

Final Fantasy VIII Boss Guide

by One Tough Mage

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

Final Fantasy VIII

Boss guide by Blackestmage.

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Note: To get to the place you want, press ctrl+f and type correctly the keyword from the table of contents!

You can see this guide at:

faqs.ign.com(IGN.com)

www.ffinsider.net

www.neoseeker.com

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1- Introduction

Hiya! Last year, or was it 2 years ago, anyways, I began to write a walkthrough for FF8, but gave up, because I got busy. However, now that I have plenty of time, I'm writing a BOSS guide for the game! This isn't my first FAQ, I also have written an FF7 Boss faq, a FF9 Boss faq, a FFX FAQ/walkthrough(needs a huge update tho, gimme a few weeks :D), as well as a Kingdom Hearts Boss faq. So now I write this thing, and I'm gonna use a couple of things I had in my old never sent FF8 work. The bosses of FF8 are somewhat interesting, I hope my strategies will help you. Once again, like in each of my Boss faqs, you can find some sections about things that helps in battles, so you know...Anyways,

hope you enjoy!

2- E-Mail(questions)

Need help on the game and wish to ask me a question? Sure! My E-mail is blackestmage@yahoo.fr so ask me what you need! However, since I have written many guides, and am a kinda busy guy on the internet, type the game in the topic. Also, keep in mind that I won't answer any questions about the walkthrough or story line, only questions about bosses, as well as the other things I explain in my sections.

Thank you.

3- Strategies for bosses

Here comes the bosses! Now however, I must tell you one thing! In FF8, things are more complicated. The stats of your opponents are based on Squall's(or party, not sure)level. But, the level of the enemies has a limit, so I'm gonna write his HP at lvl 1 ~ his HP at his max level.

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Disc 1 bosses strategies  
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First

Boss: Ifrit
HP: 1068
AP: 20
Difficulty: Easy

Your first boss of the game! And it's the Fire elemental summon Ifrit! This boss is the first one, so he's not tough at all. Well first of all ladies and gentlemen, I hope you guys understood the Junction System before attempting to go on with the story. See the appropriate section. Now if you do, you understand that Drawing magic is a must to grow stronger, since it's with Magic that you increase your stats. Then, Ifrit carries nice magics for this point of the game; Cure, good for HP, as well as Fire, decent for Strength or Magic. Normally, I would recommend you to draw a max of them(100), but as you know, you in an exam and you are timed, so don't rush, just don't draw; the magics Ifrit got can easily be found outside the Fire Cavern! Just run around the area on your way out as well as outside and you'll find the magics you need. OK second, now let's take care of Ifrit. The fire beast uses Physical attacks for pitiful damages, as well as Fire(of course) for around 70 points, and when he talks he usually jumps on you to attack and deal up to 160 points. Now that's of course bigger, but still, if you understood correctly how the limit breaks system works, you need to be in yellow level(crisis, when your HP is low enough to be coloured in yellow)or simply LOW to be able to use them. So for Quistis, have her use the Ice elemental GF Shiva, and Squall will just strikes HIMSELF and gets in low life so then he can use his Renzokuken, really usefull move that deals multiple damages. No need to heal, just focus on summoning Shiva with Quistis, and use the limit of Squall.

Tip: Get some skills in Dollet!

Little spoiler ahead, in a while you gonna be able to have Seifer in your party. Once you passed the guard and secured your post, Seifer

will just screw the rules and follow some Galdabian soldiers to the Communication tower. There, when you passing that bridge of Dollet, here a little tip. Equip all your GFs on Seifer and have them learn some usefull abilities. For example, have Ifrit learn Str+20%. So go in battle, and kill Zell and Squall so they wont get any exp, and only use Seifer to take down the soldiers. Seifer will be the only one to get EXP, doesnt matter since you won't controle him for long, unlike Squall and Zell(for whole game!). As you know, in FF8, it's not good to lvl up too much without having nice Junctions, so you gonna be able to learn a couple of usefull abilities without even having to level your two characters(so your enemies). Sweet isn't.

Second

Bosses: Biggs and Wedge

HPs: 467 ~ 705

416 ~ 640

AP: 4

Difficulty: Easy

Another easy battle! Ok the battle begins with Biggs only, and once you dealed enough damages on him, Wedge gonna come and back his boss a bit. The battle isn't hard, draw a bunch of Cures from them if you haven't already, and then take them down. Both uses black magics such as Fire, but it deals minor damage, about 40-50. Wedge uses his blade to struck you but he's not damaging much neither. Biggs has two attacks; one that he tackles hard on you to deal up to 60 damages, and the other one is when he uses his machine gun, dealing about 60-80 damages as well. Just attack them normally, this battle is easy.

Third

Boss: Elvoret

HP: 1563 ~ 3523

AP: 10

Difficulty: Easy

This battle is easy but still watch out, it's the toughest one yet. But it's still ain't hard so you can relax as well :D. In this battle, DRAW Siren. Trust me you dont want to miss that awesome GF. After that, you can do two things; you can either kill off Elvoret, or you can also try to Draw Elvoret. I highly recommand you to Draw Elvoret, because that boss carries DOUBLE magic, not only that it's a usefull magic, but it junctions pretty well at this point of the game to your stats. However, Double is a rare magic, so it's gonna take a while to be able to get the maximum of it. Here what to do, you gonna need patience, as well as a decent Magic on one of your char. Quezacotl got the Mag-J so junction some magics to the Magic stat, doing that will allow you to Draw better. Have Draw on your whole party, and keep Drawing 300(or 200) of the Double magic. It just requires time(about 10 minutes) since you gonna get about 1-5 doubles each time, sometimes 6 or 7, but usually lower then that, gonna fail to draw a couple of times as well, but it's worth it. Elvoret uses black magics like Fire and Thunder, dealing around 80 damages each time. He also uses some physical attack for around 50 damages, and his most powerfull attack is Storm Breath, deals 140-160 damages on whole party! However, you have Selphie in your party, so

the fight gonna be a breeze! When you gonna be low on life when drawing, just cast the Full Cure limit break of Selphie to heal your party completely. Then when you done with drawing, just pummel the boss, and when you got your life taken down, use your limits. Elvoret sure got lot of life at any levels, but it's still no match for Renzokuken and Duel (^_^) . Also the fact that this boss ain't fast at all, you have way more turns then him, so have that at your advantage.

Fourth

Boss: X-ATM092
HP: 5072 ~ 5770
AP: 400(...)
Difficulty: Flee flee flee!

So, you trying to leave Dollet and then you are ambushed by X-ATM092! Well that thing ain't tough to take down, but to destroy it, it's another story. Normally, the best thing to do is to simply take it down with your limits and GFs so then, when it's out of order, you just escape. However, you can, if you wish, and have time to lose, to try to destroy the boss. For doing that, you gonna get 400 AP, but it's not free sorry. Like everybody advices, get a Quezacotl with a really high compatibility and have all the SumMag% learned, as well Boost. Then own the robot with it and deplete it HP about 8 times. BUT, just to learn all the SumMag%s and all gonna take you ages, sure 400 AP is awesome but still, to me it'S not worth it since you will just waste a lot of AP. My recommandations? Take it down and escape.

Fifth

Bosses: Granaldo and his Raldos
HPs: 1314 ~ 9700
 111 ~ 6700
AP: 5
 3 each
Difficulty: Easy

This battle won't be too hard although you only controle two characters, just make sure you draw a bunch of Protects from the Raldos, as well as a bunch of Shells from Granaldo. Those two defensive spells not only junctions well to your stats, but are also usefull in battles since Protect reduces by half the damages taken from physical attacks, and Shell reduces by half the damages taken from magic attacks. So just draw some, then take care of the boss. If you wish, you can use your GFs, but you can as well just have fun with limits. As you know, the Renzokuken from Squall deals really high damages. Now if we talk about Quistis's blue magics, you gonna be happy to have Ultra Wave(that is only if you managed to get a Spider Web from one of those Caterchipillars in the forest near Fire Cavern). That blue magic deals high damages on all enemies, perfect to take down 4 monsters. The attacks from your enemies aren't dangerous neither, so just draw, then kill.

Sixth

OPTIONAL

Boss: Diablos
HP: 1600 ~ 80 800
AP: 20
Difficulty: Tough

Diablos is sure hard, heck toughest boss yet, and will take a while to be surpassed as well from the other bosses, but defeating him is at your ADVANTAGE trust me. If you beat him, you get his card(pretty good), you get the chance to stock up on some awesome spells(Demi), you get 20 AP(usefull), but best of all, you get Diablos as a GF! And he carries some of the greatest abilities of whole game. However, like I said, he's hard. To summon the fight, when Cid gives you the Timber mission, talk to him and he gonna give you an cursed item; the Magical Lamp. Now go in your inventory and select it, doing so will disturb the sleep of Diablos, so a fight is gonna be started. Have Draw on all your characters, and Draw then Cast Demi on Diablo. Sure it can be tough to do, so have patience. Having some magics junctioned to your Magic stat would sure help. Demi is a spell that the damage is based on a certain % of your enemy's life. Diablos has a LOT of life, here let's give an example. If let say Squall is lvl 1, Diablos gonna have 1600, but if Squall is lvl 10, Diablos gonna be at 8800 HP! So Cast Demi on him to deal up to 1000-2000 damages on him, and then use your limit breaks, or GFs if you wish. The attacks from Diablos are quite simple, he uses some flying physical attacks and Graviga(reduce your HP by 75%). That GF uses a certain patern; when he uses Graviga, watch out cause on his next turn, he gonna fly on the lowest on life character and strike him. So have Squall abuse of his Renzokuken, and Zell of his duel(see tip section, as well as his whole section on his limits to learn something interesting about his Duel). When you are really TOO low on life, sacrifice the use of your offensive Limit Breaks and have Selphie use good old Full Cure spell to heal completely. Again, this fight ain't easy, so just try again if you die(but you shouldn't, yeah it's tough but, if you do things well, you will win).

7th

Boss: Fake President
HP: 52 ~ 778
AP: 0
Difficulty: bwaha

Very easy fight here, that Fake dude carries some Cures, so if you haven't already, stock up on some. That boss will 'bite' you for around 30 damages, so no time to lose, just beat him down, should be done in a few hits. When you're done, be ready for a tougher challenge cause Fake President will transform himself into...

8th

Boss: Gerogero
HP: 350 ~ 3650
AP: 20
Difficulty: Medium

Ok now it's harder! Gerogero is a bastard, he gonna use a lot of his abnormal status attacks. Let's describe his attacks. When he says (oh well...) 'Bwahrg', he throws a liquid on one of your character to both inflict Darkness, as well as damn Slow. Also, he will use Berserk, and silence as well. Berserk is an annoying status, it will increase the damage of your character but you will lose controle of him and the only thing he's gonna do is attacking. Now there, if Gerogero dares and throw his liquid (you know... 'bwwwargh') on your berserked character, he will be berserked, so no controle of him, and then he won't be able to hit Gerogero since he'll be blinded, and on top of it, he gonna be slowed. However, there is something good there! Gerogero carries Esuna, an awesome spell that cures your abnormal statuses. So each time one of your character is getting owned by bad stasues, Cast Esuna and yooopi! BUT, as you know, the boss uses Silence as well, meaning you won't be able to use magics-including Draw! Having a bunch of Echo Screens in your items will help a lot. Ok enough talking about the boss offense, let's talk about the beating! To win this fight, make sure you first Draw some berserks (just in case you need it for Junction), and then pummel the monster! Gero uses some physical attacks for around 100-150 damages, he also has high defense, so use your limit breaks. As you know, the undeads are weak against Fire, so use your fire spells, and have Ifrit with Hell Fire as well (only if you want). Limits are nice like always, and if you never get real lucky and see Holy in the spells of Selphie when you are searching for magics in her limits, just use it and enjoy the damage. NOW, if you really CAN'T beat Gerogero, or you just don't wanna lose time(..), you can try to use a Pheonix Down on him, since he's an undead it will kill him but I don't know... It's not as fun to kill him that way ♪_♪ .

