

Final Fantasy VIII No Junction Challenge FAQ

by Hyprophant

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This walkthrough was originally written for Final Fantasy VIII on the PSX, but the walkthrough is still applicable to the PC version of the game.

--FFVIII No Junction Game challenge FAQ. Version 2.11
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Version 2.01. 10/28/02: Changed Legal Disclaimer; added two bosses on the option boss section; other minor problems were fixed as well.

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WARNING!!! SPOILER AHEAD

I. Preface/Contact information

Since FFV, Squaresoft started to give players special systems to power up characters, like Job system in FFV, Espers in FFVI, or Sphere Gird in FFX. Of course FFVIII has its own battle system called G.F Junction .

Of millions of players around the world, only a few of them realize that those special systems are actually OPTIONAL-you could ignore them and still beat the games, it is an "official" challenge of all FFs after FFV. Based on this theory, the "challenge" in FFVIII would be a No-Junction game.

I have beaten a No Junction game twice, and in order to compose this FAQ, I played my third No Junction game and tried to collect more valid game data. I must say that based on my personal experience, a No Junction FFVIII is really, indeed one of the ultimate challenges for all elite FF players. It is harder than a No-esper FFVI, a No Sphere Grid FFX, or any other designed challenge. I only recommend those who have truly mastered FFVIII and known every character well attempting this challenge.

This FAQ is not a regular walkthrough; it is an in-depth strategy guide of how to complete FFVIII without any G.F. junction. I am not going to input too many side quests like chocobo forests, Shumi Tribe or other side quests that are not directly related to a No Junction game. I will simply discuss the strategies you need to accomplish this ultimate challenge.

If you have anything you would like to add to this FAQ, or you have discovered valuable boss strategies, you may use my e-mail address above and give me your information. If I accepted it, I will post it on my next update and you will be credited, however, if you just have a game play question, PLEASE DO NOT e-mail me in this case. I don't want to answer it, and I won't have time to answer it through e-mail, either. Just post your questions on GameFaqs FFVIII message board and see if I will answer your questions there. If you still ignore my statement anyway, I promise that I will delete your mail, and you will NOT receive any reply.

II. Basic review of Characters/Limit breaks

In a No Junction game, regular attack and limit breaks are the only two options during combats. You will have to rely on limit breaks heavily in order to defeat many bosses. This section is to help players with a review of FFVIII characters' weapons and limit breaks.

NOTE: I will only mention the sources of each kind of material you need to remodel weapons ONCE. For example, if Dragon Fin is mentioned before, then I will not mention where to get Dragon Fin again if this item shows up again anywhere in section two.

a. Squall LeonHeart

Weapons:

--Revolver: Equipped at the beginning of the game

--Shear Trigger: Requires a steel pipe and screw x 18 to remodel, you can

acquire steel pipes from Windegos, and screws from Geezards.

--Cutting Trigger: Require a Mesmerize blade and screws x 8 to remodel, you can acquire Mesmerize Blades from Mesmerizes.

--Flame Saber: Requires a Betrayal Sword, a Turtle Shell and screw x 4. You can acquire Betrayal Swords from Forbiddens with level 20 or lower, and you can acquire Turtle Shells from Adamantoises with level 20 or lower, or Armadodos with level 30 or above.

--Twin Lance: Requires a Dino Bone, a Red Fang and 12 screws, you can acquire Dino Bones from T-Rexaurs, and Red Fangs from Hexadragons.

--Punishment: Requires a Chief's Knife, Star Fragment x 2, a Turtle Shell and screw x 8; you can acquire a Chief's knife from Tonberry, and Star Fragments from T-Rexaurs or Iron Giants.

--Lion Heart: Not available in a No Junction game since you will need G.F. ability "Ammo RF" to obtain pulse ammos.

Limit break: Renzokuken

Squall's Renzokuken is very useful in the early part of the No Junction game, and it is pretty easy to use, too. All you have to do is to press the R1 bottom when the light moves across the bar.

At the end of Renzokuken, a finish blow will randomly occur. Basically, the lower Squall's Hp is, the higher the chance the finish blow will be triggered.

There are four types of finish blow:

--Rough divide: Attack a single target.

--Fated circle: Attack all opposing targets

--Blasting Zone: Attack all opposing targets, and a bit more powerful than fated circle.

--Lion Heart: Not available in a No Junction game, since you have to have the weapon "Lion Heart" first.

b. Rinoa Heartilly

Weapons:

--Pinwheel: Equipped at the beginning of the game.

--Valkyre: Requires a Shear Feather and a magic stone to remodel; you can acquire Shear Feather from Thrustaevis, and magic stones from various types of monsters.

--Rising Sun: Requires a Cockatrice pinion, a Mesmerize Blade and a Sharp Spike to remodel; you can acquire Cockatrice Pinions from Cockatrice, and sharp spikes from Grand Mantis and Death Claws.

--Shooting Star: Requires two Windmills, a Regen Ring, a Force Armlet and two energy crystals. You can acquire Windmills from Thrustaevises and Abyss Worms, Regen Rings from Tornamas or Mesmerizes, a force from Edea, and Energy Crystals from Elnoyles, or rarely from other powerful monsters.

Limit Break: Angelo/Angel Wing

Rinoa's main limit break is Angelo-her beloved dog. In order to teach Angelo new tricks, you need to buy Pet Pals first and read them, and then you can select the abilities you want Angelo to learn. After Rinoa walks certain steps, Angelo will learn a new skill.

When Rinoa uses the limit break, Angelo will select the skill randomly, and the lower Rinoa's Hp is, the higher the chance that powerful limit breaks occur. Remember: You SHOULD NOT let Angelo learn EVERY trick; you only need to pick useful ones.

Here are the "Angelo" limit breaks:

--Angelo Rush: Counter enemies' attack, Angelo starts with this skill.

--Angelo Cannon: Attack all opposing targets. Angelo starts with this skill. It is almost useless, but sadly, you cannot "unlearn" it.

--Angelo Strike: Attack a single target. Angelo learns this skill in Pet Pals Vol.1. You MUST AVOID learning this skill.

--Angelo Recover: Sometimes restore a party member's Hp automatically when his/her Hp is low, Angelo learns this skill in Pet Pal Vol.2. You MUST AVOID this skill, it will hinder you in the final battle.

--Invincible Moon: Make the entire party member invincible around three turns. Angelo learns this skill in Pet Pals Vol.3. It is probably the most useful limit break for Angelo in a No Junction game

--Angelo Reverse: Sometimes revives a dead party member automatically, Angelo learns this skill in Pet Pals Vol.5.

--Wishing Star: Eight shots with HEAVY DAMAGE on all opposing targets, regardless of Rinoa's low stats in a No Junction game. Angelo learns this skill in Pet Pals Vol.6.

Angel Wings is just useless in a No Junction game. It allows Rinoa to cast magic in her inventory with double damage, but since you cannot draw or produce any magic in a No Junction game, I doubt why you would like to use it, unless you defeat Bahamute, he has the ability "Forbidden Magic RF" ability at the beginning, and then you can give Rinoa some powerful magic by using this ability. Even so, the benefit of Angelo is still MUCH greater than Angel Wings.

c. Quistis Treppe

Weapons:

--Chain Whip: Equipped at the beginning of the game.

--Slaying Tail: Requires magic stone x 2 and a Sharp spike to remodel.

--Red Scorpion: Requires Ochu Tentacle x 2 and Dragoon Skin x 2 to remodel; you can acquire Ochu Tentacles from Ochus, and Dragon Skins from Anaconduars.

--Save The Queen: Requires Malboro's Tentacle x2, Sharp spike x 4 and Energy Crystal x 4 to remodel; you can acquire Malboro's Tentacles from Malboros.

Limit Breaks: Blue Magic

Quistis's Blue Magic plays a vital role in a No Junction game; in many boss fights you have to completely rely on Blue Magic in order to survive.

Missing some blue magic will lead you to the dead end of your no Junction Game.

Here is the Blue Magic list:

--Laser Eye" Quistis starts with it.

--Ultra Wave: Minimal amount of damage on all opposing targets. Learned by using a Spider Web, which dropped from Caterchipilers.

--Electrocute: Lightning damage on all opposing targets. Learned by using a Coral Fragment, which dropped from Cockatrices or Creeps.

--Level?Death: Instant Death on all opposing targets that level can be divided by ?, an useless skill learned by using a Curse Spike, which dropped from Tri-Face, Malboros or Imps

--Degenerator: Instant death on a single targets regardless of its stats. Work on almost every random encountered enemies and few bosses; you MUST learn this skill AS SOON AS POSSIBLE. It is learned by using a black hole, which dropped from Gespers.

--White Wind: Restore all party members' Hp. The amount of Hp it could recover is determined by Quistis's maximum Hp - current Hp(*). This is somewhat useful in a No-Junction game. It is learned by using a Whisper, which dropped from Adamantoises with level 20 or lower.

--Micro Missile: Percentage damage on a single target, which works on almost every enemy including bosses, learned by using a missile, which dropped from GIM52As.

--Gatling Gun: Non-elemental minimal damage on a single target, learned by using a running fire, which dropped from SAM08G or Iron Giants.

--Fire Breath: Fire-based, heavy damage on all opposing targets. Learned by using an Inferno Fang, which is dropped by Hexdragons or Ruby Dragons.

--Bad Breath: Various status changes on all opposing targets; you must learn it as soon as possible. It is learned by using a Malboro's tentacle.

--Acid: Minimal damage plus meltdown spell, learned by using a Mystery Fluid, which dropped from Gaylas.

--Aqua Breath: Water Based, medium to heavy amount of damage on all opposing targets. Learned by using a Water Crystal, which is dropped from Chimeras or Fastitocalons.

--Mighty Guard: Add various positive status changes on all party members. Rumor said that Mighty Guard rarely casts Aura on all party members, and it rarely happened in my games. It is learned by using a Barrier, which is dropped from Behemoths.

--Homing Laser: EXTREMELY heavy damage on a single target. Learned by using a Laser Cannon, which is dropped from Mobil Type 8, or rarely dropped from Belhelmel and Elastoid (level 30 or above).

NOTE: By spending a lot of time leveling up to level 30 + in disc one and fighting a lot of Belhelmels around Galbadia Garden, you may be able to get a Laser Cannon from them and learn Homing Laser in Disc one. It will make a major difference in your game because Homing Laser is just too powerful, especially when Quistis's has a single digit Hp. This FAQ is generally based on people who are willing to spend time to acquire Homing Laser in Disc one, but if you have already passed this point, you can still beat your No Junction game. You will need Micro Missile.

--Ray Bomb: Non-elemental minimal damage on all opposing targets, learned by using a Power Generator, obtainable in Lunatic Pandora if you loosed the right hatch when you were in Laguna's past. It is a pretty weak limit break.

--Shockwave Pulsar: 10,000+ damage on all opposing targets, learned by using a Dark matter. Basically it is impossible to acquire a dark matter in a No Junction game without G.F. Siren; however, if you have pocket PS, then you may be able to find one.

d. Zell Dinct

Weapons:

--Metal Kunkle: Equipped at the beginning of the game.

--Maverick: Requires one Dragon Fin and one Spider Web to remodel, you can acquire Dragon Fins from Grendels.

--Gauntlet: Requires one Dragon Skin and one Fury Fragment to remodel, you can acquire Fury Fragments from Blue Dragons, Ruby Dragons or Grendels (level 30 or above).

--Ehygeiz: Requires one Adamantine, one Fury Fragment and Dragon Skins x 4 to remodel; you can acquire Adamantine from Adamantoises.

Limit break: Duel

Every time you input Duel command, Zell will have a certain amount of time to perform his Duel attack; of course the lower Zell's Hp is, the longer the duel time. It does not always work this way, but it usually does. With a long duel more than eight seconds, and inputting Zell's skill properly and FAST, Zell could deal MUCH MORE damage than Squall and Quistis. My best record was attacking 68 times in a 12 seconds long duel.

Here is Zell's Duel attack list:

--Punch Rush: Circle + X. learned.

--Booya: Right + Left, learned.

--Heel Drop: Up + down, learned.

--Mach Kick: Left + Left + Circle, learned.

--Dolphin Blow: L1 + R1 + L1 + R1, it can be learned by reading Combat King 001, but you can still perform this move without Combat King if you memorize the commands and input them in order.

--Meter Strike: Down + Circle + Up + Circle, it can be learned by reading Combat King 002, but you can still perform this move without Combat King if

you memorize the commands and input them in order.

--Finish Blow-Burning Wave: Down x 4 + Circle, learned.

--Finish Blow-Meteor Barret: Up + X + Down + Triangle + Circle, it can be learned by reading Combat King 002, but you can still perform this move without Combat King if you memorize the commands and input them in order.

--Finish Blow-Different Beat: Triangle + Square + X + Circle + Up, it can be learned by reading Combat King 004, but you can still perform this move without Combat King if you memorize the commands and input them in order.

--Finish Blow-My Final Heaven: Up + Right + Down + Left + Triangle, it can be learned by reading Combat King 005, but you can still perform this move without Combat King 005 if you memorize the commands and input them in the correct order.

For more detailed information about Zell's Duel combos, please refer to Appendix for more detailed information.

e. Irvine Kinneas

Weapons:

Valiant: Equipped at the beginning of the game.

Ulyness: Requires a steel pipe, a Bomb Fragment and two screws to remodel; you can acquire Bomb Fragments from Bombs.

Bismarck: Requires steel pipes x 2 ,Dynamo stone x 4 and screws x 8 to remodel, you can acquire Dynamo stones from Blitz (Level 30 or above) or Cockatrices (rarely dropped).

Exeter: Requires a Dino Bone, a Moon Stone, one Star Fragment and screw x 18 to remodel, you can acquire Moon Stones from Toramas.

