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3.0 - Types of Parties

In most events of the game you have to split up into different party with members you choose. I will state the 4 types of parties I recommend:

Power Party: This party will consist of your strongest members. EXAMPLE: Cyan, Sabin, Edgar to name a few.

Magic Party: This party will consist of your magic users. EXAMPLE: Terra, Celes to name a few.

Average Party: This party will contain at least one or two strong and magic members.

Reserve Party: This party will contain the members you don't know what to do with, or have abilities you might not need.

4.0 - The Bosses

Ahh! The moment we've been waiting for. The bosses. Generally, you can just skip through to the boss you are stuck on, or you can read the whole guide if you enjoy reading them.

NOTE: Bosses in this game DO NOT give you EXP. And only SOME boss give out gil, so don't expect to be receiving any. However, the Guard Leader gives some gil.

Boss Fight: Ymir

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HP: 1600

MP: 1000

LVL: 6

Steal: Nothing

Drop: Hi-Potion

Immune To: ---

Weak Against: ---

Absorbs: ---

Strategy: Upon entering the battle, Biggs and Wedge explain that the shell absorbs attacks (lighting). So DO NOT attack it. Ymir can cast Slow on you and do a basic attack on you. At various times, Ymir's head will pop into its shell. DO NOT attack the shell, remember. If you do, he will do a powerful lighting counterattack. When its head is in its shell, take this time to heal up and then keep on defending till it comes back out. Have Terra use MagiTek Missile. Biggs and Wedge can use whatever they like to attack.

Boss Fight: Guard Leader

=====

HP: 420
MP: 150
LVL: 8

Steal: Mythril Knife
Drop: Hi-Potion

Gil: 350 gil

Immune To: ---
Weak Against: Poison
Absorbs: ---

Strategy: It would be wise to send in an all-moogle party into this fight since they have better weapons and HP. I had the party with Locke in it, so it was a bit harder. It's pretty straight-forward. Have everyone attack the dogs first then the Guard Leader. Use items to heal when nessecary. The boss has some wicked strength, and will also cast Stop on one of your party members at the start of the battle.

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Boss Fight: MagiTek Armour x2
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HP: 210
MP: 250
LVL: 8

Steal: Hi-Potion, Potion
Drop: Hi-Potion (What's with these Hi-Potions anyways?)

Immune To: ---
Weak Against: Lighting
Absorbs: ---

Strategy: This boss is really easy once you have set roles for everybody. These guys are weaker than when you were on one of these. They will use a bunch off attacks that I'm not bothered to explain. But they don't hurt too bad. Have Edgar use Auto-CrossBow, Locke attack and Terra use Fire. When Terra uses Fire, an interesting scene will be triggered.

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Boss Fight: Vargas
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HP: 11600
MP: 220
LVL: 12

Steal: Mythril Claws, Potion
Drop: ---

Immune To: ---
Weak Against: ---

Absorbs: ---

Strategy: Firstly, you MUST take out the Ipoohs, because with them there, you can't target Vargas. They have 360HP and are weak against Fire. Once, those are down, focus all your attacks on Vargas. Don't forget to Steal Mythril Claws to equip on Sabin later on. At times, Vargas will use Gale Cut, a devastating attack that does about 200 damage to all party members.

Sooner or later, Sabin will enter the scene, and a scene will be triggered. After the scene you end up fighting Vargas with Sabin alone. Sabin is at a higher level than you and his normal attack does more damage than Edgar's Auto CrossBow attack. Keep on hitting him, healing when need, and you will then be prompted to a Blitz technique. Which is left > right > left, then press A to use Raging Fist. Vargas will then die.

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Boss Fight: Ultros
=====

HP: 3000
MP: 640
LVL: 13

Steal: ---
Drop: ---

Immune To: ---
Weak Against: Fire, Lightning
Absorbs: ---

Strategy: Ultros is one funny character. He will make start taunting you after you hit him with certain attacks. Ultros is easy but i suggest you send everyone in the back row, because his Tentacles attack does about 300 damage, if you are in the front row. DO NOT let Banon die. Because if he dies, it's GAME OVER. But keeping him alive is easy because of his Pray ability. Usual stuff. Have Edgar use Auto Cross-Bow, Sabin use the Raging Fist blitz, Terra use Fire (since he's weak against it), and have Banon spam Pray every turn. With this setup, you CAN'T lose, unless you DO deliberately.

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Boss Fight: Tunnel Armour
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HP: 1300
MP: 900
LVL: 16

Steal: Bioblaster, Air Knife
Drop: Elixir

Gil: 250 gil

Immune To: ---
Weak Against: Lightning, Water

Absorbs: ---

Strategy: Tunnel Armour is strong. But there is a way to go around this. I did this battle without getting hit once. What you do is have Celes use her Runic ability every turn, because the Tunnel Armour likes to use magic. The Runic ability absorbs the magic regardless who it's aimed at. Have Locke attack. If you have the Genji Glove relic equipped on Locke, he will be dead in under a minute.

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Boss Fight: Phantom Train
=====

HP: 1900
MP: 350
LVL: 14

Steal: ---
Drop: Tent

Immune To: ---
Weak Against: Fire, Holy, Lighting
Absorbs: Poison

Type: Undead

Strategy: There's a really BIG clue above. UNDEAD!!! Final Fantasy pros, get out your Phoenix Downs!! Use a Phoenix Down on this hunk 'o' junk and it will die.

