

Final Fantasy VIII Boss Walkthrough

by iDragon

Updated to v9.0 on Jul 20, 2015

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.

F I N A L F A N T A S Y V I I I B O S S W A L K T H R O U G H

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version 9.0 [final]
for the Sony Playstation: NTSC-US, PAL and PC [english version]
by iDragon <idragonx9@hotmail.com>

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"Final Fantasy VIII" (c) 1999 Squaresoft (now Square-Enix)

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< I N T R O D U C T I O N >
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Welcome to my Final Fantasy VIII Boss Walkthrough. First I would like to clear one thing: I have devoted plenty of my time writing this FAQ, so read it through before sending me any unnecessary questions that are already answered in this document!

To put it simply this isn't just a boss walkthrough, it also includes a basic battle system tutorial and other helpful information on how to play the game in order to defeat the game bosses successfully.

This document is best viewed in notepad type of viewer with Courier New font (size 10) in window resolution 800x600 and above. As you have noticed the document is not aligned, but you can align it yourself by opening the FAQ with a Word type program.

I would also like to thank everyone who has supported me by writting in with comments and contributions. Due to the time passed since the game has been released I will not upgrade my FAQ any more.

Also please consider that english is my second language, therefore please be more lenient with typos and grammar mistakes.

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< U P D A T E S / V E R S I O N S >
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version 9 [July 2015]

- Ultima and Omega weapon newest strategy update.
- Minor changes to some boss battles.

version 8 [May 2011] [final version, the document will not be updated any more!]

- Boss battles updates.
- Relocated some battle system info.

version 5 [March 2007]

- Minor updates.
- Added Ultima draw points locations.
- Added William Plasman <curse_marked_sasuke@yahoo.com> additional game tips.

version 3.0f [December 2006]

- Added GF MiniMog info in the Hidden GFs chapter.
- Updated some boss strategies.
- Changes in the battle system chapter.
- Removed some sketches (since they were not needed).

version 1.8 [September 2000]

- Removed the card section (didn't fit in).
- Removed the controls section (didn't fit).
- Minor grammar corrections.

version 1.7 [June 2000]

- Added new contributions.

version 1.61 [April 2000]

- Added Lorraine Fisher Ultimecia strategy.
- Corrected mistakes pointed out by Jereme Bivins.
- Published Dino Angelo de la Rama's Omega Weapon strategy.
- Updated some menu sketches.

version 1.55 [January 2000]

- Updated almost all sections.

version 1.5 [December 1999]

- Published more contributions.
- Updated boss strategies.
- Changed the overall look.
- Added additional info in some sections.
- Got rid of some more typos.
- Removed the cast and lyrics chapters (didn't fit in).

version 1.4 [October 1999]

- Finally wrote the complete FF8 boss walkthrough.
- Added tips and secrets chapter (renamed it later to basic tips/hidden gfs).
- Updated some boss strategies.
- Updated the basics and battle system tutorial chapters.
- Added the elemental and status attack explanations.
- Added info on drawing GFs from Ultimecia castle (sub)bosses.
- Added more contributions.

version 1.31 - 1.35 [September 1999]

- Corrected the line mistake.
- Grammar corrections in almost every chapter.
- Added the cast chapter.
- Corrected the wrong written names thanks to <VvMach5vv@aol.com>.
- Added a way to get the phoenix summon.
- Added Obsidian Rose's <judech@mediaone.net> card chapter.
- Added Teyunde Sakurambo's <jsteadma@gac.edu> FF new game cheat.
- Added Chris Bradow <tke_277@hotmail.com> tips.
- Added <fuuie@oldcrows.net> magic junction chart.

version 1.3 [September 1999]

- Boss walkthrough (although mostly incomplete) first release.
- Added Gilgamesh to the GF section.
- Added info on Quistis's enemy skill items.
- Mayor updates in the limit breaks chapter.
- Added limit breaks systems explanation.
- Added strategies on beating Omega and Ultima Weapons.
- Added more info on finding weapon upgrade items.
- Added more information on getting hidden GFs.
- Added the SeeD test results.

version 0.0 - 1.3 [September 1999]

- started writing a boss walkthrough, since there wasn't one available at that time.

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< C H A P T E R' S >
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- I. BASIC TIPS / HIDDEN GFS
 - I.a EXP, AP, MONEY & STATS
 - I.b CHARACTER'S ULTIMATE WEAPONS
 - I.c HIDDEN GFS
- II. BATTLE SYSTEM
 - II.a JUNCTION ABILITIES
 - II.b COMMAND ABILITIES
 - II.c LIMIT BREAKS
- III. BOSS WALKTROUGH: DISC 1
- IV. BOSS WALKTROUGH: DISC 2
- V. BOSS WALKTROUGH: DISC 3
- VI. BOSS WALKTROUGH: DISC 4 + OMEGA WEAPON
- VII. OTHER CONTRIBUTIONS
- VIII. THANKS TO
- IX. CONCLUSION

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< I. B A S I C T I P S / H I D D E N G F S >
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I.a EXP, AP, MONEY & STATS

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<<- FF8 LEVEL UP SYSTEM ->>

So how does the level up system in FF8 work? Read below:

- With every level up characters stats will increase.
- All levels ups are one thousand experience points apart from another.
- Exp. points are earned by defeating enemies.
- You don't gain any exp. points from bosses.
- You also gain exp. points if you run from battles.
- Character with the finishing blow will gain some extra exp. points.
- Junctioned GFs split exp. points at end of the battle.
- Exp. points level up junctioned GFs.
- Characters' level won't increase, if he/she doesn't take part in battles or if he/she's dead at the end of the battle.
- AP points are gained through battles and will let your junctioned GFs learn selected abilities.

<<- EASY WAY TO GET AP ->>

Land the Ragnarok on small island in the South-East Sentura region. Direct east from Edea's house. You'll encounter cactus-like creatures here. Finish them off before they run away (having Squall in critical status using his Renzokuken works fine). You'll get 20 AP points for each one.

<<- HOW TO REACH HIGH HP/STR/VIT... STATS ->>

To gain high stats, learn HP/Str/Spd/Vit... +20%/+40%/+60... boost abilities, that most GFs have. It helps if you obtained secret GFs, since they got some really juicy abilities to master!

<<- TRY TO HAVE SQUALL STR (STRENGTH) AS HIGH AS POSSIBLE ->>

He is the main and only permanent party member in the game with the most powerful limit break. Try to focus on his stats as much as possible. For instance, junction the stock of your most powerful spell to Squall Str attribute. The best example would be 100 Ultima spell. Then obtain his ultimate weapon and his powerful limit breaks will let you breeze through boss encounters without any difficulty. A lot of strategies in this FAQ focus on Squall stats and his limit break. There are also other viable possibilities with Irvins Shot limit break combined with Pulse Ammo or Rinoa's Angelo Rush limit break, but Squall's Lion Heart tops them both in damage potential. Now, are you wondering how to get 100 Ultima spells for Squall maximal Str attribute? Read below.

<<- ULTIMA DRAW POINTS LOCATIONS ->>

- a.) Shumi village: pay 5,000 gil in order to draw from the draw point. This can be done again and again. Use the Seed tests results below to get the money you need.
- b.) Draw it from draw points at Islands closest to Hell/Heaven with GF Diablos Encounter None equipped.
- c.) Esthar, under Lunatic Pandora attack: near the generator where before you climb and board 03 elevator.

d.) Warship Island: check the rock found near the ending path on the 5 underground research facility floor and you will find an Ultima draw point.

e.) Refine it from items (Bahamut's Forbidden Magic Refine):

1x Ultima Stone -> 1x Ultima
1x Energy Crystal -> 3x Ultima
5x Pulse Ammo -> 1x Ultima
1x Dark Matter -> 100x Ultima

<<- SECRET ULTIMA DRAW POINT ->>

by Zell <DaMan7050@aol.com>.

"Secret Ultima draw point. In FH when you go to the mayor's place, if you click on that little robot U shaped hand it spins, well if you go down a little and get to where you are blocking the view of that hand and press X (U.S.) then you found it."

<<- HOW TO MAKE PULSE AMMO ->>

If you want to efficiently use Irvine's limit break Shot, you need to get his most powerful ammo: Pulse Ammo. Use Ifrit's Make Bullets ability and change 1x Energy Crystal into 10x Pulse Ammo. You can get Energy Crystal by fighting the Ruby dragons located on the Warship Island or Island closest to Hell/Heaven. (You can use GF Bahamut Rare Item ability for assistance.)

<<- GETTING THE ENERGY CRYSTAL ->>

by Connollys <flames@nbnet.nb.ca>.

"The other way to get an energy crystal is to mug the lion with the funny stringy whiskers, or the guy with the big sword when they are in the Lunatic Pandora over Tears Point. I'm not sure exactly which one I mugged, but I know that a had squall do the mugging at around Lv. 61 with a flame sabre (or something like that) and it only took me only one shot to kill either one."

<<- NO RANDOM ENCOUNTERS ->>

If you're like me who hates frequent encounters, learn GF Diablos Encounter Half and Encounter Nothing ability. Remember you won't get any level ups by only beating bosses. But if you want to level up fast without having to enter battles all time, read bellow.

<<- FAST LEVEL UPS ->>

You can gain fast level ups from very strong monsters located on the Islands closes to Heaven/Hell. You can reach them after you have the Ragnarok (disc 3+).

Island closes to Hell: Located on the most west island of the World Map, near Galbadia Area.

Island closest to Heaven: Located at northeast from the Chocobo Shrine, near Esthar Area.

I recommend that you land with the Ragnarok on the Island closes to Hell/Heaven. You'll will encounter many tough enemies here (Hexa dragons, Ruby dragons, Blue dragons, Malboros, etc.). Their HP and attack damage depend on Squall's level.

There is a way to defeat them fast. Have Squall's Str near 255. Equip him the most powerful weapon (hopefully Lion Heart) and junction Cerberus ability Auto Haste. Have Squall in critical status. Now when you enter battle switch constantly between attack and limit break option until you can select the limit break, then use his Renzokuken.

You can check if you're in the right location. Enter the main menu, the name of the location is shown on the bottom.

<<- ALTERNATIVE METHOD FOR FAST LEVELING UP ->>
by Chris Bradow <tke_277@hotmail.com>

"Junction 100 Death to any if not all of the characters' Elemental attacks. This won't kill Hexadragons or Ruby Dragons in my experience. But it does make extremely short work of most of the creatures on the island. (Blue Dragons, Grendels, etc.)"

<<- MONEY IN FF8 ->>

Money takes on a completely different role then in most RPGs. You won't get any money from enemies, bosses and treasures like in most other RPGs; instead you get it by taking seed tests.

<<- SEED TEST RESULTS ->>

Enter the main menu, select tutorial option and again select Test option.

Your party receives money from the SeeD on a timely interval. The sum is determined by your SeeD ranking. To write the SeeD tests enter tutorial option in the main menu screen. The actual number of tests Squall can write depends on his level, i.e. a LV. 12 Squall has access to only 12 of total of 30 tests. The test answers are gathered bellow:

Lv 1: Y, N, Y, Y, Y, N, N, Y, N, N	Lv 2: Y, N, Y, Y, Y, N, Y, Y, N, N
Lv 3: N, N, Y, N, Y, Y, Y, N, Y, N	Lv 4: N, Y, Y, Y, N, N, Y, Y, N, N
Lv 5: N, N, N, Y, Y, N, N, Y, Y, Y	Lv 6: Y, N, Y, Y, N, N, Y, Y, N, Y
Lv 7: Y, Y, Y, Y, Y, Y, N, Y, Y, N	Lv 8: N, Y, N, N, Y, Y, N, N, Y, N
Lv 9: N, Y, N, N, N, N, N, N, Y, Y	Lv 10: Y, N, N, N, N, N, N, N, Y, N
Lv 11: Y, Y, N, Y, Y, N, Y, N, N, Y	Lv 12: N, Y, N, N, Y, N, Y, N, Y, N
Lv 13: Y, N, N, N, Y, N, N, N, N, N	Lv 14: Y, Y, Y, Y, N, Y, Y, N, Y, N
Lv 15: Y, Y, N, N, N, N, N, Y, N, Y	Lv 16: Y, N, N, Y, N, Y, N, N, Y, N
Lv 17: Y, N, N, N, Y, N, N, Y, N, N	Lv 18: Y, N, N, N, Y, N, N, N, N, N
Lv 19: Y, N, N, Y, N, N, N, N, N, Y	Lv 20: Y, Y, N, Y, N, Y, Y, Y, N, N
Lv 21: Y, Y, Y, Y, N, N, Y, Y, Y, N	Lv 22: N, N, N, Y, N, N, N, Y, Y, N
Lv 23: Y, N, N, N, N, Y, Y, Y, Y, Y	Lv 24: Y, Y, N, N, Y, Y, N, N, N, Y
Lv 25: Y, N, Y, Y, Y, N, N, Y, N, N	Lv 26: Y, Y, N, Y, N, Y, N, Y, N, N
Lv 27: N, Y, N, N, N, N, Y, N, Y, N	Lv 28: Y, N, N, Y, Y, Y, N, Y, N, N
Lv 29: N, N, N, Y, Y, N, N, N, Y, N	Lv 30: N, Y, N, N, N, N, Y, N, N, N

Your SeeD rank can also lower or raise according to the actions your party takes. (Don't ask which actions, I'm clueless here.)

<<- PLAY CARDS ->>

Also consider to play cards (FF8 main minigame) if you want to get some rare items (or by turning enemies into cards, a GF ability). Very useful items like

Hero Drinks and Holy Wars can be obtained through the card mini game by turning cards into items (GF ability). If you would like to get more information on the card aspect of the game, look for FF8 card game FAQs on www.gamefaqs.com!