Limit Break: Shot

Irvine's limit break is actually somewhat useful, although I did not use him too often. Once you input "shot" command, a time bar appears on the bottom right of your screen, you can shoot enemies with your bullets before the bar disappears. Of course the lower Irvine's Hp is, the longer shot time is available in average. You can use direction bottom to switch the target if it is needed.

There are basically only four kinds of bullets available in a No Junction game (regardless Angelo Search), so I am only going to list them below.

--Normal Shot: Requires normal ammos. Damages a single target.

--Scatter Shot: Requires shotgun ammos. Damages all opposing targets.

--Dark Shot: Requires Dark ammos, damages a single target and inflicts sleep, poison and blindness on a single target, probably the best limit break for Irvine.

--Flame Shot: Requires Fire ammos, fire based damage on all opposing targets, slow and fairly powerful.

f. Selphie Tilmitt

Weapons:

Flail: Equipped at the beginning of the game.

Morning Star: Requires steel orbs x 2 and Sharp Spike x 2 to remodel, you can acquire steel orbs from Windego or GIM47N.

Crescent Wish: Requires one Inferno Fang, one life Ring and Sharp Spike x 4 to remodel; you can acquire Inferno Fangs from Ruby dragons or Hexadragons, and Life Rings from Turtapods or Mesmerizes.

Strange Version: Requires one Adamantine, Star Fragment x 3 and Curse Spike x 2 to remodel. You can acquire curse spikes from Creeps. Imps or Malboros.

Limit break: Slot

The bad thing about Selphie's limit break is that you have to sit there and keep inputting "Do Over" command until you get the stuff you want, otherwise, Selphie's slot is pretty useful. You can find almost every kind of magic in her slot limit break, and four additional special attacks:

--Full Cure: Completely restore party member's Hp to Maximum.

--Wall: Protected and shell on the entire party.

--Rapture: Instant death on a single target, does not work against bosses.

--The End: This is Selphie's ultimate attack. Except for undead enemies, The End can kill ANYTHING AND EVERYTHING standing on your way, even bosses. It is a very rare spell, and it occurs a bit more often when Selphie's Hp is extremely low. Also, the higher Selphie's level is, the more often The End is available.

NOTE: It is possible to beat a No Junction game WITHOUT The End. This FAQ does consider that The End is a cheap spell and avoids using it, but if you get really stuck on the final battle, then using it once or twice would help a lot. It is indeed an awesome spell.

g. Laguna Loire

Weapon: Machine Gun

Limit Break: Desperado-Heavy damage on all opposing targets.

h. Kiros Seagill

Weapon: Katal

Limit Break: Blood Pain-Six slashes on a single target, usually performs critical hits.

i. Ward Zabac

Weapon: Harpoon

Limit Break: Heavy Anchor-Medium amount damage on all opposing targets.

j. Seifer Almasy

Weapon: Gunblade

Limit Break: Fire Cross--Heavy damage on a single target.

k. Edea

Weapon: None

Limit Break: Ice Strike-Heavy damage on a single target.

III. General Strategies

After knowing characters' limit breaks inside out and how to control them well, it is still not good enough to help you complete a No-Junction game with minimal effort. This section provides some common knowledge that could help players in a No Junction game.

--Basic Game Setting

IN order to perform limit breaks, you may need to press circle bottom several times before the limit break is available, and your enemies may attack your party before you can launch your limit break. The best way to prevent this situation from happening is to set the battle speed to the lowest possible. By doing so, while your turn comes up, you will have a longer time to press circle bottom constantly before your enemies move. Also set ATB system to "Wait" instead of "Active".

--Early leveling up

Except for VERY FEW bosses, most bosses' level will NOT go up with yours, so basically the higher your level is, the more advantage you may have during boss battles. You can use Quistis's Degenrator to kill randomly encountered monsters quickly and gain fast EXP. Do not worry about the Ruby Dragon in Laguna's past, its maximum level is twenty nine.

--Acquiring Odin

Acquiring Odin in Disc 2 will certainly help you and your game. Odin's attack: Zantestuken cuts anything into pieces except bosses. It appears to me that Odin shows up much more often when you are attempting to run away from battles, so after you acquire Odin, always press R2 + L2 quickly at the beginning of battles and see if Odin will cut their heads off for you.

--General tips of using limit breaks

It is an important part of a NO Junction game because there is almost nothing you could do without limit breaks. Basically, when your Hp is 1/3 or below, limit breaks will be available by pressing circle bottom constantly. The lower your Hp is, the more powerful your limit breaks will be.

Even other people (including your enemies) input commands before your limit breaks, unless the action is already taken, limit breaks ALWAYS go first. You should usually let people who have high Hp use their regular attack, then press circle bottom constantly while other people are running toward the enemies. Even your enemies input command, since their actions will not be taken while you are attacking, your limit break will come out before your enemies could move. This tactic definitely saved my life several times, especially against randomly encountered enemies, I could usually get a Degenerator before the enemies' turns.

--Effect of status changing

Negative status changing is annoying in a regular game, but in a No Junction game, it may be your good friends. When your characters are suffering negative status, their limit breaks will be much more powerful than usual, and the Hp requirement of using limit breaks will be much higher. For a character is blinded and silenced, he/she only needs Hp below 1/2 to perform limit breaks, instead of 1/3. Try letting as many people get silenced and blinded as possible, especially at the very end of the game. Of course, it is not necessary, but it will help you a lot. It is just like your Aura spell in a regular game.

--Always save extra files

Anytime you are about to enter a new quest in a NO Junction game you should save two files-Suppose you made some ridiculous mistakes and get stuck in the quest. You can still use your back up save to start it over instead of starting the entire game over, especially the missile base part.

--Remodel weapons as soon as possible

Since your characters are relatively weak in a No Junction game, upgrading your weapons is the fastest way to raise your strength! Especially Squall, Zell and Irvine. If you are willing to spend some time in the early part of the game and remodel your weapons, it will make your life a lot easier.

--Adjusting your Hp

It is the soul of a No Junction game. You will have to adjust Hp before the battles in order to use limit breaks, sometimes you have to be concerned about Bosses' attack power. For example, since a boss can deal 900 damage on your party, you should enter the combat with around 1,000 Hp. It still allows you to perform limit breaks and be able to survive at least one hit, and after you are damaged, you will be near death and your limit break will be more powerful. Here is just an example. I will have more detailed information about this part in the next section.

--Select + Start + L1 + R1 + L2 + R2= Soft Reset: You are going to use it A LOT!!!

IV. No Junction Game walkthrough

This section starts at Fire Cavern, since there is not too much you can do when Squall is in the Garden at the beginning of the game. I have to say it again here: This FAQ does not describe anything that is not directly related to a No Junction game.

DISC ONE

+-----+
+ 1-1 Field Exam +
+-----+

<Fire Cavern>

--Before you enter the cavern, level Squall and Quistis up a bit, around level 10 would be ideal.

--Acquire Spider Webs from Caterchipillars in forests and teach Quistis

Ultra Waves.

--Select 10~20 minutes as your time limit in the cavern.

--Fight some bombs and try to acquire at least one bomb fragment (optional).

--Challenge Ifrit when there is around seven minutes left. Enter the battle with full HP.

Boss: Ifrit Hp: 1,068

Ifrit is not a very hard boss, his fire spell deals around 60 points damage to a single target, and his jump attack deals around 110 damage to a single target. Squall and Quistis can take him down easily with their limit breaks.

Strategy:

--Have Quistis (47 damage per hit) and Squall (60 damage per hit) attack Ifrit.

--If Squall's Hp is low, using Ranzokuken twice (60~65 damage per hit average 300 per Ranzokuken) should be enough to take Ifrit.

--Have Quistie use Laser Eye if it is necessary.

--Go back to Garden and begin your final Seed exam. Zell and Seifer will join your party.

<Dollet>

--Just use everyone's regular attack and you will be fine against those Galbadia solders. Unless you are trying to get a higher score for your seed report card, it is not necessary to level up like crazy here, but a good thing if you do. Around average level 10 will be enough.

Fight: Anacondaaur

--Anacondaaur's squeeze attack deals around 93 damage on one character, and its dark mist deals around 50 damage on a single target.

--Keep attacking Anacondaaur and wait 'till Seifer's Hp is low. Two or three fire crosses will finish it for good. You can attack Seifer to bring his Hp down if you want.

--Seifer will leave your party and Selphie will join in, level Selphie up to level 10.

Boss: Biggs and Wedge

They are not very tough opponents; they are just funny. Biggs' machine gun attack deals around 40 damage on a single target, his rush attack deals around 45 damage on one character, and his thunder spell deals 80 damage on a single target.

After you deal a certain amount of damage on Biggs, Wedge will show up and help his boss. Wedge deals around 30 damage on a single target per attack.

Strategy:

--Attack Biggs constantly, don't bother hitting Wedge.

--Don't let anyone's Hp go below 130, if that happens, hit Selphie and have her cast full-cure on the entire party.

--Elvoret will blow them away after you deal a certain amount of damage on them.

Boss: Elvoret Hp: 3,253

Many people said this battle would be tough in a No Junction game, but actually, I did not have any trouble fighting him. The key is not to let Biggs and Wedge deal too much damage on your party, or Elvoret could finish you in two or three turns.

Elvoret's normal attack deals around 60 damage on a single target; his thunder spell deals around 85 damage on one character, and his breath attack deals around 120~155 damage on all party members, watch out for this attack, don't let anyone's Hp so below 140~160.

Strategy:

--Have Zell (60 damage), Squall (80 damage), and Selphie (48 damage) attack Elvoret with their weapons.

--If anyone's Hp is around 200, attack Selphie and bring her Hp down to 200 as well. If Elvoret uses storm breath attack, have one person use limit break, and Selphie cast Full-Cure.

After you defeat Elvoret, you will have to go back to the ship within 30 minutes; Biggs will call a big steel spider called X-ATM092 to block your way.

Boss: X-ATM092 Hp: 5,770

X-ATM092's normal attack deals around 50~60 damage on one character, its Clash attack deals 40 damage to the entire party, and its Ray Bomb attack deals around 100 to all three party members. It is not really a strong boss.

Even though X-ATM092's power is not great, it is a pain to fight him over and over in a No Junction game. You may want to avoid fighting it too often, and it is possible to only fight X-ATM092 once.

Strategy:

--Basically, using regular attack will be good enough. If Zell's Hp is below 300, hit him a few times and have him abuse Duel on X-ATM092.

--After you run away from him, when you reach the road with a downward slope, press triangle bottom and walk instead of run. You will be able to avoid being stunned by X-ATM092.

--When you reach the bridge, go left when you hear X-ATM092 jumping, go right again when you hear X-ATM092 jumps again.

--Save the Dog at City Square by pressing X bottom if you want a higher score for your Seed report card.

<Balmab Garden>

--After the party, Quistis will bring Squall to the training center. You can

level them up a bit if you want. DO NOT attempt to fight T-Rexaur.

Boss: Granaldo/Raldos x 3

This boss is extremely weak; he drops Radlos on your party, which only deals around 45 damage on one character. Also Raldos will attack on their own if you kill Granaldo first, their attack deals around 25 damage to a single character.

Strategy:

--Have Squall and Quistis attack Granaldo constantly, you won't even need limit breaks.

--After you slay Granaldo, kill Raldos one by one.

+-----+
+1-2: Forest Owls +
+-----+

--After you become a formal Seed, Cid will brief your mission and give you a magic lamp. You can fight Diablo by using the magic lamp. I really don't think it is a good idea to fight him as soon as you acquire the magic lamp from Cid. Please refer to the "optional boss" section for detailed strategies about how to defeat Diablo.

--Take Seed writing tests and level your seed rank up. Money is very important in a No Junction game.

--After you pass the Laguna part, you will meet Rinoa and her companies. Search underneath Rinoa's bed and get your Pet Pal Vol2 if you wish, but DO NOT learn the skill in the book (Angelo recover)

--Finish the mission and kidnap the President; try not to get caught and your seed rank will level up one point if you do so.

Boss: Fake President/Gerogero Hp: 778/3,650

Now, you are facing a REAL boss in your No Junction game. After you defeat the fake president, he will show his true form-Gerogero. His status attack is very annoying because sometimes it inflicts CURSE-it prevents your party members from performing limit breaks. Also, Gerogero's defense is insanely high. The only good thing is that Gerogero is not very agile.

Fake President's attack deals around 70 damage on a single target, and Gerogero's regular attack deals 165 damage on a character; his breath attack deals around 150 damage on a single target, and it inflicts various status changing, sometimes includes curse.

Strategy:

--Have Zell (55 damage), Squall(80 damage) and Selphie(48 damage) attack Fake President constantly. Try to bring everyone's Hp down to around 180 before you fight Fake President.

--When Gerogero comes up, you have to hope that he will use his regular attack on Zell and/or Squall, and then abuse their limit break(44 per renzokuken + 65 damage for Rough Divide; 30 per hit for Zell's Duel).

--If Gerogero does not kill anyone, have two guys use limit breaks again and

Selphie use Full Cure(or Holy, 600 damage, but since you have Selphie's Hp around 180, it is very hard to find Holy in Selphie's slot).

--Keep hitting Gerogero with all you've got and see if you can kill him before he wipes your party out.

<Timber revisited>

--Be sure to buy Pet Pal Vol3 & 4 for Angelo, and learn Invincible moon before you go to the forest (keep walking around in the town and you will learn invincible moon quick, you can learn Angelo reverse right now if you want).

<Forest: The past>

--Be sure you pick up two old keys if you want to get Combat King 005 later.

--BE SURE YOU LEARN DEGENERATOR HERE. A monster called Gesper here sometimes drops black hole, which can teach Quistis Degenerator, it will save your life many times later.

--When you see three hatches on the floor, loose the far right one.