But for those who like to play the hard way (or don't have any Phoenix Downs), this boss is somewhat hell on wheels. The attacks it does, first of all. It does, Acid Rain which hits your party for 150 damage. He also uses Diabolic Whistle which hits your party for some damage and bring hellish status ailments. EXAMPLE: My Sabin was poisoned, my Shadow was turned into a duck, and my Cyan was slowed. Basically, you should have a set role for everyone. I'd suggest, Sabin use AuraBolt/Raging Fist, Shadow throw Shruikens (I stocked up on 99 of these), and have Cyan use his Fang Bushido. Heal from time to time and keep your HP over 200.

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Boss Fight: Rhizopas
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HP: 775
MP: 39
LVL: 13

Steal: ---
Drop: Remedy

Immune To: ---
Weak Against: Lightning
Absorbs: Water

Strategy: After fighting the Pihranas this will be a immediate boss. This boss is really and i don't even know what it can do, because i beatit too quick. A blitz and Fang from your duo should take it out almost immediately.

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Boss Fight: Hell's Rider
=====

HP: 1300
MP: 170
LVL: 14

Steal: Elixir, Mythril Vest
Drop: Remedy

Immune To: ---
Weak Against: Fire, Poison
Absorbs: ---

Strategy: Really, there's nothing to be scared of, here. He may have wicked defence but no worries because he has low strength. If you have a party of Cyan, Sabin and Edgar, you know what to do. Fang, Raging Fist and AutoCrossBow. He should be dead before you know it.

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Boss Fight: Kefka
=====

HP: 3000
MP: 3000
LVL: 18

Steal: Elixir, Hi-Ether
Drop: Peace Ring

Immune To: ---
Weak Against: ---
Absorbs: ---

Strategy: Bosses like these are the ones I dread. Not exactly in gameplay terms but in FAQ writing terms. I don't know what party you choose to fight this guy. Personally, I recommend a Power Party fighting Kefka. Your Power Party would probably be Cyan, Sabin and Edgar/Locke. They can just unleash the ultimate, Fang/Raging Punch/AutoCrossBow technique. If you have an Average Party your Magic user(s) can cure your party members and if you have Celes, she could use Runic because Kefka likes to use Poison and Blizzard.

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Boss Fight: Dadaluma
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HP: 3270
MP: 1005
LVL: 22

Steal: Thief's Bracer, Jeweled Ring
Drops: Thief's Knife, Twist Headband

Gil: 1210 gil

Immune To: ---
Weak Against: Poison
Absorbs: ---

Strategy: You should probably have an Average Party for this boss. I had Sabin, Edgar, and Celes. If you have Locke, you should Mug (if you got the Brigand Gloves) him. Sabin should use his Blitzes. Edgar should use Drill (bought from Figaro Castle) or ChainSaw. Celes, can Cure, cast Blizzard or use Runic. I never tried this my self, but when you are beating him down, he will use about 5 H-Potions and cast Protect on himself. Runic should be able to absorb Protect because Runic absorbs ANY magic used in the battle, whether it's aimed for the enemy or an ally.

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Boss Fight: Ultros (part 2)
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HP: 2550
MP: 500
LVL: 19

Gil: 2 gil (cheapskates!)

Steal: ---
Drop: ---

Immune To: ---
Weak Against: Fire, Lightning
Absorbs: Water

Strategy: The big bad purple ocky is back. And this time, it's no joke. He has a bunch of moves. He uses Acid Rain, the Phantom Train's move. He uses Fire. He uses Imp Song. Imp, is bad. You can't use your special ability and your attack power is cut in half. Use Green Cherries to cure it. His still has is Tentacles attack, so moving everyone to the back row is a great idea, although the battle will probably take a LOT longer. You should already have Locke and Celes in your team (it's part of the story), so you should have either Cyan, Edgar, Sabin or Gau as your other two. I had Cyan (so he could learn Flurry) and Edgar as the other two. If you have junctioned Kirin to one of your party members (FF8...!), then you should use that as it casts Regen. Also using Ramuh, would be a great idea. Ultros is vulnerable to lightning. Cyan, should use Fang or Flurry, Sabin should use his blitzes like he's the star player of blitzball, Edgar should use Drill. ChainSaw is not a good idea. It will miss. Happened to me. If you have Gau, u should use a good rage. I'm not a master of Rages but I heard Stray Cat is very good.

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Esper Fight: Ifrit & Shiva

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Ifrit:

HP: 3300

MP: 600

LVL: 21

Steal: ---

Drops: ---

Immune To: Lightning, Poison, Wind, Holy, Earth. Water

Weak Against: Ice

Absorbs: Fire

Shiva:

HP: 3000

MP: 500

LVL: 21

Steal: ---

Drops: ---

Immune To: Lightning, Poison, Wind, Holy, Earth. Water

Weak Against: Fire

Absorbs: Ice

Strategy: Well, they're not that hard. Apart from the fact their "ara" spells are quite damaging. As well as they basic spells. If you've played Final Fantasy before, you should automatically that Ifrit is a fire esper that is vulnerable to Ice and Shiva vice versa. They like to cast spells that HURT, so have Celes use her Runic ability to block the magic attacks. You should know the deal with the other 3. If you have Sabin, use your blitzes. Only use the fire element blitz on Shiva. If you do it on Ifrit, you'll just heal him. If one of your characters are learning Fire, then use that on Shiva. You fight them one at a time. Try not to use any other elemental magic apart from Fire and Ice, because they are Immune to it.

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Boss Fight: Number 024

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HP: 4777

MP: 777

LVL: 24

Steal: Blood Sword or Rune Blade

Drops: Flametongue or Ice Brand

Immune To: ???

Weak Against: ???