<<- ADDITIONAL GAME TIPS ->>

by William Plasman <curse_marked_sasuke@yahoo.com>

"I have spent 80+ hours on this game, and have been playing it for 5-6 years. I have discovered that Haste is not the best junction to speed. Triple does in fact carry about 30-40 more speed than Haste.

Also, when facing monsters with an average defense, Squall can constantly do 9999 damage to it. First, you must equip Squall with Lionheart or one level below that. Next, Junction 100 Ultima to his STR, and Junction 100 Holy to his elemental attack. Equip him with a STR 60-80%. His STR will be at 255.

His HP can easily reach 9999 if the following is completed: Junction 100 Tornado to his HP. Also, equip him with an HP 80% ability. As well, use the HP Bonus ability to increase his HP even more every time he levels up.

One more thing. All gaining levels does is increase your stats by a point or so, and not all of them. This causes a less than 50 pt increase to each stat by level 100, seeing as how you start the game at level 7. I would like to point out also that I beat Ultimecia at level 18. Early in the game I got Diablos and his ENCOUNTER NONE ability by beating Cactuars, which give surprisingly little XP. I was also a coward at the beginning of the game and just decided to speed through it, so I ran from every battle and used ENCOUNTER NONE. Using the Junctions I listed above, it is possible to do this (Ultima never even got a shot at me) for all the psychopaths out there like me who need a challenge. Please note however that you must replace the Holy junction for the Adel fight and you must remove it completely for the Omega fight."

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I.b CHARACTER'S ULTIMATE WEAPONS

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In FF8 you can remodel (upgrade) weapons in junk shops to gain new ones. New weapons are stronger than previous ones and can also include new limit breaks. You need a certain amount of (rare) items and weapon magazines in order to upgrade your weapons. Listed bellow is an item list which contains only items and magazines needed for every character's ultimat weapon. You can also call a junk shop using GF Tonberry Junk Shop ability.

<<- ITEM LIST ->>

Legend:

W - where to find the item

Adamantine

Lion Heart, Ehrgeiz, Strange Vision

W: Win it from Adamandanti (turtles with black shells). They are found at the shores of Long Horn Island, North from Galbania.
You can also turn the Minotaur card into 10 Adamantines.

Curse Spike

Strange Vision

W: Win/steal it from those 3 headed monsters found in the basement of Warship Island. You can also win them from from Molboros (huge green plants).

Dino Bone Exeter

W: Win it from T-Rex located in the Balamb training center or Island closest to Hell.

Dragon Fang Lion Heart

W: Win it from Hexa dragons and Blue dragons located on the Island closest to Hell.

Dragon Skin Ehrgeiz

W: Win/steal it from Hexa dragons, Blue dragons or T-Rex located on the Islands closest to Hell/Heaven.

Energy Crystal Shooting Star, Save the Queen

W: You can get this item by fighting the Ruby dragon located on the Warship Island or Island closest to Hell/Heaven. (Use GF Bahamut Rare Item ability for assistance.)

Force Armlet Shooting Star

W: You can buy it from the Timber Pet Shop using GF Tonberry Familiar ability.

Fury Fragment Ehrgeiz

W: You can get this by stealing from the green shell, red-orange skin creatures inside the Tomb of the Unknown King.

Malboro Tentacle Save the Queen

W: Steal/win it from Malboros (green creatures with a status attack Bad Breath) located on the Islands closest to Hell/Heaven.

Moon Stone Exeter

W: Steal/win it from Iron Giants (very powerful monsters with huge swords) located in the Warship Island basement near the Ultima Weapon.

Pulse Ammo Lion Heart

W: Use Ifrit's Make Bullets Ability and change 1x Energy Crystal into 10x Pulse Ammo.

Regen Ring Shooting Star

W: Win/steal it a from leopard creatures with long whiskers (Toramas). They can be found in the southern Esthar area and in the Warship Island basement.

Screw Exeter

W: Win/steal it from those gray-red creepy crawlers found at

Galbadia. You also get this by defeating GIM-47N.

Sharp Spike

Save the Queen

W: You can win it from giant spider monsters found in Sentora Area
or at the forests near Edea's House.

Star Fragment

Exeter, Strange Vision

W: Steal/win it from Iron Giants (very powerful monsters with huge
swords) located in the Warship Island basement near the Ultima
Weapon.

Windmill

Shooting Star

W: You can get this by stealing from purple birds found in Galbadia
grasslands.

<<- MAGAZINES ->>

Weapons Mon: You can buy them all from Esthar Book Store found in the Esthar
Shopping center.

Weapons Mon 1ST: You can buy it from Esthar Book Store using GF
Tonberry's Familiar ability.

<<- ITEMS NEEDED TO ASSEMBLE CHARACTERS ULTIMATE WEAPONS ->>

Squall - Lion Heart

Rinoa - Shooting Star

Items:

1x Adamantine
4x Dragon Fang
12x Pulse Ammo

Items:

2x Windmill
1x Revive Ring
1x Force Amulet
2x Energy Crystal

Skills:

ATK: +26
HIT: 255%
Lion Heart (limit break)

Skills:

ATK: +17
HIT: 107%
Angel Wing (limit break)

Magazine: Weapons Mon 1ST

Cost: 2000G

Magazine: Weapons Mon 1ST

Cost: 1000G

Irvine - Execter

Selphine - Strange Vision

Items:

2x Dino Bone
1x Moon Stone
2x Star Fragment
18x Screw

Items:

1x Adamantine
3x Star Fragment
2x Curse Spike

Skills:

ATK: +13
HIT: 122%

Skills:

ATK: +13
HIT: 255%

Magazine: Weapons Mon 1ST

Magazine: Weapons Mon 1ST

Cost: 1000G

Cost: 800G

Zell - Ehrgeiz

Items:

1x Adamantine
4x Dragon Skin
1x Fury Fragment

Skills:

ATK: +13
HIT: 103%

Magazine: Weapons Mon Aug

Cost: 800G

Quistis - Save The Queen

Items:

2x Molboro Tentacle
4x Sharp Spike
4x Sparkling Energy

Skills:

ATK: +13
HIT: 113%

Magazine: Weapons Mon Aug

Cost: 800G

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I.c HIDDEN GFS

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There are 5 GFs which are considered to be hidden. Their abilities and summon attacks are essential for easier progress through the game. I have also added a quick description of locations where you can find other GFs.

|==| G F D O O M T R A I N |==|

You need to find the Solomon's Ring. The Solomon's ring can be found in Tear's Point, located south-east from the Esthar capital. It is a shiny item near the center statue. Pick it up.

To activate the item, you need following items: 6x Remedy Plus
6x Steel Pipe
6x Molboro Tentacle

- Remedy Plus:

Use GF Alexander Medicine Level Up ability to upgrade Remedy. 1x Remedy Plus is equal to 10 Remedies.

- Steel Pipe:

Win/steal it from green-yellow gorillas found at the hills of Galbadia.

- Molboro Tentacle:

Win/steal it from Malboros (huge-green plants, with a powerful status attack Bad Breath) located on the Island closes to Hell/Heaven.

When you obtained all required items, use Solomon's Ring in the item menu and GF Doomtrain will join you.

|==| G F T O N B E R R Y |==|

Head for the Sentura Region after you have obtained Odin (refer to GF Odin section bellow). Fight and Mug Chefs Knives from 10-20 Tonberries. Soner or later King Tonberry will appear. Defeat him and he will join you. Refer to the boss walkthrough disc 2 if you have problems defeating him.

<<- ANOTHER WAY GETTING KING TONBERRY ->>

by Derek - The Obsidian Rose <judech@mediaone.net>

"To find GF Tonberry you need to get 20 Chefs Knives. However after fighting 20 Tonberies the Tonberry King appeared, with 8 knives in my inventory. I'm not saying you can't do it by having 20 knives, maybe that is easier, but can also be done by defeating twenty Tonberries."

|==| G F B A H A M U T |==|

Head for the Warship Island located on South-West corner of the world map (uncharted on the world map). Fly low with the Ragnarok and when you're above it, enter by pressing [x]. Enter the room with the light source. Proceed towards the light slowly when its turned off, if you move when the light is turned on, you'll encounter monsters. Talk to the light source and pick the 4 first and the second option (you'll fight the Ruby dragons twice). Refer to the boss walkthrough disc 3, if you have problems defeating the Ruby dragons. Pick the third (hidden) option to fight GF Bahamut. Refer to the disc 3 walkthrough section if you have problems defeating GF Bahamut.

|==| G F C A C T U A R |==|

Land the Ragnarok on small island in the South-East Sentura region. Direct east from Edea's house. Touch the green icon on the Island map. Refer to the boss walkthrough disc 3, if you have problems defeating Cactuar.

|==| G F E D E N |==|

After getting the GF Bahamut talk to everybody on Ragnarok and re-enter Warship Island (Zell must be in your party). Proceed and climb down. Head for the steam machine and you will have a guide of operating the machine. You'll need 4 out of 20 power units to open the 1st gate. In the second floor use 2 units, in third floor 2 units, in fourth 1 unit, in fifth 1 unit, and use the elevator to get to the machinery room. Have Zell use the machine and proceed through the door. You must get across 5 underground research facility floors to fight Ultima Weapon. On each floor you'll encounter very powerful monsters (Toramas, Behemoths, Ruby Dragons, Iron Giants, ect.). I recommend that you have high character levels before you fight these monsters. You can also use GF Doomtrain very effective against all monsters, hitting for multiple status attacks. There is save point at the 6th floor (use GF Siren find hidden save/draw points ability to see it) and activate the red computer panel after you have saved. Next Ultima Weapon will appear. Refer to the boss walkthrough disc 3 on defeating Ultima Weapon.

|==| G F O D I N |==|

Enter the Sentora Ruins found somewhere in the Sentora region, south part of the world. It's on one of those islands in the center of Sentora.

When you enter the timer will start countdown (20 minutes). Make sure you have GF Diablo's Encounter Nothing ability to save a lot of time. First take the stairs leading right. Go up the stairs and enter the chamber of the Odin. Next examine the stone block, it's an elevator. Take the left ladder. Climb up, examine the blue orb and climb down to examine the blue orb on the ground panel. It will reveal a stair way. Head up the stairway, until you have reached the statue of a monster. Examine the statue and take the Eye Ruby. Head up the stairs to the next statue. Climb up the ladder and put the eye and you will be given a password. Remove both eyes. Place the eyes on the first statue and a

torch on the right will be lighted. Enter your password now. A secret chamber will reveal and you will fight GF Odin there. Refer to the boss walkthrough disc 3 if you have problems defeating Odin.

Note that Odin is not a selectable GF, he has none abilities to learn. But he's considered to be a GF because he has summon sequence like all others GFs.

<<- WHEN DOES ODIN APPEAR ->>

The higher the luck rate is, more times he will appear. He appears at the beginning of the battle and causes death to all enemies using the Zentsuken. When in boss battle Odin's will use a attack which deals physical damage.

<<- ODIN APPEARANCE TIP ->>
by <Grunevald1410@aol.com>

"He has a 1/10 chance of appearing in each monster battle. Odin will appear more often when you junction magic to luck. I also recommend cactuars +50% luck ability for a higher appearance rate."

|==| G F G I L G A M E S H |==|

Get the GF Odin till the disc 3 end boss Seifer. When you face him, Odin will be destroyed by Seifer and GF Gilgamesh will appear at the end of the battle. GF Gilgamesh works the same as GF Odin; in addition he has several new attacks.

|==| P H O E N I X S U M M O N |==|

You can summon Phoenix only through the item command. To summon him, you need to get a Phoenix Pinion item. There are two ways to get this item.

1. Use GF Alexander Medicine Level Up ability to turn 50 Phoenix into a Mega Phoenix. Three Mega Phoenix will refine into a Phoenix Pinion using Medicine Level Up.
2. Find the five stones in the Shumi village.

<<- WHERE TO FIND THE STONES ->>

Go to the village of Shumi tribe located in the snowy fields in the northern continent. Enter the elevator and enter the house in most left corner of the Village. Talk to a Shumi near the Laguna's statue. You will be asked to find the five stones.

- Blue Stone

In the room with the statue. It is on the back wall. Examine the huge blue rock.

- Wind Stone

Go to the first screen of the village. Search near the rocks and you'll find the Wind Stone.

- Life Stone

Go to the chief's house. Go to the middle of the tree and examine it. Squall will climb up the branch and get the stone.

- Shadow Stone

Go back to first screen and search behind the pillar on the right side. It's

under the shadow of the container.

- Water Stone

Go to the House beside the building where you find the statue of Laguna and search by the sink (left side). You'll find the Water Stone.

When you have collected all the stones, go to the chief's house and you'll receive a Phoenix Pinion.

<<- HOW TO SUMMON PHOENIX ->>

by Jereme Bivins <jereme_1999@yahoo.com>

"First use the Phoenix Pinion through item command when in battle. The GF Phoenix is like Odin or Gilgamesh. Once you have used your Phoenix Pinion it will come out when all your party members are KO'd."

|~~| G F M i n i M o g |~~|

The item Mog Amlet holds the GF MiniMog. You can get the Mog Amlet after you beat Chocobo World on the (Sony's) pocket station mini-game. After you beat the game, download your game inventory from the mini-game into your game. And yes, the only way to get it, is to obviously beat the mini-game. There is no other known way to get him. Although I have not tested this personally, some people have confirmed that it exists. You'll need a pocket station, which can be only imported from Japan (not 100% sure about this) and I'm not sure if it works with NTSC US and PAL versions of the game. Refer to the Mog Amlet section in the other contributions chapter submitted by flyskater and <DHe7325150@aol.com> for some additional info. If you want more information, check some other FF8 FAQs at www.gamefaqs.com regarding this topic. There we're at least two pocket stations FAQs for FF8 published the last time I checked the site.