Fight: Esthar soldiers x 2

--Attack them constantly and you will not have any problem. Also you can bring Laguna's Hp down to the critical stage before the fight. Desperado works pretty well against them.

+-----+
+1-3: Mission of terminating Sorceress +
+-----+

<Galbadia Garden>

--Irvine will join your party. Don't do anything yet if you want to learn white wind later.

<Deling City>

--Buy some fuel and rent a car. There are many things you have to do right now.

--Drive back to Dollet and find Admantoises on the beach. They drop whispers only if their level is 20 or below. Have Quistis, Squall, and the one with the LOWEST level be in your party. Run away from every battle unless you see Adamntoises, use Degenerator on them and kill them instantly and hope they drop some whispers. If you keep getting other stuff and finally your average level is above 20, reset the game and try again. You can teach Quistis White Wind by using a Whisper. However, this blue magic IS NOT REQUIRED. You can still beat the game without using it.

--Keep fighting Adamamtoises after you get whispers. Try to acquire at least three Adamantine and two turtle shells from them.

--Try to acquire at least one Water Crystal from Fastitocalons, they are pretty easy to be found on the beach where you fight Adamamtoises, you can teach Quistis Aqua Breath by using a Water Crystal.

--BEFORE your party's average level is above 30, drive to Timber and fight

the monsters in Roshfall Forest (Forest beside Timber). Try to acquire four or more steel pipes from Windegos. They also drop steel orbs very often.

--Fight Ochus at the same place you fight Windegos and acquire two Ochu's Tentacles.

--Fight Cockatrices in Roshfall Forest and acquire one Cockatrice Pinion from them. They rarely drop Dynamo stones, if you are lucky. You can also get a Coral Fragment from them sometimes, it teaches Quistis Electrocute.

--Fight Anacondaurs in Roshfall Forest and try to get as many Dragon Skins as you can, it rarely drops Star Fragments if its level is above 30. Consider you are lucky if this happens to you.

--Drive to the field beside Galbadia Garden, fight tons of Belhelmel and try to acquire a LASER CANNON!!! It teaches Quistis blue magic "Homing Laser", which will make you life a whole lot easier. Also, they drop saw blades pretty often.

NOTE: Belhelmel RARELY drops Laser Cannons and their level should be 30 or above. You may have to fight hundreds of them in order to acquire one Laser Cannon, and if you are unlucky, it could take you more than twenty hours. However, it is still possible to beat a No Junction game without learning Homing Laser here. You can wait 'till you defeat Mobil Type 8. For those who are tired of fighting Belhelmels over and over or if you have already passed this point, please be sure you learn Micro Missile later.

--The place you fight Belhelmels also has a lot of Geezards there, get as many screws from them as you can.

--Climb up to the cliff besides Galbadia Garden and fight Grendels to acquire some Dragon Fins. (**)

--Go back to the field around Deling City and fight Thurstaervis and acquire some shear feathers from them, they sometimes drop Windmills.

--If you DID miss black holes in Laguna's past, here is your last chance: There are some Windegos around Deling City, they rarely drop black holes with level 30 or above. It is a pain to fight them with level 30 or above without Degenerator...their Dribble and Shoot attack will wipe your party out in a few turns. You have to rely on Rinoa's invincible moon and Zell's Duel to take care of them.

--Fight Aramadodos in The Tomb of the Unknown King and acquire sharp spikes from them. There are two optional bosses here: Sacred and Minotaur, I don't recommend fighting them at this point, you may come back here later.

--Don't forget to get the password inside the Tomb.

If you followed the FAQ so far, here are the weapons you can remodel right now:

Squall: Shear Trigger

Rinoa: Rising Sun

Quistis: Red Scorpion

Zell: Maverick

Irvine: Ulysses only if you acquired a Bomb Fragment in Fire Cavern.

Selphie: Morning Star

--Level Squall up to level 50 and Zell to LV 40 or higher. Make sure Squall's Hp is critical before you begin the mission of terminating Edea.

--Angelo should learn Angelo Reverse by now.

--If you did not buy ammos in Balamb, now is your chance before the Parade.

--Save an extra file before the mission.

<The Parade>

--Rinoa is attacked by two Iguions, and Irvine and Squall will be on their way to save the beauty.

Boss: Igunion x 2 Hp: 1,747

The only thing you have to worry about is their Magma Breath attack, which will petrify Irvine and Squall. They don't use Magma breath at their first turn often.

Strategy:

--Have Squall use Rznzokuken, with level 50+, two Ranzokukens will kill both of them. If they are not dead, then have Irvine attack them (60 per hit).

<Underground Tunnel>

--When you are controlling Quistis's party, try to acquire some curse spikes from Creeps and teach Quistis Level? Death. You also need them to remodel your weapons in the later part of the game.

--After Quistis closes the gate and traps Edea inside, you will have to challenge Edea. I don't know what BardyGames' strategy guide was talking about...do not trust them at this point. You HAVE to defeat Edea at this point or it is a "game over".

Boss: Seifer Hp: 1,150

Well, even he has become a Sorceress' knight, it won't change the fact that he is always weak, a troublemaker, and a good-for-nothing. This battle is very easy. Seifer's regular attack deals up to 135 damage on Squall in case he uses his gunblade properly, and his Fira spell deals around 235 damage on Squall. Squall will enter the battle with full hp automatically, so there is nothing you have to worry about in this battle.

Strategy:

--Have Squall attack Seifer constantly (200+ per hit) and Seifer will be defeated in no time.

Boss: Edea Hp: 7,000

This battle could be tough if you are under leveled, however, if you have Squall with level 45 or higher and two other people with Hp 1,500 or above, you won't have any problem.

Edea uses Firaga, Bizzaga and Thundga as her main attacks, each "GA" spell deals around 350 damage on one character.

Strategy:

--Enter the battle with full Hp for Rinoa and Irvine, or if you could control their Hp around 1,400, that would be better, because with 1,400 Hp, after 3~4 "GA" spell their Hp will be extremely low, but not K.Oed. They could use more powerful limit breaks.

--Attack Edea with all three characters (Squall 305, Rinoa 170 and Irvine 90 per hit). Use limit breaks when any of them has low Hp. If you can get invincible moon working, have Irvine abuse shot (if his Hp is low, too) and Edea will go down quickly. Disc one ends here.

DISC TWO

+-----+
+ 2-1: D-Desert Prison +
+-----+

<Winhill>

--You are controlling Laguna and Kiros, use the money Raine gave to you to buy some extra stuff.

<D-District Prison>

--You will have to use Zell to fight two Galbadia soldiers in order to get the weapons back. Use Zell's regular attack will be good enough to handle them.

Fight: Biggs and Wedge

Geez, these two dudes never learn. They just don't know when to quit. Their attacks are still weak in this battle. The only thing you need to pay a little attention to is that Biggs casts haste on himself when his Hp is low.

Strategy:

--Keep attacking with everyone's regular attack and you will defeat Biggs and Wedge quickly.

Now you are out of the room you were locked in, you will have to find your way out of the prison.

--Fight GIM52As and acquire missiles from them, it teaches Quistis Micro Missile. You CAN NOT miss this Blue magic, especially if you don't have Homing Laser.

--Go to the bottom floor first and acquire Zell's Combat King 001.

--Pick up an Str up at the second floor and use it on Zell.

--After you find Squall and Rinoa, you will have to divide your people into two parties. Place Squall, Quistis and Rinoa in one party, and the other three in another.

--When you reach the 10th floor, make an extra save so if you mess up in the missile base part, you can start the game over from here.

Boss: Elite Soldier/ GIM52A x 2 Hp:????

This fight could be hard if Quistis does not have proper Blue magic. Elite Soldier's attack deals around 200 damage on a single target, and GIM52A can do around 300+; GIM52A sometimes uses Micro Missile attack, and they use it more often if Elite Soldier casts Aura on them.

Strategy:

--Enter this battle with Quistis Hp around 400~500, so she could hold at least one attack.

--Use Degenerator to kill GIM52As first, then Elite Soldier.

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+-----+
+ 2-2: Investigating Missile Base +
+-----+
```

--After you escape from the Prison, you will have to divide your people into two parties, one is going to investigate the missile base, and another one is going back to Balamb Garden.

Note: CHOOSE YOUR PARTY MEMBER WISELY or you will screw up at this point for good. The party going back to Balamb Garden should be stronger than another party.

--Let Zell and Rinoa go with Selphie to the missile base.

--In the missile base, try to act cool and avoid battles.

--Remember to set the missile error ratios before you enter the control room.

--You have to fight three guards in the control room. Use everyone's regular attack and you will be fine. Use limit breaks when your Hp is low. If you can have Zell use Duel, Focus your attack on the red soldier, then use burning wave as the finish blow to wipe out all three of them in one turn.

--Use potions to recover your party after the fight, and set the time limit to 20 minutes. You can use the emergency door to exit the base if you select 20 minutes or under.

Boss: BGH251F2 Hp: 8,400

This boss is extremely tough and powerful, not because of its high Hp, but its attack power is quite amazing as well. Its regular attack deals around 600+ damage to a single target, and after you damage 3,500~4,000 on BGH251F2, it will use a powerful beam cannon attack, which deals 1,000+ damage on a single target. This attack is most likely fatal against weak party members.

The only good thing is that BGH251F2 is very slow. You may need many attempts in order to defeat this elite battle machine.

Strategy:

--Either enter the battle with everyone Hp full or extremely low Hp for Zell

and Rinoa. If you choose the second method, you can fight some enemies inside the missile base and bring Rinoa and Zell to near death status.

--For those who enter the battle with full Hp: Attack BGH251F2 constantly with regular attack (Zell 105, Rinoa 130, and Selphie 65 per hit), and when both Zell and Rinoa have been shot twice, hit both of them one more time and bring their Hp low, then use their limit breaks, and hope BGH25IH2 uses Beam Cannon on Selphie or Rinoa, so Zell can abuse Duel. Since you have already done some damage on BGH25IF2, you can win this battle by using Duel three more times.

--For those who enter the battle with low Hp: Use Angelo and pray that it is an invincible moon, then have Zell abuse Duel. Your invincibility will expire after about three turns, so after everyone has moved twice and it's Rinoa's turn again, hold Rinoa and wait 'till invincibility is expired, then quickly use Angelo again and hope that is an invincible moon again; if it is, then your victory is ensured.

--After you destroy BGH251F2, have Zell Duel on the red soldier. Then use Burning Wave to kill all of them. Angelo cannon won't be a bad choice, either.

+-----+
+ 2-3: Activate Balamb Garden +
+-----+

<Balamb Garden>

--When Garden Facility asks you which side are you with, tell them that you are with Cid so you will have the chance to fight those special monsters and acquire some good items.

--You have to go to all six areas on the first floor before you can find Xu and Cid, use Degenrator all the way to finish the monsters called by Garden Facilities. You will fight a Grendel and acquire some Dragon Fins (Fury Fragments if you are lucky), and T-Rexaur, which will give you some Dino Bones (Star Fragment x 2 for the rare drop).

--Headmaster Cid will tell you to go down the B1 Floor. Go and find your way down deeply inside the Garden. When you reach a huge gate, two monsters will jump out form nowhere and attack you.

Boss: Oilboyles x 2 Hp:????

Without Degenerator this battle could be almost impossible to win in a No Junction game. Their attack power is extremely high, and their Oil Shot inflicts various status changes and heavy damage on one of your party members; their sonic wave is another powerful attack, it deals around 800 damage on the entire party, and they have fair agility. If Quistis does not take the initiative in this battle, she could be killed quickly before her first turn.

Strategy:

--If Quistis initiated at the beginning of the battle, using Degenerator twice will finish them for good.

<After activating Garden>

--After some events you will be told to go down to the B1 floor and speak to

the Garden Master NORG.

--It is an advantage to you if you have Quistis Hp 2,000 or higher for the next boss battle.

Boss: NORG Pod/NORG Hp: 2,000/12,200

NORG is hiding in a big battle machine and there are two blue orbs on both sides of the battle machine. When the blue light turns into red, it attacks your party with wind magic. You must keep attacking them in order to prevent them from being activated.

You will have to break NORG Pod first before you attack NORG. NORG's water spell deals around 400+ damage on a single target, and his deadly Physic Blast attack deals around 1,050 on a single target.

Strategy:

--NORG Pot will not attack you, so have Squall (150 damage), Irvine (50 damage) and Quistis(95 damage) attack constantly. Hit the orbs when their color turns into yellow.

--Before you break the NORG Pod, be sure to bring Quistis's Hp to around 500~600, but don't go below.

--After you break the Pod, have Squall and Irvine attack the orbs, and Quistis use Micro Missile (6,000 damage) + Homing Laser (2,000~9,999 damage. The result is vary based on Quistis's hp, the lower the better.) to finish NORG.

<Fishman's Horizon>

--If you got Fury Fragments from Grendel, upgrade Zell's weapon to Gauntlet.

--Galbadia soldiers will attack Fishman's Horizon, fight SAM08Gs and acquire running fires from them; Quistis can learn Gatling Gun by using a running fire.

--Level up Squall to LV60 if you still don't have such a high level, and your party will be strong enough to end this Quest. You can beat the boss with Squall level 40 or under, but it is not a good idea though.

Boss: BGH251F2 Hp: 7,800

BGH251F2 somehow made its way here, it is badly damaged and the beam cannon will no longer function anymore, however, its machine gun attack is still powerful (650~700 per hit)

Strategy:

--Enter the battle with full Hp for Squall and Irvine, and around 1,500 Hp for Quistis.

--Attack BGH251F2 constantly with all three characters (Squall 229, Quistis 153, and Irvine 90 per hit). Use limit breaks when their Hp is low enough.

--IF you are not strong enough to bring it down quickly, don't worry. After Quistis is damaged twice, her Hp will be around 200 or below, have her use Homing Laser to finish this battle.

+-----+
+ 2-4: Liberate Balamb +
+-----+

After several events and cut scenes you will be able to control the Garden, your next destination is Balamb, but don't hurry. You have many things to do before you enter Balamb.

--Go to Tarbia Snowfield/Forest first. Fight some Blue Dragons and try to acquire some Fury Fragments from them. With the Adamantine you received earlier and Dragon Skins, you can remodel Zell's best weapon: Ehrgeiz. If you are short of Dragon Skins, go back to Roshfall Forest beside Timber and fight more Anacondaurs.

--You can also fight Mesmerizes on Tarbia Snowfield, which drops Mesmerize Blades, If you have followed the FAQ so far, you can remodel Rinoa's weapon: Cardinal.

--Fight Gaylas here and acquire one Mystery Fluid from them, it teaches Quistis Blue magic: Acid.

--GO to Garden's training center and have Quistis degenerate T-Rexuars. They rarely drop Star Fragments. Try to acquire at least five of them. It is a good idea to level up here, too. You can remodel Selphie's weapon: Strange Version right now.

--I recommend going to Odin's Tower and acquiring Odin at this point.

<Odin's Tower>

--You have to find Odin and defeat him in 20 minutes. Before you enter the tower, make sure Squall's level is 70 or above, and other people have reasonable level as well. Select Zell, Quistis and Squall as your party members, and you must bring their Hp down to critical stage before you climb Odin's Tower.

--Find your way to reach Odin's room, do not waste your time to fight randomly encountered monsters. Escape from battles all the way. Your target is to reach Odin's room with more than eight minutes left.

Boss: Odin Hp: 31,000

Odin is too cool to attack you. All you have to do is to bring his Hp down to Zero before the time is up. When the clock reaches 00:00, Odin will slash you party with Zentetsuken, which is always fatal, even Rinoa's invincible moon won't allow you to survive this attack.

Strategy:

--Have Squall use Renzokuken (170 damage per hit + Fated Circle 220)

--Have Zell abuse Duel (50~80 per hit, if it is a long Duel with 12 seconds, you can deal more than 3,500 damage in one turn, which is much more powerful than Renzokuken) on Odin. Be careful because Duel may waste a lot of your time.

--Have Quistis use Homing Laser (1,900~6,500 damage)

You should be able to take him in around five minutes. After you defeat him, he will randomly show up in battles and Zentetsuken your enemies to pieces.

Remember if you attempt to escape at the beginning of the battle, Odin will save you more often.

--Fight Tonberries in Odin's Tower and acquire a Chief's Knife. They are tough enemies, but you can kill them by abusing Micro Missile and have Zell perform Duel when Tonberry's Hp is low enough.

--Remodel Squall's weapon: Punishment

--Now there are two important Blue Magics: GO to the Chocobo Forest besides Tarbia Garden and catch a Chocobo there, if you are not good at chocobo catching, you can ask the Chocoboy to catch one for you. Ride the Chocobo to the east to Grandidi Forest (North of Esthar Plain). You will encounter Malboros there. Always run away from them first and see if Odin will cut them to pieces for you; or if you hit a lucky preemptive strike, you can have Quistis degenerate them and acquire Malboro's Tentacles. It will teach Quistis Bad Breath-you need this skill to defeat many bosses later.

--You will encounter Hexadragons there, too. Have Quistis degenerate then and acquire Inferno Fangs. It teaches Quistis's Fire Breath. If you don't want to get this blue magic now, you will still have a chance later.

--To get out of Grandidi Forest, go to the deepest part of the Forest and you will find Chocobo Sanctuary. You can ride the chocobo there and get out of the Forest.

<Balamb>

--Zell is going with Squall to save the town, so you can only choose one party member freely. Place Quistis with Zell and Squall.

--After you see Raijin is chased by a dog, don't go to the Balamb Hotel directly, save your game at Zell's room first.

--You must enter the boss battle with Quistis Hp around 500~ 600, however, after you stay in Zell's room your party is recovered!!! Don't worry, there is a way to get out of the town. Speak with Big Bad Rascal in Zell's house, after he leaves, visit Zell's neighbor and you will see the hotel owner's daughter there and crying because her parents were blocked outside the town and she is worried about them. In order to help Big bad Rascal to contact the hotel owner outside, talk to the guard and force him to turn his head. Do not press any bottom to end the conversation 'till Big Bad Rascal talks to the hotel owner outside. After this event, Big Bad Rascal will help you get out of the town every time you ask him. Go outside and fight some monsters, then kill Quistis in battles. Revive her and heal her with two potions and Quistis's Hp should be around 500~600, based on your level. Save an extra file before the boss fight.

Boss: Raijin/Galbadia Soldiers x 2 Hp:????

Raijin is extremely powerful in his physical attack. He deals around 1,200 damage on a single target, and if a critical attack occurs, it is always fatal unless Squall has level 100, then he might be able to survive.

Raijin is not immune to many status attacks, so Bad Breath will be your lifesaver in this battle, it almost always puts Raijin in darkness and sleep.

Raijin NEVER hits girls if one of the Galbadin soldiers is still alive (If there is only a girl left in your party and at least one Galbadia soldier is

alive, Raijin will say "I don't hit girls, ya know" ^_^ and command the soldier attacking). So if you keep at least one soldier alive, Quistis will have enough time to use blue magic.

Strategy:

--Have Squall and Zell take down one of the soldiers.

--Have Quistis use Bad Breath and put Raijin to sleep and darkness.

--NEVER attack Raijin with physical attack-it will wake Raijin up; and even he is blind, he can still hit your characters sometimes. Have Quistis use Micro Missile two times and one or two Homing Laser to finish Raijin.

Boss: Fujin/Raijin Hp: 8,700/16,300

Fujin is waiting for you inside the hotel, and Raijin will help her to bring you down. This battle is much harder than the Raijin battle, Fujin uses magical attack (Tornado deals around 450 damage to the entire party, and aero deals around 200 on a single target), and she is immune to silence. She also uses special attack that will reduce a single target's Hp to 1, and this attack won't be affected by darkness. Fujin also casts Esuna sometimes when Raijin is in trouble.

Raijin comes back with more strength. It is a bit hard to put him to sleep in this battle, although it is still quite possible. His "Raijin Special" (a bad translation, when I was playing JP version this skill is actually a "Raijin Flying Dragon Attack") attack deals around 1,800 damage on one character, and it will not be affected by darkness, either. Again, you will need some luck to win this battle, and if you are killed, sorry, you have to fight Raijin again.

Strategy:

--Fujin is more likely to take the initiative in this battle. Her Tornado spell deals around 450 damage and will bring Quistis VERY CLOSE to death, and it will make her blue magic more effective and powerful.

--Have Quistis use Bad Breath and see if you can put both off them to sleep. At least you must put Raijin into sleep.

--Have Quistis attack Fujin with a Micro Missile and Homing laser to finish her off.

--After you defeat Fujin, use Micro missiles and Homing Laser all the way 'till Raijin is defeated. If he is awake, whether you win this battle or not depends on how often he uses his Raijin Special attack.

--You will receive two Str Ups after these two tedious battles. Use them on Zell.

After liberate Balamb from Fujin and Raijin, Selphie will ask Squall to take her to Tarbia Garden.

+-----+
+ 2-5: The forgotten Past +
+-----+

<Tarbia Garden>

--Remember that Irvine told you that the reason everyone forgot their childhood is because of G.Fs??? It is funny that he still says the same thing in a No Junction game.

<Edea's House>

--You will encounter Galbadia Garden there, and Seifer is in charge of this attack. You can see his face clearly on the screen, looks like he is dreaming that he is King of the world, he does not know that all he has right now is from the mercy of Edea. We are going to teach him a lesson later.

--After a few events Squall will be asked to bring two people with him to the second floor. It is a wise choice to let Quistis be with Squall.

Fight: Paratrooper x 4

--Have Quistis use Fire/Aqua Breath to wipe out Paratroopers in one or two turns.

--After a mini game, Squall and his companies will sneak into Galbadia garden. Choose Zell, Quistis with Squall as your party members.

--After you find two card keys, you will enter the main lobby and Cerberus is there. Refer to the optional boss part to find more detailed information about how to defeat Cerberus. There is a save point behind him, so save first before you fight Cerberus. He is not very tough.

--After you get the third card key, you will be able to ride the elevator to the Master Room, and you will see Edea sitting in there and Seifer is guarding her!!!

Boss: Seifer Hp: 10,300

I must admit that Seifer's combat skill has improved a lot, however, it is still not good enough to let him become a tough opponent, even in a No Junction game.

Seifer's regular attack deals around 470 damage on a single target, his fire spell deals around 350 damage on a character, and he also uses a special called Demon Slice-this attack is powerful, it deals around 1,200 + on a character.

If you have Squall level 75 or above then this battle is very easy, you won't even need to use limit break. If you are under leveled (and I don't think it could possibly happen to you, you have already fought tons of monsters before in order to remodel your weapons), then a couple of Renzokuken or duel will certainly help.

Strategy:

--Attack with everyone (Zell 225, Squall 450 and Quistis 250 per hit).

--If someone's Hp is low, abuse his/her limit break.

Go to the Auditorium room and you will find Edea there. Switch Zell to Rinoa and be sure to bring Quistis and Rinoa's Hp to around 700~900 before the next battle

Boss: Seifer/Edea hp: 7,400/16,000

You have to defeat Seifer again in order to reach Edea. This battle is very difficult. Again, Seifer is still weak, his regular attack deals around 450 damage on a single target, and his fire spell does around 340. You can finish him without any problem. However, the hardest part in this battle is Edea's Malestorm attack-it reduces all three characters' Hp to 1/4 and it ALWAYS inflicts CURSE-once you are hit by this spell, boom! You can prepare to reset your game. Edea's "GA" spells deal around 640 damage to a single target, she also casts death sometimes. Since you cannot junction ST-defense, this spell is almost always fatal.

Strategy:

--Have Squall attack (380 damage) Seifer and Quistis use Micro missile.

--When you deal around 6,000 damage on Seifer, have Rinoa use Angelo limit break and hopefully she will use Invincible moon before Seifer is dead.

--After everyone is invincible, kill Seifer with Homing Laser.

--Edea will take the initiative and attack your party with Maelstrom and it won't hurt your party since they are invincible.

--Have Quistis use Bad Breath to put Edea to sleep, then Micro Missile + Homing Laser all the way 'till she is dead.

--If it seems like Rinoa is not going to use invincible moon and her Angelo cannon is about to kill Seifer-you still have a chance to win this battle, but the timing should be correct. When it is Quistis's turn, hold her and don't let her do anything, and calculate Seifer's Hp carefully, when Rinoa is using Angelo cannon again and if you are sure that this Angelo Cannon will kill Seifer, have Quistis use Bad Breath immediately. This way, Quistis will be able to use Bad breath on Edea before Edea's first turn, and pray that you can put Edea to sleep.

--Edea should drop a Force Armlet. Disc 2 ends here.

DISC THREE

+-----+
+ 3-1: The country of Silence-Esthar +
+-----+

<Laguna's past>

--Make an extra save before you enter Laguna's past.

--Select characters with the highest level as your party in Laguna's past.

--After a mini game, Laguna and his companies will fight a Ruby Dragon.

--Save before the fight.

Fight: Ruby Dragon

Many people think this fight would be impossible if your party has high average level, that's just wrong. The Ruby Dragon in Laguna's dream always

has level 29, and his attack can only deal around 400~600 damage on a single target.

Strategy:

--Have everyone attack Ruby Dragon constantly and use their limit breaks when their Hp are low.

--If you did not learn Fire breath in Grandidi Forest, this is your last chance before you need it. If Ruby Dragon does not drop an Inferno Fang, reset the game and fight him again.

<Great Salt Lake>

--After finding White Seed Ship Squall will carry Rinoa to Esthar and look for Ellone.

--You have to decide who is going to be in your party again. Place Quistis and Edea with Squall.

--Be sure to bring Quistis and Edea to near death status before the boss.

--Make an extra save.

Boss: Abadon Hp: 17,010

Abadon's regular attack almost always inflicts CURSE and deals around 1,000 damage on a single target. When he stands up, his defense and magic defense will both go insanely high, it will take you many attempts to win this battle.

Strategy:

--Have Quistis use bad breath and blind Abadon (the chance is VERY low).

--If Abadon is blinded, have Quistis use Fire breath (2,200~7,600), Edea use Ice strike (3,761) and Squall attack (141 damage), you will be able to kill Abadon before he can stand up.

<Esthar>

--This is the last time you play as Laguna, don't let this part mess your game up!!! Choose the WEAKEST two party members with Squall.

--In the first battle, Laguna is facing an Estahr Soldier. Have Laguna hit himself and bring his Hp to 800 or below.

--Use Desperado all the way in the next three battles. Because of your low average level, Laguna's Desperado will kill them quickly. If you have average level 100, then the two Esthar soldiers in Odine's Lab will be a pain to defeat.

-- After you talk to Dr.Odine, purchase Combat King 003, Pet Pal Vol5 & 6, 100 dark ammos and 100 fire ammos in shops.

--Before you go to Lunar Gate, talk to the soldier on a high catwalk in the center of the city of you want to acquire Combat King 004 later on.

--Level Squall up to level 90+, 100 would be ideal.

+-----+
+ 3-2: Space Cowboy +
+-----+

<Lunar Gate>

--Choose Selphie with Squall.

<Esthar, revisited>

--Talk to the soldier again and you will acquire Combat King 004.

--Follow Dr.Odine's instruction and catch up with Lunatic Pandora.

--After you enter Lunatic Pandora, go to the place Laguna picked up the old key and you will find Zell's Combat King 005.

--If you did loose the far right hatch in Laguna's past, you can pick up a power generator at the same place and teach Quistis Ray-bomb.

--You will see Mobil Type 8 in Lunatic Pandora, but it will blow you out of the building.

<Lunar Base>

--After Rinoa releases Adel, Squall will go to space and save his daring.

--You will find Airship-Ragnarok in space. Save your game.

<Ragnarok>

--You have to defeat eight Propagators in order to activate the Airship.

Boss: Propagators Hp: 5,200

This creature is very violent and has very high strength. Its regular attack deals around 980~1,150 on a single target; its Thundaga spell deals around 250 damage; and its special attack "bitebite" deals 1,570 damage on a character, and is often a critical hit.

They are not really tough because of their low Hp, Renzokuken will be good enough to handle them. Also they are not immune to Zentetsuken attack.

There are four "pairs" of Propagators, and you have to knock down each "pair" one by one. If you attack the one with incorrect color, then the dead ones will revive.

You will start with the purple one. After you finish it, head through the cargo doors and quickly turn left to defeat another purple one. Then return to the previous room you were hurry turning left and defeat the red one, go through the door in the south, climb upstairs and you can fight another red Propagator. GO down stairs again and enter the small door on the right side of the room, you will fight a green Propagator. After you defeat him, there is a save point. Save your game and fight the rest other two Propagators.

Strategy:

--In the first battle, enter the combat with everyone full Hp.

--Try to run away first and see if Odin will cut them into two pieces for

you.

--If not, attack with both characters (Squall 591 damage, and Rinoa 298 damage). After Squall is attacked three times, use Renzokuken to finish Propagators.

--Adjust Squall's Hp to around 1,100~1,300 before every battle, and have him abuse Renzokuken. Propagators' regular attack deals 980 damage on Squall, so he can survive one hit.

--After clearing the airship, enjoy the song "Eyes On Me" and relax a bit.

+-----+
+ 3-3: Preparation of the Final Battle +
+-----+

--Go to Sorceress Memorial first and rescue Rinoa.

--YOU can find Toramas around Esthar City, fight them 'till they drop moon stones. Now you can remodel Irvine's weapon: Exeter. If you are short on Star Fragments, you can also find some Iron Giants here, and you can acquire Star Fragments from them.

--Find Behemoths around Esthar and defeat them with Quistis' degenerator. They drop Barriers, which teaches Quistis Blue magic: Mighty Guard.

--There is a man in a black suit in the middle of Esthar city, talk to him and he will summon Elnoye. It is a tough monster, have Quistis use Degenerator to finish him quickly and he will drop two Energy Crystals. Talk to him three times and you will have six Energy Crystals. After that, remodel Quistis's weapon: Save the Queen and Rinoa's weapon: Shooting Star.

--Have Rinoa learn Angelo Search and Wishing Star (you don't have to learn Wishing Star, but I highly recommend learning this skill because you will know how powerful it is once you learn it.)

--Go to the Island Closest to Hell and level everyone up to Lv100. The enemies there are extremely strong, so you have to rely on Quistis' Degenerator to kill them, also, keep Squall Hp full will prevent you from being wiped out in one shot usually. And remember this: SAVE OFTEN.

--After leveling up, use all your money to stock potions, Hi-potions, Phoenix downs and Irvine's ammos.

--Spend some time to practice Zell's Duel. Your goal is AT LEAST being able to attack 45 times in a 12 seconds long Duel. Usually, I could do 55~65 times in a 12 second Duel. Refer to Appendix for more valid information about Zell's Duel.

--After everything is prepared, go to Edea's House then meet Laguna in Esthar's President Palace and begin your final mission!!!

+-----+
+ 3-4: The Young Revolutionary +
+-----+

<Lunatic Pandora>

Boss: Fujin/Raijin Hp: 18,200/22,600

In essence, this battle is a bit similar to the previous battle against them, but they are back with more strength and powerful attacks.

Fujin will cast haste on Raijin and blind on your party, and when you deal a certain amount of damage on her, she will cast a Meteor spell, which deals around 550~610 damage every single hit. Her special attack "Zen" reduces a single target's Hp to 1.

Raijin still uses physical attacks. His regular attack deals around 820 damage on a single target at level 100; and his "Raijin Special" attack deals around 1,200 on a character. If he is hasted by Fujin's haste spell, he can process a major threat in conjunction with Fujin's "Zen" attack or meteor spell.

Strategy:

--Enter the battle with Squall, Irvine and Quistis. YOU must bring Irvine and Quistis's Hp to around 1,000 or below before the fight.

--Have Irvine use Dark shot on both of them, it will put them into darkness and sleep. It is MUCH BETTER than Bad breath, because Bad breath only hits enemies once, but Dark shot can hit each of them around 3~6 times, there is no way they could avoid being put into sleep and darkness, Irvine rocks!

--Have Quistis use Micro missiles and Homing Laser on Fujin and finish her while she is asleep.

--Use the same tactic to finish Raijin.

After this battle, ride Airship back to Esthar City and stock Irvine's dark ammos again.

--Find your way to the deepest part of Lunatic Pandora and Fujin will call their special weapon.

Boss: Mobil Type 8 Hp: 46,400

The most annoying thing in this battle is that Mobil Type 8 counters your attacks with Twin Homing Laser when his side weapons are off, it deals around 1,000 damage on a single target. Mobil Type 8 also uses physical attack, it deals around 550 damage on a single target.

After you deal around 25,000 damage on Mobil Type 8, it will turn both its probes on. Mobil Type 8 will not counterattack your attacks anymore, but it will now use an attack called Corona, which reduces the entire party's Hp down to 1 and gives you a chance to use limit breaks.

Strategy:

--Enter the battle with Zell, Squall and Rinoa.

--Attack Mobil Type 8 with everyone (Squall 675, Zell 550 and Rinoa 780).

--After every one attacks him three times all your characters will have Hp around 800~1,000 left, have everyone abuse limit breaks, if Rinoa uses Wishing Star, Mobil Type 8 will be dead.

--If Rinoa uses invincible moon, then keep abusing limit breaks to bring Mobil Type 8 to death.

--If Rinoa uses Angelo Cannon, she will be dead or very close to death, however, with the other two characters limit breaks, Mobil Type 8 should turn his Probes on by now. It will use Corona attack and bring everyone's Hp down to 1. Have everyone use limit break again then Mobil Type 8 will be defeated.

Boss: Seifer Hp: 34,500

Regardless of Fujin and Raijin's advice, Seifer is going to keep his ridiculous dream going. Seifer is back again with Ultimecia's power, now he is stronger than ever.

His regular attack deals around 1,000 damage on a single target, and his Firaga deals around 860 damage on one character. He also rarely uses flare spell.

I did not have too much trouble defeating him before, but based on my experience, this battle does require much luck to win. Seifer is strong and agile in this battle, I thought maybe I was just lucky every time I fought him, he should be a tough opponent and worth the boss of the ending of Disc 3.

Strategy:

--Enter the battle with Zell, Rinoa and Squall with full Hp.

--Seifer will cut Odin into two pieces.

--Attack with everyone (Squall 380, Zell 340 and Rinoa 465)

--When anyone's Hp is around 1,300, attack him/her one more time and use limit breaks. Hope that person is Zell or Rinoa, and also pray that Seifer focuses his attack on other two people.

--If Rinoa uses Wishing Star or Zell has a 12 seconds long Duel, this battle will be over. Gilgamesh will blow him away.

--Seifer will Kidnap Rinoa and bring her to Sorceress Adel. Disc 3 ends here.

DISC Four

+-----+
+ 4-1: The Return of Adel +
+-----+

Boss: Rinoa/Adel Hp: 9,036/51,000

This battle is the most difficult battle you have encountered so far, Adel junctions Rinoa and will drain Hp from her. If you let Rinoa's Hp go down to zero, it is game over. Each time Adel attacks, she draws Hp from Rinoa.

This is not the biggest problem, the problem is that Adel's Magic is VERY powerful, her Meteor spell deals 340~400 damage every single hit, and after this spell, she will use single target attack twice-these two attacks are randomly chosen from Energy Bomber (1,550~1,700 damage), Holy (1,100 damage) or Flare (1,100 damage).

After two single target attacks, she will usually uses Quake spell (2,000~2,200 damage to the entire party), rarely she will skip this step. Consider yourself lucky if this occurs. Then Adel will focus her magic power on herself and fire Ultima spell (3,000~3,400 damage on the entire party). It takes her a long time to charge, but once she uses it, the game is over since you have already received some damage before. Unless you have Quistis use Mighty Guard, then you MAY BARELY survive.

Strategy:

--Enter the battle with Quistis, Squall and Zell.

--Adjust Quistis and Zell's Hp to around 1,300~1,500 before the battle, you can kill them first, and then use phoenix downs to revive and potions to bring them to the amount of Hp you want.

--Attack Adel (Squall 420, Zell 335 and Quistis 276 damage per hit)

--Adel will cast Meteor, and hopefully this spell will bring Quistis and Zell 's Hp to near death stage.

--Have Quistis use Acid on Adel, there is a very little chance you can meltdown Adel, then have Zell Duel. If Quistis did Meltdown Adel and you mastered Zell's Duel, you will be able to finish Adel in two or three turns.

--If Acid does not work, then have Quistis use Homing Laser, don't bother trying to meltdown Adel again, and have Zell Duel and Squall attack.

NOTE: It appears to me that Adel is "resistant" against Homing Laser. Most of the time I did 1,767 damage or somewhere around there. It is still possible to deal 9,999 damage on Adel with Homing Laser; however it is not going to happen too often. Pray deeply inside your heart when you are fighting Adel.

--Adel will use single target attack twice before her Quake/Ultima spell.

--If you are not able to finish Adel quickly, when she casts Quake, you are in trouble.

--If she skips the Quake spell and focuses her magic power, use this chance to abuse your limit breaks with every survivor and hopefully you can kill Adel before she casts Ultima. Do not worry that using Renzokuken will hurt Rinoa, she has 9,036 Hp in this battle, and a Blasting Zone only does 1,100 on her. You are not good enough to kill Rinoa.

--If you think you are not going to finish Adel before she casts Ultima, have Quistis use Mighty Guard (if she is available) and see if you can survive.