Absorbs: ???

Strategy: This guy is easy. It's one of those "step aside, coming through"

bosses. Basically, this thing changes it's elemental weakness from time to time if you use magic. So magic is out for this one. Physically attacks are the way to go. Attack with your abilities and he should go down in no time.

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Boss Fight: Number 128

=====

HP: 3276

MP: 810

LVL: 23

Steal: Kazekiri

Drops: Tent

Immune To: ---

Weak Against: ---

Absorbs: Ice

Strategy: Unlike the other boss, this boss is NO pushover. Understand? Good. Steal from him to get a good weapon for Cyan. I didn't because Locke kept on dying. Don't use any Ice spells unless you wanna be in for a long fight. Celes is not in your party anymore, so you should have Locke and two others. I brought the two power peeps Cyan, and Edgar. Sabin would be nice too. Have Locke use Mug and attack. Use some spells OTHER THAN ICE to attack his arms and the body at the same time. You should be learning some curative spells too. Cure/a would be nice. Cyan should use Fang or Flurry. Edgar should use Auto CrossBow and Drill. The boss is powerful and at one point, he will cast haste on himself. BAD!! I ended this battle with Locke on his own. Hehe...

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Boss Fight: Flame Eater

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HP: 8400

MP: 480

LVL: 26

Steal: Flametongue

Drops: ---

Immune To: Lightning, Poison, Holy, Earth

Weak Against: Ice

Absorbs: Fire

Strategy: Anybody who is smart enough, would know NOT to use Fire magic/weapons against this boss. This boss is also hard. Ice magic/weapons are the way to go here. I was dealing about 1000 damage here with Blizara. Locke and Terra should have already learned Blizzard/ara by now and should be using this to the full extent. Strago should use Aqua Breath. The Flame Eater uses Fira/aga so either equip Reflect Rings on everybody or have someone who has had Carbuncle with them cast Reflect on everybody. Keep this process going and keep everyone HP above 400-500 and you'll survive.

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Boss Fight: Ultros (part 3)
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HP: 22000
MP: 750
LVL: 25

Steal: White Cape
Drops: ---

Immune To: ---
Weak Against: Fire, Lightning
Absorbs: Water

Strategy: Remember Vargas? This is another boss that is ended straight-away by a newcomer's special technique. But you have to hold him off till then. Ultros never learns, does he? Well, his mother always said he was a slow learner. Make sure Locke steals the White Cape relic from him. If you have Locke equipped with the Thief's Glove and Genji Glove relics then you can attack and steal twice in one turn! Cool, huh? Use Fire or Thunder, because those are his weaknesses. I prefer Fire. It seems to do more damage than Thunder. You might have learned from last time that you should put everyone in the back row to recieve less damage from his Tentacles attack. He will cast Haste and Protect on himself. Bad, but game over. Just keep on hitting him with Fira and Thundara. If you Trance Terra then use Fira to deal 4000 damage!!! Sooner or later, the newcomer, Relm will enter battle and will want to draw Ultros. When her turn comes, use Sketch. It may fail the first time, so keep on Sketching until she gets it right. The battle will end.

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Boss Fight: Ultros (part 4) co-starring Typhon
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Ultros:

HP: 17000
MP: 8000
LVL: 26

Steal: Dried Meat
Drops: ---

Immune To: ---
Weak Against: Fire, Poison
Absorbs: Water

Typhon:

HP: 10000
MP: 40000
LVL: 26

Steal: Dagger
Drops: ---

Immune To: ---
Weak Against: Ice, Water
Absorbs: Fire

Strategy: This is the last time you'll face squidbrain here. He doesn't pose a threat. Scorch him with Fire/a and Thunder/ara. When you've knocked enough HP off of him, he will bring his friend along. Typhon. This thing looks scary. And it absorbs Fire so use Ice. So to end the battle quickly, Trance Terra and have her use Blizzara which will do something around 8000 damage. Then use Blizzara again. Before it dies, it will use Snort on all your characters. But instead of it taking you out of battle, it takes you straight off the bloody airship. And you'll face a HARD boss before you can draw breath.

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Boss Fight: Air Force
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HP: 8000
MP: 750
LVL: 25

Steal: Elixir
Drops: Princess Ring

Immune To: ---
Weak Against: Lightning, Water
Absorbs: ---

Strategy: Air Force is hard, and it doesn't help that it has counterparts Missile Bay and Laser Gun which have 3300 HP to help it. Thunder Magic/Weapons is the way to go. It's important that you use multi-target attacks because Missile Bay and Laser Gun's attacks HURT. Soon the Air Force will launch a Dot (i can't remember what is called). It's very small to see but it's a yellow dot above the Air Force to the right. This thing absorbs all magic so thunder magic and curative magic will be useless. This was where I had trouble. Fortunately, the Dot only has about 500HP so kill it off and resume tactics.

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Boss Fight: Ultima Weapon!!!
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HP: 24000
MP: 5000
LVL: 37

Steal: Ribbon, Elixir
Drops: Elixir

Immune To: ---
Weak Against: ---
Absorbs: ---

Strategy: This is the first 5 digit HP boss you face that you have to beat all by yourself. This boss is HARD!! I died at least 3 times on this boss. Why? Well, because it using Flare, Flare Star, Meteor, Mind Blast, etc doesn't help. So I suggest putting everyone in the back row. Have 2 dedicated healers and two dedicated attackers. Shadow should use Shruiken EVERY turn which will deal about 1500 damage. Any -ara spells will do good here, especially Cura because his attacks HURT. Somewhere between 400-800. My characters had about 1000-1100 HP at this point.