<<- WHERE YOU CAN FIND OTHER GFs ->>

Quezacotl: Meet Quistis outside Baland Garden
Shiva: Meet Quistis outside Baland Garden
Ifrit: Defeat Ifrit at Fire Caverns (Disc 1)
Siren: Draw it from Elvoret in Dollet (Disc 1)
Brothers: Defeat Brothers at Tomb of the Unknown King (disc 1+)
Diablos: Use Lantern in the item menu given by Cid, and defeat Diablos (disc 1+)
Carbuncle: Draw it from Iguion in Deling City, at the Presidential Residence when Rinoa is attacked (Disc 1)
Leviathan: Draw from Norg in Basement of Balamb Garden (Disc 2)
Pandemona: Draw from Fujin at Balamb Hotel (Disc 2)
Cerberus: Defeat Cerberus at Galbadia Garden (Disc 2)
Alexander: Draw it from Edea at Galbadia Garden (Disc 2)

<<- WHERE TO GET GFS YOU MISSED ->>

You can also draw GFs from Ultimecia castle (sub)bosses if you missed them earlier.

Siren: Draw it from Tri-Point
Carbuncle: Draw it from Krysta
Leviathan: Draw it from Trauma

Pandemona: Draw it from Red Giant
 Cerberus: Draw it from Gargantua
 Alexander: Draw it from Catoblepas
 Eden: Draw it from Tiamat

=====>
 < II. B A T T L E S Y S T E M T U T O R I A L >
 <=====

<====><====><====><====><====>
 II.a JUNCTION ABILITIES
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Junction abilities are very essential for the FF8 battle system. There are 6 types of junction abilities: Junction, Command, Boost, GF, Menu and Party.

Description of junction abilities:

Junction Allows you to junction magic to attributes.
 Command Allows character to use special commands during battle:
 [Card, Magic, Draw, Treatment...]
 Boost Allows you to raise character attributes [Vit +20%...]
 GF Raises GFs HP and power [GF HP +20%...]
 Menu It allows you to select GF Abilities from the main menu.
 Example: GF Siren Refine status magic from items ability.
 Party Affects the entire party. Example: GF Siren Find/Draw hidden magic and save points.

Junction menu sketch:

[JUNCTION]	[OFF]	[AUTO]	[ABILITY]
PHOTO	CHARACTER		COMMAND
OF			ATTACK
CHARACTER	LV 34 *		MAGIC
	HP 2150 / 4330		G.F.
			DARKSIDE
[HP] Meteor	145		
[STR] Ultima	210	[SPD] Haste	82
[VIT] Full-life	68	[EVA] -----	8%
[MAG] Triple	52	[HIT] Tornado	112
[SPI] Firaga	55	[LUCK] -----	14

And a sketch of the elemental attack/defense window. The status attack/defense works similar. Press left to access it from main stats window. There is also a status attack/defense window if you press right or left to switch from elemental and status attack/defense window.

ELEMENTAL ATTACK

	Fire	- 80%	Poison	- 0%
-> E ATK Fira	Ice	- 0%	Wind	- 0%
E DEF Tornado	Lightning	- 0%	Water	- 0%

E DEFx2 Thundara Earth - 0% Holy - 0%

ELEMENTAL DEFENSE

Fire	- 0%	Poison	- 0%
Ice	- 0%	Wind	- 90%
Lightning	- 70%	Water	- 0%
Earth	- 0%	Holy	- 0%

Junctioned abilities menu sketch:

-> ABILIY

COMMAND:

- ATTACK
- ITEM
- REVIVE
- GF

ABILITIES:

- STR +60%
 - HP +40%
 - COUNTER
 - RARE ITEMS
-

<<- HOW DOES IT WORK ->>

You must junction a GF to your character in order to use it's abilities. GFs can learn different junction, command, boost, GF, menu and party abilities, by selecting them in GFs learn menu. Sometimes you'll have to learn weaker abilities first in order to get the stronger ones. (Example: HP +20% -> HP +40% -> HP +80%). Magic spells can also be junctioned to your characters attributes to increase stats. In order to junction a magic spell to a character's attribute (example: HP-J, allows you junction magic spells to affect characters HP), a GF with this junction ability must be junctioned to your character. Note that a character can have multiple G.Fs junctioned. How much a certain spell boosts your stats is listed in <fuuie@oldcrows.net> magic junction chart at the end this section.

Example: Junction GF Quezacotl to one of your characters, ie. Squall. His HP junction ability will glow (turn white), now you'll be able to select and junction any spell you wish to Squall HP attribute. Select the HP junction ability and assign your chose of magic to it.

Example 2: You can junction magic to STR, VIT, SPI, E ATK, E DEF, E DEFx2, attribute when you have learned all GF Shiva junction abilities. Shiva must be junctioned to your character to use the junction abilities.

Example 3: Ifrit can learn additional command Mad Rush, Str +20%, Str +40% and other abilities, after you learned his inital ones.

List of attributes:

- HP - Health Points --> Shows the maximum HP capacity.
- STR - Strength --> Determents physical attack damage.

VIT - Vitality --> Resistance against physical attacks.
MAG - Magic Strength --> Determents the magic attack damage/affectivity.
SPI - Spirit --> Resistance against magic-based attacks. Sometimes also refered as Spr.
SPD - Speed --> The higher the speed value, the faster the character's ATB charges.
EVA - Evasion --> The % chance of evading physical attacks.
HIT - Hit Accuracy --> The chance of hitting your enemy using physical attacks.
LUCK - Luck --> Determents the drawn amount of spells, critical hit rate, Odin's appearance, ect.
E ATK - Elemental Attack --> Attacks with a certain element.
E DEF - Elemental Defense --> Adds certain element to your defense.
ST ATK - Status Attack --> Causes status attack to your enemy.
ST DEF - Status Defense --> % defense from a certain status attack.

<<- ELEMENTAL AND STATUS ATTACKS ->>

ELEMENTAL ATTACK (E ATK):

Elemental attack allows to add an element affinity to your physical attacks.

Example: When you fight cold-elemental monsters junction fire to you elemental attack and the inflicted damage will be 100% higher than usual. If you use fire elemental on a fire-based monster, the damage will be reduced, nullified or even absorbed by the enemy.

ELEMENTAL DEFENSE (E DEF):

Elemental attack allows you to reduce or absorb damage from enemy's elemental based attack.

Example: Elemental based monsters, will mostly attack you with elemental based physical attacks or spells. If you junction Wind-based (Wind, Tornado) spell to your elemental defense you'll be able to reduce or absorb enemy's Wind-based physical attacks and spells.

STATUS ATTACK (ST ATK):

Your character will cause the status ailments as he/she attacks. The rate of the character casting a status ailment on the enemy depends of the number of spells that you have junction to that character's status attack junction.

Example: Junction 100 Pain spells to your status attack. Every time the character uses a physical attack on enemy, he will additionally inflict Poison, Blind, Silence on the enemy (depending on the enemy's weakness for specific status ailments).

STATUS DEFENSE (ST DEF):

Status defense allows your character to reduce enemies status ailments attack rate. Characters status defense rate depends of the number of spells that you have junctioned to that character's status defense junction. 100 junctioned status ailment spells of one type will cause immunity to that particular status.

Example: Junctioning Esuna will raise all status ailments defense rate for 20%.

NOTE:

<<- USEFUL JUNCTION TIPS! ->>

- Junction 100 Ultima spells to Squall to raise his Str points. Also junction Str +40 % or Str +60% character ability to get Squall Str to maximum 255. Squall attack power is very important when you're using his Renzokuken. It can become the most powerful attack in the game if you have his ultimate weapon Lion Heart.
- Junction 100 haste spells to characters speed attribute. Character speed will improve greatly. You can also add the GF Cerberous Auto Haste ability or others GFs Spd +20% & Spd +40% to boost speed to maximum.
- Junction 100 Aura of Full-life spells to character HP. In addition, you can also use GFs HP +20%, +40% & +80% ability to reach maximum 9999 HP.
- If you have obtained GF Odin, junction 100 of a very powerful spell to the luck attribute and use GF Doomtrain, Cactuar or Eden Luck +50% ability. Odin will appear more often and kill your enemies with a single strike at the beginning of the battle.
- Use Full-life, Life, Esuna and Protect spells to increase your all-elemental and status defense.
- Learn GF Diablos Mug ability to steal items from enemies. This is a very important ability which will help get rare items.
- Learn GF Eden's Expendx3-1 to cast thee spells at the cost of one.

<<- ABSORB ALL DAMAGE ->>

by Vexer9 Blue moon <vexer9@hotmail.com>.

"Try this if you want to be almost invincible against status attacks and absorb 90% of all elementals.

STATUS JUNCTION

100 Holy
100 Esuna
100 Reflect
100 Pain

ELEMENTAL JUNCTION

100 Ultima
100 Full-Life
100 Life
100 Shell"

<<- ABSORB ALL ELEMENTS ->>

by <KurtCo96@aol.com>.

"If you equip all the following magic to Elemental Defense, you should be able to absorb all Elemental attacks.

ELEMENTAL JUNCTION

100 Ultima
100 Meteor
100 Full-Life
100 Life"

<<- MAGIC JUNCTION CHART ->>

by <fuuie@oldcrows.net>

note: the chart values are gained by junctioning 100 of each spell to different attributes.

Name	HP	STR	VIT	MAG	SPI	SPD	EVA	HIT	LUCK
Fire	100	10	4	10	4	8	3	10	8
Fira	200	15	8	15	8	12	4	16	12
Firaga	1400	30	16	30	16	14	4	20	14
Blizzard	100	10	4	10	4	8	3	10	8
Blizzara	200	15	8	15	8	12	4	16	12
Blizzaga	1400	30	16	30	16	14	4	20	14
Thunder	100	10	4	10	4	8	3	10	8
Thundara	200	15	8	15	8	12	4	16	12
Thundaga	1400	30	16	30	16	14	4	20	14
Water	300	20	14	18	14	12	4	18	13
Aero	300	17	10	16	10	20	8	22	15
Bio	700	24	15	24	15	5	2	4	4
Demi	1600	34	18	36	18	12	4	14	10
Holy	3800	55	28	45	48	10	8	24	14
Flare	3200	56	26	44	26	12	4	26	12
Meteor	4600	75	34	52	34	30	12	40	22
Quake	2600	40	20	40	20	7	3	30	12
Tornado	3000	48	24	42	24	33	13	38	14
Ultima	6000	100	82	100	95	60	24	60	64
Apocalypse	4200	80	80	80	90	30	12	30	30
Cure	200	4	15	4	15	3	2	2	2
Cura	500	8	28	8	28	4	2	3	3
Curaga	2200	20	65	20	65	10	4	10	10
Life	1200	8	50	10	50	4	2	3	4
Full-life	4800	20	80	20	85	8	4	8	20
Regen	2600	18	70	18	60	8	4	12	8
Esuna	500	6	36	12	36	3	2	3	10
Despell	1000	12	36	16	60	8	4	8	14
Protect	400	6	40	10	18	3	2	3	14
Shield	400	6	18	10	40	3	2	3	14
Reflect	2000	14	46	20	72	10	4	8	16
Aura	3400	70	22	24	24	10	2	50	40
Double	200	15	6	18	6	10	4	40	2
Triple	2400	70	10	70	10	70	16	150	30
Haste	500	12	16	20	20	50	8	10	10
Slow	500	12	16	20	20	40	8	10	10
Stop	800	18	20	30	24	48	10	20	10
Blind	100	6	5	12	10	3	2	30	2
Confuse	700	22	18	28	18	18	4	8	8
Sleepel	100	6	5	8	10	4	4	3	2
Petrify	1000	20	20	34	35	10	4	10	12
Death	1800	22	22	38	58	10	4	10	38
Drain	400	13	30	20	24	6	2	5	4
Curse	2800	42	36	60	45	4	2	4	40
Berserk	300	13	8	14	8	5	2	4	3
Flight	200	8	15	8	15	16	4	12	20
Zombie	800	15	24	15	12	2	1	2	2
Meltdown	1500	24	80	20	20	3	2	12	8
Scan	100	5	5	5	5	3	2	3	3

Example: Let's say that Squall's maximum HP is 1680. If you junction 100 Blizzagas to his HP through HP J (HP junction ability), his HP will increase by 1400 making it 3080.