--Another method to defeat Adel is by using Mighty Guard/White Wind. Quistis should enter the battle with Hp around 700 while the other two with Hp around 2,000~3,000. When the battle starts, have Quistis cast Mighty Guard on the party and pray that Mighty Guard casts Aura on your characters, if not, reset the game. All three party members should be able to survive Adel's Meteor spell because they are shelled/protected. Have Zell and Squall abuse limit breaks while Quistis cast White Wind to bring everyone's Hp to full, and she can use Homing Laser on Adel if she has some extra turns. With Mighty Guard spell, your characters should be able to survive Adel's Energy Bomber and Quake spell and everyone should be near death after the Quake spell. Abuse limit breaks and you could kill Adel before she casts Ultima.

+-----+
+ 4-2: Time-compression +
+-----+

<Time-Compressed World>

Boss: Sorceress A x 6 Hp: 3,390

 Sorceress B x 4 Hp: 4,496

 Sorceress C Hp: 32,550

Before you reach Ultimecia's Castle, you have to defeat a lot of sorceresses from "beyond time who appeared due to Time Compression" first. This battle is another tough battle, and it is long as well.

You will fight Sorceress As first. There are six of them and you will battle up to two of them every time. And if you kill one of them, another one will appear. They are not very tough. Their magic spells deal around 600~660 on a single target.

Strategy:

--Enter the battle with Squall, Zell and Rinoa.

--Attack them (Squall 750, Rinoa 830, and Zell 610 per hit) 'till they are dead.

You will fight Sorceress Bs after you defeat all six Sorceresses before them. They are more powerful than Sorceresses A. Their normal attacks deal around 780 damage on a single target; their "GA" magical spell deals around 900 damage on a character, they also use Quake (980~1,100 damage on the entire party) and Meteor(450 every single hit).

Strategy:

--Attack them (Squall 740, Rinoa 780, and Zell 620 damage per hit) 'till they are dead.

--Beware of the one in D-Desert Prison!!! She usually uses Quake in her first turn. If there is anyone in your party who has Hp below 1,000, don't save your limit breaks, hit her hard and kill her in one shot.

--The one in Fire Cavern uses Meteor, you need to be careful, too.

--After you finish the ones in Winhill, Sorceress C will appear. Be sure to bring everyone's Hp as low as you can before you kill them.

Now you are facing the last Sorceress. She is very powerful in both magic and physical attack. And the worst thing is that she will counter every one of your attacks, it deals around 1,950 damage. None of your party member could possibly survive this attack because your party has already been heavily damaged after the long fight.

Strategy:

--Have Rinoa use her limit break first.

--If that is a Wishing Star (5,900 x 8), you win this battle.

--If it is an Invincible Moon, have everyone abuse his or her limit breaks and you won't have a problem here, either.

--If that is an Angelo Cannon, you are in trouble.

+-----+
+ 4-3: Final Showdown +
+-----+

<Ultimecia's Castle>

Finally, you reach Ultimecia's Castle. There are eight servants in her Castle, and while they are alive, your ability will be sealed when you are in the castle.

I am not going to tell you where to find the eight servants. There is an Ultimecia Castle FAQ on the FAQ page, you may want to use it if you really don't know their locations. I think if you are good enough to make this far, eight servants' locations should be common knowledge for you.

Every time you defeat a servant, you MUST leave the castle and save before the next boss battle.

Boss: Sphinxaur/Sphinxara Hp: 10,000

Whether you like it or not, this is the first servant you have to fight because with your abilities sealed, this servant is the only one you could defeat right now.

This boss is very weak. His Thundaga spell deals around 340 on a single target. After you deal more than 5,000 damage on Sphinxaur, he will show his true form-Sphinxara. He will use doom and summon creatures to attack you (Firaga-950 damage), still very weak, though.

Strategy:

--Enter the battle with Squall, Rinoa and Zell with full Hp.

--Smash X bottom and attack (Squall 775, Rinoa 860 and Zell 580 per hit)'till he is dead. Ignore the creatures he summoned.

--You should unseal the "Limit Break" ability.

Boss: Catoblepas Hp: 60,000

This boss uses a powerful physical attack called Deadly Horn (4,200 damage on a single target) and Thundaga Spell (860 damage). He also uses Meteor when his Hp is reduced to zero (600 every single hit).

Strategy:

--Enter the battle with Rinoa, Irvine and Quistis. Rinoa with full Hp and Irvine/Quistis with Hp around 900.

--Have Irvine use Dark shot to blind Catoblepas (270 damage per shot)

--Have Rinoa attack (690 damage) and Quistis use Homing Laser/Aqua Breath (2,200~7,900 damage) 'till he is dead.

--Catoblepas will cast Meteor and Rinoa should be able to survive. If you want to play it safe, when you are about to kill Catoblepas, have Quistis cast Mighty Guard.

--You should unseal the "Resurrection" ability.

Boss: Red Giant Hp: 30,000

Red Giant has insanely high defense and magic defense, and it is very hard to deal a massive amount of damage on him in few turns.

His Giant Sword deals around 1,700 damage on the entire party, and his regular sword attack deals around 2,400 damage on a single character. He also uses punch attack, which deals around 1,600 damage on a single target. He only uses this attack after he drops his sword, and it has 255% hit rate.

Strategy:

--Bring Quistis, Irvine and Rinoa in this battle. Irvine and Quistis should have low hp.

--Have Irvine use Dark shots and blind Red Giant.

--Have Quistis Use Acid constantly 'till she meltdowns Red Giant.

--Have Quistis use Micro missiles constantly and reduce Red Giant's Hp quickly.

--After Red Giant drops his sword, have Rinoa and Irvine attack and bring him down. Of course you still have to have Quistis use Micro Missile.

You should unseal the "Item" ability.

Boss: Tri-Point Hp: 22,400

Here comes another boss that can counterattack your attacks. Every time you attack Tri-Point, it will counter attack with Mega Spark (4,090~ 4,200 damage on the entire party). It is good enough to wipe out your party in one turn.

The key of winning this battle is luck (As well as some other servants). Due to its low Hp, Rinoa will be able to finish Tri point in one turn.

Strategy:

--Enter the battle with Zell, Squall, Rinoa with Hp as low as possible.

--Have Rinoa use Angelo and if it is a Wishing star (6,200 x 8), Tri-Point will be dead.

--If that is an invincible moon, then have everyone abuse limit breaks. Normally, three Duels and Renzokuken will be more than enough to bring it down.

--If it is an Angelo Cannon, you are in trouble.

--You should unseal the "Save" ability.

With those four abilities above unsealed, you can go to the Master Room and

challenge Ultimecia now, but I am still going to list other four servants' strategy in order to serve players who have the ambition to defeat all eight servants before completing the game.

Boss: Trauma Hp: 34,114

This boss has higher vitality than Tri-Point and it is hard to deal heavy damage on him (Zell's Duel only damages around 150~240 per hit). He is very slow; however, he does have an attack called Mega Pulse Cannon that could wipe out your entire party in one shot. It is only used when its Dorma is activated.

Strategy:

--Bring Zell, Quistis and Rinoa into this battle with low Hp.

--Have Quistis use Acid on Trauma, then Zell Duel. Rinoa should be able to use Invincible Moon before Trauma's turn, if her Hp is low enough. This boss is slow and Rinoa may have three turns before him if she is lucky.

--Rinoa can finish Trauma with a Wishing Star, too (6,000 damage x 8).

Boss: Krysta Hp: 16,000

Like Red Giant, Krysta has very high Vitality and magic defense, it is very hard to damage him.

Krysta counterattacks any attack and deals around 5,000 on a single target. He will cast Ultima when his Hp is reduced to Zero. (2,900 damage to the entire party)

Because of its powerful counter and high defense, after fighting him many times, I truly felt that Wishing Star is the best way to defeat him quickly, but Krysta is not immune to Demi, so Micro Missile works well in this battle, too.

Strategy:

--Bring Rinoa, Squall and Quistis in this battle. Squall should have Full Hp and the girls should have Hp lowest possible.

--Have Rinoa use Angelo limit break first. If it is a Wishing Star (6,500 x 8 damage, Wishing Star ignores enemies' defense), this battle will be ended.

--If Rinoa used an Invincible Moon, have Quistis abuse Micro Missile to bring Krysta's Hp down quickly. After your invincibility expired, having Rinoa use Angelo Cannon and Quistis use Homing Laser should be able to kill him.

--Krysta's Ultima spell will destroy Quistis and Rinoa, but Squall will survive.

--If Rinoa used an Angelo Cannon at the beginning, you are in trouble.

Boss: Vysage/Gargantuan Hp: 21,000/15,400

Before you can fight Gargantua, you have to fight Vysage and its lefty/righty first. Their attack power is somewhat high (1,300 damage for their normal attacks), and they also cast many deadly spells like Quake.

After you defeat Vysage and both its hands, Gargantuan will show up. He always uses Evil Eye as his first attack, it deals 600~700 damage on the entire party and inflicts CURSE on them. He also counterattacks your attacks with Counter Twist, which deals 2,670+ damage on a single target. He is a tough opponent.

Strategy:

--Have Rinoa, Irvine and Zell in the party with Hp lowest possible.

--Have Irvine use dark shots on all of them and put them into Darkness, Poison and silence.

--There is nothing Vysage and its hands can do right now. DO NOT let guys attack but have Rinoa use Angelo limit break constantly and you should be able to do an Invincible before Vysage is killed by poison. If Rinoa used a Wishing Star, then consider yourself unlucky. You do need invincibility to defeat Gargantuan.

--After you defeat Vysage, Gargantuan will show up and use Evil-Eye on your party, but it won't harm you because of your invincibility. Have Zell Duel (150~200 damage per hit), Irvine use Flame Shot (500+ damage per hit) and Rinoa's Angelo cannon to finish Gargantuan quickly.

--If Rinoa used a Wishing Star on Gargantuan (5,600 x 8 damage), Gargantuan will be dead in one turn.

Boss: Tiamat/Dark Bahamute Hp: 89,600

Tiamat looks like Bahamute, and acts like Bahamute as well. He only uses an attack called "Dark Flare", that is much more powerful than Bahamute's Mega Flare (8,800 damage on the entire party). However, it takes Tiamat a long time to charge before he can fire Dark Flare.

This battle could be very easy since Tiamat will not do any other attack besides Dark Flare. You could destroy him before he could have a chance to attack.

Strategy:

--Have Zell, Rinoa and Quistis in the party with Hp lowest possible.

--Have Quistis use Acid to meltdown Tiamat, and Zell Duel (500~700 per hit)

--Rinoa should be able to launch at least one Wishing Star while Tiamat is charging his attack (6,200 x 8 damage), in conjunction with Zell's Duel and Quistis's Homing Laser, Tiamat will go down quickly.

Now you have defeated all eight Servants, there is only one thing left before you complete your No Junction game: Defeat Ultimecia!!!

+-----+
+ 4-4: The Glorious Victory!!! +
+-----+

<Ultimecia Castle-Master Room>

--Save outside the Master room before you face Ultimecia.

Boss: Ultimecia Hp: 43,000

Griever Hp: 120,000

Ultimecia-Griever Hp: 160,000

Aka Ultimecia Hp: 250,000

This battle is insanely hard and almost impossible to win. Ultimecia casts very powerful magic like Tornado (1,200 damage on the entire party), Holy (1,100 damage on a single target), all three "GA" spells (900+ to a single target), stop, slow, dispel and other magic.

The worst thing is like you fought Edea before, Ultimecia knows Maelstrom attack as well, it reduces your entire party's Hp to 1/4, and it also inflicts CURSE on the entire party.

After you defeat Ultimecia, she will summon her G.F.-Griever to destroy you, see, how cheap she is. She knows you don't have G.F equipped and she still summons her G.F, what an unfair fight! Griever's regular attack deals around 1,800 damage on a single target; He knows how to cast Flare in conjunction with Triple spell, but he is not very hard to defeat. Griever is very slow and he will waste turns to do Gravija attack (Reduces the entire party's Hp to 1/4, but does not inflict curse like Maelstrom), and Doom. Constantly using Wishing Star and Duel will bring him down quickly.

Although Griever is not hard to defeat, he is hard to pass. Before he is dead, he will use an attack called Shock Wave Pulsar-it deals 8,500~9,000 damage on the entire party, even if you have full Hp with Mighty Guard's protection, you are still going to die. Also, he will start to charge Shock Wave Pulsar after you deal more than 50,000 damage on him or survive certain amount of time, and after the charging, he will fire his Shock Wave Pulsar whether he is dead or not.

The only way to survive this attack is using Invincible Moon. Don't count on Angelo reverse, because Ultimecia-Griever will take the initiative in the next form and kill Rinoa in one shot. Ultimecia-Griever will NEVER waste her turn to bring any dead people away in her first turn, at least it never happened to me.

Ultimecia-Griever casts Ultima, Holy, Tornado and Quake, but she is not very agile, either, so you may have many turns between her turns. After you deal a certain amount of damage on her, she will start to bring two little devices out, and once all the devices are ready, she will use her most powerful attack in this form-Greater Attractor. It looks like Sephiroth's Super Nova spell in FF VII and deals 8,500+ damage on your entire party.

After you deal 100,000+ damage on Ultimecia-Griever, her lower body will fall apart and that's the hardest part of the entire battle!!! Her agility will be MUCH INCREASED in this form. She will use claw attack and Quake spell to wipe out your party in few turns.

If you could defeat Ultimecia-Griever, you will face Aka Ultimecia with massive amount of 250,000 Hp. She constantly abuses Hell's Judgments, which reduces your entire party's Hp to 1; she also uses regular attack (1,900 damage on a single target), Holy(1,600 damage on a single target) and other magic. She rarely casts Ultima spell.

After you deal around 150,000+ (????, the exact calculation is not confirmed yet) damage on Aka Ultimecia, her lower part will appear underneath her skirt. She will draw and cast a extremely powerful spell called Apocalypse,

which deals 8,000+ damage on the entire party.

I have fought Ultimecia over 300 times, and I have only defeated her Twice with The End and once without The End. I clearly remembered that it took me 178 attempts to defeat her in my first No Junction game, and I still had to use The End once. She is definitely strong, mighty and worth the final boss in your No Junction game!!! Be prepared!!!

Strategy:

--Enter the battle with everyone Hp 1. In order to do it, kill characters and touch the save point outside the Master Room then your Hp will be 1.

--If you could find a Blood Soul and have it cast Blind/Silence on Rinoa, it will be a great help in this battle. It is a pain. Most of the time blood soul will just kill Rinoa since her Hp is 1. This part is not required, but it is worth a try. Also, note that the status change will be nullified once Rinoa uses an invincible moon.

--Ultimecia will choose three people from your party randomly. If you are not going to use The End, then Selphie is almost useless in this battle. Kill her if she is in the party, and only do it right after Ultimecia's turn. If you kill Selphie before Ultimecia's turn, Ultimecia will not absorb Selphie immediately and will cast another spell to kill another party member instead.

--If You have Zell and Quistis in your party, have them use Duel and Micro Missile. You can have Zell abuse Meteor Strike to bring Ultimecia's Ho down quickly, in conjunction with other people's limit breaks, you will defeat Ultimecia's first form in no time.

--Kill anyone who is cursed by Maelstrom until Rinoa comes up. Invincible Moon will cure all negative status changes.

--Once Griever comes up, your goal is to have Zell, Quistis, Rinoa in the party, so if there is anyone other than these three people, kill him/her and let Griever absorb them. Hopefully Griever's low agility will prevent him from interrupting your party member switching. If not, then you are just in trouble. (Also, Irvine's Flame Shot is quite effective, but Zell is still much better).

--Have Quistis use Acid on Griever, Zell Duel (600 per hit if Acid did meltdown Griever) and Rinoa use Angelo limit break, and hope that Rinoa will hit an Invincible Moon before Griever kill any of them.

--Try to bring Griever down before your invincibility expires. With one or two Wishing Stars, it is not that hard. Griever will cast Shock Wave Pulsar on your party before his death, and it won't hurt you. If your Invincibility expired before you kill Griever, simply have Rinoa use Angelo again and try to get another Invincible Moon before Griever's Shock Wave Pulsar.

--After you defeat Griever, Ultimecia will junction herself unto Griever. You have to be Invincible all the way in order to win this battle because Ultimecia-Griever will never waste her turn to cast useless spells like Gravija or Doom like Griever.

--Remember your invincibility will expires after around three turns, once Rinoa hits an invincible moon, feel free to have Zell Duel (500~650 damage if Ultimecia-Griever is meltdowned; 270~380 if not), Rinoa use Wishing Star (5,600 x 8), and Quistis use Acid to meltdown Ultimecia-Griever then abuse

Homing Laser. After everyone moves three times and Rinoa's turn is up again, hold her 'till your invincibility expired, and then have Rinoa use Angelo immediately and hope that's an Invincible Moon again. You will have to deal certain amount of damage on Ultimecia-Griever before you need the second Invincible Moon, and Ultimecia-Griever will start to charge her Greater Attractor attack-it reduces her agility, so even if Rinoa did not hit an Invincible moon right after your invincibility expired, she may still have one or two extra turns before Ultimecia-Griever. Keep using Angelo and try your luck, don't give up, it is possible!!!

--After you deal 100,000 damage on Ultimecia-Griever, her lower body will fall apart-It increases her agility dramatically. However, if your party is still in invincible status and Ultimecia-Griever is meltdowned, you will be able to finish her with a long Duel and a Homing Laser. If you get Wishing Star worked, that would be even greater.

--Finally, Ultimecia shows her true form-Aka Ultimecia. She looks just like what she should be-evil and ugly. Aka Ultimecia has 250,000+ Hp, but actually, she is easier than Ultimecia-Griever because she uses Hell's Judgment attack constantly-it reduces your entire party's Hp to 1. And surprisingly, I found that if you use limit breaks right after Hell's Judgment, they will be insanely powerful-especially Rinoa, she almost always uses Wishing Star or Invincible moon. Aka Ultimecia uses holy, flare and Ultima, but she always uses Hell's Judgment during her first turn, so I assume that it is not that hard to get Invincible Moon work before Aka Ultimecia starts to use her magic. Plus before her lower part shows up, she will use Hell's Judgment as her main attack, but she really can't do much harm on your party.

--After you deal around 150,000 damage on Aka Ultimecia, she will start to draw and cast Apocalypse on your party, launch an all-out attack with every character!!! If you can have Zell use a long Duel with more than nine seconds, Quistis' Homing Laser and Rinoa's Wishing Star at once, you will force Ultimecia to talk-again, it delays her turn. Keep attacking and you should be able to defeat Aka Ultimecia before she can use Apocalypse on your party, if you could defeat her successfully, congratulations!!! You just completed a No Junction FFVIII!!! Now no one will doubt that you are an elite FFVIII player!!!

--Enjoy the ending CG movies and honor the achievement you have accomplished this far in FFVIII. Feel free to shed some tears of joy like I did. Happy game playing and best of luck on your No Junction game!!!

V. Optional Bosses

This part is for players who desire more challenges in their no Junction game and are willing to test their skill and knowledge of this game. You don't have to defeat any of optional bosses in order to complete your No Junction game.

< Magic Lamp Quest >

a. Boss: Diablo Hp:????

Diablo has very high strength and his physical attack can always kill you in one shot. I have tried it from level 10~ level 100, his strength increases with his level much more than your defense increases.

However, Diablo rarely uses physical attacks, most of his attacks are percentage based attacks, such as Demi and Graviija. They reduce your Hp but

will never kill you, and they will give you plenty of chances to use limit breaks.

I only recommend fighting Diablo after Quistis masters Bad Breath and Micro Missile. Also, if you have taught Angelo Wishing Star, it will be a great help in this battle.

Strategy:

--Bring Squall, Quistis and Zell in your party with Hp lowest possible. If Rinoa has Wishing Star, place Rinoa in the party instead of Zell.

--Have Quistis use Bad breath and inflict Blind/Slow status on Diablo (50% chance). If Diablo kills Quistis before you can blind him, reset the game.

--Have Squall use Renzokuken, Zell use Duel and Quistis abuse Micro missile.

--If you have Rinoa in the party then two Wishing Stars in conjunction with Micro missile will finish this battle quickly. (3,400 damage x 8)

--You will acquire G.F. Diablo after this battle. Since you cannot junction him, he is pretty useless in your game. However, it is just fun to have another boss battle, right?

<Tomb of The Unknown King>

b. Boss: Sacred/Minotaur Hp: 27,218/36,375

Here is another G.F. battle. This battle is harder than Diablo because you have to fight two bosses at the same time.

Sacred and Minotaur are located in the Tomb of the Unknown King. You can fight them in Disc one, however, unless you use Selphie's The End attack, the chance to defeat them in disc one is close to zero.

I only recommend fighting them after Quistis masters Micro Missile and Rinoa learns Invincible moon. Squall cannot do much damage on them (340 per hit for his Renzokuken with level 70+ and Punishment). If everyone's level is above 80, it will be a great help in this battle.

You will fight Sacred alone first in the Tomb of the Unknowing King. After you defeat Sacred, he will escape. You can find Sacred in the middle of the Tomb again, but you will have to fight Sacred and Minotaur together in one battle. It will take you several attempts before you can take them. Sacred alone is not strong enough to process any threat to you, so you can fight him in Disc 1 if you wish. But you should not attempt the battle against both two Brothers before you are able to control the Garden. You can come back the Tomb whenever you are ready, they will always be there.

Strategy:

Battle #1: Sacred

This battle is easy. Sacred only uses weak physical attacks and deals around 350 damage to a single target. You can take him easily if everyone in your party has Hp 1,000~1,500.

Strategy:

--Bring Squall, Rinoa and Zell into this battle with Hp 1,000 +

--Have everyone attack Sacred. Although Sacred is constantly in regen status when he is not floating, it will not be good enough to save him.

--When any of your characters has low Hp, abuse his/her limit break.

--Then you may try to challenge Sacred and Minotaur. After they beat you in three turns you will know that you should give up now and come back later.

<Tomb of Unknown King revisited>

Battle #2: Sacred/Minotaur

Minotaur has much more Hp and strength than Sacred. You have to take him first before you take Sacred down. Sacred has about the same strength as he fought you in the first battle; Minotaur's regular attack deals 900~1,200 on a single character at level 80; his Mower attack deals around 800~1,000 damage on all opposing targets. Brothers have an all-out attack called "Brother Special", which deals 1,500+ damage on all opposing targets, and they can only use this attack if both brothers are participating in the combat.

The most annoying thing is Minotaur has extremely fast recovery rate. Your regular attack will not do much harm on him, you have to rely on some powerful limit breaks to kill him quickly.

Strategy:

--Bring Squall, Rinoa and Quistis in this battle with level 80+. Squall should have full Hp, Quistis should have Hp around 900~1,000, and Rinoa with Ho lowest possible.

--If Rinoa is initiative in the battle, have her use Angelo and hope that is an Invincible Moon, if it is, then Have Quistis abuse Micro missile on Minotaur and Squall attack. Use the same tactic to defeat Sacred after you defeated Minotaur.

--If Rinoa uses an Angelo strike, pray that Brothers will attack Quistis and Squall and let Rinoa have another chance to use her limit break.

<Galbadia Garden>

c. Boss: Cerberus Hp: 10,000

This is probably the easiest optional boss in your No Junction game. Cerberus may pose a major threat to your party if he casts Triple spell on himself and abuse Tornado, however, Cerberus's defense is quite laughable, with everyone level 70 or above, you can defeat him easily.

The only thing you might want to notice is you have only one chance to fight him- When you are in Galbadia Garden at the very end of Disc 2. If you choose not to fight him, then you will never have another chance to see him again.

Strategy:

--Place Squall, Quistis and Zell in your party with Hp as low as possible.

--Have Quistis use Micro Missile first, and have Squall use Renzokuken (600+ damage per hit) and Zell abuse Duel (400~500 per hit). If it is a long duel

with nine seconds or longer, you will defeat Cerberus in one round. Sometimes Cerberus uses Tornado in his first turn, in this case, consider yourself unlucky and try it again.

<Deep Sea Research Center>

d. Boss: Bahamute Hp: 90,000

This battle can be classified as an extremely difficult battle in your No Junction game. You have to battle two Ruby Dragons before you can battle Bahamute. Bahamute's regular deals around 4,500+ damage to a single target at level 100, so unless he misses the target, his physical attack is always fatal. He casts Thundaga, which deals around 900 damage on a single target; the worst is his Mega Flare attack, it deals 5,800 damage on all opposing target. I am not sure what's the condition that triggers Bahamute's Mega Flare attack, but it appears to me that if you cannot defeat him in a certain amount of time, Bahamute will cast Mega Flare on your party.

You have to have Squall, Quistis and Rinoa in your party with Quistis Hp around 1,000, Rinoa as low as possible, and Squall with full Hp. You have to rely on girls in this battle, Squall's Renzokuken can not inflict much damage on Bahamute. The use of Squall is as a decoy in the battles that could reduce the chance that your enemies attack the other two girls. Everyone in your party should be at level 100; Quistis must know Homing Laser and Micro Missile; Rinoa must know Invincible Moon and Wishing Star.

After you enter the facility, you will see a blue core in the center of the room, you have to touch the core in order to talk to Bahamute. Every time you walk while the blue core is glowing, you will have encounters. The best way to avoid those random encounters is only walking when the blue core is not glowing. Try not to have any random encounters before you reach the blue core.

After you reach the blue core, select the only option Bahamute gives to you.

Fight #1: Ruby Dragon

--Have Quistis use degenerator to finish him off.

Now select "Never" to enter the second combat.

Fight #2: Ruby Dragon

You are almost always back attacked in this battle, and Ruby Dragon is likely to have a turn before you can move.

--Press R2+L2 bottom and see if Odin will save you.

--If not, then pray that Ruby Dragon uses Firaga in his first turn. For some unknown reasons, he almost always hits Squall if he uses Firaga. Have Quistis use a degenerator to finish Ruby Dragon off again when she has a turn

Now select the third option "it is our nature" which is hidden below "none of your business".

Boss: Bahamute Hp: 90,000

As I stated above, Bahamute's strength is extremely high, and he could kill anyone in your party with one attack, so the best way is not to let him lay

any of his fingers on your people.

Strategy:

--Have Quistis use Bad breath on Bahamute, it usually inflicts slowness, sometimes inflicts darkness, and rarely inflicts meltdown.

--If Bahamute is blinded, have Rinoa abuse limit break (Wishing Star 3,800 damage x 8), Quistis use Homing Laser (1,800~9,999 damage) and Squall attack (270 damage). Bahamute can still use Thundaga, so pray that he will cast this spell on Squall first.

--Hopefully you could defeat Bahamute or hit an Invincible Moon before he uses Mega Flare. If not, you are in trouble.

e. Boss: Ultima Weapon Hp: 160,000

After you defeat Bahamute, go back to the Airship and chat with people, then go back to the Deep Sea Research Center, you will find a path that leads to the heart of the research center. I am not going to tell you how to reach the bottom level, there are already enough walkthrough that tells you how. Find your way to the bottom level and Ultima Weapon will be there.

This battle is tedious in a No Junction game. Ultima weapon is extremely tough, even Bahamute is no match for him. Ultima weapon casts Meteor that deals around 400 damage each single hit at a character with level 100; Ultima weapon uses Quake that deals around 3,000 damage on all the opposing targets; he has a special attack called Light Pillar that deals 9,999 damage on a single target, which is always fatal; his regular attack deals around 2,000+ damage on a single target. The only attack from Ultima weapon cannot really harm your party is Gravija, which reduce your party's Hp to 1/4. The biggest problem in this battle is that Ultima weapon is VERY AGILE. He has about as three times fast as your party at level 100.

I do think that Invincible Moon + The End is the best way to finish him, although it is cheap. However, after countless attempts, I still defeated him without The End. Luck is a vital factor of the victory.

The best time to fight Ultima weapon is when you are in disc four. You can still go back to the virtual world by going through the light doors beside the huge chain. After you defeat Ultimecia's servants and bring everyone's Hp down to one, go back to the virtual world and find Ragenarok and head to the Deep Sea Research Center again. Try not to get anyone killed and let them reach Ultima Weapon with Hp one.

Strategy:

--Have Squall, Rinoa and Zell be in your party.

--If Ultima weapon takes the initiative, unless he uses Gravija, you are in trouble. Based on my experience, I did not recall that he ever used Gravija in his first turn.

--If Rinoa takes the initiative, have her use Angelo limit break and hope that is an invincible moon.

--Have Squall use rensukoken (200 damage per hit), Zell use Duel (180 damage per hit. Some of his Duel attack could deal up to 400 damage if a critical hit occurs. You really need to master Zell's Duel in order to deal high damage on Ultima Weapon) and Rinoa use Angelo and pray that she abuses

Wishing Star (2,600 x 8 = 20,800 damage).

--After everyone passed three turns, don't let Rinoa do any attack 'till your invincibility expires, then have Rinoa use another Angelo immediately and pray that it is an invincible moon. You will need at least three Invincible Moons to win this battle without The End, TOUGH FIGHT!!!

f. Boss: Jumbo Cactuar Hp: 600,000

Jumbo Cactuar has massive amount of Hp, this is the main reason that makes him become a tough opponent; otherwise he is extremely slow. He has an attack called 10,000 needles that deals 10,000 damage on a single target, it is always fatal. His physical attacks can either deal around 2,000+ damage on a single target or 1,500 damage on all opposing targets.

This battle is very tough as well, however, I found that Jumbo cactuar is a bit easier than Ultima Weapon due to his pathetic low agility. Sometimes he could barely move once after all your characters have already moved four or five times. Based on the complex possibility calculation, this battle is the only battle that you will have more advantage if you DON'T HAVE Wishing Star, but it does not mean that you cannot defeat him if Rinoa has Wishing Star already, you can still beat him, you just have to be luckier. You need five to eight Invincible Moons to win this battle.