Note: Use some curative magic spells to damage the zombie as well.

Tip: In a little while, you will be able to buy some Tents. With the L Mag-Rf ability from Siren, you can refine one tent in 10 curagas. That spell is just AWESOME (really is) to junction at your HP or Vitality. So buy like 30 tents, refine 300 Curagas with them, junction 100 to each HPs of your characters, and enjoy your HP.

9th

OPTIONAL

Boss: Sacred
HP: 855 ~ 36 375
AP: 0
Difficulty: Easy

This battle is optional since it's part of the Side Quest 'Tomb of the unknown King!'. Sacred is really easy to take down, he is pretty slow and attacks you with physical attack for around 80 damages. HOWEVER, that guy carries Lives, so stock up on a maximum of it, since it junctions pretty well to vital stats. Now to take care of that guy, just hit him or use your limits, don't bother with GFs. He is constantly regening life (about 115 each times) when his feets are touching the ground, so if you wish (and have some), you can cast Float on him, doing so will level him up in mid air, not being able to regen anymore. If you have learned Mug, you can mug him an G-Hi potion (bah).

10th

OPTIONAL

Bosses: The Brothers! (Minotaur and Sacred)

HPs: 578 ~ 27 218

855 ~ 36 375

AP: 20

Difficulty: Medium

Harder! But still very beatable. Once again, it's an optional fight, part of a side quest. Anyways, the Brothers make a well duo, but they still no match for you (^_^)! Let's see a strategy. Both likes to use their weapons to hit you for around 130 damages on one character, Minotaur uses an attack named Mower, it deals around 100 damages on whole party. Their most powerfull attack is Mad Cow Special, they use this team attack, deals up to 250 damages on whole party. There is a way to counter it tho, as long as you keep your characters floating in the air, they won't be able to damage you with it. Using Float on them is also good to stop them from regening life off the ground; Sacred still regen around 110 HP at each 2-3 turns but Minotaur regens up to 330 HP, so better not let them touch that ground they so love. Using your limits ain't a bad idea, to finish them off quickly, GFs are not bad neither, it's same strategy! Hit hit hit summon summon summon, heal when too low on life to not be able to survive at another mad cow special or even at a Mower. If one of your character die, dont forget you can Draw Cast Life from Sacred! Once you won, be HAPPY, you just obtained one of the most usefull GF there is!

Tip: Wanna deal godly damage? Or simply get a godly spell for this point of the game? Alright. Around Deling city, you will find some flying bird enemies named Thrustaevises. Those monsters carry a very rare item named WINDMILL. With the T Mag-RF ability, you can refine 20 Tornados from one Windmill. Also, you can try to Mug(if you have learned that ability) them and pray that you'll be able to steal and obtain a Windmill. HOWEVER, feel me when I don't 100% recommand you to do that. Sure that your chars will deal huge damages(around 2000) with 100 tornados junctioned to their strenght, but you won't have fun anymore. You will probably slain the next bosses in one hit or two, not really awesome for the difficulty point; why play if it has to be that easy..? Anyway, if you still want to powerup your strenght(or any other stats) but not by becoming able to crush your enemies for 2000 damages, you can refine 20 Aeros from one Shear Feather(very commonly dropped by those Thrustaevises), pretty cool magic to Junction, a bit better then Double.

11th

Bosses: Iguions

HP: 127 ~ 1747

AP: 20 at all

Difficulty: Easy

Not a hard fight, just watch out for their Magma Breath, it deals around 200 damages on one character, but it can inflict Petrify. First, be sure to DRAW Carbuncle from them, and then, Draw a bunch of Breaks as well. To win this battle, it's same strategy, attack, attack, heal when low on life OR use your limits. If you get stoned, use a Soft OR(better

option) Draw Cast Esuna. Not an hard fight, just make sur you Draw Carbuncle; you don't want to miss that GF.

12th

Boss: Seifer Almazy

HP: 176 ~ 1150

AP: 0

Difficulty: Easy

Now you have to fight Seifer Almazy! My favourite character! Unfortunetely, he's easy... Too easy if you ask me... He uses his gunblade, and usually he misses to pull his trigger so it doesnt deal much damage(around 60), he also like to use Fira, that one is better, but doesn't deal much damage anyways. You can draw some Lifes from Seifer if you haven't already, but to take care of him, just use physical attacks on him. He don't got much life so, a few probably used gunblade attacks and you have won. Don't forget to Mug Seifer an elixir tho. Oh, one last thing, this battle is a duel, a one on one between Seifer and Squall.

13th

Boss: Edea

HP: 1300 ~ 7000

AP: 20

Difficulty: Medium(bah)

Last boss of disc 1! This fight kinda easy if you have Junctioned your stats well, however, if you haven't, be ready for quite a medium fight. Edea is a sorceress, so be ready to get attacked by some black magic spells. She's not using Lvl 1 magics, not using lvl 2 magics neither, she uses the lvl 3 magics! The Aga spells! Firaga, Blizzaga and Thundaga! Each dealing 370-400 damages on one character. Edea also uses her Astral punch for around 200 damage. In this battle, you can use several strategies. You can, if you a summoner, abuse of your GFs, even tho Edea has no elemental weakness. Also, you can play the hardstriker and simply pummel the sorceress and use your limits when low on life. And you could also simply have fun, and summon your brand new GF, one of the cutest summon of the serie; Carbuncle! It Ruby Light will put your whole party in Reflect status, so then Edea won't use her black magics anymore but simply cast Dispel on your chars. However, she can only Dispel one character at a time, and that is once per turn, and since she is not really fast, you can simply let her be busy about Dispelling your characters in 3 turns, in meanwhile, have two characters hit Edea, and summon Carbuncle again with the last one. Doing so will allow you to win easily. Just don't forget to Mug her for an Elixir, and you better also check at her Magics she carries(Cura, Life, Double, Dispel), some might interest you(Dispel for example, is not awesome to Junction but pretty usefull in battles).

You can lose this battle, but doing so would waste 20 AP, so just win and show what you got. Like in each boss guides I have writen, at each final bosses of Disc 1, I always say this: take this battle as a test, to see if you have learned some skills since the beginning of the game!

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## Disc 2 bosses strategies

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14th

Bosses: Biggs and Wedge

HPs: 1467 ~ 2235

1416 ~ 2139

AP: 10

Difficulty: Easy

The funniest team in the business is back! This fight is sure, easy, and fun(just read their comments haha), HOWEVER, there are things you don't want to miss. Mug Wedge for a Strenght Love(always cool to have), and Mug Biggs for his REGEN RING(rare item, keep for later in game, gonna be really usefull to Remodel a weapon). Also, Biggs got some really nice magics, Haste and Slow for example, as well as Regen, being one of the most usefull curative spell of whole game. Once you are done with Draw and Mug, beat them. They ain't hard really, physical attacks will do it. If you wanna have fun with your limits, Quistis's Electrocute or Ultra Wave will be usefull. For Selphie, search in her list some good spells to cast.

15th

Bosses: Elite Soldier

GIM52As

GIM52As

HPs: 148 ~ 4940

1431 ~ 19 400

1431 ~ 19 400

AP: 8 at all

Difficulty: Fair

This can get ugly- if you let things get outta controle! However, if you do things correctly, consider this fight easy. Those robots, the GIM52As, are good but, the reason why they can be dangerous is because the Elite Soldier won't attack youmuch but will simply support the two machines with support magics such as Protect ect. So first of all, it is recomanded to enter the fight with Squall's HP pretty low, so then you can simply use Renzokuken on the soldier, doing so will kill him so he won't be able to support both robots. If somehow he is able to cast a spell on one of the robots, Dispel it quickly. Once he's dead, MUG both robots to get missiles, pretty sweet item there. Also, those GIM52As carry Haste and slow, so stock on as many as you can. Their attacks ain't that dangerous, they use Micro Missile often, dealing up to 350 damages on one character. They attack physically as well to deal up to 200 damages. To defeat them, use some limits that damage all, Quistis's blue magics are good for that as an example. Also, if you have Remodeled Squall's gunblade, you can use Renzokuken and hope that he will use Fated Circle, since it damages all enemies.

16th

Boss: BGH251F2

HP: 4200 ~ 8400
AP: 20
Difficulty: Medium

If you haven't Junctioned your stats well, this battle won't be easy! Mainly because BGH251F2 does some serious damage, unfortunately. To win, having a Quezacotl with Boost as well as the SumMag+% learned would help since the boss is a robot(weak to Lightning). Have a character that summons Quezacotl, another one that constantly heal the party, and another one that either summon Brothers(since the robot isn't strong against Earth elemental attacks), or either simply heal as well, or as a last resort, attacks the boss with physical attacks(having some bolt elemental magics equipped to your Elem-Atk-J would help). Don't bother with Mugging BGH251F2, it has nothing. The attacks of the Iron Clad are kinda great like I said earlier. It uses a machine gun to deal up to 300 damages, but its most dangerous attack is the Beam Canon. Damage one character for up to 800-1000 damage. Draw some magics if there is something that interests you, and then finish the battle quickly and don't hesitate to heal. Once you have taken care of that boss, the 3 soldiers(actually two guards and one elite) will get out of the Iron clad(out of power ya know) and will try to take on you, but you'll just have fun owning their 'I deal 20 damage and I'm cool!' butts.

17th

Bosses: 2 Oilboyles
HPs: 2136 ~ 15 630
AP: 20
Difficulty: Medium

Woah! Those two Oilboyles are pretty good! This fight isn't easy, yet not hard, just medium. Those two oil monsters are weak against Fire, so show your blaze and get some fire elemental spells junctioned to your Elem-Atk-J. If you a mage, you can sure cast some fire spells(Firaga being the best), and if you wanna play summoner, have Ifrit's Hell Fire burn those two jerks! The attacks of those Oilboyles are pretty good to deplete your HP, as well as to inflict some abnormal statuses. Their physical attacks(well, when they go at you and kiss you...what ever) will deal up to 300 damages, and when they spit some oil at you, it'll deal up to frikin 1000 damages, and inflict Blind as well, and some other abnormal statuses. Have someone Draw/cast Esuna from the bosses to heal each time you get blinded. Their strongest attacks is their oil breath type attack, their most dangerous one, reducing one of your character's life by a lot. If you wish to Mug them, do so, they got some Fuels(...I guess it's always cool to refine those in Fire ammos with the Ammo-RF ability). Just keep an eye on your HP, and you should be fine.

18th

Boss: Master NORG POD
HP: 2000
AP: 0
Difficulty: Easy

Okay there, although things might look complicated, they aren't. You just have to know one thing. Master NORG is hiding(well) in his POD, it's like an armor and it has 2000 HP. Once you broke it, it will reveal the Master. However, keep that in mind. The POD has two Orbs(left and right). When one turns yellow, it means it's charging, when it turns red, it means that the next turn, it'll cast a spell in your face. But, it's easy to counter it, just hit the Orb when you see it turns red(or even yellow if you prefer). So have two allies that work on countering the orbs(you don't need to deal a certain damage on the orb, all it requires is an attack on it), and have your strongest char attack the POD itself. Once you broke it, be ready to fight the Master himself.

19th

Boss: Master NORG
HP: 4400 ~ 12 200
AP: 20
Difficulty: Fair

Ok now that NORG is here things are tougher, but still, the battle is not hard, just a longish one. First of all, DRAW LEVIATHAN FROM NORG!!! Don't forget to do that. And then, MUG each orb, since one has a Mag Up and the other one as a Spr Up! Then, Mug NORG as well to get a Circlet, one rare item. To take care of the boss, I found this strategy to be pretty good. Have someone summon Carbuncle so Ruby Light will cast Reflect on your party. Then, the right pod will be busy trying to Dispel it, so just hit it whenever it gets coloured. Then, take care of the left pod as well by simply hitting it whenever it changes. Again, have your two weakest chars to do that task since you DON'T need to deal a certain amount of damage on a orb to disable it. Your last character, your strongest, will take care of NORG himself. Physical attack works well there, just have patience, NORG got a lot of HP at any levels so you know. His attacks are pretty good as well, he uses Blizzara to deal around 400 damages on one character. And his greatest attack(and most comonly used) is his Psycho Blast will deal up to 850 damages on one target, that attack can be good to get your limits available, but watch out as well, if you haven't worked well on your HP, 800 damages will deplete it quickly! Well, that's about all you need to know.

20th

Boss: BGH251F2
HP: 5100 ~ 7800
AP: 20
Difficulty: Easy

The Iron clad is back!!! Too bad it won't be much of a challenge this time since your other team has almost destroyed it already. Anyways, you still need to know one thing, you can Mug that boss for an Adamantine, an rare item really usefull for Remodeling your weapons later, so don't miss that opportunity. Other than that, Draw some of his spells for you, and then take care of it. Once again, the boss is weak against thunder so have Quezacotl summoned, as well as the Brothers since it's once again weak against Earth. In last, the machine is also weak against Water, so summon your brand new GF Leviathan as well. The attacks from BGH251F2 are same that before, they just do a little bit less damage, so really,

simply make sure you steal him his Adamantine, and then destroy it for good!

21th

Boss: Raijin

HPs: 400 ~ 11 600

AP: 10

Difficulty: Easy

This battle is easy, but Raijin still damages a lot. Also the fact that two G Soldiers are helping him, making you lose turns. Take care of both soldiers first, and then have Protect casted on party; Raijin uses his stick to hit one character and it deals up to 800 damages, having Protect on sure helps a lot. First of all, make sure you Mug Raijin to get two Str Up, really nice item there especially for the ones that are playing without gaining much levels. Raijin absorbs lightning, so don't use bolt elemental spells/GFs, also, a lot of peoples recommend using Diablos in this battle, but I prefer the old school way; the physical attacks! However, have in note that Raijin has an insanely high Vitality really, his defense is pretty impressive, cuts your damage in almost 1/3. But he is really beatable.

22th

Bosses: Fujin Raijin

HPs: 300 ~ 8700

5400 ~ 22 600

AP: 30

Difficulty: Medium

Rough battle here! I must admit they make a pretty good team! Even though Fujin's HP and Vitality aren't as impressive as Raijin's, she is way more dangerous. Her attacks are brutals, she doesn't use physical attacks, instead, she has Zan, and her strongest attack is Sai. Zan deals around 400 damages, when Sai is deadly, reducing one character's HP to 1. Then, with her really impressive speed, she uses Zan on the 1 HP character to slain him. She also uses Aero(or is it Tornado?) for around 500 damages on whole party. Now to talk about Raijin, he ain't bad neither. He still uses his weapon to deal up to 800 damage on you, but he now uses Raijin Special, dealing up to 1100 damages on one character. Also, when he's getting low on HP, he uses an Hi Potion to regain 1000 point. Anyways, you HAVE to DRAW PANDEMONA from Fujin. This GF is just awesome to make a strong big fast cat character with his Str+% and Spd+% abilities, as well as Spd-J, allowing you to Junction magics to your Speed stat, pretty rare at this point of the game. In last, something you need to know is that once again, you can Mug Raijin for 2 Str Up again EVEN if you did in last battle, and Fujin also carries the greatest healing item there is, Megalixir. Now for the strategy, have once again a character that will cast Protect on whole party, that will help against their attacks(especially Zan, since Fujin is really fast and use it at each turn), however, it won't reduce Sai by anything, but still. Also, if you wanna play the mage/summoner, keep in mind that Raijin still absorb lightning, and Fujin absorb Wind. Just have two attackers and a supporter that heal and protect the party, and you should eventually

win(really).

23th

OPTIONAL

Boss: Odin
HP: 1300 ~ 31 000
AP: 29
Difficulty: Easy

This battle is optional, part of a side quest that you can do once you can control the moving Balamb garden in the world. You can do this side quest in disc 2, disc 3, or even disc 4 if you prefer. HOWEVER, I HIGHLY recommend you to do it in disc 2, just after you have beaten Fujin and Raijin(or even before, when leaving the Fisherman's Horizon). That is for a couple of reasons. Yeah, if you do the Odin quest, you get Odin as GF, a GF that is summoned randomly, but this is not why I say it's best to get it in disc 2. The real reasons are simple, Odin carries frikin Triple spell, that spell is like second best there is to Junction to stats, and it's the best one for Speed, and you can get a maximum of it by Drawing Odin, WHAT ELSE YOU WANT COME ON!!! And also, as a bonus, you can Mug him a Luck-J scroll, extremely rare item. Isn't it just awesome? Anyways, read a side quest guide to know how to reach Odin in his Centra Tower, and then, you'll fight him. Here the strategy. Odin is not attacking you, he is just testing you, your skills, to see if you can defeat him within the time limit, since you have 20 minutes to do the whole quest. So then, if the countdown gets down to zero, Odin will use his almighty attack, the Zantetsuken, killing you like it or not. So what you need in the battle is simple, have Mug equipped, as well as some of your best magics Junctioned to your Magic stat. Then, have 6-9 Hastes in your spells inventory. In last, your characters each must have Draw equipped as well. So enter the battle with all that, cast Haste on whole party, and then abuse of Drawing Triples. Each characters MUST Draw 100 triples, for a total of 300 Triples. If you were smart enough to do like I told you and junction some of the best magic you got to your Magic stat, you will Draw around 9 Triples per Draw for each character, allowing you to get to 100 each faster. Once your party is full of Triples(EACH character), it'll be time to beat the crap out of Odin. To do so, don't bother with GF(no weaknesses, oh well do if you wish but the animation is too long, don't forget that you don't have all the time in the world), and don't use physical attacks neither- Odin is extremely good on vitality. Instead, have your characters hit themselves and use their limits. Squall's Renzokuken for example, and Zell's Duel trick(read it in the Limit Break section of Zell)will do the thing. Just make SURE you draw the maximum of Triples, and then you are godly(oh well). The purpose of writing all this at this point is just to inform you that you just must not miss that opportunity(I know I know I take care of you like a moma heh).

24th

OPTIONAL

Boss: Tonberry King
HP: 2500 ~ 250 000
AP: 20

Difficulty: Rough to hard

Isn't Tonberry King just the cutest monster there is? This fight is optional, it's once again part of a side quest. Actually, to do this quest, you need to go at the Centra Tower just like with Odin. Again, I STRONGLY recommend you to do this quest just after you have completed Odin's one (in Disc 2) because if you do it, you gonna receive Tonberry as a GF and he has some of the GREATEST abilities of the whole game!!! Also, if you are lvl 30+, it will give you the opportunity to stock up on the best vital magics, since Full Life and Curaga can be Drawn from the King. Anyways, this time I will write how to complete the quest because it's fairly simple. Go in the Centra tower and go in the second screen. There, you need to fight and defeat around 19-20 Tonberries. I recommend you to do kill like 10-15, then go out of the tower on the worldmap and save, and then come back and continue. Don't worry, doing so won't ruin your number of slained Tonberries. This sure can be a bit tough since those monsters are not weak, however, I find this strategy to work the best. Make sure Squall's HP is pretty low so you can use his limits, and have your two other characters with full HP. Then, always use his Renzokuken. If he dies, have one of the two other character revive him with a Phoenix Down (that's right, don't waste your Lives). For the players that are playing without leveling much because they simply Junction their stats well and stay low on the level so their enemies are weak, you don't need to worry about killing the tonberries cause they don't give Exp! That's right, those green kids only give 1 AP! OK now, once you have killed the last Tonberry, this time you won't hear the 'we have won!' coral, but a giant Tonberry with a royal crown on his head will appear! That's the King! Now look, at any level, that monster is incredibly high on HP, really. If your let say just level 20, he still gonna be at 50 000, at 10 higher, it will increase by 50%, so 75 000. And it increases higher and higher. So now, let's talk about his attacks. He uses his giant Chef Knife for around 450 damages on one target, pretty weak, but his 'It's sharp!' attack will deal nearly 1800 damages on one character. He sometimes use Death as well, and Everyone's Grudge (counter attack actually), now for the damage, it's complicated. From my experience, I think it damage is based on how many monsters you have killed, the more you have, the more that attack will damage. Then, he also uses Junk, an HILARIOUS attack, the King will point his knife in the air, and then some junk will fall from the sky on your party, like some televisions and stuff, dealing up to 1000 damages on whole party. Now, you might wanna kill me, but DRAW him if your level is higher then 30!!! Why? Cause he will be carrying some Full Lives and Curagas spells. Normally, Curaga shouldn't impress you much since you could easily refine 10 Curagas from one tent with the L Mag-RF ability, but for the Full lifes, it'S rare!!! Stock up on a maximum there because really, it's awesome to be able to get 100 of them in disc 2! That magic is really awesome for Vitality, or Spirit, or even HP, but I recommend Vitality; Curaga is enough for HP! Now lastly, MUG the boss for a Royal Crown, really rare item there. Ok now let'S talk about a strategy to beat that guy. Having Protect casted on party would sure help a lot since that boss is good at damage. Then, Haste is also usefull, not a must but helpfull. And finally, I found that the best to win is to abuse of your limits. The king is weak against Ice, so Shiva will damage him a lot, and you can use your other GFs as well, but as you know, the King has a lot of HP, so will you really deplete all his HP by simply watching your characters summoning the same GFs over and over? So just have fun using your limits, Renzokuken, Duel, Shot, all that would help since those 3 limits allow you to deal multiple damages, perfect to take down an high HP user. I hope you were smart enough to

do the Odin quest before attempting this one so you won't have the annoying countdown in your screen. Really, the nice thing about this fight is that you can count on Drawing/casting Curaga from the boss to heal. Once you have won, be happy, Tonberry King will lose his gigantic size and crown and morph in a small tonberry, and will apologize then join your party! Now you just have the best abilities there are!

Quick note: Have Tonberry learn Familiar, that will be really useful for a certain place later in the game you'll see.

Tip: Around Trabia Garden, you can find some monsters called 'Gayla'. They carry a really useful battle magic; Meltdowns. That spell is probably the one that you will use the most later in the game, so draw a max of it.

25th

OPTIONAL

Boss: Cerberus
HP: 7100 ~ 10 000
AP: 30
Difficulty: Fair

So, in Galdabia Garden, you wanted to go Draw some Hastes from that Draw point in the middle of the principal and you see a three headed monster there. Hmm what to do? Well, he is named Cerberus, and he is optional. However, I recommend you to defeat him, cause if you do, he will join you as a GF and trust me, he is AWESOME. AbilityX3, Spd-J, auto haste, ect. He is not really hard, but watch out cause once he is started, he's started! He is more the mage type, using Triple on him to then abuse of dangerous spells such as Quake, type of magics that damage all characters. He carries Triple, just like Odin, however, like I already said it, at least with Odin you can keep cool and draw since he wasn't attacking you. Now if you try to get a max of Triples from Cerberus you might suffer since he's pretty fast, attacking you a lot. Also, he likes to inflict Berserk, so watch out. Another thing you need to know is that you can Mug him a Spd-J scroll, so don't forget to be a thief. Have Haste, and then pummel him with physical attacks or if you wanna play with your GFs, summon Pandemona since Cerberus is weak to Wind elemental. However, Quezacotl and thunder spells won't damage Cerberus but heal him, since he absorbs lightning.

26th

Boss: Seifer
HP: 1300 ~ 10 300
AP: 20
Difficulty: Fair

Seifer is back, and this time he is way better! Even though you have your whole party to battle him unlike last time, he's harder. But still, very very beatable :(((. Have your 3 characters draw a maximum of his Hastes (really useful), and then Mug him a Mega Phoenix, another extremely useful battle item. Then, take care of Seifer. He's weak against Poison, so have fun using some Bios on him. However, you can really defeat him

via physical attacks really. His attacks are simple, at beginning, he just uses his gunblade, now 70%+ he uses it properly, dealing pretty good damage, around 1200 on one character, HOWEVER, if you have worked on your Vitality and have some Full Life junctioned to it, it shouldn't hurt you much. Then, once you damaged him enough, he will say 'I cannot be beaten', and unleash his strongest attack; the Demon Slice. He throws a fire on Squall(he only use it on Squall), and then turn on himself creating a tornado, taking your hero in the mid air, and dangerously fall on his head, dealing up to 1500 damages point. Sir Almazy also like to use some Hi Potions when low on life, so watch out at this. However, if you have great magics like Triple(if you listened to me when I have written that Odin strategy) to your strenght, you will definitely win without any troubles...(DAMN, why does he had to be that weak I mean come on Square you making fun of my favourite character!!!) ヽ_ヮ

27th

Bosses: Seifer and Edea

HPs: 1200 ~ 7400

500 ~ 16 000

AP: 50

Difficulty: Hard

Oh crap, this battle is hard! The sorceress knight is back, but this time he is weaker on HP, but it seems that his Vitality is pretty high, haven't seen a difference for his attack power though. Anyways, you have to fight Seifer and Edea, but_not_both at once. Like, you have Seifer to take down first, Edea in her back is just watching. Once Seifer is defeated, she will take where her knight has failed, saying that her former knight is an insignifiant weakling(yeah guys you are not the only ones, I hate her too). Anyways, to take down Seifer, use same strategy that before, just that now you can Mug him an Hero, one of the best item, so don't miss that opportunity. Then, Edea will join. She has the iniative, and will cast her strongest attack, the Maelstrom, on your whole party, dealing damage based on her level(if you around lvl 30, it'll deal up to 3500). Also, that spell inflict DAMN Curse. First of all, you MUST DRAW ALEXANDER from her. Don't forget, that GF is extremelly(feel me) usefull. Then, take care of her, don't waste time trying to Draw, you DON'T want to get struck by Maelstrom again. Edea will use Blizzaga as well, dealing around 500 damages on one character, and she will cast Silence as well. So have someone use Holy Waters to cure from Maelstrom, and then have Echo Screen to heal the Silenced ones. Haste always help, and you might wanna cast Shell as so you will cut the sorceress's magic by half, but don't bother with Reflect. She is fast, so Haste will make you even with her. She is sure much stronger then she first was, I guess she has slained a lot of T Rexaurs in the training center of Galdabia Garden ()^_^). Sure the battle won't be easy(might be hardest one yet), but hey hey! It's the last one of Disc 2 so, take it as an exam, you a SeeD after all.

Note: Don't forget to Mug her a Royal Crown!

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Disc 3 bosses strategies  
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28th

Boss: Abadon
HP: 510 ~ 17 010
AP: 40
Difficulty: Medium

Sec... Actually, this battle is medium, but if things get outta hand, ow be ready for one tough battle. The Abadon is an undead dude, not awesome on HP but extremelly resistant to physical attacks. So don't bother with those, instead, have your characters Draw/Cast Curaga ON the boss FROM the boss, doing so will damage him a lot. Also, like each undeads, the Abadon ain't strong against Fire, so have fire spells casted on him, and of course, good old Ifrit's Hell Fire will do the thing. You can also use Holy BUT, I don't recommand that, since Holy is more a spell you want to keep for your stats since it's not common. However, if you using Selphie, then sure use it as her limit, pretty good. You can mug Abadon a Power Wrist as well, and you can Draw some Flares from him, one nice spell I'd say.

29th

Bosses: Fujin and Raijin
HPs: 5300 ~ 18 200
 5400 ~ 22 600
AP: 20
Difficulty: Easy

You will have to fight them once again, for the last time though. As you know, before entering the Lunatic Pandora, you were able to do a world tour with the Ragnarok, allowing you to power up your characters and getting some of the best spells to Junction. If you did, then this battle will be a breeze, especially if you have faced and defeated the Ultima Weapon(refer to the section), along with Bahamut. Anyways, Fujin is once again, the most dangerous, even though her stats aren't as good as Raijins, her attacks are by far way better. She still uses Sai, reducing one of your character's HP to 1. She likes to use support magics such as Haste on her and Raijin as well, and she is also good on magic, from all those black magics she uses, especially Meteor, dealing multiple damages on party. Raijin is still the same though, high vitality and all, same attacks, just that his physical atk power has dangerously increased, but really... Just have Meltdown casted on them to cut down their defense, and then take care of them with physical attacks(or limits, Aura should then be usefull). Raijin is weak against Ice, so use Blizzaga on him if you wish, or simply summon Shiva. Just be sure to dispel the spell casted by Fujin and you will win pretty easily, just make sure you Mug Fujin for an Megalixir.

30th

Boss: Mobile Type 8
HP: 30 400 ~ 46 400
AP: 40
Difficulty: Medium

You might have heard Mobile Type 8 is a tough boss, actually, it isn't.

As long as you do things correctly, you should definitely win. Sure it has an attack that reduce all your characters' HPs to 1, but you just need to be fast and quickly heal after. So let's talk about the battle. First, that boss has 3 parts; Mobile Type 8 itself, then it has a right part and a left part. It seems that there is no way to destroy one of the two parts, so focus on the principal part. It has pretty high vit, so have a Meltdown used or you could always summon Doomtrain. Then, have your characters strike the middle part. Now it has 2 forms as well. When the supportive magic is OFF, the Mobile will be in one part, and each time you attack it, it will counterattack you with Homing Swing Laser(or what ever the name) to deal around 900 damages. Then, when it goes in it second form, both right and left part will use Homing Laser to deal pretty low damages(around 300). However, you definitely need to watch out there, because the main part will use Corona, the attack that reduce your party's HP to 1. When that occurs, you have two choices; you can either use a limit, if you have done enough damage to the boss it should destroy it, but that is only if you thinking about using a multiple hit attack. Because if you use a one hit attack, and Mobile Type 8 is still there after, it might uses Megido flame at his next turn before you, you are dead since it deals nearly 3000 damages on party. Now the second choise is that you Heal your party with items or Recover or even Draw Curaga from the left part and cast it. Also, if you use Selphie you'll be happy to use Full Cure. Now in last, don't forget to Mug the three parts of that boss because the main one has a Str Up, same for Right one and left one got an Vit Up.

31th

Boss: Seifer
HP: 3700 ~ 34 500
AP: 40
Difficulty: Easy

Seifer Almazy is back, but now he says that the sorceress knight in him has retired, and that The Revolutionary has borned; as you know, he is the Galdabians' Boss after all. Seifer is now definitely stronger, he uses his Gunblade pretty well, and if you are high level(so he will be), he will use Firaga. Rarely, he sometimes use Flare as well, pretty strong black magic there. Anyways, there is just one problem... Seifer is once again easy to defeat... Why? Look at his ridiculous HP good gosh Square come on! They should've made him with like 41842858497 HP and an all attack that deal 9999 damages on all he's the last boss of Disc 3 after all! Anyways, one last thing that definitely ruin his class here; he carries Aura, spell that allows you to use your limits... Anyways, just Mug him an Hero and then take care of him. Something really interesting in this battle is that if you managed to get Odin, he will try to use Zantetsuken at the beginning of the battle. However, it won't work this time, because Seifer will just cut Odin in two pieces! After that, once you have depleted Seifer's HP, a new warrior will come, Gilgamesh, and will take care of Seifer. Now Odin won't appear anymore to save you, instead, Gilgamesh will, but he ain't like Odin, read the appropriate guide to understand what I mean.

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Disc 4 Bosses strategies  
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32th

Boss: Adel

HP: 6000 ~ 51 000

AP: 0

Difficulty: Moderate to insanely hard

Isn't that sorceress just the ugliest thing there is in the game... Poor her... The pain she must suffer each time she's in front of a mirror. Anyways, let's talk about her, the sorceress of the past. As you might have heard from many players and all, Adel is the reason why they have quit playing because she was too hard. Listen, if you are someone that always rely on GFs, this battle will of course be incredibly hard for you. Also, if you are too much high level and that your Speed and Vitality are low, it will also cause you huge problems. HOWEVER, if you have good stats(especially vitality), with nice speed and almost maxed strenght, you shouldn't lose. Here, get why it'll be very tough to win this battle using the strategy of a summoner. My friend, funny guy, once he had Drawn Eden from Ultima Weapon, he was always counting on Eden's Eternal Breath to kill everything he was meeting. So he used Eden on Adel, all maxed GF with all SumMag+% learned with boosted to 250 during the animation, dealed nearly 30 000 damage on Adel! Congrats Felix! You have killed Rinoa! That's right, Rinoa is junctioned to Adel, and she can be targeted, meaning that whenever you use a GF to summon an offensive attack, boom you will hurt Rinoa too(or any other all target attacks). Also, if you use a limit break, you can hurt Rinoa as well. Imagine you use Squall's Renzokuken and then he performs a Blasting Zone... However, if you are like me and that you never use GF, the battle won't be tough, but you still need to watch out. Adel has a large list of attacks, and she is definitely fast. She is a sorceress, so she likes black magics. She uses Meteor, now once again the damage is all about your vitality, Meteor hit multiple time your whole party, have nice vitality and it shouldn't hurt, but if you don't have that vit, be sure to use some Mega Potions. Also, Adel's favourite attack is Energy bomber, dealing up to 1000 damages on one character, she uses it often. Then, she likes to use Drain, but her most powerfull spell gotta be Ultima, now the damage of that spell really depend about your vitality AND Adel's level. In my low level game, at level 21, with around 130 Vitality, it dealed around 800 damages on party, a joke, however, at level 100 I have tried without having any magics junctioned to Vit and it dealed nearly 6000 damages on party. Anyways, Adel will also drain Rinoa's HP for around 700 HP point each woop, and finally she sometimes use some physical attacks but nothing to worry about. Have Regen casted on Rinoa(can be drawn from Riona herself), and then Meltdown Adel. If you have Quistis, her Mighty Guard blue magic will be pretty usefull, but don't use your limits! Rinoa is junctioned to Adel don't forget that! If you never kill Rinoa, it's game over! Normal physical attacks are good to kill Adel, if you have casted Meltdown on her you will be able to deal pretty good damages on her at any level AS long AS your strenght stat is good. One thing you need to know, if you Mug Adel, you can get a Samantha Soul, extremelly rare item. So the overall is simple; have Regen casted on Rinoa, use any good supportive magics(protect and shell are pretty good, Protect reduces the damage from Energy Bomber when Shell reduces the damages taken from all those dangerous black spells), and heal Rinoa when you feel like she's getting too low on HP.

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Ultimecia's Castle

That's it, the final showdown has come, you in the Ultimecia's Castle! Your commands have been sealed, and to get them back, you need to defeat Ultimecia's servents. For example, if you kill one servent, then you can unseal one command. There are 8 of them at a total, meaning you have 8 servents to take care of in order to get back all your commands. Take in note that you can run at Ultimecia right now and defeat her in order to finish the game. However, it is not recommended, better get back all commands to be at your 100%. I won't write how to get to the servents because this is a Boss guide(nice excuse).

Servent: Sphinxara

HP: 10 000

AP: 30

Difficulty: Easy

This is an easy boss to take down, should definitely be your first target because he is easily beatable by using only physical attacks. He has a little 10 000 HP only at any level, meaning you can just hit him until he's done for. He is first Sphinxaur, then once you have done like a thousand damage or so on him, he will lose his mask and becomes Sphinxara! Nothing has changed, just continue to pummel him. He uses Magic Summon, he summons a monster to help him but really he is definitely the easiest servent out there.

Servent: Tri-Point

HP: 2400 ~ 22 400

AP: 30

Difficulty: Easy to Tough

Oh crap this could be one hell of a tough battle if you don't have 300 Thundagas. Tri-Point will counterattack you with Mega Spark, dealing nearly 4500 damages on whole party. So each time you attack him, you get yourself struck by that dangerous attack. Now that attack is thunder elemental, so having 100 Thundagas junctioned all your chars' Elem-Def will make Mega Spark heal you instead of hurting. However, get this; this is not all. Tri-Point uses swipe physical attacks dealing around 600 damages on one character(nothing), but it will also Scan your character. Then, it will unleash Onrush, dealing nearly 9300 damages on one character; yes you will need to heal. OR, you could also just have fun, and laugh at this boss. How? Have 100 Drains junctioned to your status attack, so then each time you will damage the boss, you will also heal yourself for same point of HP that damage dealt on the servent. Fun isn't.

Note: From the some of the servents, you can Draw the GF you have forgotten to acquire earlier in the game. For example, Tri-Point has Siren.

Servent: Krysta

HP: 5200 ~ 16 000

AP: 30

Difficulty: Medium

Even though Krysta's HP is not very high, that guy is pretty rough, he is good at dealing high damages and his vitality is insane. However, as you have probably already guessed; Meltdown will cut it down! However, that won't change the fact that his atk power is high, and that you might need to cast Protect on your party, as well as Shell(you'll understand later). Krysta will use physical attacks on one character for nearly 1300 damages. And he will also counterattack you, each time you attack him he will reply with an physical attack that will deal around 2500-3000 damage. In last, when you have defeated him, he will use a final attack; Ultima, deal arond 4000 damages on party. That is why having Protect and Shell casted on party is extremelly usefull, reducing all those attacks' damages by half. Also, if you did wanted to laugh, and junctioned 100 Drains to your St-Atk... The fight will just be a breeze... Since you will always leech HP... Anyways, so cast Protect n Shell, then have Meltdown casted on the boss, and make full use of... well 100 drains if you wanted to 'laugh'... as well as limit breaks. If you have forgotten to Draw Carbuncle from those Iguions in Disc 1, it's now your second chance.

Servent: Trauma
HP: 5555 ~ 34 114
AP: 30
Difficulty: Easy

Looks big, scary and strong huh? Well never judge by apparence. He is definitely easy; if he had to meet let say a T Rexaur, Trauma would get slained in one second. And you better than a T Rexaur, meaning YOU will slain Trauma in less then a second (-_-). Trauma's armor is pretty good since that thing has high vitality, so just cast Meltdown or summon Doomtrain. Then, Draw Leviathan if you have forgotten earlier, and take down the servent. Trauma will make some Dromas, mini versions of himself, and they will attack you physically to deal godly damages(around 200)... Also, Trauma uses Pulse Canon, dealing around 1000 damage on whole party, so nothing to worry about, this battle can be called a breeze.

Servent: Red Giant
HP: 30 000
AP: 30
Difficulty: Medium

Red Giant is immune to physical attack; get this when I say IMMUNE, because he really is due to his extremelly high vitality. Then, you think that using Meltdown on him will solve the problem heh? I have bad news, it doesn't work! If you try to cast it on the Giant, he will just laugh saying that magic is useless. So then, here the strategy. Have someone Draw/Cast Demi on Giant; each time you will take away 1/4 of his life. Do it a couple of times until you see Demi does pitifull damage, meaning Red Giant's HP IS low as well, so then have Aura casted on Squall, Zell or Irvine and take care of Red Giant, a renzokuken, a properly used Duel or Irvine's shots should finish the work. OR, you could simply be cheap to Red Giant...And summon Doomtrain...since it Runaway Train WILL weaken the servent's defense. But the Demi strategy is more fun ♪_♪, or you could simply have Diablos summoned so his Dark Messenger will do same effect. The attacks from the Giant are not as dangerous as you could think. It physical

attack deal nearly 1400 damages on one character, and his other attack, the swipe harms all for nearly 1000 damage. After you have depleted around half of his HP, he will drop his sword and then his attack power will be reduced by a lot. If you weren't able to draw Pandemona from Fujin in Disc 2 now is your second and last chance.

Servent: Gargantua
HP: 10 100 ~ 15 400
AP: 42
Difficulty: Nasty!

When I say nasty, I don't say hard, I just say that Gargantua plays like a not well rised monster! That servent's HP doesn't really varie from his levels, but it's not really high. First, you will have to fight a Vysage with it hands. Rememeber those? You have probably ran into some in Great Salt Lake just before Esthar. They are not really hard so just take care of them the old school way. But then, once they all dead, you will finally be able to see the body of the Vysage because it will retrieve from the earth! Now you have to fight that Gargantua. It's hard, it's rather easy, but Gargantua is a cheater! That thing is good at inflicting bad statuses, for example, it will use Evil Eye, dealing around 400 damages on party, but inflict Curse and slow. Also, it couters your attacks with Counter Twist, dealing several thousands of damage. In last, it will use Berserk. Here a strategy: Have 100 Berserk junctioned to your Stat-Def(refine 20 Berserks from a Steel pipe via the Stat-Mag-RF), and have the Treatmen command equiped. Now when a character is cursed or slowed, use Treament to heal. You won't have to worry about Berserk, since you will be immuned to it. Have Meltdown casted or Doomtrain summoned on the boss to cut down it defense, and then quickly take care of it. If you don't wanna get hit by Counter Twist, you could simply use an Aura on either Squall or any characters that use a multiple hit attacks, allowing you to finish the battle quickly. If you haven't battled and defeated Cerberus in Galdabia Garden in Disc 2, now your chance to Draw him.

Servent: Catoblepas
HP: 10 500 ~ 60 000
AP: 30
Difficulty: Rather easy

Cool looking monster there, too bad he's weak and easy to kill off. As you can see, and from your own experiences from other Final Fantasies, Catoblepases are always stronger versions of Behemoths. I guess a Catoblepas is a king of the Behemoth's specie. But it doesn't change the fact that this boss is easy. Like all Behemoths, Catoblepas likes to use lightnning, so Thundaga will be it most common attack, dealing damage definitely based on your level AND vitality. It can deal around 400 to nearly 1500 damage, on one character of course. Also, it uses physical attack on one character for around same damages, and uses Meteor as a final attack before dying. Have Shell casted if your Vit isn't good, then use any usefull supportive magics that could help you, from haste to aura! Catoblepas isn't strong against Earth, and is pretty weak to water, meaning that the Brothers and Leviathan will deal nice damages to him, same for the spells Quake and Water. But if you never use thunder or Quezacotl, you will just heal the servent. If you weren't able to Draw Alexander from Edea in disc 2, do it now.

Servent: Tiamat
HP: 21 200 89 600
AP: 30
Difficulty: Easy

I have heard many many stories about Tiamat, and even saw numerous guides about him, because he does look like Bahamut. Some says that he was a GF gone bad due to Ultimecia's power, some others say that he is the ancestor OR the sucessor of Bahamut, and some others say that he was just a dragon like that and that the fact that he looks like Bahamut is just a coincidence. Actually, we don't need to care to defeat him, and he is unfortunately easy. Cool looking, but easy. He has only one attack, the Dark Flare. From my tests, the Dark Flare has dealed around 5000 damages on my high vitality low level party. And when I tried with my lvl 100 party with no magics junctioned to any vit, it dealed 9999 damages on all. However, the difference between Tiamat and Bahamut can easily be seen in this battle; even though they look like the same, Bahamut at least was capable of using spells on you! Tiamat does nothing, except Dark Flare. But he needs to charge it, so once he has spelled D-A-R-K F-L-A-R-E, he will unleash it. However, it takes about one turn to spell one letter, meaning you have a lot of turns before he can use it. Have Meltdown casted on him, and then use some Auras and use your limits quickly. If you never not fast enough to slain him before he uses the Dark Flare, have Shell casted on party, and use the Defend command as well. Another way would be to summon a GF you have low compability with, in order to block the flare. But trust me, the battle is easy.

Ok so now that you have beaten all the servents, you can take care of Ultimecia with all your commands! Also, if you wish to have some fun fighting the toughest enemy there is in the game, battle Omega Weapon, refer to his section for more!

Last

The Final Battles!!!

First Battle: Ultimecia
HP: No Idea
AP: 0
Difficulty: Medium

The final battle, the last fight, the last call, the combat that will determine who rules! Actually, the whole battle is divided in 4 parts, so 4 fights. The 3 first battles are not TOO hard, but I gotta admit the last one can be very hard. So first, you will have to care of Ultimecia in a human form. She isn't really tough to beat, but that she uses strong black magic spells, as well as Maelstrom, remember that horrible attack from Edea? Now also, something else that could disturb you is the fact that Ultimecia chooses which characters she wanna kill, meaning she might not select your desired fighters. Let say you usually use Squall, Irvine and Selphie, but she selects Squall, Quistis and Rinoa. Let her kill(or do it yourself)Quistis and Rinoa, and then someone else will join, just hope you get your original party quickly. Now to take care of Ultimecia's first form, simply have an healer and two attackers; Ultimecia will not

only use about every black/white magics there are like Holy, Meteor, Firaga, Thundaga ect, but she will also use Maelstrom as I told you, gravity type spell and inflict curse, and she will also use some abnormal statuses and status magic such as Meltdown, and Stop. Also, she will sometimes cast Double on her as well, meaning you NEED two characters that will take care of her and the last one, that will dispel everything casted from Ultimecia(as well as heal, Recover and Treatment helps there). Once you have depleted her HP, she will summon her GF 'the most powerfull GF' (WHAT EVER...).

Second battle: Griever

HP: No Idea

AP: 0

Difficulty: Medium

The battle is not too hard, but you still definitely need to watch out because Griever will use Draw on your characters, but it won't stock it, it will just use it on you. Also, he will cast spells like Graviga(reduce whole party's HP by 75%)and Triple on itself, allowing it to use Triple spells. Anyways, have Meltdown casted on him to cut down his defense, and then quickly have Aura casted on your character, and abuse of your limit breaks. Doing this, you won't have much troubles. However, have in mind that you NEED to be at full HP before you kill Griever, because when it dies, Ultimecia will order it to use it true power on you; the Shockwave Pulsar, deals 7000+(depend on your vitality) on whole party, can go up to 9000 if you haven't worked on your vital stats, so you know. Once Griever has used it final attack, it will be defeated(or almost).

Note: Hihi something pretty funny there is that YOU have decided what is the name of Griever remember? Near the end of Disc 2, when Rinoa gave you back the famous ring.

Third Battle: Ultimecia Griever

HP: No idea

AP: 0

Difficulty: Medium

Something that can be hard in this battle is that your party might be nearly dead after the Shockwave Pulsar, meaning you must quickly heal back; use something that heal all. White Wind, or a Megalixir for example. So now, you have to battle Ultimecia junctioned to Griever. Something at your advantage here is that, the fusion of those two freaks isn't fast. However, watch out because the thing will still use dangerous spells like Meteor, Ultima, Quake, Tornado ect. Meltdown the enemy, and have Aura casted on your party, then use your limits. You need limits that attack multiple times to deal the biggest damage possible. Have a character that will take care of healing the party. After a while, Ultimecia Griever will lose it lower portion(yeah cut in half). Then, it will use some strong physical attacks on you. Have Protect and Shell casted on you, and continue the beating. After a while, the fusion between the Sorceress and her GF will be defeated. Be ready for the hardest battle.

Final Boss Battle: Ultimecia

HP: No idea(A LOT)

AP: 0

Difficulty: Hard

The last battle of them all, after this it's the end! But don't think you WILL see it, because there are chances that you get SUPRISED by Ultimecia's real power. Let's get this straight: this battle won't be hard if you have best(or nearly)junctions and stats, just a longish one. However, if you are someone that haven't worked well on your stats and you usually rely on GF, this is one of the hardest battle for you. How come? Because first of all, Ultimecia has a LOT of HP at any level. And also because her LARGE list of attacks are deadly. Here, let's talk about it. She uses several spells, but her two most dangerous ones are Ultima, deal around 4000 damages on party(way less if you have good vitality), and Apocalypse, a bit stronger then Ultima. However, her most devastating attack gotta be Hell Judgment, reduce all characters' HPs to 1. And she uses it OFTEN. Now, don't think that's all. Ultimecia will use Draw, just that when she Draws, she takes ALL the magics she has drawn. For example, if she draws Squall's Curaga, she will draws them all. Meaning that if you had curaga Junctioned to a stat, that stat will be lowered. So you see, she plays like a cheater, so show no mercy. Have Meltdown used on her, and then have Protect, Shell and Regen casted on party. Any other supportive adds-on magics will help(Haste for example) as well. Now, quickly have your three characters ready to heal at ANY moment. If she let say uses Hell Judgment, whole party's HP to 1, then use Apocalypse, it's good bye you see. Also, she might sometimes use the magics she has drawn from you. Once you have dealt enough damage, you will be able to attack her lower portion, so from now only attack the lower portion until it's not available anymore in the target selection. Then, it will mean Ultimecia is losing it, and that her HP is lower. So then continue to abuse of your multiple hit limits, but don't forget to have a character that is ALWAYS ready to use an Megalixir on party because of Hell Judgment!

Something that can be tough in those 4 battles is that you can't breath between battles, meaning that if you have rushed in the whole game without Drawing and refining enough magics for your stats, this could definitely be the toughest battle for you(when I say that I excluding Ultima and Omega Weapon; get this, Ultimecia is a pure JOKE compared to Omega). Just make full use of everything you got, in the four battles, Protect, Shell, Haste, Auto Protect, Auto Shell, Auto Haste, Recover, Revive, Treatment, ALL help. Make full use of your Items as well, there are the last battles, meaning there is nothing after so you can just waste every Items you have at any moments.

When you are victorious, watch the WHOLE ending. DON'T press on the switch of your playstation until you see the screen 'The End'. Trust me. You don't want to miss ALL the sequences of it :D.

4- Strategies for optional bosses

In this section, I will write strategies for two optional bosses of the game. However, I exclude Ultima and Omega Weapon from it because even though they ARE optionals, I think those two challenging bosses deserve their own individual sections. Also, in this section, you should normally find the Brothers, Odin, Tonberry King, Cerberus, even Diablos, but I chose to put them in my regular boss section, because the fact that they are optional to the story doesn't change that they are still just in your way, and getting them is just at your advantage. So in this section, you will find two optional tough bosses, that are not in your way to follow on the story but still, they are part of side quests,

sure the game is very beatable without them but they are still extremelly usefull(as adds on).

Optional boss: Jumbo Cactuar

HP: 6000 ~ 60 000

AP: 20

Difficulty: Medium to Hard

The jumbo cactuar will join you as a GF, that is only if you can defeat him. You can find him just south of Esthar, on the small island with sand named Cactuar Island. You will see a giant cactuar messing around in the sand. You can only challenge him once you have obtained the Ragnarok, since you need it to land on the island. Just run on the monster and a fight will begin. So here, the difficulty of the battle will definitely depend on your Level AND junction. If you are High level with junk junctions, this battle will be extremelly hard. If you low level with great junctions, this battle is medium, or rather easy. But anyways, here the strategy! The Jumbo Cactuar is good at damaging your party. It will attack you with physical attacks(stomp you with it foot) to deal up to 800 damages on one character. Also, it attack named Ker Plunk is just nasty, dealing around 1200 damages on whole party. However, it most dangerous attack is 10 000 Needles, damaging one character for 10 000 damages, CANNOT be reduced by any protective magics, so that means it's an instant kill to one of your character. So begin the fight by Draw/Cast Meltdown on the cactuar, doing so will cut it high vitality, allowing you to attack him. The boss is weak to water so Leviathan's Tsunami will deal pretty high damage to it, HOWEVER, I don't really recommand you to use GFs because, just like the normal cactuars, the Jumbo will 'hesitate' at a certain moment and then, that means he is getting tired and might flee from you, ruining all the damage you have dealed on him. So I found this strategy to work the best, don't be shy about using Quistis's Mighty Guard(if you use her), because it helps. Then, have ONE character like Squall, Zell, Irvine OR even Rinoa in crisis level, and have two others characters full on HP, with an high magic and come Curagas OR simply Recover, and have your weak character use his/her limit. You need someone that can deal multiple damages, so Squall is ideal for this, same for Zell, as well as for Irvine's shots. You can do it with Rinoa too for Wishing Star but as you know, it's random so you would've to pray each time and, wouldn't be as effective. You can Mug the boss for a Cactus thorn if you wish.

Optional boss: Bahamut

HP: 10 800 ~ 90 000

AP: 40

Difficulty: Easy to Hard

Bahamut!!! One of the most popular summon there is, and actually the coolest one in the business if you ask me, is pretty interesting in FF8 because he talks, and has feelings. He is an old GF from that Deep See Research Center, a project that has turned wrong... Before you can battle the king of Dragons, you will have to get to that glowing thing in the center of the room. Then, once you at it, you will have to answer questions from Bahamut. When he says

'So you wish to challenge me'

Answer 'It's not your will to fight'

Automatically, a battle will begin with a Ruby Dragon. So show Bahamut your strenght!

Then, he asks 'Begging me for mercy?'

Answer 'Never'

Another battle will begin with a Ruby Dragon, this time you will Back Attacked, but anyways, once again, show Bahamut that you won't give up.

So then he will says a pretty popular sentence from the fans of Final Fantasy VIII 'Damned imbeciles. Why do you wish to fight?'

So now put the cursor BELOW 'None of your business' to engage the battle. The fight difficulty really depends on your level and stats. I have fought him at level 100, with decent stat, and the battle was extremelly hard, but then I tested the boss with good stats, and the battle was way easier. Then I have tried him lvl 50 but with great stats, and the fight was a breeze. In last, in my Low Level Up game I was able to kill him in 3 hits, I was level 15 so he was pretty weak. Anyways, all this to tell that it's really depend about your stats and level, the higher you are with junk stats, the higher are the chances that you will get your butt kicked. His attacks are pretty dangerous, he will uses his giantic fangs to deal up to 5000 damages on one character, as well as some black magics on whole party. Sometimes it seems he gets two turns at once, since he(rarely but still) once hit me with an physical attack, and the second after, he attacked another character with another attack. Now his most powerfull offense is indeed, the Mega Flare! Without any good Vitality, the damage could go up to 7000 damages on whole party. But if you managed to work on it with nice White Magics like Full Life, it should be cut down to 2500-3500, less damaging. So have one of your character use Meltdown on the King of Dragons, and then you can either use your limits or either focus with physical attacks. If you have Aura, cast it on your party, but if you don't, don't bother. Against Bahamut, it's too dangerous to have a low HP party to use limits, because if he never unleashes the Mega Flare, it could definitely be Bye Bye! Haste once again, helps a lot, as well as a good speed. You need to get more turns then Bahamut, or else it can be dangerous. Like all dragons, Bahamut is pretty weak to Ice, so have Shiva use Diamond Dust to deal major damage, but it could still be dangerous. Having some(well, why not 100?) Blizzagas junctioned to your Elem-Atk would help you to deal high damages on him with physical attacks. And if you wanna play the mage and have a nice magic, use Blizzaga as well. Just stay away from Fire since Bahamut is not only Immune to it but will absorb it as well. The fight is sure tough, if it had to be part of the story, many would give up, but this is definitely a beatable boss. For an optional, I would have prefer if he could've been tougher, but yet he is still what I expected :D.

Once you have defeated him, he will say 'Have you seen the light?' and join your party, you now have obtained one hell of an incredibly usefull GF.

5- Tips

In this section, I will write some tips that might be usefull for you throughout the game, hope this help.

- Don't level up too much, and when you do, make sure you have a stat bonus ability, adding one point to a particular stat at each level. Because if you level too much and only have some regular magics junctioned to your stats, your enemies might make you cry.

- Always draw a maximum! If there is a magic you wanna Junctioned, then draw a max of it! Especially magics that are hard to draw, since these are rare, so usually pretty good.

- Zell's Duel can deal incredible damages if you know how to do it. See Zell's limit break section.

- If you have forgotten to Draw a certain GF in the game, you can always have a second chance to Draw it later in the game, from one of those Ultimecia's servents, just read the strategies for them in the Boss section and you'll be able to know which has who.

- Don't ALWAYS heal yourself, when one character like Squall is in crisis level, and the two others are at full HP, you can keep cool and have Squall(or the weak character) use his limit break, if he never dies, you can revive him!

- Need a good place to level once you have obtained the Ragnarok? Well even though I don't highly recommand you to level up, you can get to high level on the Island Closest to Hell, as well as on the Island Closest to Heaven. You can find the Island Closest to hell west of the Desert Prison, it's a strange shaped isle, just go on it. The Island Closest to Heaven is located north of Grandidi Forest(Esthar).

- Need a good place to get insane APs?? Well, on the cactuar island, just where you have fought Jumbo Cactuar(south of Esthar), you can find some cactuars, each giving 20 AP, you can run in up to 4 of them, giving you 80 AP at all. The good thing is that you don't get much EXP(around 6-10 per battles) so it's perfect. However, be carefull! The cactuars are fast at escaping from battle, so you gotta be quick! Having nice accuracy(atk%) is of course extremelly usefull since they have extremelly high Evasion.

- Wanna get the best magics stat? I found this strategy to work the best, you will just need some patience. So first of all, go at the Shumi Village(north on the map, just west of Trabia Garden), at the entrance you can buy 5000 gil the guy and he will let you Draw some Ultimas, can go up to 15 ultimas at all! Then, go on the Island Closest to Hell(read other tips to know where it is) and equip Enc-None ability so you won't rush to the extremelly high rate of random battle there is on that island. Then, run the perimeter of the place mashing X button to get invisible draw points, allowing you to get some Ultimas, Full Lifes, Meteors, Holy, ect. This also works for Island Closest to Heaven. Once you are done, go at the cactuar island and battle some cactuars, meaning you enter in battles and can kill your enemies without getting too much EXP. After a couple of battles, go back at Shumi Village, pay the guy again to draw at his point and then get back on both islands and draw again. Now you can sure have fun with Refining abilities as well, but it'S up to you! Get some Energy Crystals from that Elnoyle in Esthar city and refine them in 2 ultima stones, and then refine those in ultima spells if you wish too, works well too, but only allow you to get ONE spell, not as many as the other strategy.

7. Characters' weapons

Squall's gunblades

Revolver: you have it at the beginning of the game.

Shear Trigger: 1 steel pipe (rarely dropped and always Mugged from Wendigo), 4 Screw (Mugged and Dropped by Geezard).

Cutting Trigger: 1 Mesmerize Blade (dropped and Mugged from Mesmerize), 8 screw (Mugged and Dropped by Geezard)

Flame Saber: 1 Betrayal Sword (Mugged Blitz and Dropped by Forbidden), 1 Turtle Shell (dropped by a lvl 30+ Armadodo, Mugged from an Armadodo and dropped by a lvl -29 Adamantoise), 4 screws (dropped and Mugged from Geezard).

Twin Lance: 1 Dino Bone (Mugged and dropped by the T Rexaur) 1 Red fang (dropped/Mugged from Chimera and Hexadragon) 12 screw (dropped and Mugged from Geezard).

Punishment: 1 Chef Knight (dropped and Mugged from Tonberry), 2 Star Fragments (dropped and Mugged from Iron giant, also dropped by Hexadragon, Tri Face, Red Dragon and Chimera), 1 turtle shell (dropped/Mugged from Armadodo and Adamantoise), 8 screws (dropped and Mugged from Geezard).

Lion Heart: 1 Adamantine (dropped by Adamantoise and Mugged from BGH251F2 at FH), 4 Dragon Fangs (Dropped by Blue Dragon, lvl 29- Hexadragon, lvl 29- Grendel) 12 Pulse Ammo, for this one you can refine 1 Energy Crystal (dropped by Elnoye) into 10 Pulse Ammo with the Ifrit's ability Ammo-RF ability.

Zell's gloves

Metal Knuckle: You have it at the beginning of the game.

Maverick: 1 Dragon Fin (Dropped by lvl 29-SAM08G, Grendel and Mugged from Grendel), 1 Spider Web (Dropped and Mugged by Caterchipillar).

Gautlet: 1 Dragon Skin (Dropped by Anacondaaur, Blue Dragon and lvl 20+ Grendel), 1 Fury Fragments, (Dropped by Red Dragon, Blue Dragon, lvl 20+ Grendel and Mugged from Blue Dragon).

Ehrgeiz: 1 Adamantine (dropped by Adamantoise and Mugged from BGH251F2 at FH), 4 Dragon Skin (Dropped by Anacondaaur and Blue Dragon), 1 Fury Fragments (Dropped by Red Dragon, Blue Dragon and lvl 20+ Grendel).

Rinoa's Pinwheel

Pinwheel: you have it at the beginning

Valkyrie: 1 Shear Feather, 1 Magic Stone

Rising Sun: 1 Saw Blade, 8 screws

Cardinal: 1 Cockatrice Pinion, 1 Mesmerize Blade, 1 Sharp spike

Shooting Star: 2 Windmill (Dropped by Thrustaervis, Abyss Worm,

Death Claw and GIM52A, also Mugged from Thrustaevis and Abyss Worm), 1 Regen Ring(dropped by Torama, Chimera, Turtapod, Mesmerize, Lefty and Mugged from Biggs at D-District Prison and Torama), 1 Force Armllet(Dropped by lvl 30+ Ochu, Forbidden and Edea at Galdabia Garden).

Irvine's guns

Valiant: You have it when you obtain Irvine.

Ulysses: 1 Steel Pipe, 1 Bomb Fragments, 2 screw

Bismarck: 1 steel pipe, 4 Dynamo Stone, 8 screw

Exeter: 1 Dino bone(Dropped/Mugged from T Rexaur), 1 Moon Stone (Elnoyle lvl39-, Imp lvl 40+, Torama lvl 40+ and Mugged from Elnoyle), 1 Star Fragment(dropped by Iron Giant, Tri Face, Chimera, Hexadragon, Red Dragon and Mugged from Iron Giant).

Quistis's Whip

Chain Whip: You have it at the begininng of the game

Slaying Tail: 2 Magic stone, 1 sharp spike.

Red Scorpion: 2 Ochu Tentacle, 2 Dragon Skills

Save the Queen: 2 Malboro Tentacle(Droped/Mugged from Malboro), 4 Sharp Spike(Dropped by Grand Mantis, Death Claw and Mugged from Grand Mantis), 4 Energy Crystal(Dropped by Elnoyle, rarely by Behemoth and lvl 35+ Red Dragon).

Selphie's Nunchaku

Flail: You have it at the beginning of the game

Morning Star: 2 Steel Orb, 2 Sharp Spike

Crescent Wish: 1 Inferno Fang, 1 Life Ring, 4 Sharp Spike

Strange Vision: 1 Adamantine(Droed/Muggged from Adamantoise and Mugged from BGH251F2 at FH), 3 Star Fragments(Dropped by Iron Giant, T Rexaur, Tri Face, Chimera, Hexadragon and Red Dragon and Mugged from Iron Giant), 2 Curse Spike(dropped by Creeps, Imp, Malboro, Forbidden, Grand Mantis lvl 29- and Tri Face.

8. Limit Breaks

In Final Fantasy VIII, just like in FF7, you can use some limit breaks. However, the system is now different from FF7, because now, you don't have to wait at a stupid bar that increases extremelly slowly. Now, you just need to have your character low on HP(when it turns yellow), or you can cast Aura as well. The limits are pretty interesting in this game, and the way to learn them isn't as boring as in the other Final Fantasies(no offense).

Squall's Limit Breaks

Each time you use the Limit Break of Squall, he will first proceed with

the Renzokuken, dealing multiple damages. Pressing R1 at the right moment is just like you use your trigger, meaning you increase your damage. And then, if you are lucky, Squall will use one of his limit break. Here comes the list:

Rough Divide: You have it at the beginning of the game, deal damage to one enemy.

Fated Circle: Once you have remodeled the Shear Trigger, that limit will be added to your limits, deal damage to all enemies.

Blasting Zone: Once you have remodeled the Flame Saber, that pretty nice finisher will be added to your limits, damage to all enemies.

Lion Heart: Once you have remodeled the Lion Heart, that limit will be added to your list, awesome attack there. Squall runs at the enemy and strike him to propulse him in mid air, and then he joins the victim and unleash a fury of attacks, attacking close to 20 times for major damages, one of the best limit there is, too bad it appears randomly. Have Squall's HP extremelly low(as well as party) so Squall will use it more commonly, so it can be called a desperation move.

Zell's Duel

The greatest limit Break of the game. How come? Well, as you can see from that list just below, Zell can use a lot of limits, too bad that only 2-3 of those are good! That's right, years ago, a FF8 die hard(I am REALLY sorry I have forgotten his name, if someone can contribute and tell me who did, I would really appreciate it)was able to invent a new way of using Zell's limit; the Armageddon Fist. If you have a Zell with high strenght(255 is ideal), and high Luck(to deal critical hits), you can use the combo 'Booya+Punch Rush+Booya+Punch Rush ect'. With 255 Luck(or near), each of those hit will be critical, dealing 9999 damages. Imagine you have 12 seconds at the countdown of his limit, and that you attack for 9999 damages at each 0.20 seconds(at least), imagine the scary result... However, as you probably know, getting 255 Luck is a HUGE pain in the ...neck, since one of the best way to do it is by killing 100 Tri Faces to get 100 Curse Spike, refine those 100 Curse Spike in a Dark Matter with Siren(she needs to be level 100), then you refine it in a Luck-Scroll, then in a Luck Plus, ONE point bonus to Luck! Now do that 200 times! So as you can see it requires a LOT LOT LOT LOT LOT of patience, so you might wanna do something else-in fact, you might wanna do just like I do. Have Zell with 255 strenght, then have 100 Ultimas junctioned to Zell's Luck(if you need those ultimas for your strenght, then have 100 Pains instead, second best spell there is for Luck stat), as well as Luck+50% equiped, and use a different combo: Booya+Heeldrop+Booya+Heeldrop+Booya etc, works well since Heel Drop is better than Punsh Rush to deal critical attacks. Anyways, those combos are really usefull, especially when fighting the two challenges of this game, see Ultima and Omega Weapon sections.

Duel Names

Punsh Rush: O, X

Booya: right, left

Heel Drop: Up, down

Mach Kick: left, left, O

Dophin Blow: L1, R1, L1, R1

Meteor Strike: down, O, Up, O

Burning Rave: down, down, down, down, O

Meteor Barret: Up, X, down, Triangle, O
Different Beat: Triangle, Square, X, O, Up
My Final Heaven: Up, right, down, left, Triangle

Combat King 001 find it in the cell of the first Floor of D-District Prison, allow you to learn Dophin Blow.
Combat King 002 Win it after defeating Raijin and Fujin at Balamb, allow you to learn Meteor Strike.
Combat King 003 Zell's girlfriend will give it to you in Balamb, allow you to learn Meteor Barret.
Combat King 004 A soldier at the Airstation of Esthar will leave the magazine in front of the building, allow you to learn Different Beat
Combat King 005 In Lunatic Pandora at Disk 3, allow you to learn My Final Heaven

Rinoa's combine

The Rinoa's limit breaks are with Angelo, her incredibly strong dog. The limits are really great but the problem is that they are Random (like Squall) so you never know which limit Rinoa will use. But still, it's damn great ;). To use her limit, you must read some magazines but it's just a little bit more long than Zell because not only that you must read the Pet Pals magazines, but also learn them.

Angelo Rush: You'll start with it
Angelos Strike: Read Pet Pals vol.1, damage one ennemy
Angelo Recover: Read Pet Pals vol. 2, Restore HP to a party member.
Invincible Moon: Read Pet Pals vol. 3, same effect as Holy war, cast Invincibility on Party
Angelo Reverse: Read Pet Pals vol. 4, Revive a KO party member
Angelo Search: Read Pet Pals vol. 5, Angelo find items on the battlefield for you.
Wishing Star: Read Pet Pals vol. 6, deal multiple high damage on all ennemies.

Note: To learn a Limit Break, you must go the menu, then into Rinoa's Status. There, you'll see the Limits. Simply choose a Limit Break, and then while you walk, the Red in the Bar will progress.

Irvine's ammos

For Irvine, it's with the ammo. You first select a Type of ammo, and then you press R1 as fast as you can to shoot the ennemy.

Normal Ammo: This one is okay, you shoot one ennemy.
Shotgun ammo: The same damages that the Normal Ammo, just that you fire all enemies.
Dark Ammo: Again, same damages that the previous types of ammos just that now you can inflict some abnormal status on the ennemy.
Fire Ammo: Be carefull, you deal some great damages on the Ice ennemy, but in the Fire one's case, you heal them.
Demolition Ammo: This one deal great damage, but is not really interesting since it's very slow and target only one ennemy.
Fast Ammo: This one is usefull only if ou have a lot of

them. They don't deal lot of damages, but they are fast, so you deal a LOT of small damage to finally cause enough damage. The problem is that you must have a lot of it.

AP ammo: This one is well, I don't really like it because it's long to shoot. But, it's cause big damage.

Pulse Ammo: Great ammo there, fast and powerfull, they are the best ammos. And they are easy to find, simply beat some Elnoyle to recieve some Energy Crystals, and then you refine 10 Pulse Ammo with the Ammo-RF ability(Ifirit) so you can have 100 of it with 10 Energy Crytals.

Quistis's Blue Magic

Her blue magic attack power is great at the beginning of the game, but believe me later in the game you'll use them to Heal and protect your party. To learn a Blue Magic, you have to take a specific item dropped or Mugged from an ennemy, and then you select it from the main menu to learn the thing. Here's the list:

Ultra Waves: Spider Web dropped from Caterchipiller

Electrocute: Coral Fragments, dropped by Cockatrice, Creeps and Blitz

Lv?death: Curse Spike, dropped from Tri Face, Malboro, Imp and Forbidden

*Degenerator: Black Hole, dropped by Gesper and Wendigo

Aqua Breath: Water Crystal, dropped by Chimera, Grand Mantis, Fastitocalon, Fastitocalon-F

Micro Missile: Missile, dropped by GIM52A and Mug from Death Claw

Acid: Mystery Fluid, dropped by Gayla

Gatling Gun: Running fire, dropped by Iron Giant, BGH251F2, SAM08G

Fire breath: Inferno Fang, dropped by Red Dragon and Hexadragon

Bad breath: Malboro Tentacle, dropped by Malboro(indeed)

*White Wind: Whisper, Mugged from Adamantoise

Homing laser: Laser Cannon, dropped rarely by Behelmel,

Elastoid, Mobile type 8

*Mighty Guard: Barrier, dropped by Behemoth

Ray-Bomb: Power Generator, dropped by Blitz, having Bahamut's rare item ability helps here.

Shockwave Pulsar: Dark Matter, refine with Siren's Tool-RF ability 1 Dark Matter from 100 Curse pike.

*Degenaretor: Great magic there, it allow you to instant-kill any ennemy that are not Boss and not Immune to Death.

* White Wind: Restore HP of whole party, really a nice magic.

* Mighty Guard, cast Protect, Shell, Regen, Float(and more) on whole party, very usefull.

Selphie's slots

Selphie limits breaks are magics(Fire, Firaga, Thundaga, Holy, Flare ect ect) and in her list of magic spell that she uses, you can find some special magics, that's her limit breaks. There's a total of 4 of them.

Full Cure: That completely restore your party HP

Wall: This one cast Protect and Shell on whole party.

Great but not as Mighty guard is.

Rapture: This one take random enemies vanish, great, but not as Degenerator since it doesn't always appear.

The End: The name says what it does, only the Undead creature don't disappear, but for the rest, ANY enemies or bosses are defeated with it. The thing is that it's appear extremely rarely.

9- Guardian Forces (GF)

The GFs are the Guardian Forces. They help you in fight, but even more to help your characters become stronger, since the point of equipping a GF is to use their abilities at your advantage. You first must go in the menu, then Junction, then select GF and you choose the GF you want to junction. Also, they can level up, meaning that when you receive EXP, they receive EXP too. Last thing, to have a GF be summoned quickly you must summon them a lot or use some items to increase compatibility with them. Be careful, your compatibility with them decrease as well if you don't use them. In this section, I'll tell you what are the useful abilities in MY opinion, but I'll skip the ability part since you don't need to know because you have it in your Ability Section in the Menu (also because this is a Boss guide, so I write only what we need to pass through those bosses).

Quezacotl

Find at: At the beginning of the game, go into your computer, then to Tutorial to receive Quezacotl.

Attack: Thunder Storm

Element: Thunder

Useful ability: Quezacotl can learn Card mod, one of the MOST useful ability of the game. You have a Card, and then you Refine items from it. Of course, with an average card like Geezard's one or Buel, it's give nothing, but just think about what you can Refine from a Squall or Seifer card? :). Also, Quezacotl has the HP-J, Vit-J and Mag-J abilities, useful for the beginning of the game (these abilities allow you to Junction magic to HP and Vit). To conclude, there is also the Card command ability, that mean changing your enemy in a card BUT, take note that you will not be able to gain EXP by that way (can actually be pretty useful).

Shiva

Find at: Same as Quezacotl

Attack: Diamond dust

Element: Ice

Useful Ability: Doom is a great technic, but just useful at the beginning of the game. I'd say that the Vit+20% and the Vit+40% are really great. Also, at the beginning of the game, Elem-DefX2 is great too, it's allow you to junction magic to your elemental defense stats.

Ifrit

Find at: At the Fire Cavern at the beginning of the game, it is Squall's task to go to Ifrit and take him as a new GF.

Attack: Hell Fire

Element: Fire

Useful ability: without a doubt, Ifrit creates some STRONG characters on Strength. With his Str Bonus ability, once

you equip it, each time you level up, you lvl up for 1 strength point more! Also, Str+20% and Str+40% are also really great. Last thing, well Ifrit carries the ability Ammo-RF with him, an other usefull ability for the whole game.

Siren

Find at: Draw her from Elvoret

Attack: Silent Voice

Element: Silence(oh well)

Usefull Ability: The Tool-RF ability is extremelly great. Also, Treatment is awesome! What it is? It's a command that you equip and with it, you cure any abnormal status, the ultimate Remedy and you don't waste any magics to do it. Also, Move-Find is an ability that allow you to see some Hidden Draw point and Save point in Areas. In last, the Mag bonus/Mag+20%/Mag+40% are pretty good as well, with this GF, you'll build some powerfull mages!

Brothers

Find at: The Tomb of the Unknown King, go see in the boss section in the Deling City's events.

Attack: Brotherly Love

Element: Earth

Usefull Ability: HP+20%/HP+40%/HP+80% are totally great! It's increase your HP by A LOT. Cover can be fun for some people that enjoy it, and the Defend ability is also nice, since it's reduce the damage when it's equipped and used in a battle.

Diablos

Find that: When Headmaster Cid gives to you the Magical Lamp, use it to summon Diablos and battle him, once you won, he'll join you.

Attack: Dark Messenger

Element: Gravity(is that an element?)

Usefull Ability: Diablos's Mug Ability is almost unique. It allows you to steal items from ennemies, but also to hurt them in extra. The time Mag-RF/St Magic-RF, the HP+% and the Mag+% are great, but my god Enc-Half and Enc-None are so best. You see when you have a puzzle to solve and always run into ennemies randomly? Well with Enc-None equiped you don't encounter ennemy, allowing that you can keep cool and explore the places.

Carbuncle

Find at: Drawn from Iguions at end of Disc 1

*Attack:Ruby Light

Element: None

Usefull Ability: Carbuncle carry mutltiple usefull St-Atk/St-Def junctions, and also build some great character on HP and Vit. But, you'll use him for his Recovery Med-RF ability, it allows you to Refine Recovery Medecine from an item, and for the Counter ability, this one allows you to counter when attacked without losing a turn.

*Note: Carbuncle's summon is not an attack, it will cast Reflect on the whole party.

Leviathan

Find at: Drawn from NORG in Disc 2

Attack: Tsunami

Element: Water

Usefull Ability: The Recover ability is great since it allows you to completely restore HP to an ally without using any magics. The Supt Mag-RF is also one great ability, same goes for GF Recov Med-RF that allows you to Refine some GF Recovery Medicine from an Item.

Pandemona

Find at: Drawn from Fujin in the fight against Fujin and Raijin in disc 2

Attack: Tornado Zone

Element: Wind

Usefull Ability: The Spr+% and the Str+% are very usefull for the whole game, since it will allow you to hit fast and hard on ennemies. Also, Absorb can be nice, and of course, the multiple Elem-Atk/Elem-def Junction abilities are great.

Cerberus

Find at: Defeat him at Galdabia Garden in disc 2 to make him join you

*Attack: Counter Rockets

Element: None

Usefull Ability: Cerberus is a must have for all his multiple St-Atk/St-Def/AbilityX3 abilities, and don't forget the Spr+%/Expendx2-1(wasting only one magic when two are casted). Also, Cerberus carry with him the Auto-Haste ability, with this, you'll be extremely fast.

*Note: Cerberus's Counter Rockets are not an attack, but one of the most(or the) greatest summon of the game, casting Double and Triple on whole party!

Alexander

Find at: Drawn from Edea in end of disc 2.

Attack: Holy Judgement

Element: Holy

Usefull Ability: Alexander's Recover ability is totally USEFULL, it allows you to revive an ally with full HP without using any magic. Med Lvl Up ability is a great ability too, it allows you to Refine some strong Medecine from another Medicine. And in last, the High Mag-RF is extremelly nice, allowing you to refine some level UP magic from another magic. Let's say, you can Refine a Curaga from some Curas or a Firaga from some Firas.

Doomtrain

Find at: Have 6 Remedies+, 18 steel pipes and 6 Malboro Tentacles, then use that Solomon Ring you have founded in Tear Point.

*Attack: Runaway Train

Element: Poison

Usefull Ability: Doomtrain is my favourite GF, why? Read the note and you'll see why. Doomtrain's greatest abilities are Junkshop and Forbid Med-RF. Junkshop allow you to remodel weapons from the Menu(at any place), and Forbid Med-RF allow you to refine some Forbidden magics(Ultima, Meteor ect) from item.

*Note: Doomtrain's Runaway Train is totally (the greatest summon in my opinion) one of the best attacks of the game. It doesn't cause much damage, but it can inflict Poison, Sleep, Doom, Silence, Confuse, Berserk, Darkness and THE BEST ONE always take down the enemies' Vitality to 0, so that means that your damages dealt by your characters will be double. In my opinion, it is the best summon in the game.

Bahamut

Find at: Defeat him in the Deep Research center (see Optional Boss section)

Attack: Mega-Flare

Element: None

Useful Ability: Bahamut is really a cool-looking dragon that carries with him the best abilities of the game. He has the Mug ability (like Diablos) so you'll be able to have 2 characters to steal items. Forbid Mag-RF is also incredible, Str+60% is awesome too, Abilityx4 is totally great, Mag+60% too, BUT, the greatest one is Rare Item, it allows you to receive some Rare item from enemies.

Jumbo Cactuar

Find at: Defeat him (it?), refer to Optional Boss faq section.

*Attack: 1,000 Needles

Element: None

Useful Ability: All the bonuses/abilities are awesome. