wing Attack: Genji Shield + Mini
 Zombie Breath: Aegis Shield 33% evade or Jump
 Evil Eye: Aegis Shield or Ribbon

Aeroga: Reflect

Self-Destruct: must kill Grand Aegis and Dark Elemental at same time

Presently, there's no way to nullify Wind element or Zombie attacks. Due to Boss's high speed, we'll probably want Masamune's first strike or Hermes Sandals. We can't be using Hermes Sandals because we have to have Reflect status throughout the battle. Since Bartz is solo, you can't possibly stop attacking to re-apply reflect. This limits us to use Freelancer for this fight.

Abilities: Mix is a must. Again, Bartz is solo, you won't have a chance to drink a potion everytime Maelstrom hits you. Mix also gives us Haste which is vital. The other Ability is Jump? no. While it gives you high survival rate, the damage you'll be dealing isn't high being at level 1 - 4. The 2 Dark Elementals also use White Wind. We need a high multi-target damage/turn. Combine is just perfect. Blitzshot + Gold Needle = 3000 damage to all enemies. Very effective indeed. Plus we could also inflict Slow on Grand Aegis.

As for equipment, Aegis for 1,3,4 of Boss's turn, Genji Shield & mini status to evade Wing Attack. Angel Robe for armor because Bone Mail is immune to Regen.

=====
 Final Setup
 =====

Job: Freelancer

Ability: Mix
Combine
Status: Mini
Equips: Masamune
Aegis Shield
Ribbon
Angel Robe
Reflect Ring

=====
Battle Order
=====

1st strike: switch weapon to Chicken Knife, Combine Slow Cannon. If it fails, use Wonder Wand to reset the battle next turn. Boss attacks: Breath Wing: ignore, Zombie Powder: (Angel Robe 25% magic evade + Ribbon 5%) it also target corpse so chance of game over isn't high, Blaster: reflect. We don't have Haste so Boss takes 2nd turn 1st: Maelstrom: (70%*1/3), Poison Breath: (ignore), Wing Attack: (1/3*3/4*34% GameOver). Bartz turn: Mix Hasty-Ade. Boss is now Slowed: Agi is around 56, Bartz is around 85, complete turnover now. Next action: Mix Lifewater (Potion + Hi-Potion). Boss turn: Zombie Breath: (1/3*2/3), Zombie Powder, Evil Eye. Next turn: Mix Dragon Kiss then just Combine Needle Cannon till Boss dies.

Remember to switch shield to Genji Shield on Boss 2nd turn. Other turns use Aegis Shield. Take note of Boss's HP, kill Boss & Dark Elementalx2 same time or kill 2 Dark Elementals first. The 1st Wing Attack you may get, keep Aegis Shield because Maelstrom is more dangerous. If hit, will cost you 1 more turn.

Make sure dead members have Thornlets, Aegis Shield and Angel rings equipped. We get a Fairy's Bow for defeating Grand Aegis. Next is another old friend.

#3 Omega Mk.II

[F595]

NAME: Omega Mk.II[F.1]
LEVEL: 97 EXP: 0
HP: 65000 GIL: 0
MP: 60000 SPEED: 90
ATTACK: 150 MAGIC POWER: 200
ATT. MULT: 30 MAGIC MULT: 79
EVADE%: 100 MAGIC EVADE%: 100
DEFENSE: 200 MAGIC DEFENSE: 200
DROP(ALWAYS): Force shield STEAL(COMMON): None
DROP(RARE): Nothing STEAL(RARE): Elixir
IMMUNITY: Control, Catch CAN'T EVADE: Song
CREATURE TYPE: Heavy
INITIAL STATUS: (Always)Reflect, Shell, Stop
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Fire, Ice, Poison, Holy, Earth, Wind, Water
ELEMENTAL WEAKNESS: Lighting
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Darkness, Old, Sleep,
Paralyze, Confuse, Berserk, Silence
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
while (Var00=01){

```

{Atomic Ray,Delta Attack,Blaster}
Wave Cannon
{Rainbow Wind,Flame Thrower,Atomic Ray}
Wave Cannon
No Interrupt{
    {Delta Attack,Blaster,Wave Cannon}
    {Maelstrom,Earthquake,Rainbow Wind}
}
Search
{Rainbow Wind,Flame Thrower,Atomic Ray}
Wave Cannon
}
No Interrupt{
    Set Variable:Var00=01
    Barrier Change
    Unhide Monster:(Random):0 Omega Mk.II[F.1]
                                1 Omega Mk.II[F.2]
                                2 Omega Mk.II[F.3]

    (Start Script)
}
Counter(Elemental Attack:Lightning){
    No Interrupt{
        Barrier Change
        Unhide Monster:(Random):0 Omega Mk.II[F.1]
                                1 Omega Mk.II[F.2]
                                2 Omega Mk.II[F.3]

        (Start Script)
    }
}
Counter(Rapid Fire){
    No Interrupt{
        {(Remedy),Encircle,Nothing}
    }
}
Counter(HP Damage){
    No Interrupt{
        {Rocket Punch,Rocket Punch,Mustard Bomb}
        {Rocket Punch,Rocket Punch,Encircle}
    }
}

```

```

NAME: Omega Mk.II[F.2]
LEVEL: 97                                EXP: 0
HP: 65000                                GIL: 0
MP: 60000                                SPEED: 90
ATTACK: 150                              MAGIC POWER: 200
ATT. MULT: 30                            MAGIC MULT: 79
EVADE%: 100                              MAGIC EVADE%: 100
DEFENSE: 200                             MAGIC DEFENSE: 200
DROP(ALWAYS): Force shield               STEAL(COMMON): None
DROP(RARE): Nothing                      STEAL(RARE): Elixir
IMMUNITY: Control, Catch                  CAN'T EVADE: Song
CREATURE TYPE: Heavy
INITIAL STATUS: (Always)Reflect, Shell, Stop
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Fire, Lightnging, Poison, Holy, Earth, Wind, Water
ELEMENTAL WEAKNESS: Ice
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Darkness, Old, Sleep,
                    Paralyze, Confuse, Berserk, Silence
SPECIALTY: Critial Attack

```

SPECIALTY EFFECT: None

AI SCRIPT:

```
while(Var00=01){
    {Atomic Ray,Delta Attack,Blaster}
    Wave Cannon
    {Rainbow Wind,Flame Thrower,Atomic Ray}
    Wave Cannon
    No Interrupt{
        {Delta Attack,Blaster,Wave Cannon}
        {Maelstrom,Earthquake,Rainbow Wind}
    }
    Search
    {Rainbow Wind,Flame Thrower,Atomic Ray}
    Wave Cannon
}
```

```
No Interrupt{
    Set Variable:Var00=01
    Barrier Change
    Unhide Monster:(Random):0 Omega Mk.II[F.1]
                                1 Omega Mk.II[F.2]
                                2 Omega Mk.II[F.3]

    (Start Script)
}
```

```
Counter(Elemental Attack:Ice){
    No Interrupt{
        Barrier Change
        Unhide Monster:(Random):0 Omega Mk.II[F.1]
                                1 Omega Mk.II[F.2]
                                2 Omega Mk.II[F.3]

        (Start Script)
    }
}
```

```
Counter(Rapid Fire){
    No Interrupt{
        {(Remedy),Encircle,Nothing}
    }
}
```

```
Counter(HP Damage){
    No Interrupt{
        {Rocket Punch,Rocket Punch,Mustard Bomb}
        {Rocket Punch,Rocket Punch,Encircle}
    }
}
```

NAME: Omega Mk.II[F.3]

LEVEL: 97

EXP: 0

HP: 65000

GIL: 0

MP: 60000

SPEED: 90

ATTACK: 150

MAGIC POWER: 200

ATT. MULT: 30

MAGIC MULT: 79

EVASDE%: 100

MAGIC EVASDE%: 100

DEFENSE: 200

MAGIC DEFENSE: 200

DROP(ALWAYS): Force shield

STEAL(COMMON): None

DROP(RARE): Nothing

STEAL(RARE): Elixir

IMMUNITY: Control, Catch

CAN'T EVASDE: Song

CREATURE TYPE: Heavy

INITIAL STATUS: (Always)Reflect, Shell, Stop

ELEMENTAL IMMUNITY: None

ELEMENTAL ABSORB: Ice, Lightning, Poison, Holy, Earth, Wind, Water

ELEMENTAL WEAKNESS: Fire

STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Darkness, Old, Sleep,
Paralyze, Confuse, Berserk, Silence

SPECIALTY: Critical Attack

SPECIALTY EFFECT: None

AI SCRIPT:

```
while(Var00=01){
    {Atomic Ray,Delta Attack,Blaster}
    Wave Cannon
    {Rainbow Wind,Flame Thrower,Atomic Ray}
    Wave Cannon
    No Interrupt{
        {Delta Attack,Blaster,Wave Cannon}
        {Maelstrom,Earthquake,Rainbow Wind}
    }
    Search
    {Rainbow Wind,Flame Thrower,Atomic Ray}
    Wave Cannon
}
No Interrupt{
    Set Variable:Var00=01
    Barrier Change
    Unhide Monster:(Random):0 Omega Mk.II[F.1]
                                1 Omega Mk.II[F.2]
                                2 Omega Mk.II[F.3]

    (Start Script)
}
Counter(Elemental Attack:Fire){
    No Interrupt{
        Barrier Change
        Unhide Monster:(Random):0 Omega Mk.II[F.1]
                                1 Omega Mk.II[F.2]
                                2 Omega Mk.II[F.3]

        (Start Script)
    }
}
Counter(Rapid Fire){
    No Interrupt{
        {(Remedy),Encircle,Nothing}
    }
}
Counter(HP Damage){
    No Interrupt{
        {Rocket Punch,Rocket Punch,Mustard Bomb}
        {Rocket Punch,Rocket Punch,Encircle}
    }
}
```

It drops Force Shield which will be very useful so we kill him first. Omega Mk.II has 2nd highest Speed of all active bosses. Main attacks are same as Omega. Additional counter attacks are added. It is also immune to Kiss of Blessing.

Let's look at his main attacks first:

Atomic Ray: Resist Fire, Dragon Shielding, Reflect

Delta Attack: Reflect

Blaster: Dragon Kiss or Reflect

Wave Cannon: have HP over 1/2, Goliath Drink to deal HP Leak

Rainbow Wind: nothing to worry

Flame Thrower: Resist Fire or immune

Maelstrom: Dragon Kiss,

must immune otherwise HP Leak + HP Critical = instant Gameover

Earthquake: Float

Search: Reflect or ignore

Omega Mk.II has 3 kinds of Counter Attacks:

1. Change to a random form when stuck by Elemental Weakness
2. Remedy or Encircle when hit by Rapid Fire
3. HP Damage: Rocket Punch, Mustard Bomb, Encircle

To fully understand these, we need a better understanding of AI script. Script is carried out in up-to-down order. Whenever more than 1 condition is fulfilled, only the 1st one will be met.

Remedy fully heals target - we can't trigger this. There's no way to 1 hit KO it by a level 1-4 character or close to 1 hit say 2/3 actions.

HP Damage: Mustard Bomb - Aegis Shield 33% evade, 1/3*2/3 gameover. When you are facing 65k HP, it's just too risky to take it head on.

Elemental weakness attack - i don't know how long it would take but I'm sure you'd run out of Potions, Hi-Potions, Elixirs before he goes down.

Search - this ensures all attacks(and counter attacks) hit the target

1. Let Search hits Bartz, trigger Remedy counter to cure Bartz
Use Jump to avoid Delta attack.

We have to Reflect Delta attack or Jump over it, Omega Mk.II is insanely fast you'd avoid Delta attack and not be able to avoid Wave Cannon, and have to recover HP instead of Jump. Eventually means gameover.

Time Reflect and let it wear off just before Search - too difficult. At level 1 with Rapid Fire, the damage just isn't high enough. you'd need 100+ turns to knock him out. you only have 99 of items to begin battle - not possible.

2. After Search Reflects off, trigger HP Damage counter

We have super wonderful Needle Cannon now. It does magical damage.(when calculating damage)(When considering AI script, anything but magic is physical) And Slow Cannon ignore Magic Evade% to inflict Slow on Boss.

Now we have to consider HP Leak. Wave Cannon is used on 2, 4, 8 turn 100%. It takes 22 needle cannon to take him down. Roughly equals 13 cycles, You'd need about 5 potions per cycle.

Equipment wise, Reflect Ring is must. Others focus on Agility boosts.

=====
Final Setup
=====

Job: Freelancer
Ability: Combine
Mix
Status: Float & Front Row
Equips: Masamune
Flame Shield
Ribbon
Black Garb
Reflect Ring


```

}
While(Var01=01){
  Set Variable:Var01=02
  Mute
}
While(Var00=01){
  Maelstrom
  {Ice Storm,Ice Storm,Blaze}
  Zombie Breath
  {Earthquake,Earthquake,Lightning}
  No Interrupt{
    Attack
    Attack
  }
  {Poison Breath,Poison Breath,Breath Wing}
  Curse
  {Tidal Wave,Tidal Wave,Almagest}
}
Set Variable:Var00=01
Mighty Guard

```

```

NAME: (Neo Shinryu)
LEVEL: 97                                EXP: 0
HP: 65000                                GIL: 0
MP: 60000                                SPEED: 95
ATTACK: 200                              MAGIC POWER: 8
ATT. MULT: 40                            MAGIC MULT: 7
EVADE%: 20                               MAGIC EVADE%: 120
DEFENSE: 100                             MAGIC DEFENSE: 100
DROP(ALWAYS): Nothing                   STEAL(COMMON): None
DROP(RARE): Nothing                     STEAL(RARE): Elixir
IMMUNITY: Control, Catch                 CAN'T EVADE: None
CREATURE TYPE: Heavy, Dragon
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Holy
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Zombie, Old, Sleep,
                Paralyze, Confuse, Berserk, Stop
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
While(HP<15000 & Var01=00){
  Set Variable:Var01=01
  Set Self Status:Fake Image
  Nothing
}
Set Self Status:Fake Image
Nothing
React:Death{
  No Interrupt{
    Unhide Monster:(Form Change)[F596]3:(Neo Shinryu)
    (Start Script)
    Giga Flare
    Meteor
  }
}
Counter(Rapid Fire){
  Set Target:Last Attacker
  {Zombie Powder,Doom,Nothing}
}

```

```
}
Counter(HP Damage){
  Set Target>Last Attacker
  {White Hole,Nothing,Nothing}
}
```

A total makeover of the legendary Shinryu. This beast's attacks cover All 8 Elements, induces 14 negative Status Effects, Double Physical Attacks, Multi-target Heavy type HP Criticals, Zombie attacks, and Non-Elemental, Unblockable, Unreflectable death triggers. The variety you get goes beyond imaginations. Challenge him at level 1 or level 99 is not much different. If you can't defend against his attacks, you'll die in 2 turns.

Let's look at how to defend against his attacks:

Active attacks:

Breath Wing, Tidal Wave, Poison Breath, Earthquake, Almagest, Lighting
Ice Storm, Blaze - Force shield immune
Maelstrom - ignore
Zombie Breath - Jump or Undead
Curse - Jump
Attack, Critical Attack: Equipment/Samurai Evade,
Mirage Vest, Genji Shield, Mini

Passive Counters:

White Hole - Ribbon
Zombie Powder, Doom - don't trigger
Giga Flare, Meteor - Predict + Jump

Analyzing above, we are very limited at Ability choices and equipment.

Battle goes in 2 Phases:

1st Phase(HP>15,000)

Neo Shinryu does 8 attacks in 1 cycle. We must Jump over Zombie Breath(3rd) and 7th turn Curse. Curse will check for Magic Evade but we don't have that many. It will kill you 26.1%.

We can't use Masamune to enter battle - when entering battle, there may be Speed adjustment +\-1. Neo Shinryu and his partners' might be 94, 95, 96. If same Speed occurs, we might never be able to damage him.

2nd Phase(HP<15,000)

Attack only. Mini + Genji Shield + Mirage Vest Image + Elf Cape + Samurai Evade = 0.5% chance Image goes off.

=====
Final Setup
=====

Job: Freelancer
Ability: Predict
Jump
Status: None
Equips: Dragon Lance
Force Shield
Ribbon
Mirage Vest
Elven Mantle

Prepare Wonder Wand to cast Mini as next spell

=====
Battle Order
=====

Enter battle. We don't have Haste, Neo Shinryu will act 3 times before your ATB bar fills. Next is Zombie Breath. No need to think, Jump straight away. Coming down, he has finished Attack x2, next 3 more actions, remember that you can't take any negative status Curse might inflict. This will be the only time we see Curse. 1st cycle end, Bartz will finally get to act again, switch weapon to Masamune apply Haste. Switch back to Dragon Lance Jump over Zombie Breath, now enter your own cycle.

Bartz will get ATB filled just before Ice Storm/Blace and Boss's 6th turn Poison Breath or Breath Wing. Do not Jump until Neo Shinryu has used these attacks. If Image disappears during 5th turn Attack x2, switch weapon L to R. It takes about 50 cycles to knock his HP under 15,000. Jump does about 1000 damage, depending on his Speed, damage cycle varies.

2nd Phase

Neo Shinryu has lost over 50,000 HP. He now casts Mute. Change your weapon to Wonder Wand, shield to Crystal Shield. Attack yourself, this will inflict Mini on yourself. Next turn change to Genji Shield - you're almost invulnerable now. We'll start breaking rods. I chose Lightning Rods because its animation is fast. Need to break 60-70 rods.

When his HP goes low, start using Predict. Jump whenever Countdown is 1. Remember to switch weapon to Dragon Lance or Dragon's Whrisker to avoid trigger Zombie Powder counter.

Actually you could just use Predict. But its efficiency is rather low since it may not damage when it needs to. When it does damage its unreliable.

You need some incredible concentration and luck during 1st Phase.
2nd Phase is simple as long as you keep calculating damage.

*Invul(invulnerable declared by system) & False Image(enemy magic)
Invul can be INITIAL STATUS while False Image cannot.
Effects are the same.

*speed adjustments - occurs only at battle start

*when more than 1 target has ATB filled to take an action at exactly same time, a random target is given priority.

*How Neo Shinryu dies

```
While(Alone){
    Unhide Monster:(Change Monster):[F596]0:Neo Shinryu
                                     3:(Neo Shinryu)
    (Start Script)
}
```

This bit is to prevent #3 (Neo Shinryu) dying without triggering React:Death HP Leak, Counter Attack, Kiss of Blessing

```
React:Death{
    No Interrupt{
        Unhide Monster:(Form Change)[F596]3:(Neo Shinryu)
        (Start Script)
        Giga Flare
```

Meteor

}

}

Unhide Monster in this case actually hides #0 Neo Shinryu who is invulnerable at all times so that the battle can be ended.

*battle can be won when all remaining enemies are either dead or hidden.

#5 Archeodemon

[F598]

NAME: Archeodemon

LEVEL: 17

EXP: 0

HP: 50000

GIL: 0

MP: 62000

SPEED: 80

ATTACK: 180

MAGIC POWER: 90

ATT. MULT: 35

MAGIC MULT: 9

EVADE%: 0

MAGIC EVADE%: 0

DEFENSE: 80

MAGIC DEFENSE: 0

DROP(ALWAYS): Chaos Orb

STEAL(COMMON): None

DROP(RARE): Nothing

STEAL(RARE): Phoenix Down

IMMUNITY: Control, Catch

CAN'T EVADE: None

CREATURE TYPE: Heavy, Magic Beast, Undead

INITIAL STATUS: (Always)Protect

ELEMENTAL IMMUNITY: None

ELEMENTAL ABSORB: Fire, Ice, Lightning, Poison, Holy, Earth, Wind, Water

ELEMENTAL WEAKNESS: None

STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Zombie, Old, Sleep,
Paralyze, Confuse, Berserk, Silence, Stop

SPECIALTY: Critical Attack

SPECIALTY EFFECT: None

AI SCRIPT:

While(Var01=01){

{Flare,Holy,Meteor}

{Flare,Holy,Nothing}

{Hurricane,Death,Drain Touch}

Display Text:Focusing Power

Set Variable:Var00=01

Nothing

Set Variable:Var00=00

{Giga Flare,Giga Flare,Mega Flare}

}

While(HP<20000){

No Interrupt{

Set Variable:Var01=01

Set Variable:Var00=00

Drain Touch

}

}

Drain Touch

Flare

Display Text:Focusing Power

Set Variable:Var00=01

Nothing

Nothing

Set Variable:Var00=00

{Mega Flare,Mega Flare,Giga Flare}

```

Counter(Anything But Magic){
    Set Target:Self
    Death
}
Counter(Var00=00 & HP Damage){
    {Curse,???,Nothing}
}

```

This boss mainly uses strong Magic from each branch and strong Enemy Magic (Mega Flare and Giga Flare). Boss's favorite is Drain Touch (HP Drain, ignore Undead property). Other than Hurricane, everything else is ensured KO. Boss counters physical attacks by casting Death on itself to fully heal HP. HP Damage counter is Curse and Blue Magic ????. Very tough to deal with indeed.

Perhaps you have thought of preventing Boss regain HP from Death by casting Reflect on it. Actually there's a much simpler method of preventing him recover HP. This battle can be Muted. Death, Flare, Holy, Meteor all can't be used. However, Mute will only prevent you from using Dark Arts. Enemies can still use Dark Arts(considered Blue Magic).

We'll start considering Drain Touch because it's the first attack you'll see. Since we can't prevent Drain Touch KO Bartz, we have to Jump over it. 5th turn Giga Flare also requires Jump. Hermes sandals + full Agi gear enter battle, first strike before Boss can act. Evades Drain Touch but, you'd come down be finished off by Flare. We definitely can't get enough MP to cast Quick. It's impossible to Mute and then Jump before Drain Touch. Change to Reflect Ring & Masamune. But Jump has delays. It's very unlikely to act in time.

Let's reconsider. Drain Touch Base attack is 80. Boss magic multi is 9. With 0 magic defence, it will do 720 damage minimum. Shell will reduce M by half. $M = 9/2 = 4.5 = 4$. Min damage will be 320. Bartz needs 64 magic def to survive it. Impossible to achieve. Even with Goliath Tonic double HP. 48 mag def is needed. Still not possible because we'd need 2 actions to do that. Well I'd have used Hide but we don't want to break rules.

Solution: Drain Touch can be blocked by Aegis Shield. First action Mute, Aegis Shield successfully block Drain Touch. We are now good until Boss uses Mega Flare or Giga Flare. Script will then end and cycle to top (start with Drain Touch). Jump takes 2 turns we can avoid one not the other. Take a chance to reflect Mega Flare? This will trigger HP Damage Counter Script. Curse can't be Muted, ??? can't be muted, and after Mega Flare bounces off, ??? will always kill you.

We are left with one option: Drain MP!
 Boss has 62,000 MP but MP up-limit is 9999. Feed him an Ether will make its MP drop to 9999 right away. Next Mix Dark Ether. We can't use Lilith's Kiss because Boss is undead.

Bartz	Mute	62000
Boss	Drain Touch	61985
Bartz	Ether	9999
Boss	*Death	9970
Boss	Flare	9931
Bartz	Dark Ether	2483
Boss	*Death	2454
Boss	---	2454
Bartz	Dark Ether	614
Boss	*Death	585
Boss	---	585
Bartz	Jump	585

We can't take all of its MP by 2nd Drain Touch, so Aegis Shield has to block twice. To damage him, we can use Sage's Staff or Mix 2 Hi-Potions = 1800. We need Jump, Mix, Time, so a Mimic is needed. Equips just require Aegis Shield, Hermes Sandals, Sage's Staff.

While this method is ok to do, we did not aim at boss's weakness. We want something fast and effective. Do you remember the first undead Boss we dispatched a while ago. Gil Turle. Sage's Staff Rapid Fire on undead = extremely high damage per turn.

If a level 2 character Rapid Fire with Sage's Staff, we can knock his HP down to 20,000 before its 5th turn Mega Flare or Giga Flare. This will cause the game to stop var00=00 Script and start var00=01 Script. First attack is still Drain Touch. Next 20,000 will be gone in a few turns. He won't have a chance to use Mega Flare or Giga Flare again. So we don't need Jump. Mute is still needed. Boss is not immune to Slow. And Time Magic has just Slow in it. Slow Hit% = 95%. After level comparison, Hit% is 80%. Boss Magic Evade is 0% so Hit=80. Another ability we could use is Dualcast. Slow + Mute in 1 turn.

Setup: Mimic, Rapid Fire, Dualcast, Time
Equips: Sage's Staff
Aegis Shield
Black Cowl
Black Garb
Hermes Sandals

First action, Dualcast Slow & Mute. Next Rapid Fire 1500x4 per turn. Once Aegis Shield Block twice, you win. Chance to win = $1/3 * 1/3$

We may have won but the chance was not very high. Can we raise winning ratio by ditching Dualcast and use Jump to evade second Drain Touch? Let's look for the answer by calculating ATB:

Boss Agi = 80, Slowed status need 80 $((120-80)*2)$ time units to fill ATB.
Bartz Agi = 44, Equip Weight = 8, Haste status need 39 $((120-44+8/8)/2)$ units to fill ATB. If set both ATB full, for Boss to reach 5th turn, ATB need filled 4 times $80*4=320$ (plus 3 units = 1 unit delay*3 actions).
Bartz needs to use Mute, Rapid fire x5, Jump, 7 actions, $39*7= 273$
 $320+3-273=50 > 39$, so Lenna Rapid Fire once more, Jump to evade 2nd Drain Touch
Rapid Fire x3, Boss dead. Win = 33% (Slow is fairly high 80% Hit).

=====
Final Setup
=====

Job: Mimic
Ability: Jump
Rapid Fire
Time
Status: None
Equips: Sage's Staff
Aegis Shield
Black Cowl
Black Garb
Hermes Sandals

1st action Slow, Aegis Shield Block Drain Touch successfully. Next cast Mute and Rapid Fire x6 then Jump. Coming down Rapid Fire x3 Boss dead.

Actually after 5th Rapid Fire, Boss will use Drain Touch. Because Boss'HP has dropped under 20,000 at its 4th action. We need to slow down a bit.
Re-calculate: Rapid Fire roughly does 1500 per hit, 6080 damage per turn. Five times Eapid Fire will knock its HP under 20,000. ATB: till Boss 4th turn, ATB needs filled 3 times, $80 \times 3 = 240$, +3 units=243 Bartz need Mute, Rapid Fire x5, 6 actions. $39 \times 6 = 234$, faster than boss always. Even considering Speed checks at start of battle.

=====
Revised Battle Order
=====

1. Slow and Aegis Shield successfully blocks Drain Touch
2. Mute
3. Rapid Fire 4 times
4. Defend
5. Rapid Fire (HP drops under 20,000, variable changes)
6. Jump (to evade 2nd Drain Touch)
7. Rapid Fire till Boss dies.

Boss's 3rd Drain Touch is at its 8th turn(1/3 chance). It'll be dead long before then.

We get a Chaos Orb.

#6 Guardian, Launcher x2, Wave Cannon [F597]

NAME: Guardian[F.1]
LEVEL: 97 EXP: 0
HP: 55000 GIL: 0
MP: 60000 SPEED: 98
ATTACK: 110 MAGIC POWER: 50
ATT. MULT: 30 MAGIC MULT: 22
EVADE%: 0 MAGIC EVADE%: 10
DEFENSE: 40 MAGIC DEFENSE: 10
DROP(ALWAYS): Nothing STEAL(COMMON): Nothing
DROP(RARE): Nothing STEAL(RARE): Nothing
IMMUNITY: Control, Catch CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: (Always)Invulnerable
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Lighting
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image,
Reflect, Protect, Shell, Stop, Haste, Slow, Invul, Regen
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
While(Enemy:#0 Alive Only){
 Unhide Monster:(Form Change):3 Guardian[Form 2]
 (Start Script)
}While(Enemy:#0&6 Alive Only){
 Unhide Monster:(Form Change):3 Guardian[Form 2]
 6 Wave Cannon

```

        (Start Script)
    }
Nothing

NAME: Guardian[F.2]
LEVEL: 97                                EXP: 0
HP: 55000                                GIL: 0
MP: 60000                                SPEED: 78
ATTACK: 110                              MAGIC POWER: 50
ATT. MULT: 30                            MAGIC MULT: 22
EVADE%: 0                                MAGIC EVADE%: 10
DEFENSE: 40                              MAGIC DEFENSE: 10
DROP (ALWAYS): Crystal Orb               STEAL (COMMON): Nothing
DROP (RARE): Nothing                     STEAL (RARE): Blitzshot
IMMUNITY: Control, Catch                  CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Lighting
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
                    Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image,
                    Reflect, Protect, Shell, Stop, Haste, Slow, Invul, Regen
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
While(Enemy:#3&6 Alive Only){
    Delta Attack
    {Gravity,Graviga,Graviga}
    {Encircle,Off-Guard,Reverse Polarity}
    {Atomic Ray,Electrocute,Electrocute}
    No Interrupt{
        Display Text:The armor has been completely restored
        Unhide Monster:(Form Change):0 Guardian[F.1]
                                4 Launcher(L)
                                5 Launcher(R)
                                6 Wave Cannon

        (Start Script)
    }
}
Delta Attack
{Graviga,Graviga,Gravity}
Set Variable:Var00=01
{Encircle,Off-Guard,Reverse Polarity}
{Atomic Ray,Electrocute,Electrocute}
No Interrupt{
    Set Variable:Var00=00
    Display Text:The armor has been completely restored
    Unhide Monster:(Form Change):0 Guardian[F.1]
                                4 Launcher(L)
                                5 Launcher(R)

    (Start Script)
}
React:Death{
    Set Target:All Enemies
    (Punishment)
}
Counter(HP Damage & Var00=01){
    No Interrupt{
        Set Variable:Var00=00

```

Unhide Monster:(Change Monster):3 Guardian[F.2]

6 Wave Cannon

(Start Script)

}

}

NAME: Launcher(L)

LEVEL: 97

EXP: 0

HP: 20000

GIL: 0

MP: 50000

SPEED: 52

ATTACK: 110

MAGIC POWER: 50

ATT. MULT: 30

MAGIC MULT: 22

EVADE%: 0

MAGIC EVADE%: 10

DEFENSE: 20

MAGIC DEFENSE: 10

DROP(ALWAYS): Nothing

STEAL(COMMON): Nothing

DROP(RARE): Nothing

STEAL(RARE): Blastshot

IMMUNITY: Control, Catch

CAN'T EVADE: None

CREATURE TYPE: Heavy

INITIAL STATUS: None

ELEMENTAL IMMUNITY: None

ELEMENTAL ABSORB: Lighting

ELEMENTAL WEAKNESS: None

STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image,
Reflect, Protect, Shell, Stop, Haste, Slow, Invul, Regen

SPECIALTY: Critical Attack

SPECIALTY EFFECT: None

AI SCRIPT:

(Valiant Attack)

{Missile,Rocket Punch,Rainbow Wind}

React:Death(Var01=01){

No Interrupt{

Set Variable:Var01=00

Display Text:The armor was desrtoyed!

Set Target:Self

(Punishment)

}

}

React:Death{

No Interrupt{

Set Variable:Var01=01

Set Target:Self

(Punishment)

}

}

NAME: Launcher(R)

LEVEL: 97

EXP: 0

HP: 20000

GIL: 0

MP: 50000

SPEED: 52

ATTACK: 110

MAGIC POWER: 50

ATT. MULT: 30

MAGIC MULT: 22

EVADE%: 0

MAGIC EVADE%: 10

DEFENSE: 20

MAGIC DEFENSE: 10

DROP(ALWAYS): Nothing

STEAL(COMMON): Nothing

DROP(RARE): Nothing

STEAL(RARE): Blastshot

IMMUNITY: Control, Catch

CAN'T EVADE: None

CREATURE TYPE: Heavy

INITIAL STATUS: None

ELEMENTAL IMMUNITY: None


```
Display Text:BLAST SHIELDING:ACTIVATED
Nothing
Display Text:ENERGY CELLS:128% CAPACITY
Nothing
No Interrupt{
    Display Text:FIRING
    Wave Cannon
    Wave Cannon
}
React:Death{
    Set Target:Self
    (Punishment)
}
```

This boss's AI scripts are extremely complex. This battle has 7 enemies. Two are never used. Other 5 are Guardian[F.1], Guardian[F.2], Launcher(L), Launcher(R), Wave Cannon. All of them are immune to virtually every status effects there is and immune to Kiss of Blessing. Image can still be applied.

Guardian[F.1] is always invulnerable. It can only be damaged after changing form when both Launchers die. From then it will start repairing Wave Cannon and Launchers.

Guardian[F.2] has 2 repair mode:

1. when Guardian[F.2] is under normal repair mode, after taking 4 turns, Unhide Launchers, change back to [F.1]
2. when Guardian[F.2] is alone, after taking 2 turns, between 3rd turn and Launchers come out of hiding, if it receives HP Damage, it will Unhide Wave Cannon, then change to normal repair mode. If it does not receive HP Damage, it will Unhide Launchers and change back to [F.1]

2nd mode is at top equals priority. If boss is running normal repair mode, should Wave Cannon dies, it will change to 2nd repair mode and restart script from top.

Wave Cannon HP up-limit = 22,000

Launcher repair HP = Guardian current HP. Up-limit = 20,000

2 Launchers are simple, 1 has display text settings.

Wave Cannon take 6 turns to max power, and Fire at its 7th turn. Use variables if dead, revived will continue next action not restart from top.

Finally let's look at their attacks:

```
Delta Attack: Reflect
Gravity, Graviga: Dragon Kiss, Reflect
Encircle: Dragon Kiss
Off-Guard: ignore
Reverse Polarity: ignore
Electrocute: Reflect or immune or absorb
Atomic Ray: Reflect or immune or absorb
```

Launchers

(Valiant Attack), Missiles, Rocket Punch: Dragon Kiss

Flash: ignore

Rainbow Wind: Darkness, Silence: ignore

HP Leak is annoying, use Goliath Potion and Dragon Kiss limit it to 30 units.

Mustard Bomb: Aegis Shield 33% evade

Wave Cannon: Jump

To summarise, we need Mix and Jump. But with only these abilities, 50,000 hp is too long. Against multiple enemies, of course Combine Cannon does best job.

We need Reflect when Guardian[F.2] appears, Mix Reflect will dissappear too soon. So Reflect Ring is a must. Haste can be mixed in battle. Shield is of course Aegis Shield.

=====

Final Setup

=====

Job: Mimic
Ability: Combine
Jump
Mix
Status: None
Equips: Chicken Knife
Aegis Shield
Black Cowl
Black Garb
Reflect Ring

=====

Battle Order

=====

Entering battle, you'll get attacked by Launchers first. On your turn, Mix Hasty-Ade. Next Bartz take initiative because of Haste. Mix Dragon Kiss. Launcher(R) may use Mustard Bomb 1/3, GameOver = $1/3 * 2/3 = 2/9$
Launcher(L) may use Rainbow Wind, Hit = 255.

If Bartz got hit by Rainbow Wind at 17HP, quickly enter Mix window (to stop HP Leak) and Mix Goliath Potion.
HP Leak during command input (wait ATB) is not counted.
Next Mix 2 Potions. Followed by Lifewater.

Combine Needle Cannon and keep Mimic. 7 times Needle Cannon Launchers will be gone. Wave Cannon will take 1 more hit. Guardian[F.2] appears. Re-enter Combine menu. Combine Needle Cannon. (Do not use Mimic because it won't target new enemies.) Then keep mimic. 3 turns later, Guardian[F.2] takes damage, will Unhide Wave Cannon, count 3-4 sec(if ATB wait, speed=3) and Jump to evade Wave Cannon. Jump down continue with Needle Cannons Mimic. With Reflect and Dragon Kiss, you don't need to worry about Guardian[F.2]'s attacks. Until repair finish, Launchers reappear.(remember re-combine) Continue Needle Cannon to take out Launchers. Wave Cannon will go down before it gets another chance to use Wave Cannon.

Guardian[F.2] appears for the second time, starts to run 2nd repair mode. Continue assault. Wave Cannon will come back after a while. Re-combine Needle Cannon. Time your Jump. Until Guardian[F.2] finishes repair for the 2nd time. Its HP should be very low now. So do Launchers.

Take note, whenever parts get repaired, do not Mimic, re-Combine. Guardian[F.1],[F.2] are different parts so change form need re-combine.

At first, I was thinking of using Jump to avoid Mustard Bomb. It's difficult because Agi adjustments that occur. Anyways, attack is best defence. Jump

wastes 2 turns while you could have done 6000 damage.

We get a Crystal Orb.

#7 Enuo

[F599]

NAME: (Enuo R Hand)

LEVEL: 97

EXP: 0

HP: 60000

GIL: 0

MP: 65000

SPEED: 24

ATTACK: 220

MAGIC POWER: 100

ATT. MULT: 30

MAGIC MULT: 41

EVADE%: 20

MAGIC EVADE%: 120

DEFENSE: 100

MAGIC DEFENSE: 30

DROP(ALWAYS): Nothing

STEAL(COMMON): Nothing

DROP(RARE): Nothing

STEAL(RARE): Nothing

IMMUNITY: Control, Catch, HP Scan

CAN'T EVADE: None

CREATURE TYPE: Heavy

INITIAL STATUS: (Always)Invulnerable

ELEMENTAL IMMUNITY: None

ELEMENTAL ABSORB: None

ELEMENTAL WEAKNESS: None

STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image,
Reflect, Slow

SPECIALTY: Dimention Zero

SPECIALTY EFFECT: 1.5*Damage, 100% Hit, Pierce Def, Adds HP Leak

AI SCRIPT:

While(Enemy:#0&1 Alive Only){

 No Interrupt{

 Display Text:The power of the Void is increasing!

 Unhide Monster:(Change Monster):4 Enuo[F.2]

 (Start Script)

 }

 }

No Interrupt{

 Set Target:Enemy #3

 {Protect,Regen,Nothing}

 Set Target:Single Member with Status

 {Poison,Osmose,Nothing}

 }

No Interrupt{

 Set Target:Enemy #3

 {Haste,Shell,Nothing}

 Set Target:Whole party

 {Graviga,Slowga,Nothing}

 }

No Interrupt{

 Set Target:Single Member with Status

 {Berserk,Pond's Chorus,Nothing}

 Set Target:Single Member with Status

 {Evil Eye,White Hole,Nothing}

 }

NAME: (Enuo L Hand)

LEVEL: 97

EXP: 0

HP: 60000 GIL: 0
MP: 65000 SPEED: 20
ATTACK: 220 MAGIC POWER: 15
ATT. MULT: 30 MAGIC MULT: 9
EVADE%: 20 MAGIC EVADE%: 120
DEFENSE: 100 MAGIC DEFENSE: 30
DROP(ALWAYS): Nothing STEAL(COMMON): Nothing
DROP(RARE): Nothing STEAL(RARE): Nothing
IMMUNITY: Control, Catch, HP Scan CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: (Always)Invulnerable
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image,
Reflect, Slow
SPECIALTY: Dimention Zero
SPECIALTY EFFECT: 1.5*Damage, 100% Hit, Pierce Def, Adds HP Leak
AI SCRIPT:
Nothing
(Animation Effect:Vibration ON)
Nothing
(Animation Effect:Vibration OFF)
Grand Cross
Nothing
(Animation Effect:Vibration ON)
Nothing
(Animation Effect:Vibration OFF)
Giga Flare

NAME: Enuo[F.1]
LEVEL: 97 EXP: 0
HP: 60000 GIL: 0
MP: 65000 SPEED: 65
ATTACK: 220 MAGIC POWER: 45
ATT. MULT: 30 MAGIC MULT: 21
EVADE%: 20 MAGIC EVADE%: 120
DEFENSE: 100 MAGIC DEFENSE: 30
DROP(ALWAYS): Nothing STEAL(COMMON): Nothing
DROP(RARE): Nothing STEAL(RARE): Nothing
IMMUNITY: Control, Catch, HP Scan CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image,
Reflect
SPECIALTY: Dimention Zero
SPECIALTY EFFECT: 1.5*Damage, 100% Hit, Pierce Def, Adds HP Leak
AI SCRIPT:
{Firaga,Blizzaga,Thundaga}
{Aeroga,Aqua Breath,Bio}
{Flare,Holy,Meteor}
{Drain Touch,Deep Freeze,Meltdown}
React:Death{
No Interrupt{
Display Text:The power of the Void is increasing!

```
Unhide Monster:(Change Monster):4 Enuo[F.2]
(Start Script)
}
}
```

```
NAME: Enuo[F.2]
LEVEL: 97 EXP: 0
HP: 60000 GIL: 0
MP: 65000 SPEED: 76
ATTACK: 220 MAGIC POWER: 50
ATT. MULT: 30 MAGIC MULT: 22
EVADE%: 20 MAGIC EVADE%: 120
DEFENSE: 100 MAGIC DEFENSE: 30
DROP(ALWAYS): Nothing STEAL(COMMON): Nothing
DROP(RARE): Nothing STEAL(RARE): Bone Mail
IMMUNITY: Control, Catch, HP Scan CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: (Always)Protect, Shell
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image,
Reflect, Stop, Slow
SPECIALTY: Dimention Zero
SPECIALTY EFFECT: 1.5*Damage, 100% Hit, Pierce Def, Adds HP Leak
AI SCRIPT:
(Animation Effect:Vibration ON)
No Interrupt{
    {Dimension Zero,Meteor,Almagest}
    {Dimension Zero,White Hole,Maelstrom}
    (Animation Effect:Vibration OFF)
}
{Flare,Holy,Delta Attack}
(Animation Effect:Vibration ON)
No Interrupt{
    {Almagest,Almagest,Grand Cross}
    (Animation Effect:Vibration OFF)
}
{Drain Touch,Deep Freeze,Meltdown}
{L3 Flare,L4 Graviga,L5 Death}
(Animation Effect:Vibration ON)
No Interrupt{
    Dimension Zero
    (Animation Effect:Vibration OFF)
}
Counter(HP Damage & Var00=01){
    Set Variable:Var00=00
    {White Hole,Dance Macabre,Nothing}
}
Counter(HP Damage){
    Set Variable:Var00=01
    {Reaper's Sword,Hurricane,Nothing}
}
```

Final Boss of the Dungeon. He's just strong simply because he has so many attacks that are unblockable and uses them at a frequent rate. The difficulty of this battle is on par with Karlabos.

Right Hand

Protect, Regen, Haste, Shell: nothing major, Haste/Regen is trouble
Poison, Graviga, Slowga: Reflect
Osmose: ignore
Berserk, Pond's Chorus, Evil Eye, White Hole: Ribbon

Left Hand

Grand Cross: 17 status effects, Ribbon can stop some, not all.
Giga Flare: Game Over

First Form

Firaga, Blizzaga, Thundaga, Aeroga, Bio, Flare, Holy: Reflect
Deep Freeze: absorb or immune, Stop will only apply if there's damage
Meltdown: absorb or immune. Under Haste, it will Leak about 15hp
Drain Touch: Aegis Shield 33%. However, we need to use Force Shield this turn.
Meteor, Aqua Breath: Game Over

Second Form

Dimension Zero: Mirage Vest, it's definitely impossible to slot in Image
Almagest: Force Shield
Maelstrom: Dragon Kiss
L3 Flare, L4 Graviga, L5 Death: ignore
Delta Attack: Reflect

Counter Attacks

Hurricane: Dragon Kiss
Reaper's Sword: Bone Mail cannot defend against this death status
but Ribbon can. However 75 Att = death, need physical evade%.
Dance Macabre: Angel Ring, can be used against corpse so chance to die is low.

Boss 1st Form is not immune to Slow. But Magic Evade 120%, normal magic can't possible inflict it. Slow Cannon can. Stop can be inflicted via Deep Freeze but the duration is too short. Not to say MP cost is 38.

At first, I thought of using Slow Cannon then Needle Cannon. Jump to avoid Giga Flare. Pray that you won't be seeing any Meteor, Aqua Breath, or Drain Touch. But this setup can't possibly kill 2nd form. Mimics can't use Item Ability. You can't change shields or re-apply Image. Dimension Zero is his favorite attack in his 2nd form.

To compete with Enuo, we have to act fast. There's no better defence than a strong offense. Not only we need to be fast, we need to be dealing high amounts of damage per turn. Couldn't be better if it hits 9999. Out of the new jobs in GBA installments, Gladiator's Finisher is perfect for this job. Enuo is not immune to or absorb any elements so Bartz's Finisher Wind Elemental Attacks does 9999 per hit! Finally we have some hope.

Equipment wise, Ribbon and Mirage Vest is must. so Job = Freelancer. Reflect Ring is a must. Again Reflect status wears off too quickly in battle. We have to treasure every turn we get to maximize offensive strength. Boss is immune to Reflect. In order to have Haste status, we need Drink or Mix. Take Mix.
Shield - 1st Form 4th turn use Force Shield, other turns use Kagenui (Agi+3)
2nd Form: on turns that Boss uses Almagest, Deep Freeze, Meltdown equip Force Shield. Other turns use Genji Shield.
Dimension Zero is 100% Hit.

Weapon - Masamune of course

=====
Final Setup
=====

Job: Freelancer
Ability: Mix
Finisher
Status: Mini
Equips: Masamune
Kagenui
Ribbon
Mirage Vest
Reflect Ring

=====
Battle Order
=====

We strike first. Change weapon to Chicken Knife Mix Hasty-Ade. Use Finisher and look for 6 Elemental Attacks. (Remember to change to Force Shield before Boss's 4th turn) Before Giga Flare, we have 14 chances to strike. We need 6 Elemental Attacks. Left over 6 HP, most of the times it will have been taken by reflecting Boss's spells. If 6 Elemental Attacks do not kill Boss, Mix Succubus's Kiss (Maiden's Kiss + Turtle Shell) to recover some HP lost from Meltdown. If Boss has Regen status and have received 2 or more HP recoveries, continue with Finisher. If you are hit by Meltdown, stop changing Shield to Kagenui, hit "A" ASAP. This is to minimize HP loss via Leak. Every turn other than Boss's first turn, you are looking at 1/3 potential Game Overs.

2nd Form

Take exceptional note of Boss's counter attacks. Whenever you can, use Genji Shield. Every other turns use Force Shield. Remember to re-apply Image by switching weapons and shields.

*Update: Deep Freeze may cause stop despite not inflicting damage.

During 1st Form, Use Judgement Staff to dispel Haste if it occurred early. Switch back to Chicken Knife + Kagenui even if your HP is leaking (make sure you got fast fingers).

During 2nd Form, consider Mix Dragon Kiss 1st turn if your HP is near full. Otherwise drink a potion before Meltdown/Deep Freeze/Drain Touch (don't mix Succubus's kiss to avoid counter attacks). Switch weapon to Sasuke's Katana, shield to Force Shield on turns that Almagest/Deep Freeze/Meltdown may be used. Other turns, use Chicken Knife + Genji Shield.

Remember to have your dead members wear Angel Rings, Aegis Shields, Thornlets.

Good Luck!

With Enuo defeated, we'll need to fight a Mindflayer. Equip Hermes Sandals and Mix a Death Potion. Or if you want to follow rules: Equip Reflect Ring and Image Ability. Break some Rods. Next up is Cloister of the Dead.

4.4) Cloister of the Dead

Note 1: You'll get EXP for Soul Cannon fight. There's no way around it and barely makes much difference anyway.

Note 2: You may quicksave

Note 3: If you are not playing this on an emulator, I suggest that you have a dummy character in Archeodemon fight. Because that fight is 33% only

to solo. Some fights will take patience.

Preparations:

Dragon Fang, Dark Matter 40+

Turtle Shell, Maiden's Kiss 99

Other buyable stuff as much as possible

Lightning/Ice Rods as many as you can buy

Level 1

=====

Final Setup

=====

Job: Freelancer

Ability: Finisher

Image

Status: Mini & Float

Equips: Chicken Knife

Force Shield

Ribbon

Bone Mail

Hermes Sandals

=====

Battle Orders

=====

Boss 1 Wing Raptor F608

1. Image

2. Finisher

Boss 2 Garula

1. Change shield to Genji Shield and Image

2. Break a rod

3. Finisher

Boss 3 Siren

1. Change shield back to Force Shield and Image

2. Finisher

Boss 4 Magissa + Forza

1. Image

2. Finisher Forza

3. Re-apply Image when necessary

4. Finisher Magissa

Boss 5 Gil Turtle

1. Change shield to Genji Shield and Image
2. Use Judgement Staff
3. Change weapon to Sage's Staff and Attack(or break Ice Rods)

CLEAR!

Level 2

=====
Final Setup

=====
Job: Mimic
Ability: Combine
 Mix
 Image
Status: Mini
Equips: Main Gauche
 Genji Shield
 Royal Crown
 Angel Robe
 Hermes Sandals

=====
Battle Orders

Boss 1 Liquid Flame

-
1. Image
 2. Resist Fire
 3. Image
 4. Needle Cannon
 5. Mimic

Boss 2 Soul Cannon & Launcher x2

-
1. Needle Cannon
 2. Mimic x6

Boss 3 Purobolos x6

-
1. Needle Cannon
 2. Mimic

Boss 4 Minotaur

-
1. Image
 2. Needle Cannon
 3. Mimic

Boss 5 Triton + Nereid + Phobos

-
1. Mix Dragon Shielding
 2. Mix X-Potion(Potion + Ether) x3
 3. Needle Cannon

CLEAR!

Level 3

Archeodemon is the main trouble here. 33% win

=====
Final Setup
=====

Job: Mimic
Ability: Combine
 Mix
 Jump
Status: Mini
Equips: Chicken Knife
 Aegis Shield
 Royal Crown
 Mirage Vest
 Hermes Sandals

=====
Battle Orders
=====

Boss 1 Byblos

1. Mix Dark Sigh
2. Mix Bacchus's Cider(Holy Water + Turtle Shell)
3. Mix Antilixir(Elixir + Dark Matter)
4. Mimic if Antilixir fails

Boss 2 Tyrannosaur

1. Mix a X-Potion
2. Mix a Potion

Boss 3 Dragon Pod & Dragon Flower x5

1. Mix Antilixir
2. Combine Needle Cannon

Boss 4 Archeodemon

Same enemy we have fought with just steal and drop modified.
This battle cannot be Muted.
We'll use Slow, Drain MP, Jump to avoid Mega/Giga Flare this time around.

1st Drain Touch can only be blocked by Aegis Shield so we won't have better than 33% chance to win this battle. When Boss is under Slow status, we can Jump to avoid Mega/Giga Flare and down and Jump again to avoid Drain Touch. But, Slow Cannon and Dark Ether is not 255% hit.

Let's talk about ideal situation first:

Bartz Speed = 47, Equip Weight= 16, Haste status, to fill ATB need $(120-47+16/2)/2= 37$ time unit.

Boss Speed = 80, fill ATB need $120-80=40$ time unit

Boss at Slow status, fill ATB need $(120-80)*2=80$ time unit

Combine, Mix, Mimic, Jump all have delays.

Combine and Mix is 1 unit delay, Mimic is 2, Jump is 5(4,4.5)

Enemy action usually 1 unit

Analysis of actions and ATB:

ATB(B)	ATB(A)	Who	Action	MP
0	2	B	Slow Cannon Success	62000
37	*	A	Death	61971
34	0	A	Drain Touch Aegis Block	61956
0	45	B	Ether	9999
37	*	A	Death	9970
0	3	B	Jump	9970
36	0	A	Flare	9931
0	44	B	Down	9931
37	*	A	Death	9902
0	6	B	Dark Ether	2476
37	*	A	Death	2447
30	0	A	Text:Focusing Power	2447
0	48	B	Dark Ether(Mimic)	612
37	*	A	Death	583
0	9	B	Dark Ether(Mimic)	146
37	*	A	Death	117
27	0	A	Nothing	117
0	51	B	Dark Ether(Mimic)	30
38	*	A	Death	1
0	9	B	Jump	1
8	0	A	Mage Flare/Giga Flare	1
0	50	B	Down	1
37	*	A	Death(no MP)	1
0	8	B	*Jump	1
31	0	A	Drain Touch(no MP)	1

This is best situation. Slow Cannon successfully inflicts Slow. Dark Ether hits every time. In reality, Slow Cannon is 75%, Dark Ether Hit=84% after level checks. so:

1. 1st turn Slow Cannon did not inflict Slow, we have to Jump right away next turn, to evade Flare, next Slow Cannon again, if it misses again, you have to hope Aegis Shield will block 2nd Drain Touch. If 2nd Slow Cannon inflicts Slow, then Mix Etherx2, then Jump to avoid Mega Flare/Giga Flare, down and Jump again to avoid Drain Touch, down and Jump again to avoid Flare. then Dark Ether his MP to 0. Once coming down after Jumping Flare, Bartz can make 5 actions before Boss uses Mega Flare or Giga Flare. 4 times Dark Ether and last Jump. If 1 Dark Ether misses, look at next option.

2. If there's 1 or more Dark Ether miss, no fear, just keep Jumping until Flare finish. Then look at 1st option if 4 Dark Ether all hits, no need to Jump before Drain Touch because MP is next to 0.

Once his MP dries, he'll use 3 attacks only: Hurricane, Mega Flare, Giga flare.

Hurricane: ignore, others use Jump. Remember to time your Jump. Of course use Needle Cannon to take him down.

Boss 5 Apanda

1. Mix Dark Sigh
2. Mix Bacchus's Cider
3. Combine Slow Cannon
4. Combine Needle Cannon
5. Mimic

CLEAR!

Level 4

=====
Final Setup
=====

Job: Mimic
Ability: Combine
 Mix
 Item
Status: Mini
Equips: Main Gauche
 Genji Shield
 Black Cowl
 Bone Mail
 Hermes Sandals

=====
Battle Orders
=====

Boss 1 Manticore

1. Mix Bacchus's Cider
2. Mix Dark Sigh
3. Mix Antilixir

Boss 2 Adamantoise

1. Mix Dark Sigh
2. Needle Cannon
3. Mimic

Boss 3 Jackanapes

1. Needle Cannon
2. Mimic

Boss 4 Calofisteri

- 1. Needle Cannon
2. Mimic

If Boss use Bio, recover HP by Mixing Succubas's Kiss
Switch back to Needle Cannon when leaking stops

Boss 5 Twintania

A little more challenging Boss.

1st/2nd turns Atomic Ray and Ice Storm: Force Shield immune
But we need Genji Shield to block Attack. We can use Dragon Shielding instead.
3rd turn Mind Blast: Mix Dragon Armor Reflect back at Boss
Triggered Mega Flare Counter can also be Reflected.
4th/5th turn Wind Slash: Force Shield immune
Once it changes form, Mix Toad Kiss so Giga Flare can't be casted
Tidal Wave Counter triggered by physical attacks can be immune by Force Shield
But we still need Genji Shield during 1st & 2nd turns.

Enter battle, Mix Dragon Shielding, Mix Dragon Armor. Once Boss 2nd action
finish, change to Force Shield, Combine Needle Cannon. After 2nd Wind Slash,
wait for Boss change form. Now Mix a Toad Kiss. Change shield to Genji Shield,
re-apply Dragon Shielding(changing equips in battle will reset certain
properties). And wait Boss change back to 1st form. After Boss make 1st action,
Mix Dragon Armor. After Boss make 2nd action during 1st form, change shield to
Force Shield and Combine Needle Cannon. Repeat until it dies.

CLEAR!

Level 5

This level is very time consuming. And item consuming.

=====
Final Setup
=====

Job: Freelancer
Ability: Mix
Spellblade
Status: Mini
Equips: Judgement Staff
Kagenui
Ribbon
Mirage Vest
Reflect Ring

=====
Battle Orders
=====

Boss 1 Omniscient

1. Mix Hasty-Ade

2. Spellblade Silence
3. Attack (Return fail)
4. Use Judgement Staff Dispel
5. Mix Turtle Shell+ Maiden's Kiss x8/9 times(1200 damage)
(Silence will last roughly 10 of your turns)
6. Attack (Return fail)
7. Mix Turtle Shell + Maiden Kiss until he starts counter(HP<4000).
8. Now swtich weapon to Masamune, shield to Genji Shield
9. Wait for him to kill himself

Boss 2 Wendigo x4

Boss attacks are nothing to fear: Attack blocked by Genji Shield + Mini Mind Blast and Confuse: Reflect, Hurricane can't kill you. Frost only triggered if targeted against all. Dragon Shielding immune. You can inflict Sleep but the duration is too short.

To damage Boss we'll use Fire Lash's Firaga castings. If hit fake, no damage will be shown. If hit real, damage will be 0. Although we could use Wind Slash to achieve multi-target hit, the casting rate is too low. Plus we won't be able to switch back to Masamune to prepare for next battle. We could also break rods. Note breaking rods equals changing equips which means we can't use Dragon Shielding to immune to Frost. We have to use Force Shield instead. But then you won't be able to evade physical attacks with Genji Shield. Roughly calculating, you need to break 80 rods to finish the battle. it's just not very safe.

1. Change weapon to Fire Lash, Mix Hasty-Ade
2. Mix Dragon Kiss, we need max HP for next battle
3. Mix Elemental Power
4. Attack physically at 1 of 4. If it hits fake, no damage will be shown, switch to another target next turn. If it hits real, damage will be 0. If it doesn't cast Firaga, continue to hit this one. If it casts Firaga, this will also trigger counter attack, which cause real body to go random. Take note Confuse cannot hit on real target. It will hit on fake targets only, but they are invulnerable. That's fooling you really. But it gives you clue to which is not real body. Take note, Stalker Attack will also be triggered at end of script actively. Take note, if you are sure who the real body is, Mix Turtle Shell & Maiden Kiss instead of hitting for a 33% chance Firaga instead next turn you take.
5. once 1 body dies, switch weapon back to Masamune. Either wait for them to trigger Stalker Attack or Attack 1 hope for Critical

Boss 3 Hole x3 & Sandworm

This battle has 7 enemies.
Quicksand does 60 damage and cause HP Leak.
Under shell, damage is reduce to 30.

1. Change weapon to Chicken Knife Mix Hasty-Ade
2. Mix Goliath Tonic
3. Mix Dragon Armor
4. Mix Turtle Shiell + Maiden kiss, drain Sandworm's HP until he dies

Take note, do not miss target too often. Carefully select target. Triggered Graviga will be bounced off by reflect. Battle ends after around 19 turns.

Boss 4 Atomos

Rather tough boss with only weakness is Sleep.

1. Mix Hasty-Ade
2. use Judgement Staff to Dispel Haste
3. change right hand weapon to Fire Lash, left hand weapon to Kagenui
4. apply Sleep Spellblade
5. Attack (Sleep)
6. Mix Elemental Power
7. S&M to your heart's content

Boss 5 Halicarnassus

Super high magic power but doesn't know how to use it.

1st switch shield to Genji Shield and weapon to Masamune, Use Masamune to Haste him(save items). Next just stare at your screen and wait for him to kill himself after 5th Holy. If he uses shell, switch weapon to Judgement Staff and Dispel it.

Take note, you must make a move after changing shield. Otherwise, it's like you didn't change it at all.

CLEAR!

Level 6

We are finally at last level. While Combine is wonderful to use, we'll be finishing this challenge soon. So I decided not to use any GBA new abilities and equipment to tackle this level. Which features only old enemies in SNES.

=====

Final Setup

=====

Job: Mimic
Ability: Mix
Time
Jump
Status: Mini & Float
Equips: Chicken Knife
Genji Shield
Black Cowl
Bone Mail
Reflect Ring

=====

Battle Orders

=====

Boss 1 (Crystal) x4

1. Mix Hasty-Ade
2. Mix Dark Sigh on Water Crystal(the one that's closest to you)

3. Wait for Water Crystal to make its move, then immediately Mix Dud Potion (Turtle Shell + Elixir), 25% HP Critical, 75% HP Leak
4. If it fails to inflict HP Critical, repeat while always moves right after Water Crystal has just made its move.
5. Next just Mimic it until 3 others die. You have Reflect & Float

Boss 2 Melusine

Strange boss with no method of hurting you.

How to damage her when we don't have Combine?

We'll be Reflecting -ga spells off to her absorbing it. She's not immune to Confuse. Once she's Confused, she'll only attack herself Although only 1/3 chance, 2/3 does nothing. Her Attack Power and Mulplifier is rather high, 97 and 15. But her Defence is insanelly high at 120, only 4th form is 0. We only know her 1st form is 1st form. Once she changes form, we have to analyse her spell damage to determine her form.

1. Mix Hasty-Ade
2. wait for her to go to 4th form
3. Mix Dark Sigh
4. Mimic it whenever she hits herself until she dies.

or better yet,

1. Mix Hasty-Ade
2. Mix Dark Sigh
3. Mix Turtle Soup and Mimic it 3 times, her Defence is now single digit.
4. Mix and then Mimic Dark Sigh whenever she hits herself
Mix a Hasty-Ade for her as well. so she'll whip herself to death sooner.

Boss 3 Catastrophe

1. Mix Hasty-Ade
2. Time Magic Slow
3. Mix Succubas's Kiss
4. Mimic

Boss 4 Azulmagia

All of his active attacks cost MP. It's back to classic Drain MP method.
Dark Ether hit% will be low for this battle.

1. Mix Hasty-Ade
2. Mix Dragon Kiss
3. Mix Resist Fire
4. feed him Etherx2
5. Mix Dark Ether x3
6. Mix Lilith's Kiss Mimic until succeed
7. use whatever you want to finish him off

Take note, if he damages himself by Mind Blast, Mix a X-Potion(Potion+Ether)
feed him, so ??? can't damage you.

Boss 5 Necrophobe & Barrier x4

1. Mix Hasty-Ade

2. Jump avoids Flare and Holy
3. Mix Dragon Shielding
4. Mix Dark Ether on 1 Barrier
5. Mix Lilith's Kiss if Dark Ether succeed.
6. you can make 5 actions between Barriers turns
so take 4 turns Dark Ether and Lilith's Kiss, last turn Jump
7. once they are out of MP, Mix Shadowflare and Mimic
(or just Mix Death Potion)
8. once Barriers go down, wait for Flash, and cast Slow
9. Mix Succbus's Kiss until his HP goes under 30,000
10. once he starts counter attacks with Flare, time it well and Jump on his
turns. You can take 4 actions with you Haste, Necrophobe Slow. He'll kill
himself very fast with Flares. Mix Turtle Soup to increase damage.

CHALLENGE CLEAR!

5. Low Level 0ABP

Rules: lowest exp (2/2/2/3), ABP=0, treasure collection=0%, Blue magic all,
breaking Rods is not allowed, taking chests not allowed.

1. Go to Tule, buy 2 Broadswords
2. Wing Raptor
3. Change Job to 4 Thieves, steal 50+ Potions
4. Buy all magic except Libra, buy 1 Leather Cap, 1 Leather Shield
5. Change Job to Freelancer/Knight/Knight/Black Mage, sleep at Zokk's place
6. Bartz & Faris's HP need to be lower than 1/8
7. Karlabos

Bartz	2	Freelancer	FrontRow	Broad		LeatherA
Lenna	1	Knight	BackRow	Broad	LeatherS	LeatherA
Galuf	1	Knight	BackRow	Broad	LeatherC	LeatherA
Faris	3	Black Mage	BackRow	Dagger		LeatherA

Knights Guard, Faris Thunder 5 times, then kill everyone except Bartz.

8. Take only the world map if you want, change Job before sleep and HP after.
9. Siren

Bartz	2	Knight	B	Broad	LeatherS	LeatherC	LeatherA
Lenna	1	Free	F	Broad			LeatherA
Galuf	1	Free	F	Broad			LeatherA
Faris	3	Black	F	Dagger			LeatherA

If Siren uses slow, reset. Attack normally during 1st Form, 2nd Form use
Potions and Faris Fire. Reduce her HP to 1~50, wait for her change back to
1st Form. Kill Bartz and Faris before/once she changes back to 2nd Form.

10. Go to Carwen sleep at Inn. Steal 7 Ethers from Undead Husk.
11. Go to North Mountain. Steal 44 Silver Specs.
12. Go to Carwen. Buy 1 Long Sword, 1 Staff, Armor 1 each. Buy Sleep & Silence
Buy Phoenix Down x2.
13. Magissa & Forza

Bartz 2 Black B Dagger LeatherA Specks
 Lenna 1 Blue B Broad BronzeS CopperC Specks
 Galuf 1 Free F Long BronzeS BronzeH BronzeA Specks
 Faris 3 White B Staff LeatherC CottonR Specks

Magissa must attack Faris 1st turn. Faris uses Silence on Magissa. Lenna uses Potion on Faris. Bartz & Galuf Attack Magissa. Faris Attacks normally on even turns, and casts Silence on odd turns. Everyone else attack normally. If hit, use Potion or Phoenix Down. Forza appears at Magissa HP<300, have Bartz casts Sleep on him. Reset if Sleep fails twice in a row. Continue attacking Magissa till she dies. Next have Bartz uses any level 1 Black spell. Reduce Forza's HP to 1-44. Have Galuf kill while everyone else suicide.

Galuf damage is around 44-48. Faris can cast Silence 10 times. Reset if Lenna did not get hit by Aero. Bartz's level 1 spell will do roughly 40-44 damage. It will takes about 6 Ethers.

14. Go to Tycoon Castle take the Healing Staff. Buy 1 Iron Shield, 1 Iron Armor
15. Steal 3 or more Mythril Sword, 2 Mythril Knife.
16. Garula

Bartz 2 Free F Mythril Sword
 Lenna 1 Free B Whip
 Galuf 1 Free F Mythril Sword
 Faris 3 Knight F Mythril Sword IronS MythrilH IronA Silver

Everyone except Faris needs to be near death.

17. Steal 40+ more Mythril Swords(17,600 gil)
18. Go to Karnak Town, Buy a Mythril Hammer
19. Go back again, Buy 4 Mythril set, Mage set, Frost Rod, all magics.
20. Steal some Ethers from Motor Trap.
21. Wild Nack x5 *after getting Alluring Air

Bartz 2 Blue B Mythrils Mythrils PlumedH CopperC Silver
 Lenna 1 Free B Mythrils Mythrils MythrilH MythrilA Mythril
 Galuf 1 Free B MythrilH Mythrils MythrilH MythrilA Mythril
 Faris 3 White B HealingS - PlumedH SilkR Silver

Faris Confuse all dogs then kill self. Bartz has to be hit with ???. Use Potion on dogs if they did not escape but attacked a random ally.

22. Liquid Flame

Bartz 2 Black B Frost Rod - PlumedH SilkR Silver
 Lenna 1 Free F Mythrils Mythrils MythrilH MythrilA Mythril
 Galuf 1 Free F MythrilH Mythrils MythrilH MythrilA Mythril
 Faris 3 Time B HealingS - PlumedH SilkR Silver

Faris Gravity twice, Bartz casts Blizzara, Lenna or Galuf attack once, Faris & Bartz need to be dead before another hit from Freelancers. Kill boss at his Human Form to get Flame Scroll.

23. Change Job to Faris Freelancer, Lenna/Galuf Thief, steal 2 Gaia Gear
24. All Freelancers, Sergeant & Karnak x3

Bartz 2 Free F Mythrils Mythrils MythrilH MythrilA MythrilG
 Lenna 1 Free F MythrilH Mythrils MythrilH MythrilA MythrilG
 Galuf 1 Free F Mythrils Mythrils MythrilH MythrilA MythrilG

Faris 3 Free B Whip Mythrils MythrilH MythrilA MythrilG

25. Lenna Catch Aegir, Galuf Catch Grass Tortoise.

26. Shiva & Ice Commander x3

Bartz 2 Free B Mythrils Mythrils MythrilH MythrilA Mythril
Lenna 2 Black F MythrilK
Galuf 2 Free B MythrilH Mythrils MythrilH MythrilA Mythril
Faris 3 Ninja F MythrilK Dagger PlumedH CopperC Silver

Faris Throw Flame Scroll, Lenna casts Fira, Bartz & Galuf attack.

27. Bartz, Lenna & Galuf need to be near death. Jackanapes

IMPORTANT: set ATB=wait, battle time=6, messege = 6

Bartz 2 Blue Mage F Mythrils Mythrils
Lenna 2 Beastmaster F Whip
Galuf 2 Beastmaster F MythrilK
Faris 3 Knight F Mythrils Mythrils

Lenna Release Aegir, wait a short while, Galuf Release Grass Tortoise

28. Ifrit

Bartz 2 Black B Frost Rod - PlumedH SilkR Silver
Lenna 2 Black B MythrilK - PlumedH SilkR Silver
Galuf 2 Free B Mythrils Mythrils MythrilH MythrilA Mythril
Faris 3 Black B Frost Rod - PlumedH SilkR Silver

Cast Blizzara 4 times, cast Poison 1 time.

29. Byblos

Bartz 2 Black B Flame Rod - PlumedH SilkR Silver
Lenna 2 Blue B Mythrils Mythrils PlumedH SilverP Silver
Galuf 2 Free B Whip Mythrils MythrilH MythrilA Mythril
Faris 3 Time B MythrilK - PlumedH SilkR Silver

Magic Hammer must hit Lenna 1st turn. Faris casts Slow. Bartz casts Poison.
Galuf attacks hoping to Paralyze. Faris casts Haste on self and Gravity.
Everyone else use Elixir, Ether, Potion on Faris. When Boss HP is down 800
or less, stop attacking and timely suicide.

30. Steal Ethers/Silver Bows and buy everything there is.

31. Catch 4 Aegir, head to Walse Castle, Set Battle Speed = 6, Messege = 6

We're here to catch 4 Jackanapes.

? ? BM B Whip - GreenB NinjaS Silver
? ? Thief B MythrilK - GreenB NinjaS Silver
? ? Knight B Mythrils Mythrils MythrilH MythrilA Mythril
? ? Thief B MythrilK - GreenB NinjaS Silver

Knight must block 1st attack. On BM's turn, wait for All members ATB full,
Release Aegir, have Thieves steal, Catch success after 3 rounds. Enter
commands as late as possible.

*The idea is taking advantage of HP Leak during ATB time wait is not
counted towards calcaulation.

32. Learn Goblin Punch

Knight + Blue + Freelancer + BM, strongest equips
Goblin x1, Release 1 Jackanapes

33. Learn Vampire

Steel Bat x3

BM + BM + Blue + Free, 1 BM has Jackanapes, 1 BM free

Let Lenna be Blue mage. HP needs to be at 37/46(change to Bard then Blue).
First Lenna uses ??? on herself(HP is now 28/46). Wait for Lenna get hit by
Vampire. Now use ??? on 2 Steel Bats, have the BM with no monster captured
Catch both and Release both. Now Release 1 Jackanapes.

34. Learn Pond's Chorus

Elf Toad x3

setup same as last battle. Blue mage backrow. Have Blue Mage equipped with
Mythril Swords do Goblin Punch twice(124x2), attack twice(31-34) on 2 Elf
Toads. Wait for Pond's Chorus hit Blue mage. Release 1 Jackanapes.

35. Learn Dark Spark

Setup same as last battle. All Backrow. Black Flame x2, Harvester x2
Blue Mage sing Pond's Chorus twice, Harvester x2 = Toads. Blue mage Goblin
Punch 1 Black Flame twice(124), Change weapon to Mythril Knife attack
twice(92). Now Catch and Release. Repeat for another one. Get hit by Dark
Spark during the process. Reduce 1 of the Harvester's HP to 73 or less then
Catch. Release 1 Jackanapes.

36. Sandworm & Hole x3

Bartz	2	Ninja	B	Kunai	Kunai	GreenB	NinjaS	Flame	Ring
Lenna	2	Free	F	Whip	MythrilS	GreenB	NinjaS	Flame	Ring
Galuf	2	Ninja	B	Kunai	Kunai	GreenB	NinjaS	Flame	Ring
Faris	3	Monk	B	-	-	GreenB	NinjaS	Flame	Ring

Throw 2 Water Scrolls. Use 1 Potion on Boss. Boss must not use Quicksand
1st turn. Throw 1 more Water Scroll. If Boss dies, reset. Use potion on
Faris. Have Lenna lay a final Whip slash. First 2 Water Scrolls do 2040+
damage, use potion on Boss, less then no. 3 Water Scrolls did not do 2950+
damage, reset.

37. Cray Claw

Bartz	2	Ninja	B	Kunai	Kunai	GreenB	NinjaS	Flame	
Lenna	2	Free	F	(Corals)	MythrilS	GreenB	GaiaG	Flame	
Galuf	2	Ninja	B	Kunai	Kunai	GreenB	NinjaS	Flame	
Faris	3	Thief	B	MythrilK	-	GreenB	NinjaS	Flame	

Faris steal Coral Sword. Galuf Throw Lightning Scroll. If damage is 1050+,
use a potion on Boss. Throw 1 more Lightning Scroll. Lenna attacks to end.

38. Catch a Corbett(Throw Lightning Scolls x2, use 1 Hi-potion, Throw 1 more)

39. Ramuh

Bartz	2	Blue	B	MythrilS	MythrilS	GreenB	GaiaG	Angel	
Lenna	2	Free	B	Flame Rod	MythrilS	MythrilH	GaiaG	Angel	
Galuf	2	Trainer	B	Whip	-	GreenB	NinjaS	Coral	
Faris	3	Time	B	Frost Rod	-	GreenB	SilkR	Coral	

Boss attacks first. No one must die before your turn. Faris Mute. Galuf
Release Corbett. Wait for Flash. Lenna kill Ramuh by Attack with Flame Rod.

40. Adamantoise

Bartz	2	Free	B Frost Bow	MythrilH NinjaS Flame
Lenna	2	Free	B Frost Bow	MythrilH NinjaS Flame
Galuf	2	Knight	B MythrilK	Mythrils
Faris	3	Free	B Frost Bow	MythrilH NinjaS Flame

1 of the Freelancers need to be HP critical. Boss 1st turn must not hit Knight. Attack with Frost Bow for 24 times(78-84). Revive one member. Let Knight die. Finish Boss.

41. Flame Thrower x2

Bartz	2	Free	B Thunder Bow	MythrilH NinjaS Flame
Lenna	2	Free	B Thunder Bow	MythrilH NinjaS Flame
Galuf	2	Blue	B Coral Sword	Mythrils
Faris	3	Free	B Thunder Bow	MythrilH NinjaS Flame

42. Rocket Launcher x2

Bartz	2	Free	B Silver Harp	MythrilH NinjaS Flame
Lenna	2	Free	B Silver Harp	MythrilH NinjaS Flame
Galuf	2	Blue	B Dagger	Mythrils GreenB NinjaS Flame
Faris	3	Free	B Flame Bow	MythrilH NinjaS Flame

43. Soul Cannon & Launcher x2

Bartz	2	Ninja	F Kunai	Kunai GreenB NinjaS Angel
Lenna	2	Free	F Corals	- GreenB NinjaS Angel
Galuf	2	Free	F Corals	- GreenB NinjaS Angel
Faris	3	Ninja	F Kunai	Kunai GreenB NinjaS Angel

2 Ninjas' HP must be less than half Max. 2 Freelancers have full HP. Throw 11 Lightning Scrolls and attack with Coral Swords. Wait for Wave Cannon to kill 2 Ninjas. Finish Boss with Coral Swords.

44. Bartz & Galuf Catch 2 Aegir, Change 2 Aegir to 2 Jackanapes, Faris Catch a Mindflusher. Learn Transfusion, Aera, White Wind

Transfusion: Mythril Dragon x3 IMPORTANT: set ATB = Active

Bartz	2	Free	B Whip	Mythrils MythrilH NinjaS Flame
Lenna	2	Blue	B Corals	Mythrils GreenB NinjaS Flame
Galuf	2	BM	B Whip	- GreenB NinjaS Flame
Faris	3	BM	B Whip	- GreenB NinjaS Flame

Lenna's HP = not full. Faris Release Mindflusher, 1 Mythril Dragon is now Confused. skip to Lenna's turn. Have her prepare to use Phoenix Down on the now Confused Mythril Dragon. Once it uses Transfusion on Lenna, use Phoenix Down immediately. If Lenna's HP did not get full, reset. Have 2 other Whip users attack the Mythril Dragon and Catch it on Faris's turn. 2 Mythril Dragons left. Paralyze 1 of them. Reduce its HP to a little over 300. Have Faris Release Mythril Dragon(next turn Catch). Have Bartz change weapon to Healing Staff and attack the other Mythril Dragon. Release Jackanapes when only 1 Mythril Dragon left. Paralyze it when timer reaches 18 or less. Everyone else other than Bartz suicide.

*Enemy can be revived with Phoenix downs. But only during ATB active.

Aera & White Wind: Enchanted Fan x1

Bartz 2 BM B Whip GreenB NinjaS Angel
Lenna 2 Blue B Corals Mythrils LamiaT GaiaG Angel
Galuf 2 Bard B SilverH LamiaT SageS Angel
Faris 3 Free B Whip Mythrils LamiaT GaiaG Angel

Enchanted Fan uses Aera on whole party 1st turn. Have Galuf sing Alluring Air. Wait for White Wind. Have Galuf sing Romeo's Ballad. Bartz Release Jackanapes.

45. Steal 4 Lamia's Tiara, Catch 1 Aegir, Zu x2, Archeoaevis

Bartz 2 BM B Whip - GreenB NinjaS Angel
Lenna 2 Free B Kunai Mythrils GreenB NinjaS Angel
Galuf 2 BM B Whip - GreenB NinjaS Coral
Faris 3 BM B Whip - GreenB NinjaS Angel

Boss 1st turn must use Breath Wing. Faris Release Zu(800 damage). Lenna uses 1 potion on Boss. Bartz Release Zu(800). Galuf wait on his turn. Let Boss kill Faris and Bartz. Now Release Aegir. Have Lenna kill Galuf.

*Death by HP Leak does not trigger React:Death script.

*Bartz&Faris HP = between 1/4&1/2, Galuf HP = a little over 1/2

Lenna HP = full

46. Lenna Catch Mini Dragon. Rest Catch Jackanapes x3 Go to North Mountain, Sing Alluring Air against Gaelicat. Need Float on Faris or Bartz.
Steal Javelin x4

47. Titan

? ? Free B Javelin Mythrils GreenB NinjaS Angel
Lenna 2 BM B Whip - GreenB NinjaS Angel
? ? Ninja B Kunai Kunai GreenB NinjaS Angel

Throw any Scroll. Release Mini Dragon.

48. Lenna Catch Corbett. Lenna & Bartz need HP critical.

49. Manticore

Bartz 2 Free F Corals Mythrils MythrilH NinjaS Flame
Lenna 2 BM B Whip - GreenB NinjaS Coral
Faris 3 Knight B Corals Mythrils MythrilH NinjaS Coral

Release Corbett & attack.

50. Purobolos x6

Bartz 2 Free B Corals Mythrils MythrilH NinjaS Flame
Lenna 2 Blue B Corals Mythrils GreenB NinjaS Coral
Faris 3 Black B MythrilK - LamiaT GaiaG Coral

Faris Sleep 5 of 6. Poison 5 of 6. wait for 1 use Self-Destruct on Lenna.

51. Lenna Catch Jackanapes. Buy Scrolls 99 x3. Phoenix Down 99.

52. Abductor & Gilgamesh - Self-Destruct & Coin Toss

53. Little Chariot x3

Bartz 2 BM B Whip - GreenB NinjaS
Lenna 2 BM B Whip - GreenB NinjaS
Galuf 2 BM B Whip - GreenB NinjaS
Faris 3 Free B Kunai Mythrils MythrilH NinjaS Angel

Player 1st turn: Release 2 Jackanapes, Faris & Bartz Defend. Enemy 1st turn: Must not use Mustard Bomb. Must not kill anyone. Must not attack Lenna or Galuf. Must Attack Bartz 1 time, Faris 2 times(or Faris 3 times, Shield block 1 time). Player 2nd turn: Lenna & Galuf Defend, Bartz uses Hi-Potion on Faris. Faris Defend. Enemy 2nd turn: is allowed to kill one of your characters. and ONLY ONE. Player 3rd turn: Faris Defend(never revive anyone). Everyone else revive. Use Hi-Potion on Faris. Faris is priority to revive and HP must be max whenever possible.

54. Gilgamesh

Bartz 2 Ninja B Kunai Kunai GreenB NinjaS
Lenna 2 Time B FrostR - LamiaT GaiaG
Galuf 2 Time B FlameR - LamiaT GaiaG
Faris 3 Ninja B Kunai Kunai GreenB NinjaS

Throw Scrolls. Slow + Haste. or Slow + Slow. Haste + Mute.

55. Buy 4 copy of everything in Rugor.

56. Tyrannosaur - Phoenix Down

57. Abductor - Gaia + attack

58. Golem & Zombie Dragon & Bone Dragon

Bartz 2 Bard F OrichalcumD - - - Coral Ring
Lenna 2 Bard F OrichalcumD - - - Coral Ring
Galuf 2 Bard F OrichalcumD - - - Coral Ring
Faris 3 Free F HealingS - - -

Sing Requiem 3 times. Faris Attack Bone Dragon. Sing Requiem 1 more time. 2 Singer suicide. Faris change weapon to Coral Sword kill remaining Singer. Change back to Healing Staff end battle.

59. Dragon Pod & Dragon Flower x5

Bartz 2 Free F Javelin - LamiaT GaiaG Coral
Lenna 2 Blue B OD
Galuf 2 Free F Javelin - LamiaT GaiaG Coral
Faris 3 Samurai B OD

Lenna & Faris need to be near death before battle. Faris Coin Toss. Bartz & Galuf Attack. Lenna Defend(to skip turn). Faris Coin Toss. Lenna Missile Dragon Pod(HP is now 1950-2000). Faris Coin Toss. Lenna casts Aero on whole party(Hero's party). Bartz or Galuf attack 1 time.

60. Bartz Catch Aquathorn. Gobbledygook - Faris Release Jackanapes

61. Gilgamesh & Enkidu

Bartz 2 BM B Whip - GreenB NinjaS Coral
Lenna 2 Blue B OD GoldS LamiaT GaiaG Angel
Galuf 2 Thief B OD - GreenB NinjaS Coral
Faris 3 Time B HealingS - WizardH GaiaG Flame

Steal Genji Glove. Lenna Flash. Faris Slow & Haste. Lenna get hit by Death Claw. Bartz release Aquathorn.

62. Atomos

Bartz 2 Time B FlameR - WizardH GaiaG Flame
Lenna 2 Time B FrostR - WizardH GaiaG Flame

Galuf 2 Free F SleepB GoldS GoldH GoldA Genji
Faris 3 Time B Healings - WizardH GaiaG Flame

1 of the Time Mages need to be dead before battle. Galuf attack until Boss Sleep. Time Mage Haste and revive the dead. Cast Comet until Boss HP is around 1000. Now kill 1 Time Mage. Galuf keeps attacking.

63. Catoblepas - 1 Black & 3 Free. Poison

64. Crystal x4

Bartz 2 Blue F SleepB DiamondS WizardH GaiaG Coral
Lenna 2 Knight B GreatS DiamondS DiamondH DiamondP Genji
Galuf 2 Free B KillerB DiamondH DiamondP Coral
Faris 3 White B Healings - WizardH GaiaG Coral

Bartz, Galuf, Faris HP critical before battle. Lenna & Bartz Defend. Galuf & Faris attack Water & Earth Crystal till they die. Faris Defend. Galuf change weapon to Dark Bow. Bartz Attack Wind Crystal till HP = a little over 3000. Faris casts Reflect on Lenna & Galuf. Aeroga kills Bartz & Faris. Use 1 Elixir on Wind Crystal. Galuf change back to Killer Bow. Finish Wind Crystal. Change weapon to Dark Bow. attack Fire Crystal with Lenna till HP<3000. Lenna dies. Galuf kill Fire Crystal alone.

65. Steal 1 Judgement Staff. Steal 2 Reflect Ring. Carbuncle

Black Mage + Time Mage + Thief + Freelancer, Flame Ring

Steal 1 Reflect Ring, Wait for 3 rounds. Black Mage casts Sleep, Toad, Poison. Thief steal 1 more Reflect Ring.

66. Catch Magic Dragon x4, Gilgamesh

Bartz 2 Blue F SleepB DiamondS WizardH DiamondP Coral
Lenna 2 Thief B OD - GreenB DiamondP Coral
Krile 2 BM B Whip - GreenB DiamondP Angel
Faris 3 BM B Whip - GreenB DiamondP Angel

Release 1 Magic Dragon. Wait for Time Slip & Lilliputian Lyric. Release 1 more Magic Dragon. Steal Genji Helm.

67. Exdeath

Bartz 2 BM B - - GreenB Ninja Reflect
Lenna 2 BM B - - GreenB Ninja Reflect
Krile 2 Dragoon B Javelin DiamondS GenjiH DiamondA Reflect
Faris 3 Blue B Excalipoor DiamondS GreenB DiamondP Flame

Doom must hit Faris 1st turn. Before his 8th turn. Have Dragoon Jump. Use Holy Water if needed after landing. L3 Flare kills Faris. Bartz & Lenna Release 2 Magic Dragons. Wait for victory by Reflecting spells.

68. Antlion

Bartz 2 Free F SleepB DiamondS GreenB NinjaS
Krile 2 Ninja B Kunai Kunai GreenB NinjaS

Krile Throw Water or Lightning Scrolls. Bartz attacks with SleepB. Must Sleep Boss within 3 rounds. Continue to Throw Scrolls. Reduce HP to 1 hit by Bartz with Great Sword.

69. Gargoyle x2

Bartz 2 Free F SleepB DiamondS GreenB NinjaS Reflect Ring
Krile 2 Free F SleepB DiamondS GreenB NinjaS Reflect Ring
Faris 3 Blue F SleepB DiamondS GreenB NinjaS Reflect Ring

Sleep both. Faris L3 Flare 4 times. Faris change weapon to Excalipoor.
Goblin Punch kill one. The other one near death now kill Faris.

70. Learn 1000 Needles

Lamia Queen x1 - Doom

Learn Off-Guard

Ushabti x6

Blue Mage + White Mage + Freelancer

Casts Flash. Casts Blink. Casts Doom on 5 of 6. When only 1 Ushabti left,
feed it 1 Ether. Wait for Off-Guard. Casts Doom and suicide.

71. Melusine

Bartz 2 Free F SleepB DiamondS GreenB NinjaS Reflect
Krile 2 Ninja B Kunai Kunai GreenB NinjaS Reflect
Faris 3 Free F SleepB DiamondS GreenB NinjaS Reflect

Sleep Boss with Sleep Blade. Throw 19 Flame Scrolls. Throws weapons to
reduce Boss HP to less than 100. Krile suicide. Bartz & Faris change
weapon to Hayate Bow(25% Rapid Fire) or Elven Bow(20% Critical) 1 hit kill.

72. Learn Mighty Guard

Bartz 2 Dancer F Chicken Knife - Ribbon Black Garb Flame
Lenna 2 Free F Judgment Staff Crystals Black Cowl Black Garb Flame
Krile 2 Free F Dark Bow Black Cowl Black Garb Genji
Faris 3 Blue F Excalipoor Crystals Black Cowl Black Garb Flame

Krile Darkness Stingray, change to shield. Bartz Dance to Confuse. Wait for
Mighty Guard. Kill Bartz. Dispel Confuse. Faris uses L3 Flare 29 times.
Others use Ethers on Faris. Kill Faris. Call Bahamut via Magic Lamp.

73. Wendigo x4

Bartz 2 Free F ChickenK Crystals Ribbon Black Garb Flame
Lenna 2 Free F JudgmentS Crystals Black Cowl Black Garb Flame
Krile 2 Black F DarkB - LamiaT Black Robe Flame
Faris 3 Blue F Excalipoor Crystals Black Cowl Black Garb Flame

Sleep 3 of 4. Wait for Mind Blast. Sleep all. Goblin Punch.

74. Minotaur

Bartz 2 Free F Kiku-ichimonji Crystals Ribbon BlackG Hermes Sandals
Lenna 2 Knight B Excalipoor Crystals GenjiH CrystalA Genji Glove

Count HP damage.

75. Omniscient

Krile 2 Free F JudgementS Reflect Ring
Faris 3 Mystic Knight F Sword Reflect Ring

Silence Spellblade & Judgement Staff Dispel. Once he starts L3 spells, kill Mystic Knight.

76. Steal Mirage Vest x3, Gold Hairpin

77. Learn Aqua Breath

Dhorme Chimera, Drippy, Torrent (inside sunken Walse Tower)

Dragoon, BM, Blue, Freelancer. Blue mage need Hermes Sandals.

Others use high defence.

Magic Hammer Dhorme Chimera once. Dragoon Jump. Aqua Breath kills all.

Catch Dhorme Chimera. Doom 2 other enemies.

Learn Roulette

Parthenope x1, Cherie x1

Blue Mage x3 + 1 Freelancer, Mirage Vest + best Shield

Freelancer needs to be dead before battle.

Doom Cherie. Wait for Roulette. Doom Parthenope.

Steal Elf Cape x4

78. L5 Death, L2 Old, L4 Graviga

Executor x1

Bartz 2 Free B Kiku Crystals Ribbon Black Garb Elf Cape

Lenna 2 Mimic B ChickenK Crystals Black Cowl Mirage Vest Elf Cape

Krile 2 Chemist B JudgmentS - Black Cowl Black Garb Elf Cape

Faris 3 Blue B Excalipoor Crystals Gold Hairpin Mirage Vest Elf Cape

Krile Drink Speed Shake. Faris Dark Spark self(3>1). Krile Drink Hero Cocktail. Lenna wait for Krile dies, Mimic. 50% chance Faris gets Hero Cocktail(1>11). Faris Dark Spark self(11>5). Wait for L5 Death. Revive Faris. Faris Dark Spark self(5>2). Wait for L2 Old. Revive Krile. Krile drink Hero Cocktail. Lenna waits for Krile dies then Mimic. Faris gets Hero Cocktail(2>12). Wait for L4 Graviga. Faris Doom.

All Blue Magic learned!

79. Triton & Phobos & Nereid - Call Odin via Magic Lamp

Have Lenna, Krile, Faris catch Zu x3

80. Bahamut

Bartz 2 Free B SasukeK Crystals Ribbon Mirage Vest Reflect

Lenna 2 BM B ChickenK - Black Cowl Black Garb Elf Cape

Krile 2 BM B Chain Whip - Black Cowl Black Garb Elf Cape

Faris 3 BM B Chain Whip - Black Cowl Black Garb Elf Cape

Release Zu x3, attack once. Catch 3 more Zu.

81. Leviathan

Bartz 2 Free B ApolloHarp Ribbon Mirage Vest Coral

Lenna 2 BM B ChickenK - Black Cowl Black Garb Coral

Krile 2 BM B Chain Whip - Black Cowl Black Garb Coral

Faris 3 BM B Chain Whip - Black Cowl Black Garb Coral

Release Zu x3. Bartz attack 4 times. Catch Water Scorpion x2.

82. Odin

BM x2 + Blue x2 (Excalipoor)
Release 2 Water Scorpion + Goblin Punch
Catch 2 more Water Scorpion. Steal 1 Flame Shield.
*Thief x2 + Time + Magic Knight - Break Spellblade

83. Calofisteri

BM x2 + Mystic Knight + Freelancer
Silence Spellblade + Release 2 Water Scorpion

84. Omega

Bartz	2	Free	B	Excalipoor	Crystals	Ribbon	MirageV	Reflect
Lenna	2	Bard	B	ChickenK	-	-	-	HermesS
Krile	2	Bard	B	ApolloH	-	-	-	HermesS
Faris	3	Bard	B	LamiaHarp	-	-	-	HermesS

Krile Sing Romeo's Ballad. Faris Sing Romeo's Ballad. Lenna Sing Swift Song. Bartz Defend. When Speed stops increasing, Bartz disturbs Lenna by Attack with Excalipoor. Krile Sing Romeo's Ballad. Faris Sing Mighty March once then Hero's Rime. Lenna Sing Siney Etude. When HP Regen stops increasing, disturb Lenna or Faris. Bartz Change weapon to Hayate Bow. Rapid Fire 2 times Omega. Lenna & Faris suicide. Krile Sing Romeo's Ballad one more time and suicide. Bartz Rapid Fire.

85. Catch 3 Great Dragons. Apanda

Ninja + BM x2 + Freelancer, all Hermes Sandals. Fire Lash
Release 2 Great Dragon. Throw 1 Flame Scroll.

86. Azulmagia - Self-Destruct

87. Catastrophe - 1 Float + Reflect Ring

88. Alte Roite & Jura Aegis

Blue Mage + BM + 2 Freelancer, all Mirage Vest + Flame Ring
Release 1 Great Dragon, Blue mage casts Doom.

89. Halicarnassus - Reflect Ring + Mirage Vest

use this battle to adjust Magic Lamp to cast Odin next.

90. Twintania

Bartz	2	White	B	HealingS	-	LamiaT	GaiaG	Flame
Lenna	2	White	B	JudgmentS	-	LamiaT	LuminousR	Flame
Krile	2	White	B	SageS	-	LamiaT	BlackR	Flame
Faris	3	Free	B	Masamune	FlameS	LamiaT	WhiteR	Flame

Faris Haste self. White mages use Reflect, Blink, Shell on Faris.
After Wind Slash, Faris uses Hi-Potion self. Call Odin.

91. Catch 1 Sword Dancer. Steal 2 Enhancer. Gilgamesh

1 Thief, 1 BM - Steal Genji Shield, Release Sword Dancer
*Thief + Samurai x3

92. Shinryu - Berserk

93. Necrophobe & Barrier x4 & Gilgamesh

Bartz	2	MKnight	B	Enhancer	Crystals	CrystalH	Mirage Vest	Hermes
Lenna	2	Bard	B	OD	-	LamiaT	White Robe	Hermes
Krile	2	Thief	B	ChickenK	-	BlackC	Mirage Vest	Hermes
Faris	3	MKnight	B	Enhancer	GenjiS	GenjiH	Mirage Vest	Hermes

Lenna Sing Romeo's Ballad. Bartz & Faris Break Spellblade. Petrify 3 of 4 Barriers. Osmose Spellblade drain MP of 1 Barrier. Lenna Sing Swift Song, Hero's Rime, Siney Etude. Bio Spellblade. Steal Genji Armor.

94. Steal 2 Aegis Shield. Exdeath & Neo Exdeath

Bartz	2	MKnight	B	Enhancer	AegisS	CrystalH	Mirage Vest	Hermes	Sandals
Lenna	2	Bard	B	ChickenK	-	LamiaT	Black Robe	Hermes	Sandals
Krile	2	MKnight	B	Enhancer	AegisS	GenjiH	Mirage Vest	Hermes	Sandals
Faris	3	White	B	SageS	-	Gold Hairpin	White Robe	Reflect	Ring

Feed Exdeath 1 Ether. Osmose Spellblade drain MP to 0. Faris casts Blink.
Lenna Sing Hero's Rime, Mana's Paeon, Swift Song, Sinewy Etude. Bartz Break
Spellblade. Lenna change weapon to Apollo's Harp. Faris casts Reflect.

Challenge Clear! For Now, Sealed Temple has not been attempted. And won't
be for a long time. Neo Shinryu is impossible to kill not taking any ABP.

6. Freelancers ONLY

Rules: 1. No Escape
2. No Job change
3. No use of any skills

World 1

1. Take all chests, Kill Wing Raptor. Buy Broadswords for everyone.
Buy Potions. Sell Ethers.
2. Karlabos
Reference level: Level 5
Attack + Potion
3. Siren(RL:L7)
Attack + Potion
4. Go to Carwen, Upgrade Armor & Weapons. Take the Frost Rod.
5. Magissa(RL:L8)
Break 1 Frost Rod.
6. Go to Tycoon Castle take all chests.
7. Garula(L9)
Whip & High Attack Power weapons
8. Buy 1 Frost Rod at Karnak. Go back buy 3 more Frost Rods. 20 Eye Drops.
9. Liquid Flame(L12)
Break 2 Frost Rods. Kill it at Whirl Form to get Flame Bow.
10. Take Elf Cape, Main Gauche, Ribbon & rest if you can.
11. Sergeant & Karnak x3 & Iron Claw(L13)
Break 2 Frost Rods.
12. Go back Karnak Town, take the Flame Rod. Buy 5 of each Elemental Rods.
13. Ifrit(L14)
Break 2 Frost Rods.

14. Byblos(L14)
Break 2 Flame Rods.
15. Shiva & Ice Commander x3(L15)
Break 2 Flame Rods.
16. Ramuh(L16)
Break 3 Frost Rods + 2 Flame Rods
17. Upgrade Weapons & Armors. Buy cheap stuff in Lix.
18. Sandworm(L18)
Break 4 Lightning Rods
19. Cray Claw(L18)
Break 1 Lightning Rod
20. Adamantoise(L19)
3 Attack with Frost Bow. 1 recover party with Healing Staff. All Backrow.
21. Buy 3 Flame Ring. Buy 15 each elemental rods.
22. Rocket Launcher x2 & Flame Thrower x2(L22)
Break Lightning Rods
23. Soul Cannon & Launcher x2(L22)
Break 8 Lightning Rods
24. Win 3 Dark Bow from Ronka Knight.
25. Archeoaevis(L24)
Attack to do 1600 damage. Break Lighting Rods x2, Frost Rods x2,
Flame Rods x2. Change weapons to Dark Bow.
26. Purobolos(L24)
Break 4 Frost Rods
27. Titan(L24)
Attack while keeping HP high.
28. Manticore(L24)
Break 4 Flame Rods
29. Inventory: Potion x99, Phoenix Down x50, Tent x99, Flame/Frost/Lightning
Rods x30, Elemental Bows x3 each, Death Sickle x1, Flame Ring x3

World 2

30. Abductor - suicide
31. Gilgamesh(L24)
Break 2 Flame Rods
32. Little Chariot x3
Break 1 Lightning Rod
33. Gilgamesh(L24)
Break 9 Frost Rods
34. Tyrannosaur(L26)

Phoenix Down

35. Abductor(L26)
Attack
36. Bone Dragon & Zombie Dragon & Golem(L27)
Flame Bow & Healing Staff
37. Dragon Pod & Dragon Flower x5(L28)
Dream Harp Sleep all Flowers. Dancing Dagger & Lamia's Harp.
38. Gilgamesh(L28)
Death Sickle or Killer Bow
39. Win 4 Reflect Rings from Reflect Knight.
40. Atomos(L30)
Break 18 Lightning Rods
41. Win 50+ Staff of Light. Take Aegis Shield.
42. Crystal x4(L33)
Equip Reflect Rings. Reduce Fire Crystal's HP to less than 3000. Attack with Wind Slash. Take note of Fire Crystal's HP. Flametongue to recover.
43. Go to Dragon Mountain. Equip Lamia's Harp Confuse Poison Eagle.
Need Float on all members. Win 1 Power Staff from Black Warlock.
44. Carbuncle(L35)
Wait 3 rounds. Paralyze with Whip. Break 5 Flame Rods.
45. Gilgamesh(L35)
Break 10 Frost Rods.
46. Exdeath(L35)
Break 10 Staff of Light

World 3

47. Antlion(L35)
Attack
48. Buy more rods in Karnak Town. Take Brave Blade.
49. Gargoyle(L36)
Break Rods or Hayate Bow.
50. Melusine(L37)
Sleep Blade + 7 Flame Rods
51. Take Masamune, Excalibur, Yoichi's Bow, Thief's Knife, Magic Lamp
52. Bahamut(L37)
Brave Blade + Excalibur + Masamune + Yoichi's Bow + Reflect Rings
53. Soul Cannon Phoenix Tower(L38)
Break 3 Lightning Rods
54. Wendigo x4(L39)
Attack

55. Take Sage's Staff, Assassin's Dagger, Gaia Bell. Buy 2 Rune Bow.
56. Minotaur(L39)
Crystal Armor + Bone Mail + Defender + Elf Cape
57. Omniscient(L39)
Reflect Ring + Whip + Judgement Staff + Ancient Sword
Steal 1 Judgement Staff.
58. Go to North Mountain, Confuse Gaelicat get Float on all members.
59. Triton, Phobos, Nereid(L40)
Call Odin via Magic Lamp
60. Take Apollo's Harp, Sasuke's Katana, Holy Lance. Buy Coral Rings.
61. Leviathan(L41)
Apollo's Harp + Break 9 Lightning Rods
62. Odin(L41)
Attack with Wonder Wand to cast Break, Magic Lamp call Catoblepas
63. Get Float on at least 1 member. Do not drink pot to recover while in Mirage Town in Cleft of Dimention.
64. Carlofisteri(L42)
Equip Angel Robes and Bone Mail. Artemis Bow.
65. Omega - impossible
66. Apanda(L43)
Artemis Bow + Fire Lash + Break Flame Rods
67. Catastrophe(L43)
Float member equip Reflect Ring.
68. Azulmagia(L43)
Masamune, Yoichi's Bow, Thor Hammer, Titan's Axe
69. Alte Roite & Jura Aevis(L43)
Whip to Paralyze, Poison Axe. Steal Dragon Lance
70. Halicarnarssus(L43)
Steal Aegis Shield
71. Twintania(L44)
Equip Flame Rings. Magic Lamp Odin.
72. Gilgamesh
Steal Genji Shield
73. Prepare Wonder Wand to cast Death next. Magic Lamp casts Carbuncle next.
74. Necrophobe & Barrier x4 & Gilgamesh(L44)
Equip Elf Capes. Front Row. Equip instant Death weapons.
Use Magic Lamp summon Carbuncle. Attack self with Wonder Wand once and instant Death weapons.(Also try breaking Staff of Light reflect off).
Break 10+ Rods against Necrophobe. Steal Genji Armor.

75. Prepare Magic Lamp to cast Golem next. Ribbon x4, Mirage Vest x4, Reflect Ring x4, Aegis Shield x3, Genji Shield x1, Elixir x6, Phoenix Down x?, Staff of Light x20

75. Exdeath & Neo Exdeath(L44)

Yoichi's Bow, Murakumo, Fire Lash, Brave Blade, Must finish Exdeath with all members alive.

Call Golem with Magic Lamp. All change weapons to Artemis Bow. Kill Lower Right Part first. Grand Cross must not inflict Confuse. Change weapons to: Dragon's Whisker, Dragon Lance, Apollo's Harp, Whip. Attack Mid part (Dragon). Next 2 parts must die with little time gap. Poison Axe Left part. Dark Bow Blind both. Now Break Staff of Lights, keep track of HP.

76. Shinryu

Power Staff Berserk, Dark Bow

77. Prototype(L15+)

Break 3 Lightning Rods

78. Gil Turtle in World 2(L50+)

Bone Mail + Ribbon, Rest Frost Bow + Flame Ring. Backrow all. Power Staff Berserk all Frost Bow users. Break Frost Rods. (Steal a Judgement Staff, hastens battle though very high level still needed. not recommended to do as Gil Turtle will appear in bonus dungeon)

7. Bartz Solo Main Game

Rules

1. Other members must remain dead at all times. Zombies and Petrifieds are not allowed.
2. Instant Death and Petrifications are not allowed.
3. Breaking Rods, Coin Toss, Ninja Scrolls are not allowed.
4. No Kiss of Blessing.
5. Level modifications are not allowed.
6. Bug/glitch not allowed.
7. Getting Drops/Steals, leveling other members are not allowed.
8. Bartz is level 2.

World 1

1. Wing Raptor

Take Leather Shoes, Faris's Leather Shield, Leather Cap, Ether

2. Learn Goblin Punch, Buy Fire, Blizzard, Thunder, Rod & Potions.

3. Karlabos

cough toughest fight you'll ever get

Black Mage, Rod, Leather stuff, Backrow

Total of 27 attack cycles. Only 6 can be survived.

Attack>Attack>Attack

Attack>Attack>Tailscrew

Attack>Tailscrew>Attack

Attack>Tailscrew>Tailscrew

Tentacle>Attack>Tailscrew

Tentacle>Tailscrew>Tailscrew

Average chance to survive is 8/27. Have to Thunder 6 times.

Potion many times. Ether 1 time.

4. Siren

Blue Mage + Goblin Punch 4 times

Cannot see Haste, Blizzard, Thunder

Chance to win = $2/3 * 2/3 * 2/3 * 1/2$

5. Go to Carwen, take Frost Rod, Buy Bronze Helm, Cotton Robe

Sleep, Silence, Protect, Cure

Fight 1460 Garulas. Master Thief, Monk, Black Mage L3, White L2

Steal 8 Ethers from Undead Husk

6. Magissa & Forza

White L2 + Black L3

Flail(Frost Rod), Bronze Shield, Bronze Helm, Cotton Robe, Leather shoe

Silence Magissa every 3 turns. HP must be above 61 at all times(Aero).

Casts Protect. 38-45 turns later, Magissa will run out of MP. Attack

her till Forza appears. Sleep Forza. Finish Magissa. Change weapon to

Frost Rod casts Blizzard(12 times) on Forza.

7. Garula

Ashura, Iron Shield, Mythril Helm, Iron Armor, Silver

Counter Attack TBU

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9. Suggestions & Contact

Contact me FF5 Advance GBA board. If you have better explanations of terms, skills, spells, and suggestions, corrections, or any other matters, email me: mog0088@hotmail.com