You must fight him in disc four and with everyone with one Hp. The location of Jumbo Cactuar is on the Cactuar Island, which is located south of Estahr continent.

Strategy:

--Have Squall, Rinoa and Zell be in your party.

--Have Squall use renzokuken, Zell abuse Duel and Rinoa uses invincible moon. Jumbo Cactuar is very slow and Rinoa should be able to hit invincible moon every time before Jumbo cactuar's turn, if she does not have Wishing star, since she could have four turns between Jumbo Cactuar's. If she has wishing star, it deals 3,500 x 8 = 28,000 damage. You need luck to win this fight, too.

NOTE: The two optional bosses listed below are still not defeated in my No Junction Games without The End. The only thing I could do is to provide the possible theory to help players as much as I can. If you have better strategies against those two bosses below, please contact me as soon as possible.

g. Boss: Tonberry King Hp: 250,000

You may want to attempt this optional quest during Disc III or IV, at earliest after you acquire the airship. Tonberry King is located in Odin's Tower, and in order to fight Tonberry King, you have to defeat twenty tonberries first, which is a pain.

The recommended party of killing tonberries is with those three characters: Squall, Zell and Rinoa. You must enter Odin's Tower with everyone has critical Hp. When you find a tonberry, have Squall use Renzokoken, Zell use Duel and Rinoa use Angelo, and hope Angelo does a Wishing Star that will kill a tonberry instantly in conjunction with Zell's Duel (2,500 x 8 = 20,000 damage); or an invincible moon, which will prevent your party members being damaged from tonberry's random counterattack: Everyone's Gauge. Or you can switch Zell to Quistis and have Quistis use Micro Missile on tonberries.

It works dramatically as Zell's Duel.

After you defeat nineteen tonberries, go to the world map and save your game, then come back to Odin's tower and kill the twentieth tonberry. Once you kill it, the Tonberry King will appear.

Tonberry King is much faster than Jumbo Cactuar, his stab attack deals almost 3,000 damage to a single character; and his "Junk" attack deals around 2,000 damage to the entire party. I have attempted to fight him many times, but I was tired and I ended up killing him with Selphie's The End. He is really a very tough opponent. I believe that Tonberry King is possible to defeat in Theory, however, if you want to defeat him in practice without The End, you will need much luck to win.

Strategy:

--Bring Squall, Zell and Rinoa in your party when you are ready to fight the twentieth tonberry. The lower the Hp the better. If you are doing this quest in disc four, use the same old trick to bring everyone's Hp down to one.

--When you fight tonberry, try not to kill him too fast and have Rinoa use an invincible moon first before you take Tonberry down.

--Once Tonberry King appears, have Zell Duel (300 damage per hit), Squall use Renzokuken (500 damage per hit) and Rinoa use Angelo, hopefully it is a Wishing Star (3,500 x 8 = 28,000 damage). After everyone passes three turns, don't let Rinoa do anything and wait 'till your invincibility expires, then have Rinoa use another Angelo and pray that it is an Invincible Moon, if it is not, Tonberry King will wipe out your party in around thirty seconds.

h. Boss: Omega Weapon Hp: 1,210,000

Here comes the most infamous and powerful boss in the world of Final Fantasy VIII. Even in a regular game, his power is supreme and mighty. In a No Junction game, he is close to invincible. The major problem is that you must keep your invincibility in the entire fight in order to defeat him in a No Junction game, and Angelo's Invincible Moon occurs randomly. You will need to get Invincible moon work constantly before you wear down Omega Weapon's massive amount of 1,210,000 Hp. My best result was to damage him around 300,000 Hp, and I gave it up.

If this FAQ is about a regular game, I would go very in-depth about this ultimate boss, include his attack pattern. But since almost any of his attacks could wipe out your party in a No Junction game, besides the correct party members and the selection of your attacks, there is nothing left besides luck. I will just list some brief methods of defeating Omega Weapon in a No Junction game, and hopefully someone will follow my tactics and defeat Omega Weapon in a No Junction game in the future, who knows?

If you are willing to attempt this battle, you should not level everyone to level 100 except Squall before you enter Lunatic Pandora, because Omega Weapon casts Level V Death at the beginning of the battle, which will kill all opposing targets with level multiplied by five instantly. However it does not mean that you have no chance to win if you have everyone level 100. Omega weapon rarely uses claw attack before Level V Death spell, plus there is always a chance that Rinoa take the initiative in this battle and use an invincible moon before Omega's Level V Death.

Strategy:

--Bring Quistis, Zell and Rinoa in the party with Hp one. The ideal level of those three people is 96~99.

--Omega will use Level V Death at the beginning of the battle and it should miss everyone. Have Rinoa use Angelo and pray for a lucky invincible moon, if it is not, Omega will probably wipe out your party with Magido Flame. There is a small chance that Rinoa still has a turn before Omega's Magido Flame, but it happens rarely.

--Have Quistis use Acid to bring Omega Weapon's defense to zero, and Zell use Duel (500 per hit) and Rinoa use Angelo (2,800 x 8 = 22,400 for per Wishing Star, and 1,800~4,000 for Angelo Cannon). Quistis can use Homing Laser after Omega Weapon's defense is reduced to zero. Remember that your invincibility will expire around every three turns. After everyone passes three turns, don't let Rinoa do anything and wait 'till your invincibility expires. Then have Rinoa use another Angelo and pray that it is an Invincible Moon. Based on an optimistic calculation, suppose you can have Zell use LONG DUEL (nine seconds or longer) every time, Quistis's Homing Laser deal 5,000+ damage every time, and Rinoa use Wishing Star constantly and also use Invincible Moon every three turns, you will defeat Omega Weapon after around twenty five rounds.

--Also, you can use Invincible Moon + The End trick to finish Omega Weapon instantly, this is how I defeated him. Quite cheap, but effective as well.

VI. Frequently Asked Questions

Q: Is it really possible to complete a No Junction Game?

A: YES IT IS AND THAT'S WHAT THIS FAQ ABOUT!!! Stop asking this silly newbie question. I didn't write 120+ Kb for a joke.

Q: Is there any reward for completing a No Junction game?

A: Not in the game, but it is a proof that you are a skillful FFVIII player.

Q: I did not learn Homing Laser in Disc 1. Can I still beat my No Junction game?

A: Yes. But it will make Disc 2 much harder. You must learn Micro Missile in D-Desert prison in order to deal heavy damage on some bosses. Also, if you did not learn Degenerator in Disc 1, then you will be in trouble when you fight Oilboyles in Garden.

Q: How come you rarely mention Selphie in your FAQ?

A: If you consider The End is a cheap trick and avoid using it, then Selphie is almost useless in a No Junction game. You have to sit there and keep "Doing over" and it wasted a lot of time.

Q: Am I allowed to use Pocket Play Station to find Pulse Ammos for Squall's Best weapon "Leon Heart"????

A: I don't have Pocket PS so this FAQ is basically based on a no-pocket PS game, but if you have it, I don't see why not. I have heard that you can find Pulse ammos in the mini game in Pocket Play Station; and if you can remodel Leon Heart, it may somehow help you in your No Junction game. But I can guarantee that Lion Heart won't be more powerful than Wishing Star in your No Junction game.

Q: I want to learn Shock Wave Pulsar!!! Homing Laser is still too weak sometimes.

A: The latest news I have heard is that you may not be able to find any dark matter if you don't have a pocket PS.

Q: Edea did not drop a Force Armlet after I defeated her in disc 2. What should I do in order to remodel Rinoa's Shooting Star?

A: Forbidden and Ochus VERY RARELY drop Force Armlets with level 30 or above. Fight them in Odin's tower and Island closest to Heaven over and over and see if they drop one.

Q: Do I have to learn Wishing Star?

A: It is very hard to answer this question, but in my opinion, I would say learn it.

I used to have two No Junction game save before, one with Wishing Star and one without. After testing both of them 100 times in battle, here is the result:

When Rinoa is level 100 with Hp 1:

Without Wishing Star: Rinoa did 39 Invincible moon over 100 Angelo limit breaks.

With Wishing Star: Rinoa did 22 Invincible Moon, 26 Wishing Star over 100 Angelo limit breaks.

It is just my personal testing and an error ratio may occur. However, based on this report, learning Wishing Star is better than not learning it, seeing every Wishing Star deals around 52,000 damage on Ultimecia (25,600 damage on her first form). If you don't learn Wishing Star, you may have a bit more invincible moon, but the possible damage from Rinoa will be reduced much, plus it is pointless if you use Invincible Moon constantly, if you hit an Invincible Moon while everyone is invincible, you waste Rinoa one turn.

Q: I can't beat Ultimecia!!! I am sick and tired of that &@#%\$. Will The End give me a direct victory?

A: Every time you have Selphie use The End, it will kill Ultimecia's current form and force her transforming to the next form. If you use The End on Ultimecia-Griever, it will force her lower body to fall apart, and leave her Hp 1; if you use The End on Aka Ultimecia, it will force her to talk, and AFTER HER FINISH TALKING, her Hp will be reduced to 1.

The End occurs more often when Selphie has high level and low Hp. With Hp 1 and level 100, you may be able to hit a The End with average of around 30 "Do Over" (sometimes it only took me 4 or five "Do Over"). However, it is very dangerous letting Selphie sit there and doing over her slot, I highly recommend using The End in conjunction with Rinoa's Invincible Moon, it will work better.

Q: Will this challenge be easier if I keep characters' level low so the enemies will have relatively low level/HP as well, and I could finish them with Homing Laser easily?

A: I have already received tons of e-mail about whether to level up or avoid leveling up. True, keep staying at low level and have Quistis abuse Homing

Laser will make the first two Disc somewhat easier, however, remember that the high level you have, the more powerful your limit break will be, not only Selphie's The End makes essential difference. For example, having Hp 500 won't allow you to perform limit breaks at level 15, however, if you have level 100 and Hp 500, it is considered as critical HP and you could perform powerful limit break. This concept is especially vital in disc IV. Having Hp one at level 50 and level 100 will lead you to entirely different result, if you at least have some common number sense, you should know the difference between 1:2,000 and 1:4,000. That's why leveling everyone up to level 100 to fight Ultimecia is so important, plus if you have level lower than 40, I don't see how you could defeat Sphinxaur easily since you can only attack, and Sphinxaur always has Hp 10,000 no matter how low your level is. Also, if you fight Utimecia with level 70 or below, you will find that the chance of Rinoa using Invincible Moon/Wishing Star is much less compare to level 100.

Q: When will be the next update?

A: Basically, this FAQ is already good enough to help you to complete your No Junction game. I will have some minor changes on this FAQ in the next update in one week, it will be version 2.2, and the next one after version 2.2 will be the final version.

Q: Why won't you answer my questions through e-mail?

A: Because I am too busy to answer them, simple as that.

Q: What's my gender?

A: I couldn't remember who brought this question up on GameFaqs FFX message board. Actually, there is no need for you to know. The only thing you may have to remember is that Hyprophant is the author of FFVIII No Junction FAQ and many other "Challenge" FAQs. Also, never underestimate female players, few of them are much better than most of the male players around here.

VII. Appendix: Zell's Duel Combo

Zell's Duel is the most controllable limit breaks in the entire No Junction game. And with Level 100 and Hp 1, 80% of Zell's Duel will be over nine seconds. It is VERY IMPORTANT to master Zell's Duel in a No Junction game.

The key of using Duel to deal heavy damage on opponents is to repeat certain skills over and over and launch the finish blow in the last moment. You have to know what you are doing and what are you going to do next, you cannot have time to think your next move.

There are two types of Duels: Short Duel and Long Duel. A "Short Duel" is classified as Duel with four or six seconds; a "Long Duel" is Duel with nine seconds or twelve seconds. Short Duel starts with Booya, and Long Duel starts with Punch Rush.

Let's review Zell's Duel Combo first:

--Burning Wave Combos

Booya + Punch Rush + Mach Kick + Punch Rush + Heel Drop--> Burning Wave
(Short Duel)

Punch Rush + Booya + Mach Kick + Punch Rush + Heel Drop --> Burning Wave
(Long Duel)

--Meteor Barret Combos

Booya + Heel Drop + Mach Kick + Heel Drop + Booya + Punch Rush + Mach Kick
--> Meteor Barret (Short Duel)

Long Duel is just like the short Duel; all you have to do is to add a Punch Rush before Booya at the beginning.

--Different Beat Combos

Booya + Heel Drop + Mach Kick + Heel Drop + Booya--> Different Beat (Short Duel)

If you hit a long Duel, simply add a Punch Rush before Booya at the beginning.

--My Final Heaven Combos

Booya + Heel Drop + Mach Kick + Punch Rush --> My Final Heaven (Short Duel)

In order to do a My Final Heaven Combo in a long Duel, simply add Punch Rush before Booya.

I highly recommend mastering Burning Wave and My Final Heaven combos, since they are easier to learn and effective as well. The other two might be too complex for players to memorize.

In order to deal maximum damage with Burning Wave combos, follow the combo list above, and after you input Heel Drop command, DO NOT use burning wave directly, return to Mach Kick and use Mach Kick + Punch Rush + Heel Drop + again, then return to Mach Kick again...keep doing these three skills over and over and input Burning Wave command in the last moment.

In order to deal maximum damage with My Final Heaven combos, follow the combo list above. After you input punch rush command, DO NOT use My Final Heaven directly. Return to Heel Drop and use Heel Drop + Mach Kick + Punch Rush, then return to Heel Drop again and keep doing these three skills over and over and input My Final Heaven command in the last moment.

Now it is time for you to practice. First, you have to know how to place your fingers on your controller. Your left Thumb will control your T-pod, and place your right middle finger on the circle bottom, and right finger on the X bottom.

Find some weak monsters and practice Zell's Duel over and over until you can reach the goals below:

--Booya: Right + left bottom.

Maximum inputting time: .25 seconds
Target inputting time: .15 seconds

--Punch Rush: Circle + X bottom

Maximum inputting time: .15 seconds
Target inputting time: .10 seconds

--Heel Drop: Up + Down bottom

Maximum inputting time: .20 seconds

Target inputting time: .15 seconds

--Mach Kick: Left + Left + circle bottom.

Maximum inputting time: .30 seconds

Target inputting time: .15 seconds

--Burning Wave: down x 4 + circle bottom.

Maximum inputting time: .60 seconds

Target inputting time: .35 seconds

--My Final heaven: Up + Right + Down + Left + triangle bottom. Use your middle finger to press the triangle bottom.

Maximum inputting time: .60 seconds

Target inputting time: .25 seconds-it is not impossible. Use your left thumb circle around your T-Pod clockwise and press triangle bottom immediately.

Actually, I can input most skills above in less than .15 seconds, however, if you are not used to use Zell before, at least try to reduce your inputting time to between the maximum time and the target time. Practice them a lot, and best of luck on your No Junction game!

Credit/Thanks

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