

Final Fantasy VIII Diablos Guide

by PeTeRL90

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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.

Final Fantasy VIII
Diablos Guide
By: PeTeRL90
Copyright: 2004
E-mail: peterl90@after-image.net

VERSION HISTORY

Version 1.0; June 5, 2004; Should have everything completed.

Version 1.1; July 20, 2004; Jerryatrix3161 sent me an alternate strategy, so added that and him to the credits.

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Chapter 1: Introduction

Howdy howdy. Welcome to my Diablos FAQ. Why a Diablos FAQ? Well, I didn't see one at Neoseeker, so why not? ;) And two, I've heard all of this stuff about Diablos being so hard to beat. In fact, I find him rather easy. And I'm here to share my strategy on how to beat this Gravity GF. It may be

cheap, but it works.

Also, if you have an alternate strategy of your own, or a question, feel free to e-mail me.

Chapter 2: Legal Stuff

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Chapter 3: Why get Diablos

Why get Diablos you ask? Well, for a couple of good reasons. One, he has the very important Enc-None ability, which will allow you to avoid random battles if you're weak, and help you get Odin a lot easier. Two, he has Mug. Yes, Bahamut has mug also, but you can't get Bahamut until Disc 3, and some enemies early in the game have some good items to steal, so it's best to learn it ASAP. Three, Time/Space Magic RF, meaning Hastes and Slows can be refined from items, which will become very helpful.

Chapter 4: Strategy

NOTE: I highly suggest fighting Diablos between the time you get the Magic Lamp, and before finishing Disc 1.

Things you'll want: 15-20 Phoenix Downs, Everybody's abilities set to Item instead of Magic, Squall down to Limit Break HP Status.

Yes, that's right. Before going into battle, make sure Squall is in the yellow section of Hit Points so he can use his Limit Break.

Once you encounter in the battle, you'll probably get the first few attacks. DO NOT use GF's. AND DO NOT HEAL AT ALL. Just revive if someone, namely Squall, get's KO'ed. Now what to do, keep skipping to Squall's turn until you get the signal for the Limit Break. Use it. Remember, the only attack that can kill you is his physical attack, so don't heal after Gravija or Demi. Just keep using Squall's Limit Break over and over again, and reviving fallen partners when necessary, and Diablos will soon fall. Easy, no?

Alternate strategy from Jerryatrix3161: Have the party set junction magic auto to MAG then you draw and "STOCK" his demi and then cast it back on him until his HP is down to 650 approx. You can check with scan or when the demi only takes about 150 HP of him. Then use squall's limit break or anyone's. If not use normal attacks twice round for the party and that's the end of diablos.

The best time to draw demi is when diablos has cast what I call the gravy spell.

Chapter 5: Diablos GF

Starting Level: 9
Abilities learned: Mag-J, Ability*3, Magic, GF, Draw, Item

I highly recommend to learn HP-J first, as this is the most important stat in any Final Fantasy game. Then either Time Mag-RF or ST Mag-RF. Your choice. Then I suggest learning Mug first, then Enc-Half, then Enc-None. Then you can learn the rest of the abilities however you want.

Chapter 6: Credits/Thanks

- PeTeRL90: For making this FAQ.
- Squaresoft: For making some really fun games in the present and past.
- Jerryatrix3161: For sending me an alternate strategy.

And a huge thanks to the readers. Hopefully this helped you out.