ExNexNecis' Strategy: An alternate strategy to beat Ultima Weapon on the Floating Continent is simply to Rasp/Osmose away his mana. He likes to use big spells so he helps you out. When all his mana is expended, he automatically dies, regardless of his HP. A lot of magical bosses/monsters are like this. Nelapa can also be killed this way.

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Boss Fight: Nelapa
=====

HP: 2800
MP: 280
LVL: 26

Steal: ---
Drops: ---

Immune To: Poison, Wind, Earth, Water
Weak Against: Ice, Lightning, Holy
Absorbs: Fire

Strategy: Don't bother with magic. Why? Because Nelapa has Auto-Reflect, thus having a constant Reflect going on. Even Dispel won't work. Trust me. If you really want to hit him with magic, then cast Reflect on one of your party members and then bounce the magic off that person. But like I said, why bother? The thing has low HP enough HP as it is, so just take it out with physical attacks. But do it fast. Nelapa casts Doom on all your party members at the beginning of the battle.

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Boss Fight: Tentacles x4
=====

HP: 7000, 5000, 6000, 4000
MP: 800, 600, 700, 500
LVL: 31, 33, 32, 34

Steal: ---
Drops: ---

Strategy: Don't you hate those multiple bosses that all have different elemental weakness? I do. One of them absorbs fire and one of them absorbs ice. Use Blizzara every turn to damage everyone. Though, you'll be healing one of them, it doesn't matter since it has full HP anyway. Until you beat three of

them, pound away the last one with Fire magic. Should be easy.

ExNexNecis' Tip: I found the easiest way to beat the Tentacles was just to spam Sabin's fire blitz, it's aoe, powerful, and free. After all but the one who absorbs it are dead, the last one is fairly easy to beat with magic and Aura bolt.

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Optional Boss Fight: Angler Whelk

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Location - Darill's Tomb

HP: 9845

MP: 1600

LVL: 31

Steal: ---

Drops: Dragon Claws

Immune To: Poison

Weak Against: Fire

Absorbs: Ice, Lightning, Water

Strategy: The Angler Whelk is just a more stronger version of the Whelk at the beginning of the game. Same deal here. DO NOT attack it's shell, otherwise you'll get Giga Volt. I attacked the shell by accident because I had a pending attack, and he retaliated with Magnitude 8, so yeah, equip the Angel Wings relic on someone. Use all your powerful attacks and stuff to defeat it.

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Boss Fight: Dullahan

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Location - Darril's Tomb

HP: 23450

MP: 1721

LVL: 37

Steal: Genji Glove, X-Potion

Drops: ---

Immune To: ---

Weak Against: Fire

Absorbs: Ice

Strategy: As you can see from the HP, this will be a lengthy fight. As soon as the battle starts, Dullahan will cast Lv? Holy. I don't know what the ? is, but for some reason, my Edgar was the only one affected. If everyone has Cura, this battle will be a cakewalk. Heal with Cura when HP levels are about 500-600. Have Celes attack, with the Genji Glove equipped. Have Sabin use Fire Dance, since it's weak against Fire. Have Edgar use Drill and have Setzer use his Slots tech. Shouldn't be too hard, if you're quick and you know what you're doing.

ADDED NOTE: Thanks to 2 commenters on my YouTube video (link below) they told me the math about the Lv? Holy attack. Basically, it only hits the person if the characters LVL is divisible by the last digit of your gil. (I think it's the other way around...) Thanks, guys!!

ExNexNecis' Tip: Dullahan can be one-shotted by rigging Setzer's slots, there are a lot of FAQ's that explain how to do this.

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Legendary Dragon Fight: Storm Dragon
=====

Location: Mt Zozo

HP: 24000
MP: 1250
LVL: 74

Steal: ---
Drops: Force Armour

Immune To: ---
Weak Against: Lightning
Absorbs: Wind

Strategy: This dragon is the hardest of all eight dragons. This dragon is possible to defeat at Lvl.30. Basically, have everyone learn Cura. Everyone/anyone should use Cura Very important. And aslo put everyone in the back row to make the battle a LOT easier. Have Celes and Setzer learn Thundara, too. With this you can't go wrong. It'll take a few tries. Have Celes use Cura on the party and have her use Thundara. Have Sabin use Raging Fist. Don't use Meteor Strike as it will miss. Have Edgar use Drill and have Setzer use Slots or Thundara. With this, you can't go wrong. Most of his attacks hit all party members so when you use Cura (which will be pretty much every turn) target everyone.

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Boss Fight: Humbaba
=====

HP: 26000
MP: 10000
LVL: 31

Steal: ---
Drops: ---

Immune To: ---
Weak Against: Poison
Absorbs: Lightning

Strategy: This whole boss is like a scene. The first time you face him, you only have Terra. She can't do nothing. Her attacks will do 0 damage. So when

she dies, your party will come to the rescue. The boss is weak against Poison so use Poison or Bio, for good damage. Use all your powerful attacks. After knocking off a few thousand HP, he will flee.

When you go to face him again, (provided that you visited Duane in the other house) do the same thing you did in the last battle. Humbamba will sneeze, taking out 2 of your party members out of battle. Terra will come in an unlimited Esper form. Now's the time to for Terra to spam Poison and Bio.

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Boss Fight: Behemoth King
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HP: 19000
MP: 1600 (9999)
LVL: 43 (49)

Steal: Murasame
Drops: Behemoth Suit x2

Immune To: ---
Weak Against: Fire, Poison, (Holy)
Absorbs: Ice (Poison)

Strategy: The figures in brackets represent the attributes of the undead version this boss, which shows up after you beat the normal version.