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II.b COMMAND ABILITIES
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Besides the basic commands (Item, Magic, GF, Draw) GFs can also learn additional commands. Additional commands allow your character to use special commands during battle. Each character has maximum four commands slots.

| C A R D |

G.F: Quezacotl
Function: Allows you to get a Card from a monster. The monster will turn into a card when his HP is critical. You can also turn bosses into cards, although not all, for example: Fujin, Raijin,...
AP needed: 40 AP

| D E A T H S E N T E N C E |

G.F: Shiva
Function: It causes an Instant Death status. You see a counter on the top of the enemy. Once the counter reaches zero, the monster will be killed instantly; it doesn't work on bosses.
AP needed: 60 AP

| M A D R U S H |

G.Fs: Ifrit, Eden
Function: Causes Berserk, Haste, Shield and Protect status on all allies.
AP needed: 60 AP

| T R E A T M E N T |

G.F: Siren
Functions: This command is pretty useful as it will remove all status ailments from that character. I works like Remedy.
AP needed: 100 AP

| D E F E N D |

G.Fs: Brothers, Cactuar
Function: Allows the character to defend attacks reducing damage from monster's physical attacks.
AP needed: 100 AP

| D A R K S I D E |

G.Fs: Diablos, Doomtrain, Eden
Function: This command does more damage using physical attacks, and lowers your HP at the same time. Use this when the enemy's HP is running low.
AP needed: 100 AP

| R E C O V E R |

G.F: Leviathan
Function: Restores all your HP during the battle. Works like X-potion. Extremely useful! Try to learn it fast you can.
AP needed: 200 AP.

| A B S O R B |

G.Fs: Pandamona, Doomtrain
Function: You can drain HP from monsters. The amount of HP depends on the monsters HP.
AP needed: 100 AP

| R E V I V E |

G.F: Alexander
Function: Revives a dead party member and restores character's HP fully! It has same effect as a Phoenix Down and X-potion together. Very useful!
AP needed: 200 AP

| K A M I K A Z E |

G.F: Cactuar
Function: The character will run into an opponent and explode. Character can inflict 20000+ damage, but you can't use him in the battle anymore. You must revive him after the battle, though.
AP needed: 100 AP

| L E V E L D O W N |

G.F: Tonberry
Function: Levels down your opponent's level and reduces his attributes. You will also gain less exp. points when defeating the enemy.
AP needed: n/a

| L E V E L U P |

G.F: Tonberry
Function: Levels up your opponent's level and raises his attributes. You will also gain more exp. points when defeating the enemy.
AP needed: n/a

| D E V O U R |

G.Fs: Eden
Function: It's an Instant Death move, but it has very low hit rate. (You view some scenes from the opening FMV.)
AP needed: n/a

| K O - M O G R I |

G.F: All (use the Mog Armlet item on a GF)
Function: Restores all GFs in summon progress (when a character is summoning a GF) 1500 HP. Check the Hidden GFs chapter on how to get mog summon and ko-mogri command.
AP needed: (don't have this info)

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II.c LIMIT BREAKS

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Each character has a special type of attack called limit break. Characters can unleash their limit breaks when they're in critical status - his/her HP turns yellow (he has about 15% HP left) or Aura spell is used on them. Next a flashing arrow will show right of the attack command. Press right to select the limit break. You can also constantly switch between your party members trying to get the limit break option more often. It's interesting that Luguna and his foes also have their own unique limit breaks, but since you will use them only for brief time, their limit breaks aren't described in this FAQ.

Legend:

W - Where to get the item.

=====
Enemy skill: Laser Eye
Item: n/a
Effect: single strike, 1 opponent
W: It's the initial special move for Quistis.
=====

=====
Enemy skill: Super Vibration
Item: Spider String
Effect: single strike, 1 opponent
W: At the forests of Balamb, you'll fight caterpillar like structures (win/steal it).
=====

=====
Enemy skill: Thunder Strike
Item: Corel Fragment
Effect: electric based attack, all opponents
W: You can get this by stealing from the Creeps (shadow like creatures) in Deling city sewers.
=====

=====
Enemy skill: Level ?? Death
Item: Curse Spike
Effect: Quistis cast Death at all enemies (misses often)
W: You can get this by defeating Malboro.
=====

=====
Enemy skill: Detonator
Item: Black Hole
Effect: Demi based attack, all opponents
W: You can win/steal from creatures found in Laguna last scenario. Changing GF Diablos Card will do also.
=====

=====
Enemy skill: Aqua Breath
Item: Crystal Water
Effect: water based attack, 1 opponent
W: You need to fight water-based creatures in Esthar area. Use GF Bahamut's Rare Item for assistance.
=====

=====
Enemy skill: Micro Missile
Item: Missile
Effect: demi based attack (reduces 3/4 enemy HP), 1 opponent
W: You need to fight GIM52A or BGH251F2 to steal from it. BGH251F2 is actually the BOSS in the Missile Base.
=====

=====
Enemy skill: Boiling Liquid
Item: Mystery Fluid
Effect: single strike, 1 opponent
W: You need to fight Gayla. Gayla is found at the snowfield of Travia/Esthar.
=====

=====
Enemy skill: Gatling Gun
Item: Machine Gun
Effect: multiple strikes, 1 opponent
W: You need to fight SAM08G or BGH251F2. Just steal from Samoga (looks like a robotic dinosaur).
=====

=====
Enemy skill: Fire Breath
Item: Fire Dragon Fang
Effect: fire based attack, all opponents
W: You will need to fight the Ruby dragon at the Island
=====

closest to Hell. Steal from it.

=====
Enemy skill: Bad Breath
Item needed: Molbor's Tentacle
Effect: multiple status attack, all opponents
W: You will need to fight Molbors found at the Island
closest to Hell/Heaven.

=====
Enemy skill: Laser Canon
Item: Laser Canon
Effect: single strike, 1 opponent
W: You need to fight the robotic boss (Trauma) at Lunatic
Pandora, you can also steal it from him.

=====
Enemy skill: Angel Whisper
Item: Wind Whisper
Effect: restores all characters HP!
W: Get it from Adamantines, found at the shores of Long
Horn Island, or just steal it from them. You may need
Bahamut's Rare Item ability for assistance.

=====
Enemy skill: Mighty Guard
Item: Barrier System
Effect: Casts Haste, Regen, Flight, Barrier and Shield on all
allies (sometimes Aura too).
W: You will encounter Behemoths near the Esthars barrier,
just steal it from them.

=====
Enemy skill: Ray Bomb
Item: High Output Occurrence Device
Effect: mayor single strike, all opponents
W: Steal it from Iron Warriors at Lunatic Pandora.

=====
Enemy skill: Shockwave Pulser
Item: Dark Matter
Effect: a powerful single strike, all opponents - Givera uses
this before it dies! It does an outstanding 5-digit
damage!
W: Get 100 Curse Spikes and acquire GF Siren's Make Tools
ability. Change the 100 Curse Spikes and you will get
the Dark Matter. Note that GF Siren's level must be
100 in order to make the Dark Matter.

=====>
< III. B O S S W A L K T R O U G H: D I S C 1 >
<=====

<=I=F=R=I=T=> [GF]

Location: Fire Cavern located West from Balamb Garden.
Name: Ifrit
HP: 880
Facts: Weak against Ice/water. Nullifies Fire attacks.
Attacks: Fire, Jump Swap
Draw: Scan, Cure, Fire

Mug: n/a
AP gain: 20
Win: 4x G.F Returner, 1x Ifrit's Card

STRATEGY:

Using GF Shiva repeatedly should finish him quick. Physical attacks will do also. Take the opportunity to draw some Scan and Cure spells from him. Beating him won't be a problem, after all he is the easiest boss in the game.

<=E=L=V=O=R=E=T=>

Location: Dollet communication tower.
Name: Elvoret
HP: 2882
Facts: Weak against Wind. Nullifies Poison attacks.
Attacks: Bolt, Claw swipe, Flood Breath, Fire
Draw: Thunder, Cure, Double, Siren [GF]
Mug: n/a
AP gain: 18
Win: 2x Elixir, 2x Cottage, 3x G.F Returner

STRATEGY:

At the beginning of the battle you'll fight Wedge and Biggs. Take them out quickly using GF Quezacotl, Shiva and Ifrit or your best spells (blizzard, fire, etc). Next Elvoret will appear. Use your GFs and magic to deal out damage. Draw magic from Elvoret and use it on him. Use Potions and Cure spells to restore lost HP and Phoenix Downs to revive dead members. You can also draw Double, and use it on yourself to cast repeatedly two magic spells at one turn. That way you'll defeat him faster. Don't forget to draw GF Siren from it, before it dies!

<=X-A=T=M=0=9=2=>

Location: You'll met it during the Dollet communication tower retreat.
Name: X-ATM092
HP: 4800
Facts: Weak against Thunder. Strong against Poison.
Attacks: Desperate Charge, Claw Attack, Leg swipe, Ray Bomb
Draw: Fire, Blizzard, Cure, Protect
Mug: n/a
AP gain: 50
Win: random items

STRATEGY:

Now this boss is pretty hard! You DON'T have to fight him. If your characters are low levels, better run from battle every time he attacks you. If you want to beat him, note that it can only be done the 2nd time you face it. The best place to take it down is the bridge. Have GF Quezacotl learn Summon Magic +10% (+20%) and Boost ability to improve his summon attack. Repeatedly use GF Quezacotl with character having the highest affiliation with GF Quezacotl. Using Squall's and Zell limit breaks works great if you have high attack stats (junction some magic to Str). Use Lightning-based spells on him to dish out some damage or junction them to Squall E.ATK. Watch out for his Raybomb attack! Draw Cure from him and use it on yourself, if your HP is running low.

CONTRIBUTED STARTEGY:

by Tim Robinson <panzer_saga77@hotmail.com>

"If your level is very high, and I mean very high you can actually kill the creature 8 times if you have the abilities SumMag+10%, 20% and 30%, and also boost, Quezacotl compatibility must also be near 1000. This way you can get 400 AP."

<=G=E=R=O=G=E=R=O=> [fake president]

Location: On the fake Presidential train.
Name: Gerogero
HP: 2750
Facts: Weak against Holy/Fire/Earth/Heal. Strong vs. Poison
Attacks: Fire, Thunder, Flood Breath, Blind, Berserk, Zombie
Draw: Esuna, Double, Berserk, Zombie
Mug: n/a
AP gain: 20
Win: 8x Zombie Powder

STRATEGY:

First you'll be attacked by fake president. He pretty weak, so finish him quickly using GFs or physical attacks. Next fake president will reveal his true self - Gerogero. Attack him using your GFs, fire-based magic spells or physical attacks. Use limit breaks for assistance. Take a note that you can restore your status by drawing Esuna from Gerogero and using it on yourself.

<=S=A=C=R=E=D=>

Location: Tomb of the Unknown King.
Name: Sacred
HP: 1420
Facts: Weak against Poison/Wind. Strong vs. Earth.
Attacks: Regen (on himself), Pole swing
Draw: Shield, Protect, Berserk, Life
Mug: n/a
AP gain: 0
Win: 8x GF Hi-Potion

STRATEGY:

First summon GF Siren to remove Sacred HP regeneration status and to silence him. If you don't have GF Siren cast Silence spell on him, it will do the same. Follow by using Wind-based spells and GFs to hit hard. Draw Protect from him and use it on yourself to reduce his physical attacks damage. Don't forget to stock some Life spells from him.

<=S=A=C=R=E=D==A=N=D==M=I=N=O=T=A=U=R=> [GF]

Location: Tomb of the Unknown King.

Name: Sacred
HP: 1600+
Facts: Weak against Poison/Wind. Strong vs. Earth.
Attacks: Regen (on himself), Swing Pole
Draw: Shield, Protect, Berserk, Life
Mug: n/a

Name: Minotaur
HP: 3300+
Facts: Weak against Poison/Wind. Strong vs. Earth.

Attacks: Regen (on himself), Earthquake
Draw: Shield, Protect, Berserk, Cure
Mug: n/a

AP gain: 40
Win: 8x GF Returner, 8x GF Hi-Potion, Sacred's Card

STRATEGY:

First summon GF Siren to remove Sacred HP regeneration status and to silence him. If you don't have GF Siren cast Silence spell on him. Junction Wind based spells to your Elemental Attack and finish off with your physical attacks. Use your GFs and limit breaks (Squall) for assistance. Finish off Minotour first as he can has the highest HP and most offensive attacks. Don't forget to remove their regen status with Dispel, if they cast it.

CONTRIBUTED STRATEGY:

by Raylene Funk <taraskett@ignmail.com>

"There is another way to beat Minotaur and Sacred. When you scan them, it says that their regen only happens when their feet touch the ground, so that got me thinking, I had some floats that I drew from Thrustavies'. So when I fought them, I cast float on them, so their feet didn't touch the ground! Then you can take them out with GF's and regular physical attacks."

<=I=G=U=I=O=N=> [2x]

Location: At the residential Residence.
Name: Iguion (2x)
HP: 1260
Facts: Weak against Earth/Holy. Nullifies Fire/Poison attacks.
Attacks: Bite, Whip, Acid Breath, Double Vibration
Draw: Esuna, Petrify, Cure, Carbunkle [GF]
Mug: 4x G.F Returner
AP gain: 20
Win: 8x G.F Returner

STRATEGY:

Note that you can only use Squall and Irvine in this battle. I recommend that your learn GF Brothers Summon Magic +10% (+20%) to inflict mayor damage on the boss. Beware of the boss Acid Breath as it could turn one of your members into stone. Counter with Esuna (which you can draw from the boss), to restore status. You might want to use Irvine and Squall limit breaks. Don't forget to draw GF Carbunkle from the boss!

<=D=I=A=B=L=O=S=> [GF - discl+]

Location: Use item Magic Latern given by Cid in the item menu.
Name: Diablos
HP: 11200
Facts: Weak against Wind (Aero).
Attacks: Gravinja, Demi, Charge, (counter Curaga)
Draw: Cure, Demi
Mug: n/a
AP gain: 20
Win: 8x G.F Returner, Diablo's Card

STRATEGY:

Stock Demi from Diablos and cast it on him. He will counter with Curaga and heal

your party. Continue until his HP becomes critical, then use a powerful attack (GF summon or limit break) to finish him off in one or two quick turns.

<=S=E=I=F=E=R=>

Location: At sorceress Edea's parade.
Name: Seifer
HP: 1465
Facts: n/a
Attacks: Gunblade, Fira, Fire swipe
Draw: Fire, Cure, Life
Mug: n/a
AP gain: 0
Win: n/a

STRATEGY:

You control only Squall in this battle. If you are low on HP, just draw Cure from him and use it on yourself. You will probably defeat him using GF Shiva, Ifrit, Brothers or normal attacks if you have high Str stats. Seifer is pretty weak. Take this chance to stock up Life spells.

<=E=D=E=A=>

Location: You fight her after you have taken out Seifer.
Name: Edea
HP: 5480
Facts: n/a
Attacks: Firaga, Blizzaga, Thundaga, Dispell
Draw: Curaga, Dispell, Life, Double
Mug: n/a
AP gain: 20
Win: n/a

STRATEGY:

She is quite a hard cookie, but there is an easy way to defeat her. At the beginning of the battle have your HPs full and summon GF Carbunkle to reflect all her attack spells. She will waste her turns removing the reflect status from every character. Use the given time to attack with GFs and limit breaks or use recovery items when you're under reflect to restore lost HP. When she removes the reflect status from all, summon Carbunkle again and you'll buy some more time to attack her.