This boss is weak against Fire. Great!! Have Terra use Fira every turn in her Esper form. Have Celes use Fire or attack. Have Sabin use his Blitzes (preferably Rising Phoenix). Have Edgar use Drill. Have Gau use his most powerful Rage and have Setzer use Slots. You should be strong enough to treat 5 digit HP bosses like normal monsters. When he is defeated another one will show up. This the undead version. The UNDEAD version. Use a Phoenix Down, pronto.

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Boss Fight: Chadarnook
=====

HP: 56000
MP: 9400
LVL: 37

Steal: ---
Drops: ---

Immune To: ---
Weak Against: Fire
Absorbs: Holy, Water

Strategy: This boss will probably take you the most longest time to beat than any other boss you've faced so far. It took me exactly, 11:04:40 to beat it. The boss has two forms, the Goddess and the Chadarnook. I've got friends telling me not to attack the Goddess, but I attack it anyway. The boss has more HP than the Storm Dragon, so expect this to be a lengthy fight. Exploit its

weakness with Fire. Fira, Rising Phoenix and the like. Use your most powerful attacks. You should be doing about 1500-2000 each hit, unless you're underleveled. I had a team of Celes (LVL34), Terra (LVL34), Edgar (LVL33) and Sabin (LVL33). At times the Goddess and Chadarnook will switch places. I'm not sure what this means but the Goddess will use an attack on you that will sap your HP from time to time. Not exactly the best thing. Chadarnook does lightning attacks and uses Poltergeist which does no damage to your party whatsoever, apart from the uncanny Sap status. But like I said, keep your Fire attacks rolling, healing in between, and you'll be fine.

NOTE: When one of your party members is asleep, some sort of cat will sometimes cure you from that status ailment. Could anyone email me explaining this?

ExNexNecis' Explanation: For the Chadarnook fight, the reason you aren't supposed to attack the woman is because even if you do manage to kill her, she fully regenerates all 56000 HP. It's easier to just defend and focus on curing her status ailments. The only way to kill her is to damage the demon form, no damage done to the goddess counts. Also, the cat thing when you wake up from sleep is just the animation indicating that the effect wore off. Why things like stop don't have a similar visual clue I don't know, but that's all that means.

==

Legendary Dragon Fight: Ice Dragon

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HP: 24400
MP: 9000
LVL: 74

Steal: ---
Drops: Force Shield

Immune To: ---
Weak Against: Fire
Absorbs: Ice

Strategy: I was not prepared for this battle. I just so the dragon thinking it was something I needed for my objective and it turns out to be a legendary dragon. I survived though. Enough about me. Huge clue. Ice Dragon. ICE Dragon. Away with Fira. If you have Terra and you are confident that Terra will not die, have Terra use Trance and then have use Fira and Cura. Have everyone else use Fira and attack. Heal regularly. If anyone is frozen, use Fire to cure them from that status ailment. I never found this out until someone did that out of their own will. I think the person was confused. Anyway, heal after every Ice attack this dragon does and have at least 2 people alive if you're going to survive this fight.

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Esper Fight: Valigarmanda

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HP: 30000
MP: 50000

LVL: 62

Steal: ---

Drops: ---

Immune To: Lightning, Poison, Wind, Holy, Earth, Water

Weak Against: Fire

Absorbs: Ice

Strategy: First thing to note here: ALL PHYSICAL ATTACKS ARE USELESS. All physical attacks are useless APART from Sabin's Blitzes, so if you have Sabin, use his Blitzes. Have everyone else use Fira. This guy's attacks is not so powerful, but you'll probably need to heal every now and then.

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Boss Fight: Yeti

=====

HP: 17200

MP: 6990

LVL: 33

Steal: ---

Drops: ---

Gil: 10

Immune To: ---

Weak Against: Fire, Poison

Absorbs: Ice

Strategy: Not such a hard boss here. Just hit it with Fire attacks. Heal occasionally, the usual stuff.

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Legendary Dragon Fight: Red Dragon

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Location: Phoenix Cave

HP: 30000

MP: 1780

LVL: 67

Steal: ---

Drops: Murakumo

Immune To: ---

Weak Against: Ice, Water

Absorbs: Fire

Strategy: Common sense would tell you that the term "red" indicates fire, therefore meaning that this dragon is fire type. Note that the dragons are elemental. This is easier than the first two. Use Blizzara or Blizzaga if you did extra training. If you have Terra, use Trance and use Blizzard. Other than

that, use your most powerful attacks. Sabin's Raging Fist ignores defence. Red Dragon likes to use Fira, Firaga, and uses LVL4 Flare, so if any of your character's level is a multiple of 4, you'll get hit.

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Boss Fight: Curlax, Laragorn, Moebius

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HP: 15000 (Curlax), 10000 (Laragorn), Moebius (12500)

MP: 2000 (all of them)

LVL: 47 (all of them)

Steal: ---

Drops: ---

Immune To: ---

Curlax

Weak Against: Ice, Water

Absorbs: Fire

Laragorn

Weak Against: Fire

Absorbs: Ice, Wind

Moebius

Weak Against: ---

Absorbs: Lightning

Strategy: Reminds me of the The Magus Sisters in Final Fantasy IV. Curlax is at the top, Laragorn is at the left and Moebius is at the right. Curley has Life spells, so take him out first. He's weak against Ice, so Trance Terra and use Blizzara or Blizzaga. A tranced Blizzaga will take out Curlax for good. Take out the rest. Laragorn is weak against Fire and Moebius is weak against nothing, so hit him with physical attacks. I had Celes, Terra and Locke here.