=====>
< IV. B O S S W A L K T R O U G H: D I S C 2 >
<=====

<=G=A=L=B=A=D=I=A=N==C=A=P=T=A=I=N=>

Location: Desert missile base, command room.
Name: Galbanian captain
HP: 2300+
Facts: Weak against Poison.
Attacks: Machine gun fire, Charge, Merton, Cure, Aura

Draw: Fire, Lightning, Ice, Scan
Mug: Tent

Name: GIM-52A (2x)
HP: 1800+
Facts: Weak against Lightning/Earth/Water.
Attacks: Charge, Micro Missile
Draw: Slow, Haste
Mug: Missel

AP gain: 8
Win: Windmill

STRATEGY:

This boss can be quite hard, so have some Hi-potions and Phoenix Downs for this battle. Draw Haste from GIM-52A and use it on yourself to boost your party's speed. Draw Slow and use it on the Captain so that he won't be able to attack so frequently. Watch out GIM-52A Micro Missile attack, it reduce 3/4 of your HP. Use Hi-Potions to restore lost HP. I recommend that you remove the Captain first by using physical attacks (if your Str is high) and make full use of your GFs to remove those pesky GIM-52A robots. Mug Missile from the GIM-52A, it's a very useful limit break for Quistis.

<=B=G=H=Z=5=1=F=2=>

Location: You encounter him when you try to escape the missile base.
Name: BGH251F2
HP: 7120
Facts: Weak against Lightning/Earth/Ice. Poison has no effect on him.
Attacks: Machinegun attack, Laser Beam
Draw: Shield, Protect, Stop
Mug: n/a
AP gain: 4
Win: 1x Weapon Mon Jun

STRATEGY:

Junction Lightning/Earth/Ice to your elemental attack to hit hard or repeatedly summon GF Quezacotl, Shiva and Brothers. Once you have destroyed one of his parts, the BGH251F2 will counter with Beam Cannon (900+ HP damage), so watch your HP. Draw Protect and Shell to lower the physical and magical damage. Recover your party with Hi-potions and Phoenix Downs. After you have taken out BGH251F2, you'll fight a Galbadian Captain and 2 Galbadian Soldiers. Take them out quickly. The whole fight should take you no more than 10 minutes.

<=O=I=L=B=O=Y=L=E=> [2x]

Location: They will attack you in the Garden basement.
Name: Oilboyle
HP: 4120 (2x)
Facts: Weak against Fire. Absorbs Water.
Attacks: Grab and Bite, Light Beam, Flood Mud
Draw: Esuna, Blind, Cura, Confuse
Mug: n/a
AP gain: 20
Win: 10x Magic Stone

STRATEGY:

Start with repeatedly summoning GF Ifrit and casting Fire-based spells (Fire,

Fira, Firaga). Flood Mud can inflict 400+ damage so watch your HPs. Counter by drawing Cura from them and use it on yourself. Junction Fire to your party elemental attacks to inflict more damage.

<=N=O=R=G=>

Location: Basement of Balamb Garden.

Name: Middle Orb
HP: 2020
Facts: Weak against Poison. Strong against Lightning.
Attacks: n/a
Draw: Cura
Mug: n/a

Name: Side Orbs (left & right)
HP: 2145
Facts: Strong against all Elements.
Attacks: Thundara, Aero, Fire
Draw: Thunder, Life
Mug: 4x Magic Source (left)

Name: Norg
HP: 11600
Facts: Weak against Wind (Aero). Poison does not work on him.
Attacks: Water, Shield, Blizzara, Mirror Blast
Draw: Shield, Protect, Esuna, Leviathan [GF]
Mug: n/a

AP gain: 20
Win: 8x Magic Stone

STRATEGY:

I recommend that you have 2 members attack the side orbs to keep them from turning red (and use it's powerful magic). Mug Magic Source from the Left Orb as well. Squall should cast poison to destroy the Middle Orb. Next Norg will reveal himself and attack you. Draw GF Leviathan from him first, then attack with wind-based (Aero, Tornado) spells, Demi magic or Shiva/Brothers/Ifrit. Use GF Carbunkle to reflect Norgs magic. Have some Hi-potions and Phoenix Downs ready, just in case.

<=B=G=H=2=5=1=F=2=>

Location: You encounter during the FH City docking.
Name: BGH251F2
HP: 7600
Facts: Weak against Lightning/Earth/Ice. Poison has no effect on him.
Attacks: Gunshot, Gun Beam
Draw: Shield, Stop, Reflect
Mug: 1x Adamantium
AP gain: 20
Win: 8x Fang Machine Gun

STRATEGY:

A very similar boss to BGH251F2 (you encounter it when you try to escape the missile base). Due to your higher levels, he shouldn't very hard to beat. If you have any troubles defeating him refer to the BGH251F2 strategy listed above.

<=O=D=I=N=> [GF - disc2+]

Location: Refer to the Hidden GFs section.
Level: 28
HP: 9000
Facts: n/a
Attacks: n/a
Draw: Stop, Death, Double, Triple
Mug: 1x Writings of Luck
AP gain: 20
Win: 8x G.F Mega Potion

STRATEGY:

Odin is probably the easiest boss in the game. Why? Because he doesn't Attack you at all. But watch the time limit. Wisely use your time to draw some triple and double spells from him. DON'T forget to mug Writings of Luck from him (rare item)!

<=K=I=N=G==T=O=N=B=E=R=R=Y=> [GF - disc2+]

Location: Refer to the Hidden GFs section.
Name: King Tonberry
HP: 80000+
Facts: n/a
Attacks: Kitchen Knife, Earthquake Stomp, Lantern Shot, Death
Draw: Death, Curaga, Full-life
Mug: n/a
AP gain: 24
Win: 1x Royal Crown

STRATEGY:

I recommend that you fight King Tonberry when you have Squall Str at least 170+. Have Squall in critical status or use Aura on him to use to unleash his Renzokuken. Cast Meltdown on King Tonberry to double the damage. After a few Renzokukens King Tonberry will die. The above described way is the fastest. You can also bring him down with double and triple casted upper tier magic and GFs. Use Recover command (GF Leviathan) to recover your health quickly from his attacks; it's a must for the battles later on.

<=R=A=I=J=I=N=>

Location: At the Balamb hotel

Name: Raijin
HP: 8040
Facts: Weak against Poison. Nullifies Lightning attacks.
Attacks: Pole strike, Spin Pole
Draw: Thunder, Thrundara, Shield, Protect
Mug: 4x Power Source

Name: Galbanian Solders (2X)
HP: 600+
Facts: Weak against Poison.
Attacks: Sword attack, Fira
Draw: Fira, Thrundara, Blizzaga, Cura
Mug: 1x Hi Potion

AP gain: 12
Win: 2x Potion, 1x Power Source

STRATEGY:

Fist take quickly out two Galbanian Solders, so they won't bug you anymore. Junction Bio spell to inflict some mayor damage to Raijin. Use all GFs except Quezacotl. I recommend that you raise Squall Str to 150+ in order to inflict 2000+ physical damage on her each time! Mug Power Source from Raijin - which will raise your Str attribute by one point.

CONTRIBUTED STRATEGY:

by <ElGrande727@cs.com>

"Well you have to beat him first and the soldiers. First you cast a sleep spell on Raijin (there is no guarantee this will work the first time but if not keep trying). Make sure you have GF Ifrit and Shiva junctioned, Diablos is good too. Once you have sleep spell cast on him use only the most powerful GF except Quezacotl. Ifrit and Shiva will do most damage and also use Bio's against him. This should get him out the way rather quickly."

<R=A=I=J=I=N==A=N=D==F=U=J=I=N=>

Location: At the Balamb hotel.

Name: Raijin
HP: 8800
Facts: Weak against Poison. Nullifies Lightning attacks.
Attacks: Pole attack, Spin pole, Lightning Strike
Draw: Thunder, Thundara, Shield, Barrier
Mug: n/a

Name: Fujin
HP: 7720
Facts: Weak against Poison. Nullifies Wind attacks.
Attacks: Dart roll
Draw: Wind, Cura, Life, Pandemona [GF]
Mug: 4x Magic Source

AP gain: 20
Win: 1x Power Source, 1x Combat King 002, 1x Megalixir

STRATEGY:

First draw GF Pandemona from Fujin. Them draw Blind from him and use it on her to reduce her hit rate. You can draw magic from Fujin and use it on Raijin and vice versa. Quezacotl won't work on Raijin, so use all other GFs. Try to make good use Of Squall Renzokuken if you have high Str stats. Junction Bio magic to your elemental attack to inflict higher physical damage and poison status.

CONTRIBUTED STRATEGY:

by <ElGrande727@cs.com>

"This battle will be a little more difficult. Cast sleep on both Raijin and Fuujin. Once again there is no guarantee this will work on first try but keep trying. Once asleep cast Demi on Fuujin, this will cause a lot of damage. Use GF Ifrit for Raijin. Keep repeating this as many times as possible and as quick as you can. If they wake up from sleep before they are defeated which is very likely do not try to cast sleep right away, the likelihood of this working back

to back is very slim. If you have a sufficient amount of Demi's Fuujin should be out of the way quickly. If you do not have Demi's then I recommend you get them before going into battle against Fuujin because this will be the most affective way I have found to beat her. Make sure that you draw GF Pandemona from Fuujin before defeating her."

<=C=E=R=B=E=R=U=S=> [GF]

Location: You'll encounter him in the main hall of Galbania Garden, when Galbanian Garden is under attack.

Name: Cerberus

HP: 9800

Facts: Wind has no effect on him. Absorbs Lightning damage.

Attacks: Berserk, Tail Whip, Triple, Thundaga, Earthquake

Draw: Quake, Double, Triple

Mug: n/a

AP gain: 20

Win: 8x G.F Returner, Cerberus Card

STRATEGY:

Cerberus will often cast triple on himself, so remove it with Dispell. Attack will all GFs except Quezacotl and Pandemona. Also use Squall Renzokuken to hit hard. Cast Demi spells on him to reduce his HP. To remove status disorders cast Esuna on yourself. You can Draw Triple from him, take advantage of this opportunity.

<=S=E=I=F=E=R=>

Location: In the third floor of Galbania Garden.

Name: Seifer

HP: 7650

Facts: Weak against Poison.

Attacks: Gunblade swipe, Firaga, Fire, Thundara, Tornado Sword attack, Cura

Draw: Fira, Thundara, Despell, Haste

Mug: n/a

AP gain: 20

Win: 8x Mega Potion

STRATEGY:

Seifer has improved a lot from the last fight. Junction Bio to your Elemental attack to make advantage of his weak spot. Cast Protect on members to reduce physical damage. Use all GFs to attack him (I prefer Leviathan). When he starts to using his powerful Tornado Sword attack, have two character as healers to recover quickly (use Cura or Hi-potion). Use limit breaks and GFs to finish him off.

<=S=E=I=F=E=R==A=N=D==E=D=E=A=>

Location: At the main hall of Galbania Garden, after you have defeated Seifer.

Name: Seifer

HP: 5000

Facts: Weak against Poison.

Attacks: Gunblade, Fira, Thundara

Draw: Fira, Thundara, Despell, Haste

Mug: 1x Hero Drink

Name: Edea
HP: 10000
Facts: n/a
Attacks: Shadow Flare, Death, Silent, Blizzaga, Despell, Reflect
Draw: Blizzaga, Demi, Esuna, Alexander [GF]
Mug: n/a

AP gain: 50
Win: 1x Hero Drink

STRATEGY:

This is a very hard fight. Take out first Seifer by using Leviathan, Diablos and Squall limit breaks. Use Aura on Squall for assistance. Draw Alexander from Edea and continue by casting Shell on all members to reduce Edea spells damage. GF Carbunkle doesn't work here (she will cast reflect on herself). Don't have more than two characters in critical status, at least one should always be at full health ready to revive/heal others.

=====>
< V. B O S S W A L K T R O U G H: D I S C 3 >
<=====

<=R=U=B=Y==D=R=A=G=O=N=>

Location: You encounter him during Laguna's third scenario.
Name: Ruby dragon
HP: 16981
Facts: Weak against Ice/Holy, nullifies wind and fire-based attacks.
Attacks: Bite, Claw Swipe, Dragon Breath
Draw: Fira, Wind
Mug: 2x Fire Dragon Fang
AP gain: 14
Win: 1x Fire Dragon Fang

STRATEGY:

Junction 100 powerful Thundara/Thundraga spells (or Blizzara/Blizzaga) your elemental attack and 100 powerful Fire spells (ie. Fira/ Firaga) to elemental defense. His Dragon Breath damage will be greatly reduced due to your fire elemental defense. Attack him with Ice-based magic. If you have high Str stats use Lagunas limit break (it can do up to 9999 damage). Note that Laguna's stats mirror Squall's, so use this to your advantage.

<=A=B=A=D=O=N=>

Location: In the snowy area, when you search for Esthar.
Name: Abadon
HP: 16010
Facts: Weak against Holy/Fire.
Attacks: Claw grab, Claw swipe, Confu
Draw: Curaga, Esuna, Despell, Flare
Mug: 1x Power Wrist
AP gain: 40
Win: 10x Flare Stone

STRATEGY:

At the beginning of the battle cast Zombie on Abadon. Now use the GF Leviathan Recover command on him. It will do 9999 damage on him (do this twice to kill him). If you don't have the Recover command, use X-Potions (9999 damage), Elixirs (9999 damage) or Hi-potions (1000 damage) to defeat him easily.

<B=A=H=A=M=U=T=> [GF - disc3+]

Location: Refer to the Hidden GFs section.
Name: Bahamut
HP: 42000
Facts: Drains Poison. Wind/Lightning has no effect on him.
Attacks: Claw swipe, Tetra Flame, Flare
Draw: Flare, Curaga, Full-Life
Mug: 1x Hyper Wrist
AP gain: 40
Win: 1x Hyper Wrist, Bahamut's Card

STRATEGY:

I recommend that you fight Bahamut when you have Squall Str at 200+ or Irvine's Pulse Ammo. Junction GF Cerberus Auto-Haste to Squall or Irvine. When you enter the battle cast Meltdown on Bahamut and use Squall (cast Aura on him) Renzokuken or Irvine's Pulse ammo to finish him off. If you haven't acquired any You can also try to cast double, or better, triple of your strongest magic combined with GFs who have high compatibility with the summoner. Don't forget if you don't have Auto-Haste, cast haste on every character at the start of the battle. When it wears off, cast it again. Speed is essential for tougher boss encounters.

<C=A=C=T=U=A=R=> [GF - disc3+]

Location: Refer to the Hidden GFs section.
Name: Cactuar
HP: ????? (90000+)
Facts: Weak against Water.
Attacks: 10,000 Needles, Quake smash
Draw: Meltdown, Demi, Tornado
Mug: 3x Cactaur Thorn
AP gain: 20
Win: 1x Ring of Gaia

STRATEGY:

Have Squall Str at 200+, junction 100 Haste to his Speed. You can also use GF Cerberus Auto-Haste ability. Draw Meltdown from Cactuar and use it on him. Use Squall Renzokuken repeatedly to finish him off. Standard routine for Squall's Limit Break fans. Is obvious which character has the most powerful blows and limit breaks in the game, and he's always the default party member. So if you don't have his strength over 200 by now, take some time to find hidden Ultima draw points (using GF Siren ability) or other powerful spells (like Triple). For more info check the magic junction chart in the junction abilities chapter or basic tips/hidden gfs chapter for ultima draw points locations.

CONTRIBUTED STARTEGY:

by Zell <DaMan7050@aol.com>.

"Easy way to beat Cactuar - Well first off he is weak against water so be sure to have Leaviathan, Then junction 100 waters to Squall's Elemental Attack and use LionHeart once, I killed him just like that but if you don't kill him with 1 lionheart then just kill him with one shot from Leviathan."

CONTRIBUTED STRATEGY 2:

by Chris Bradow <tke_277@hotmail.com>

"Junction 100 Waters to Squalls Elemental Attack. Use Squalls Limit Breaks, but also summon GF cerebus and when the other characters' don't have to heal anyone use Water using GF Eden Expendix3-1! Add one casting of meltdown and even when Squall's level is 100, the Cactuar will drop like a fly."

<=U=L=T=I=M=A==W=E=A=P=O=N=> [disc3+]

Location: Refer to the Hidden GFs section.
Name: Ultima Weapon
HP: ?????? (100000+)
Facts: n/a
Attacks: Sword Swipe, Shadow Flare, Earthquake, Meteor, Light Pillar
Draw: Regen, Despell, Ultima, Eden [GF]
Mug: 1x 3 Stance
AP gain: 100
Win: 100 Ultima Stone, Eden's Card

<<- REQUIRED STATS->>

Before your encounter him please read the following recommendations. Have Squall or your strongest Limit Break user Str at 255. Junction 100 Haste to all party members speed. Speed is the key factor in defeating the Weapons. Junction GF Cerberus Auto-Haste ability to Squall. Try to equip Squall with his ultimate weapon Lion Heart. If you can get Irvine's ultimate weapon Exeter and Pulse Ammo, it's also a great option. Have some X-potions, Mega Phoenixes and Elixirs ready. Every party members HP must be higher than 5000. You can have some Hero Drinks or Holy Wars ready, if your starts aren't optimal.

<<- HOW TO GET A MEGA PHOENIX ->>

Learn GF Alexander Medicine Level Up ability and refine 50 Phoenix Downs into 1 Mega Phoenix.

<<- USING ULTIMA WEAPON SPELLS FOR HEALING PURPOSES ->>

by Sparrowhawk <sparrowhawk72@gmx.net>

"There is a nice trick to use one of Ultima Weapon's (U.W.'s) attacks for healing purposes. This attack is the QUAKE spell - just equip 100 QUAKES to the Characters ELEM-DF. The defense value will be 150%, thus regenerating the HP of each character by about 1000-1500 HP."

STRATEGY:

At the beginning of the battle Ultima will probably attack with Light Pillar and kill one of your characters. Quickly revive your character with the revive command or use a Mega Phoenix. Cast Meltdown on Ultima Weapon and Aura on Squall/Irvine and let him unleash his Renzokuken/Pulse ammo. Due to your high speed you'll be able to attack several times before Ultima counters. Ultima Weapon'll die after 3 to 4 Renzokukens or 12+ Pulse ammo shots. Lion Heart will automatically kill Ultima Weapon if you can get it. Always revive your party members quickly if they are KO. Don't forget to draw Eden from it before it dies! If your want to make the fight easier and attack more by healing less, use Hero drinks or Holy Wars.

CONTRIBUTED STRATEGY:

by Logan <CaptainKhaos@aol.com>

"When fighting the Ultima Weapon, if Squall has the Lion Heart, all you have to do is hit Squall with an Aura stone (or spell) and he will automatically do his Renzokuken Lion Heart attack which will kill Ultima in ONE attack. I did this 5 times already! (Because I kept killing him before I could draw Eden.)"

<=F=U=J=I=N==A=N=D==R=A=I=J=I=N=>

Location: After you crash the Lunatic Pandora with Ragnarok.

Name: Fujin
HP: 16400
Facts: Weak against Poison. Nullifies Wind attacks.
Attacks: Dart Roll, Rush Swipe, Meteor, Haste, Blind, Tornado
Draw: Wind, Curaga, Full-life, Tornado
Mug: 2x Megalixir

Name: Raijin
HP: 20780
Facts: Weak against Poison. Nullifies Lightning attacks.
Attacks: Spin Pole, Pole Rush, Lightning Strike, Aura
Draw: Thundara, Thundaga, Protect, Shield
Mug: 1x Power Source

AP gain: 20
Win: 3x Power Source, 1x Megalixir

STRATEGY:

Cast blind on Raijin to reduce his hit rate. Use Dispell to prevent any status boosts that the enemy will cast on them (Raijin -> Aura, Fujin -> Haste). Use all your GFs except Quezacotl and Pandemona. Repeatedly use your strongest limit breaks and powerful spells like Tornado, Flare, Ultima to win the battle quickly. If you took some time for side quests, you should have no problem defeating them. Draw Full-life from Fujin to revive dead party members. You can also cast Protect and Shield on all party members to reduce the damage when being hit.

<=M=O=B=I=L=E==S=U=I=T=E==NO.8=>

Location: You encounter it when inside Lunatic Pandora.

Name: Mobil Suite No.8
HP: 40000+
Facts: Weak against Lightning.
Attacks: Underground Blast, Laser Cannon, Tentacle whip, Fallen Shone
Draw: Firaga, Thundraga, Blizzaga, Flare
Mug: 1x Laser Cannon

Name: Mobil Suite Left/Right side
HP: 9500 (2x)
Facts: n/a
Attacks: Laser Cannon, Fallen Shone, Dash
Draw: Curga, Demi (left), Esuna (right)
Mug: 2x Guard Source (left side)

AP gain: 40
Win: 2x Laser Cannon

STRATEGY:

Take note the Fallen Shone will reduce everyone's HP to 1, so quickly counter with Cura, Recovery command or some Exlirs. Junction 100 Thundraga to party elemental attack to hit him for more physical damage. Use Triple or GF Eden ability to cast tree spells at one turn and combine it with powerful spells like Ultima, Meteor, Flare and Tornado. If you have Squall Str 200+ make full use of his Renzokuken.

<=S=E=I=F=E=R=>

Location: Third floor of Galbania Garden.
Name: Seifer
HP: 26800
Facts: Weak against Poison.
Attacks: Sword swipe, Firaga, Fire-all cross-slash
Draw: Firaga, Thundaga, Blizzaga, Aura
Mug: n/a
AP gain: 40
Win: 1x Hero Drink

STRATEGY:

He is one easy boss. Why? Because you can Draw Aura from Seifer and use it on Squall and other party members to unleash their limit breaks, without having them in critical heath! Try to draw as many as possible Aura spells (very useful against the hardest bosses) from him; don't miss this opportunity.

<<- GILGAMESH APPEARANCE ->>

If you have obtained Odin by now, Seifer will kill him at the beginning of the battle. After few turns Gilgamesh will appear and defeat Seifer. Use this time wisely to draw as many Aura spells as you can.

=====>
< VI. BOSS WALK TROUGH: DISC 4 + OMEGA WEAPON >
<=====

<=A=D=E=L==A=N=D==R=I=N=O=A=>

Location: After you have beat Seifer at the Lunatic Pandora.

Name: Adel
HP: ????? (55000+)
Facts: n/a
Attacks: Life Drain, Meteor, Swipe, Shock Bomb
Draw: Firaga, Thundaga, Blizzaga, Flare
Mug: 1x Soul of Samantha

Name: Rinoa
HP: 6245
Facts: n/a
Attacks: n/a
Draw: Esuna, Despell, Regen

Mug: 8x Megalixir

STRATEGY:

Do not use any GFs or all-attack spells in this battle. Use Protect and Shield magic to raise your defense. Cast Aura on Squall. Let him unleash Renzokuken. Do not trigger the special attack! Cure Rinoa if her HP is low (if she dies, you'll lose automatically). Draw Regen from her and use it on yourself. You can also use Triple and cast Flare three times (or use GF Eden Expendx3-1). Don't forget to mug Soul of Samantha from Adel (rare item).

<=F=I=N=A=L==W=I=T=C=H=>

Location: Next Adel will appear in her final form.

Name: Witch Type A (6x)
HP: 3390
Facts: n/a
Attacks: Swipe, Fire, Thunder, Thundaga
Draw: Firaga, Thundaga, Blizzaga
Mug: Meteor Stone

Name: Witch Type B (5x)
HP: 4496
Facts: n/a
Attacks: Flick, Meteor, Double, Haste
Draw: Haste, Double
Mug: Meteor Stone

Name: Final Witch
HP: ????? (90000+)
Facts: n/a
Attacks: Creepy Touch, Ultima, Double, Meteor
Draw: Flare, Holy
Mug: Ultima Stone

AP gain: 55
Win: 5x Ultima Stone

STRATEGY:

Try to have Squall Str over 200 and use GF Cerberus Auto-Haste to boost his turns. Use Squalls attacks, Meteor or Ultima spell to finish the Witches quickly before they can attack. Cast Aura on Squall and Meltdown on the Final Witch. Make a full use of Squalls Renzokuken. You can also use Zell limit break if you have high Str stats or Irvine limit break with Pulse Ammo (up to 9999 damage each shot if the enemy is under Vit 0 status - Meltdown). Boosted GF Eden at high levels (70+) can also do a tons of damage (40000+).

<=S=P=H=I=N=X=A=U=R=>

Location: Go upstairs in the main hall of Ultimecia's Caste.

Name: Sphinxaur
HP: 12000+
Facts: n/a
Attacks: Countdown to death, Charge, Firaga
Draw: Firaga, Thundaga, Blizzaga
Mug: n/a
AP gain: 30
Win: 1x Megalixir

STRATEGY:

Junction powerful magic like Ultima, Triple, Aura to character's Str attribute, since you can only use the attack command in this battle. Using limit breaks will finish him off very quickly.

<=T=R=A=U=M=A=>

Location: Examine the main picture in Gallery room next to the entrance room. The answer is VIVIDARIUM, INTERVIGILIUM and VIATOR.

Name: Trauma
HP: 30000+
Facts: Weak against Wind.
Attacks: Life Drain, Create, Cannon Blast, Whip
Draw: Flare, [GF Leviathan]
Mug: n/a

Name: Drama
HP: 2410
Facts: Weak against Wind.
Attacks: Scuba Dive, Beam Cannon
Draw: Esuna, Despell
Mug: 2x Meteor Stone

AP gain: 30
Win: 1x Elemental Attack

STRATEGY:

He is a pretty nasty boss! If you're able to access magic, cast Ultima or Flare two or three times at once. Use Double and Triple or Junction GF Eden Expendix 3-1 to your character. I recommend using Squall's or Irvine's limit breaks on Trauma. Make sure you have high Str stats and watch out for Drama's Beam Cannon!

<=T=R=I-P=O=I=N=T=>

Location: Examine the hatch in the banquet (room with a chandelier).

Name: Tri-Point
HP: 25000+
Facts: Weak against Fire. Nullifies Lightning-based attacks.
Attacks: Mega Spark, Charge, Swipe.
Draw: Haste, Tornado, Bio, [GF Siren]
Mug: n/a
AP gain: 30
Win: 1x Rocket Engine

STRATEGY:

Take care that Tri-point will mostly counter your physical attacks and spells with Mega Spark (it can do up to 3000+ damage). His powerful attack is also his weak point. Junction 100 Thundara or Thundraga spells to your Elemental defense and Tri-point's most powerful attack will be absorbed by you. Additionally use your best limit breaks and spells (Ultima, Meteor) to finish him off quickly.

<=R=E=D==G=I=A=N=T=>

Location: Head down for the basement of Ultimecia's castle. Enter the open door at the middle. You will find a corpse holding a key,

examine it and you will fight Red Giant.

Name: Red Giant
HP: 28800
Facts: Strong against physical attacks.
Attacks: Swipe, Swipe-All, Sword Punch
Draw: Flare, [GF Pandemona]
Mug: n/a
AP gain: 30
Win: 1x Ring of Giant

STRATEGY:

Red Giant is simply the most defensive boss in the game. He will reduce your physical attacks to 1/10 damage. But he has a weak point; he's pretty weak against magic. I recommend that you use magic like Ultima, Flare, Tornado and Meteor on him. For a faster victory use GF Eden Expendix3-1 ability to cast three magic spells per turn. If you want to defeat him using physical attacks and limit breaks, lower his defense with Meltdown and inflict status disorders by summoning GF Doomtrain.

CONTRIBUTED STRATEGY:

by sashiel angel <unit01@mail.com>

"I know a better way to defeat the red giant in ultimecia's castle, just use GF Dialos on him and it will cause 9999 damage, with only 2 or 3 summons that bastard will be done for."

<=G=A=R=G=A=N=T=U=A=>

Location: When you cross the wooden near the Chapel, a key appears to fall off! Head down for the basement of Ultimecia's castle. Examine the canal to the right of the screen to pick up the Armory Key. Enter the door to right.

Name: Gargantua (Head)
HP: 10280
Facts: n/a
Attacks: Barrier, Haste
Draw: Esuna, Haste, Bio
Mug: n/a

Name: Left Hand
HP: 6880
Facts: Weak against Holy.
Attacks: Grab, Whip, Reflect, Flare, Cure, Meteor
Draw: Shell, Protect
Mug: 1x Rune Bracelet

Name: Right Hand
HP: 6880
Facts: Weak against Holy.
Attacks: Grab, Whip, Reflect, Flare, Cure, Meteor
Draw: Bio, Demi, Quake, Regen
Mug: 1x Magic Guidance Stone

Name: Gargantua (whole)
HP: 15000+
Facts: n/a
Attacks: Counter grab, Demi, Smash, Eyes Beam, Earthquake, Status Stare.
Draw: Bio, Quake, Reflect, Flare, [GF Cerberus]

Mug: n/a

AP gain: 42

Win: Magic Guidance Stone, 2x Rune Bracelet, 5x Magic Stone,
1x Devil's Bracelet

STRATEGY:

This boss often uses status-based attacks, so junction Berserk, Blind, Slow (and Esuna) to your Status defense. First take his head and both hands with all-attack spells (use Triple and Double abilities or spells) or GFs. When the whole Gargantua appears switch to Aura-limit break-summon GF combo. He shouldn't pose a threat by now, if you done some side quest to find powerful spells, hidden gfs and ultimate weapons. You can check the first chapter for additional info.

<=C=A=T=O=B=L=E=P=A=S=>

Location: From the Elevator Hall, head back a screen to the dark corridor. Look for a door to the left (which is partially hidden. It's somewhere down the middle). Inside the Treasure Vault will be 4 coffins. Just open all of them up and Catoblepas will appear.

Name: Catoblepas

HP: 34500

Facts: Absorbs Lightning-based attacks. Weak against Earth/Water.

Attacks: Swipe, Charge, Thundraga, Meteor

Draw: Meteor, [GF Alexander]

Mug: n/a

AP gain: 30

Win: 1x Status Attack

STRATEGY:

Not a hard one. Summon GF Brothers and GF Leviathan repeatedly and junction Earth/Water-based spells to your character elemental attack to inflict some mayor damage on him. A very good and quick tactic is also the Doomtrain->Aura->limit breaks combo.

<=K=R=Y=S=T=A=>

Location: Have your second party use the Green Spot in the Banquet Room (with chandelier). Now go across the chandelier with first party (note that chandelier won't fall down). Enter the door on the North.

Name: Krysta

HP: 12000+

Facts: Nullifies ice-based attacks.

Attacks: Cyber Frost, Rush attack, Ultima, Cyber shot

Draw: Holy, [GF Carbuncle]

Mug: n/a

AP gain: 30

Win: 1x Elemental Guard

STRATEGY:

Krysta can do a very powerful attack - Cyber Frost (3000+ damage), so take notice. His weak point is his low HP. Summon GF Doomtrain to inflict random status disorders on him and finish him using your limit breaks, GFs or best spells (Ultima, Meteor, Flare, ect.). Krysta will summon Ultima before it dies, so have your HP always above 3000.

<=T=I=A=M=A=T=>

Location: You will find a huge bell swinging from right to left at the top of the Ultimecia's caste tower. Be in a position near the edge. Wait for the bell to come and press Circle. Go in the hole.

Name: Tiamat
HP: 89000+
Facts: Strong against Fire/Lightning. Wind has no effect on him.
Attacks: Claw Swipe, Shadow Flare
Draw: Flare, [GF Eden]
Mug: n/a
AP gain: 30
Win: 1x Status Guard

STRATEGY:

At least one character should have HP higher than 8000 and equip him the Revive command. At the beginning of the battle Tiamat will countdown the Shadow Flare attack. Use GF Cerberus Auto Haste ability to boost Squall turns. Try to kill him, before he uses Shadow Flare. Repeatedly use Squall's Renzokuken, Irvine's Shot (with Pulse Ammo) or Zell's Final Heaven to defeat him before he casts Shadow Flare. If he casts Shadow Flare (8000+ damage to all) revive all you party members quickly and continue to use limit breaks and powerful GFs (Eden, Bahamut, Diablos). You can also avoid the high Shadow Flare attack damage by junctioning very powerful spells to Spr junction. Equip Spr +20%, +40% abilities, so that way you can lower the spell damage greatly. Cast Meltdown on him to double the damage of your physical attacks and limit breaks.

CONTRIBUTED STRATEGY:

by Jacquay Eichelberger <quaydogg@hotmail.com>

"I came up with an extremely easy way to beat Tiamat. All you need to do is junction 100 Firagas to each of your character's elemental defense. That's it! All you do now is punish Tiamat with GFs or Limit Breaks and when he finally unleashes Shadow Flare, everyone will be set up to absorb it."

<=U=L=T=I=M=E=C=I=A=> [end boss]

Location: Ultimecia castle.

Name: Ultimacia
HP: 35200
Facts: Weak against Poison.
Attacks: Earthquake, Dispell, Firaga, Thundaga, Whip, Angel
Draw: Haste, Slow, Reflect, Demi
Mug: n/a

Name: Givera
HP: ?????? (120000+)
Facts: Earth has no effect. Absorbs Poison.
Attacks: Demi, Status Affect breath, Remove magic spells, Triple, Angel, Shockwave Pulser (before it dies)
Draw: Bio, Quake, Tornado
Mug: n/a

Name: Ultimecia-Givera
HP: ?????? (150000+)
Facts: n/a

Attacks: Swipe, Tornado, Meteor, Remove magic spells, Angel
Draw: Firaga, Blizzara, Thundaga
Mug: n/a

Name: True Ultimecia
HP: ?????? (200000+)
Facts: n/a
Attacks: Hell Judgment, Flare, Remove magic spell/junction, Angel,
Apocalypse, Hell Judgement
Draw: Flare, Holy , Apocalypse (lower half)
Mug: n/a

AP gain: n/a
Win: n/a

<<- FINAL BOSS TIP ->>

For the end boss she can be very tough and cause trouble sometimes, but luckily she is not as tough as the Ultima and Omega Weapons. You won't have any problems with her you have obtained at least half of the ultimate weapons and hidden GFs described in the first chapter of the FAQ. Also try to have as much as possible of strong spells like Ultima, Tornado, Flare, Full-life, Aura, ect. Also note that Hell Judgement can't kill your characters, it only reduces your party member's HP to 1. The boss strategy is divided into four parts - the same as the end battle.

<<- RECOMMENDED STATS (MOSTLY FOCUSING ON SQUALL) ->>

Have Squall Str at 200+. Junction 100 Haste to all Character's speed to boost their turns. Junction GF Cerberus Auto-Haste ability to Squall. You will need GF Alexander's Revive and GF Leviathan's Recover command. Have some X-potions, Mega Phoenixes and Elixirs ready. At least one characters HP must be higher than 8000. Equip him the Revive command. Try to have a stock of at least 10 Aura spells. This way the final battle will be a breeze. If don't have Squall Lion Heart, you can also try using other characters top limit breaks (Irvine's Pulse ammo, Zell's My Final Heaven, etc.) and upper tier GFs combined with Ultima, Flare and other powerful spells.

<<- QUICK HINT ->>

by Glenn <ayres1437@email.msn.com>

"Quick hint for the last boss. Spells like aura and haste (and poison and Vit 0) remain in effect throughout the fight, so if you can keep the character alive you don't need multiple auras/whatever."

ULTIMECIA STRATEGY:

She will chose three characters random at the beginning of the battle. If your junctioned (party member set up for the final battle) character isn't in your party, kill the unjunctioned one and Ultimecia will replace him with an other party member. When you have all your proper party, begin the battle. Cast Aura on Squall to unleash his Renzokuken or use other characters limit breaks combined with powerful GFs (Eden, Diablos, Bahamut) to finish the first stage of the battle quickly. If she casts meltdown, use the Treatment command or Remedies to recover your status.

GIVERA STRATEGY:

Cast Regen on yourself and Aura on Squall and let him use his Renzokuken or use Irvine's Pulse ammo or other powerful spells repeatedly until he dies. When he

dies, he will cast Shockwave Pulser, which does 8000+ damage to all. Reduce the damage by junctioning powerful spells to Spr ability of the character who will revive party members. You can equip Spr +20%, +40% to lower the spells damage further. The character who survived must quickly revive your other party members.

ULTIMECIA-GIVERA STRATEGY:

Quickly recover via items (Elixirs, Megalixirs, Phoenix Down, Mega Phoenix) or Curaga, Life, Full-life or even better with Recover and Revive command. Again, repeatedly use party's most powerful limit breaks combined with aura spell. It's also very damaging if you cast Ultima/Flare triple (use GF Eden Expendx3-1). It's attacks aren't very damaging, so it's shouldn't take you to long to defeat it,

TRUE ULTIMECIA STRATEGY:

She will often cast Hell Judgement, which will reduce every characters HP to 1. Counter with Elixirs, Megalixirs (I recommend that you turn Bahamut's Card into 100 Megalixirs) or Leviathan's Recover command. Every while she will use Magic Drain on a character which will remove an specific magic spell from your character (if that spell is junctioned to an attribute, the value of that attribute will lower). She will repeatedly use Flare (3000+ damage, 1 opponent) and Apocalypse (3000+ damage to all). Again, use Squall's Renzokuken and other powerful limit breaks combined with upper tier GFs (Eden, Bahamut) to do some serious damage. If you're running low on spells draw Apocalypse from her and then use it on her! Again if you have problems defeating her, check the fist chapter for some guidance.

CONTRIBUTED ULTIMECIA STRATEGY:

by Lorraine Fisher <lorrish@hotmail.com>

"Here goes...

I have 3 characters at level 100, each with 9999 HP. Having squall's at strength 255 and haste junctioned to speed, I simply made sure the other characters had item commands equipped and used one to cast Aura Stone to squall (which incidentally does NOT last the whole battle) and one to cast a Mega Elixir each time, the just used the renzokuken each time, it doesn't matter then if the weaker characters die quickly, and when you are left with the 3 strongest just repeated this process, but wait before using the Mega Elixir, until Ultimecia has cast her damaging spells, especially Hell Judgment which reduces every characters HP to 1).

Using this strategy, there is no need to run through your magic or GF, which takes valuable time, as long as Squall uses his limit each time, there is no problem, I beat the end boss first time without the need for revive spells or losing any of my 3 strongest characters."

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OMEGA WEAPON [secret boss]
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Location: Ultimecia castle
Name: Omega Weapon
HP: ?????? (750000+)
Facts: Absorbs Holy.
Attacks: LV5 Death, Meteor, Swipe, Terra Break, Gravinja, Ultima, Light Pillar, Medigo Flame
Draw: Flare, Holy, Meteor, Ultima

Mug: n/a
AP gain: 250
Win: Three Stars

<<- HOW TO REACH OMEGA WEAPON ->>

I recommend that you read the requirements listed bellow before you fight him. The main party (with which you will encounter it) should be in the garden outside (near fountain - north from the banquet room) and use the green save spot to switch to the other party. Now the other party should go to the room right from the main hall. You should notice a bell here. Pull the rope in the Southeast corner of the screen. The bell will ring. Now use the green spot and switch to the main party. Go forward to the Cathedral and you'll see the Omega Weapon near the organ. Touch it, to enter the battle.

<<- REQUIREMENTS YOU SHOULD PASS ->>

Speed is the key factor in defeating the Omega Weapon. Junction GF Cerberus Auto-Haste and Spd +20%, Spd +40% abilities to Squall (or you most powerful attacking character). Equip Squall's ultimate weapon Lion Heart. Have Squall Str (strength) at 255 and junction 100 Haste to all Character's speed attribute. Equip Squall and the second party member Defend command, that way he'll be able to block the Terra Break, Omega's strongest attack. You'll also need GF Alexander's Revive and GF Leviathan's Recover command. Have some X-potions, Mega Phoenixes, Elixirs and Megalixirs ready. Two characters (including Squall) must have their HP at maximum - 9999. The third should have 5000+ HP. Junction 100 Death spells to status defense, if character level is multiple with 5. Have the strongest attacking character (Squall, Irvine, or ...) equip the Revive command. If you have Irvine's ultimate weapon Execter, you can equip it with Pulse Ammo, which combined with casting Meltdown it can deal 9999 damage per shot (assuming his strength is 255). Also if Irvine is main attacking character, switch Spd +20%, Spd +40% and Auto-Haste from Squall to him. You'll also need a lot of Aura spells for this battle. You can make the fight a lot easier, if you have obtained some Hero Drinks or Holy Wars.

<<- HOW TO GET HERO DRINKS OR HOLY WARS ->>

Change Laguna's card into 100 Hero Drinks and Gilgamesh's card into 10 Holy Wars! Win Laguna's card from Ellone during the space scenario and Gilgamesh's card from the CC Group King at Balamb Garden. If you would like to get more detailed information on the card mini game, check out FF8 card game FAQs on www.gamefaqs.com.

<<- OMEGA WEAPON TIPS ->>

by Jonathan Chan <lunarticpandora@hotmail.com>

"Omega weapon absorbs ALL kind of magic elements, not just holy so don't junction any magic onto your element attack. I recommend that you use Rinoa and Squall since they have limits like Lion Heart and Wishing Star.

Remember to use aura on Rinoa and Squall before the third person put in holy-war otherwise you'll have to attack with basic stuff for several minutes before you can do aura again.

Don't use eden twice in a row without using another holy-war because you could lose invicibility while charging up Eden (unless you have 1000 comparability with Eden)."

<<- OMEGA WEAPON'S ATTACK CYCLE ->>

LV5 Death (only at the beginning of the battle) -> Meteor -> Medigo Flame
-> Gravinja -> Terra Break -> Ultima -> Light Pillar -> Meteor...

STRATEGY:

At the beginning of the battle cast Meltdown on Omega Weapon. Follow by casting Aura on Squall or Irvine or your strongest attacking character. Try to use Squall's Renzokuken or Irvine's Pulse Ammo or other character's limit break (example: Rinoa's Angelo Rush) on Omega Weapon as many turns as possible. Always keep strongest attacking character's HP at maximum - 9999. When he attacks with Medigo Flame quickly revive and restore your party's HP (use Mega Elixirs, Mega Phoenixes and the Revive command). Next he'll attack with Gravinja and decrease your HP greatly. After this one he unleash the most powerful attack in the game - Terra Break (15000+ damage to all - greatly depending on characters spirit attribute). Use defend command on your primary and secondary party member. You can also use a Hero Drink (on Squall/Irvine/...) or a Holy War on the whole party. The characters who survived should quickly revive dead party members and restore health. Continue using Squall's Renzokuken/Irvine's Pulse Ammo/... on Omega (cast Aura on Squall/Irvine/... if they died) and restoring your party HP's when Omega attacks. Don't forget to cast Meltdown if it wears out. He will repeat the same attack pattern all over after Light Pillar. If you manage to get the Lion Heart 4 or more times, he'll probably die. Without Squall's Renzokuken or Irvine's Pulse Ammo (and maybe Rinoa's Angelo Rush) the battle can get quite lengthy and stressful; try to combine GF Eden cast triple spells with Ultima and Flare (draw it from Omega weapon) and watch out for your strongest magic caster during battle. Using upper tier summons can help (especially high level GF Eden), but be careful that Terra Break doesn't finish them off. Use the ones that have the highest character alignment, since it takes less time to summon. Hero Drinks and especially Holy Wars can be very helpful if you lack extremely powerful limit breaks. If you can deal 50000+ damage per Omega attack cycle and have tons of recovery items and lots of patience, then it can be pulled off.

CONTRIBUTED OMEGA WEAPON STRATEGY:

By Dino Angelo de la Rama <dino_de_la_rama@yahoo.com>

"Here goes:

1. All you need is your three best characters (I really don't care who, besides Squall and Zell of course) equipped with Initiative and the BEST junctions (probably all best magic junctioned to Spd-J, Str-J, Spr-J, Eva-J and Vit-J).
2. Characters at Level 100 and 100 Deaths at St-Def-J and at least everyone must have the Item command and Holy War as first selection in the Battle.
3. EXTREMELY LOW HP (probably 800-1000 HP is enough) but be sure that your characters have their max base HP (1000/9999). Remember this: you want Zell's 12-second Duel, Squall's Lion Heart and Irvine's slow Time Bar do you? And since you may want the idea of not wasting any Aura spells because it's junctioned to a stat, a low HP increases the chances of a better Limit Break rather than an Aura spell (heck, its my opinion).
4. A couple of Holy Wars or Rinoa's Invincible Moon (for the holy wars: Card Mod Laguna card, then Med Lev Up all 100 Heroes into 10 Holy War-Trials, then 10 Holy War-Trials into 1 Holy War or Card Mod Gilgamesh card for 10 Holy Wars).
5. Speedy characters but leave a weak character because you want him/her to do the Holy War thing and probably a cast of Meltdown to lower Omega's

vitality stats (junction 100 Triple to Spd-J plus a couple of Spd+% percentages, it's up to you plus the Initiative ability for all three characters from Pandemona, Cactuar and Tonberry).

<< START THE FIGHT >>

>> If Omega Weapon will use a Physical Attack at the start of the fight:

Answer: Junction lots to Vit-J plus lots of Vit+% percentages and lots to Spd-J and Eva-J if you don't have Vit-J junction.

>> If Omega will use LV5 Death at the start of the fight:

Answer: Junction 100 Death to St-Def-J beforehand or any level that's not a multiple of 5.

>> A. Use this character lineup :

First: Your average fighter, probably a support member for using Holy Wars and casting Life/Phoenix Downs/Mega Phoenix.

Second: Squall

Third: your next strongest fighter, also a speedy, but fighting, character

>> B. Your first member must use the Holy War (scrap Aura, you'll have low HP and higher chances of a stronger limit break).

>> C. Heck, you know what to do right now, do you? If not, cast Meltdown, then LION HEART! DUEL! SHOT! Those interactive Limit Breaks can sure bring Omega Weapon down easily.

>> D. If you lose Invincibility status, use any of your characters to Holy War (you have speedy characters, so you may outrun Omega Weapon's attacks before he uses the deadly Mendigo Flame (9998 damage) or Terra Break (meteor-like attack that deals 5000-9000).

>> E. Well, that's about it! Just repeat these four steps and Omega will go down fast. (Lousy suggestion : since you'll be gaining 250 AP afterwards, I suggest that you move Eden's learning to Expend-3x1, that is if you're not done researching all those high-priced abilities. Lousy, isn't it? :)

NOTE!

You can "lower" the damage done by the Terra Break IF you junction to 255 Spirit (magic defense). One time Krysta (the crystal boss in the balcony at the back room of the chandelier) casted Ultima on me and did about 200 damage!

ALSO NOTE

That above I said 'the BEST junctions (probably all best magic junctioned to Spd-J, Str-J, Spr-J, Eva-J and Vit-J)'. It's actually optional to junction to Eva-J and Spr-J/Vit-J but it's better to play safe in case you lose Invincibility status and Omega suddenly attacks you. You may have some doubts about this alternative strategy, but believe me, I did this each and every time I battle Omega Weapon and believe me, it works like a charm! I didn't have to use Aura because it's junctioned to St-Def-J (I just want to prevent the 'curse' status: disables Limit Breaking ability)."

<<- PROOF OF OMEGA ->>

After you have defeated the Omega Weapon enter the main menu. Select the Tutorial menu and select the information option. You'll see the Proof of Omega option, select it. It's not much, if you consider all the trouble you had to put up in order to get it!

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  FF8: new game+
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```

by Teyunde Sakurambo <jsteadma@gac.edu>

"Well, actually, there isn't REALLY a New Game+ option like Chrono Trigger's in FF8, but there's a trick I've discovered that lets you do essentially the same thing if you've got a GameShark.

Step 1: Program your Game Shark to access the Debug Room with the following codes, discovered by the Game Genie Code Creators Club (<http://www.cmgsgcc.com/>)

```
D00705E8 010F
800704A8 0001
D00705E8 010F
800704AA 0049
```

Step 2: With these codes active, boot up the game with your last save on Disc 4.

Step 3: Press L1, L2, R1, R2, and Select at the same time to warp to the Debug Room.

Step 4: In the main area of the Debug Room, talk to the Main Control guy. You'll find him towards the southeast part of the screen -- he's the only person in the room besides yourself who is not standing on a tile with Japanese writing.

Step 5: The Main Control guy will present you with a list of cool things. Choose 'Save Menu', 'Disc 1', and save your game. This creates a new saved game file for Disc 1 in the debug room.

Step 6: Reboot the game from Disc 1 and open the saved game file. (You won't need the Game Shark anymore.) Talk to the Main Control guy again and choose 'To main', then select 'From the beginning'.

Ta-da! The story will restart (completely with the opening FMV), but you'll have all your GF's, items, weapons, and your characters will still be just as strong as they were in Disc 4. Enjoy giving the worst of FF8's really tough bosses the whupping of their lives with your overpowered limit breaks! Mwahahaha!!!"

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  Auto-draw trick
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by Derek Minasian - The Obsidian Rose <judech@mediaone.net>.

"Here's a cute trick I discovered. Its kind of childish and stupid, yet highly effective. In some parts of the game you find spells like Firaga, Death or Curaga or any spell you'd like to stock 100 of. The trick is simple.

Equipment (besides the obvious):

Roll of tape

Notebook paper

A: On the configure menu, set your "Cursor" to "Memory".

B: Next get into a battle with an enemy that you can draw the desired magic from. The monster should not be so strong it can kill you easily. (ie. monsters on islands closest to Hell/Heaven)

C: Have each of your party members Draw the desired spell, then pause the game.

D: (now this is the tricky part) tear a one inch strip of paper from a notebook and roll it up real tight. It is also a good idea to tape around the roll of paper to hold it together.

E: Take the tape and tear about a 6 inch piece from the roll and tape the paper over the "X" button tightly in a way that it depressed the "X" button, and holds it down (note leave some of the tape not sticking to the controller so you can peel it off easily.)

F: Unpause the game and let your characters draw the bejeezus (^?^) out of the monster.

G: Once you've gotten 100 of a spell you can then flip up the tape and switch to a different spell, beat the monster, or run away.

This is a great way to stock simple spells (ie scan elemental magic, ect.) Also I've found doing this works great alongside the "High Stats walkthrough" simply run away or card the monsters after you've drawn everything you can. Depending how tough the monster you're fighting you should monitor your progress every couple minutes. Remember even if you draw the full 100 and aren't there the second to change your draw, the battle will greatly slow down because you will continually get a "Cannot draw anymore message".

Remember: Always use it for a good cause."

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Free Rosetta Stone in Esthar

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by Derek Minasian - The Obsidian Rose <judech@mediaone.net>.

"You can get a free Rosetta stone in Esthar. You may want to try this out. If you go to Cheryl's store during the time the Luntic Pandora is flying over Esthar, I got the Rosetta stone first try. It's very easy if you know your way around Esthar, to go from Doc Odines lab, to the mall, get the stone, and make it to the first contact point with 2 minutes to spare time, if you junction GF Diablos Enc-None."

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Mog Amlet

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by flyskater <flyskater@hotmail.com> and <DHe7325150@aol.com>.

"You have to acquire the mog amulet in the pocket station when you load the "chocobo world" game into it. When you get the items in the pocket station, somehow you load the items into the FF8 game. You may already know this, but im telling you just in case.

You get the Mog Amlet after you beat Chocobo World on the PocketStation mini-game. After you beat the game, download your game inventory from the mini-game into your final fantasy 8 game. And yes the only way to get it is to beat the mini-game. The Mog Amlet holds the GF MiniMog."

NOTE: You need a pocket station to pull this off. And you can only import it from Japan, because it's not for sale in the US and Europe, but I'm 99% sure about this fact. Also I don't know if it's compatible with other than the Japanese version of the game! For more info, search for FF8 pocket station FAQs at www.gamefaqs.com

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< VIII. T H A N K S T O >

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- |==| Thanks YTH (Yani The Hacker) for the various tidbits and help.
- |==| Thanks Derek Minasian - The Obsidian Rose <judech@mediaone.net> for the card tutorial section (sorry didn't fit in the FAQ), auto-draw trick, another way of getting King Tonberry and Free Rosetta stone in Esthar info.
- |==| Thanks <fuuie@oldcrows.net> for the magic junction chart.
- |==| Thanks Dino Angelo de la Rama <dino_de_la_rama@yahoo.com> for the very efficient Omega Weapon strategy.
- |==| Thanks <VvMach5vv@aol.com> for correcting me about the wrong written names.
- |==| Thanks Teyunde Sakurambo <jsteadma@gac.edu> for the FF8:new game+ section.
- |==| Thanks Zell <DaMan7050@aol.com> for the secret Ultima draw point in FH, Cactuar strategy and Shumi Village Card mode (sorry didn't fit in the FAQ).
- |==| Thanks Logan <CaptainKhaos@aol.com> for the Ultima Weapon strategy.
- |==| Thanks <ElGrande727@cs.com> for your Raijin and Fuujin strategy.
- |==| Thanks Jacquay Eichelberger <quaydogg@hotmail.com> for Tiamat strategy.
- |==| Thanks Lorraine Fisher <lorrish@hotmail.com> for the Ultimecia strategy.
- |==| Thanks Jereme Bivins <jereme_1999@yahoo.com> for his corrections in the Hidden GF section.
- |==| Thanks Glenn <ayres1437@email.msn.com> for the Ultimecia quick hints.
- |==| Thanks Raylene Funk <taraskett@ignmail.com> for the Sacred and Minotaur strategy.
- |==| Thanks Vexer9 Blue moon <vexer9@hotmail.com> for the elemental and status defense junction tip.
- |==| Thanks <KurtCo96@aol.com> for the all-elemental defense junction tip.
- |==| Thanks Jonathan Chan <lunarticpandora@hotmail.com> for your Omega weapon tips.
- |==| Thanks <TopsyJoe@aol.com> for the Rinoa card info (sorry didn't fit in the FAQ).
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< IX. C O N C L U S I O N >
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Well this warps it up. I hope I helped you beat the boss when you got stuck.
Anyway this is my last update, so please don't send me any more contributions
because I won't publish them. If you have too much free time, check out some
other great PSX RPGs like Xenogears and Chrono Cross.

FIN.

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