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Boss Fight: Wrex soul w/Soul Saver x2 (3066hp)

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HP: 23066

MP: 5066

LVL: 53

Steal: Memento Ring

Drops: Guard Bracelet

Immune To: ---

Weak Against: Ice

Absorbs: Fire, Holy

Strategy: At the beginning of the battle, it will say that it will possess on of

your party members body, making that person it each other. Not good. But you can end this battle in less than a minute. WrexSoul uses Fury to possess your body. The two Soul Saver regenerates immediately after you defeat it, so use Banish until you get rid of the two Soul Savers. Cheap trick, but it works.

==

Boss Fight: Hidon

=====

HP: 25000

MP: 12500

LVL: 43

Steal: Thornlet, Teleport Stone

Drops: Teleport Stone

Immune To: ---

Weak Against: Fire, Holy, Earth

Absorbs: Poison

Strategy: This boss can be a pain in the ass. Kill the little Erebus and wait for Hidon to use Grand-something (forgot the name). This will knock about 1000 HP of all your party members, so keep healthy. Strago will learn this as one of his Lores and it will be the best one. This is the only chance you get to learn it. Use Fira/aga on it big time. Hit with your powerful attacks and it will go down. Hidon likes to use Poison based attacks, so equip a Star Pendant or something to protect against that.

==

Legendary Dragon Fight: Holy Dragon

=====

HP: 18500

MP: 12000

LVL: 71

Steal: Holy Lance, X-Potion

Drops: ---

Immune To: ---

Weak Against: ---

Absorbs: Holy

Strategy: Holy Dragon is one of the easy guys. It is with powerful magic. You find this Dragon in the Tower Of Fanatics, and in there, you can only use Magic and Items. So make sure you go with a party with a good array with Magic. The dragon likes to cast Holy and Dispel often.

==

Boss Fight: Magic Master

=====

HP: 50000
MP: 50000
LVL: 68

Steal: Crystal Orb, Elixir
Drops: Megalixir

Immune To: ???
Weak Against: ???
Absorbs: ???

Strategy: Remember No.028? Probably not, but this guy is just like him. Not only in appearance, but in the fact that The Magic Master changes its weakness every time it's hit. So use non-elemental attacks, like Ultima and the like. Make sure you have at least two people with the Ultima spell, and have one of those two have the Soul of Thamasa relic equipped. When in battle, DualCast (with Soul of Thamasa) Ultima over and over. Have someone with the Re-Raise spell. When you run out of MP, use Osmose. This guy has got plenty of MP for everyone. Have every one equipped with a Reflect Ring. Do not be fooled. Bio and Holy are considered, elementals. DO NOT USE QUAKE OR TORNADO. Use these and you'll end up hurting/killing yourself. Now here's the hard part, try to cast Re-Raise on everyone, it doesn't matter if you can only cast it on one person during the battle. Just cast it on someone. Re-Raise works like Auto-Life. It automatically, brings the person back after they die. Without Re-Raise, you will NOT win. When the boss loses, it does the same thing as Catoblepas in Final Fantasy X and Trance Kuja in Final Fantasy IX; it casts Ultima as a death treat. Not good. But that's why we have ReRaise. You see, without ReRaise, you WILL NOT SURVIVE. Unless your HP levels are over 6000. You can learn ReRaise from the Phoenix Esper, which you can get from the Phoenix Cave.

ExNexNecis' Tip: Magic Master's final attack can also be avoided if you watch his life carefully and have someone jump away at the right time, and I'm fairly certain that he can die from having his MP drained which has the added bonus of preventing him from using Ultima.

==

Optional Boss Fight: Master Tonberry
=====

Location - Cave To The Ancient Castle

HP: 22000
MP: 1200
LVL: 73

Steal: Elixir, Megalixir
Drops: Gladius

Immune To: ???
Weak Against: ???
Absorbs: ???

Strategy: Master Tonberry can be quite hard, but for me, who had just finished the Cultrist's Tower, I took this guy on really well. Like most Tonberries, this one counter attacks with Traveller. I don't know the math on this attack but it dealt about 1300 to 2 of my party members. Attack with your most

powerfull attacks. I was doing about 2000-8000 damage. DualCast Ultima, use Phantom Rush (if you learned it from Duncan's House), heal reguarly, and use some defensive magic such as Protect.

==

Legendary Dragon Fight: Blue Dragon
=====

Location - Ancient Castle

HP: 26900
MP: 3800
LVL: 65

Steal: ---
Drops: Zantetsuken

Immune To: ---
Weak Against: Lightning
Absorbs: Water

Strategy: It's a bit like fighting Leviathan, but easier. This dragon casts water magic, LIE Tsunami and stuff. So, what's the alternative? Thunder magic. Use Thundaga or Thundara. Your party should have the best array of magic by now, like all the -aga spells, Quake, Tornado, Ultima and stuff.

==

Optional Boss Fight: Samurai Soul
=====

Location - Ancient Castle

HP: 37620
MP: 7400
LVL: 61

Steal: Murakumo, Murasame
Drops: Master's Scroll

Immune To: ---
Weak Against: Poison
Absorbs: ---

Strategy: This is the easiest optional boss fight in the World of Ruin, in my opinion. This boss likes to use elemental attacks, that will do about 200-500 damage to all your party members. You probably have about 3000 HP by now so start spamming your strong magic and attacks. Use Phantom Rush if you have Sabin. Use Bio, since it's his weakness. After the battle, you'll get the Master's Scroll relic. Equip this relic with the Genji Glove and you'll do EIGHT hits in one turn!!!

==

Legendary Dragon Fight: Earth Dragon

=====

HP: 28500

MP: 16500

LVL: 53

Steal: X-Potion

Drops: Magus Rod

Immune To: ---

Weak Against: Wind, Water

Absorbs: ---

Strategy: It's important to cast Float on all your party members before the battle, to have the advantage. This guy likes to cast Magnitude 8, and Quake. Quake is bad. Very bad, if you are not ready for it, it'll probably kill you outright. But you have Float right? The Earth Dragon sometimes casts 50Gs which is basically Dispel, bringing you back to the ground. So cast Float again. Luckily, Float can be multicasted. The monster is quite strong in terms of physical strength, so keep someone in mind for Curaga. Ultima is great. Razor Gale is a good Blitz to use, as well as Phantom Rush. If you don't get Phantom Rush from Duncan's House, Sabin will have to be at Level 70 to learn it.

==

Esper Fight: Leviathan

=====

HP: 32000

MP: 7000

LVL: 91

Steal: ---

Drops: ---

Immune To: ---

Weak Against: ---

Absorbs: Water

Strategy: This boss is hard, due to the fact that it's quick and powerful. Never a good combination for a boss. Even though, it's a water esper, it is not weak against Lightning. So use all your powerful magic. Ultima, Flare, Meteor and stuff. And do it fast. You should have a couple of thousand of HP on your party members. Leviathan likes to cast Tsunami and El Nino in succession which both do about 1500 to your party members.

==

Random Boss Fight: DeathGaze

=====

HP: 55555

MP: 38000

LVL: 68

Steal: ---

Drops: Bahamut magicite

Immune To: ---

Weak Against: Fire, Holy

Absorbs: Ice, Poison

Strategy: DeathGaze is a random encounter boss. Whilst flying around on the airship you'll meet DeathGaze. The chances of encountering him are very slim. After knocking him off a few 10,000 HP, he'll flee, and he'll move to a random spot/tile on the world map. The great thing is, the HP left is carried over to the next time you meet him. I encountered him three times, and I defeated it on the third.

DeathGaze likes to cast Lvl5 Death at the start of the battle, so if your level ends in 0 or 5 then you're dead. Use your strong attacks, and stuff. Use Holy or Fira/aga if you have it. He can cast Death too. Physical attacks do something near 700.

==

Boss Fight: Ultima Buster

=====

Location: - Kefka's Tower

HP: 55000

MP: 19000

LVL: 67

Steal: Crystal Orb, Blood Sword

Drops: ---

Immune To: ---

Weak Against: ---

Absorbs: Poison, Wind, Holy, Earth, Water

Strategy: If you want to hit him with magic, don't use the above. Use non-elemental magic. Me here, I didn't pay much attention to the characters in my parties. I decided to put my strongest members (Terra, Celes, Locke, Sabin) in one team, my second strongest members (Edgar, Gogo, Umaro, Cyan). and my weakest members (Mog, Setzer, Shadow, Setzer) in one team.

I came to this boss battle, with my second team, and none of them had Ultima. Only Edgar had the 3 ara spells and that was just about it. I also came to Kefka's tower with no Phoenix Downs, and Only Edgar had Raise. I was really badly prepared, but I still won.

If some one in your team has Float, cast it on all your party members before or during battle. Quake is not something you want to be caught by. Also equip Force Armour/Shields to help protect you against his magic attacks.

NOTE from ExNexNecis: Ultima Buster can be defeated by draining his MP.

==

Legendary Dragon Fight: Gold Dragon

=====

Location: Kefka's Tower

HP: 32400

MP: 4000

LVL: 62

Steal: ---

Drops: Crystal Orb

Immune To: ---

Weak Against: Water

Absorbs: Lightning

Strategy: The Gold Dragon is of lightning element. So you retailate with Water. Have you got any water spells? If you have Mog, use the Water Harmony dance if you have it. Or if you have beaten Leviathan, summon Leviathan or use Flood, learnt from the Leviathan. You'll be hit with Thunder/Thundara/Thundaga and GigaVolt. Use powerful attacks and stuff. You'll be using your second party for this fight.

==

Boss Fight: Inferno

=====

HP: 30800

MP: 9700

LVL: 67

Steal: Ice Shield

Drops: ---

Immune To: ---

Weak Against: Lightning

Absorbs: Fire

Strategy: You'll be using your third party for this fight. For me, this was my weakest party so I had some trouble here.

This guy likes to cast lightning magic. But then again, he's weak against it? Exploit his weakness. Use Thundaga.

Remember No.128. Probably not. It looks just like it. Inferno has a left (8000hp) and right (11000hp) arm. If all of them are there, they can perform the Delta Attack, just like the three stooges. The trick is to use multi-target attacks. Use a powerful attack, and have Gogo Mimic it. It's attacks are powerful, so heal regularly.

==

Legendary Dragon Fight: Skull Dragon

=====
Location: Kefka's Tower

HP: 32800
MP: 1999
LVL: 62

Steal: ---
Drops: Muscle Belt

Immune To: ---
Weak Against: Fire, Holy
Absorbs: Poison

Strategy: I'm not sure what element this dragon is. I thought it was an undead dragon. But of course, that'd be easy. I think it's a poison dragon, since it absorbs it. Anyway, this thing has pretty high defence. I was using my weakest team here. And I was only dealing about 300 damage. Damn. I beat it quicker than I thought, though. Skull Dragon can cast Doom, so have Arise, Raise or a Phoenix Down ready. It can also cast Will 'o' the Wisp as well as Disaster. Not sure what that does, since that missed me.

NOTE from ExNexNecis: Skull Dragon's Disaster is a one hit kill move, but rarely hits.

==

Boss Fight: Guardian
=====

HP: 60000
MP: 5200
LVL: 67

Steal: Ribbon, Force Armour
Drops: ---

Immune To: ---
Weak Against: Lightning, Water
Absorbs: ---

Strategy: If I'm not mistaken, this boss has the highest HP in the game so far. At the start of the battle, it will go into its DBP (Default Battle Program). This is where he will start using those annoying laser attacks you've seen before. The boss is strong so keep a healer ready with Cura/Curaga. Sooner or later it will shift into UBP (Ultros Battle Program). So it will start fighting like Ultros.

==

Boss Fight: Demon
=====

HP: 58000
MP: 18900

LVL: 67

Steal: Red Jacket
Drops: Radiant Lance

Immune To: ---
Weak Against: Poison
Absorbs: Fire, Wind

Strategy: The first of the four goddesses who will face on your way to Kefka. I didn't enjoy this boss at all. He was pretty easy for me. But I didn't. I was to busy choosing my commands that I didn't catch the name of the attack that does 2500 damage to your party member. This boss sometimes counters with Firaga. Use your powerful magic. Note that either party 2 or 3 will be facing this boss, so if your strongest party members are in Party 1 then you might have some trouble. If that's not the case, then by all means, use your strong magic. You'll probably be relying on your strong magic, if you've been to the Cultrist's Tower. If not, well...give it all you got...and...uh...well...hope for the best!

=====

Final Boss Fight - Phase 1
=====

Visage

HP: 30000
MP: 10000
LVL: 74

Steal: Elixir
Drops: ---

Immune To: Earth
Weak Against: Poison
Absorbs: ---

Short Arm: 27000HP
Long Arm: 33000HP

Strategy: Okay! Here we are, the final Showdown!! The final boss has four phases. You have to assemble your party members in the order they fight. If any of your party members are dead after one battle, they will be replaced by the next person in line. Same as always, if everybody dies, in a battle, it's GAME OVER!!

The first phase is the hardest of the four, in my opinion. His arms are quite strong. I'd say, use Ultima, use Phantom Rush, have Gogo mimic a a great move and cura regualry.

=====

Final Boss Fight - Phase 2
=====

Tiger: 30000HP - 10000MP

Machine: 24000HP - 10000MP
Magic: 41000HP - 10000 MP
Power: 28000HP - 10000 MP

Steal: Elixir
Drops: ---

Strategy: Second phase, my friend!! This one has 4 parts. Don't use Earth magic since the Tiger will absorb it. Use non-elemental magic to keep on the safe side. At one point it'll use 10-Hit Combo. This hits all your party member randomly ten times. These are really not that powerful but if you are not healthy by the time this happens, you'll have problems.

==

Final Boss Fight - Phase 3
=====

Lady

HP: 9999
MP: 10000
LVL: 58

Steal: Ragnarok
Drops: ---

Rest

HP: 40000
MP: 10000
LVL: 71

Steal: Ultima Weapon
Drops: ---

Strategy: Phase 3!! Almost there!! You're doing great!! These two are easy. And you better hope you have Locke in your party. You can steal the 2 best weapons in the game, here. The Ragnarok and the Ultima Weapon. The Lady absorbs everything, so non-elemental attacks are the way to go, here. Thier attacks are quite strong. It can cast White Wind. This will restore 9999hp to both parts. Not good. As it dies, it will use an attack that will kill one of your party members, so you will not be able to bring that person back to life and therefore will be changed for the next battle. And you better hope that someone special or important doesn't get hit by that attack.

==

Final Boss Fight - Phase Four - KEFKA!!!
=====

Strategy: According to the Bestiary all his attributes are marked as ???, so I'll go straight to the strategy. Like I said, you better hope that a good character is NOT wiped out otherwise you might have some problems.

Kefka is easy. You might find him a tad of trouble but there has been tougher

enemies. Watch out for an attack where it will look like a couple of angels will bring you to life or something. They won't. In fact they will reduce all your party's HP to 1. So keep a healer ready. There is also an attack (i didn't look at the name) that takes very long and has scenes with flashing images. Trust me. I couldn't see what I was doing. Anyway, it takes off quite a LOT of HP. So be prepared.

You know the deal, Ultima, Flare, and the like. Keeping healed. At one point the battle will tense. The screen will start to shake and the screen will redden. This is the sign that you've almost beaten him.

NOTE from ExNexNecis: Kefka's take-your-party-to-one-HP attack is called Fallen One.

Once you beat him, you get treated to a nice and long ending.

CONGRATUALTIONS FOR FINISHING FINAL FANTASY VI ADVANCE!!

5.0 - Frequently Asked Questions

None yet!

6.0 - Contact Details

For any questions, strategy contributions, or anything contact me at tricktick12@hotmail.com.

7.0 - Acknowledgements

Many thanks to the following people:

God - for creating me and giving me the abililty to write.

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ExNexNecis - big help to this. Providing answers tips, and even telling me that I missed out 3 bosses!!

More thanks to come soon.

8.0 - The End

Here it is the end of the guide. I'd like to thank you for taking the time to read my guide and use it well. I hope it helps. Anything you need help with, contact me, on me email address. Took me a long time to write this guide. I was writing this guide as I was playing the game too, so I might need a few expert opinions too. Bye for now!!!
=====

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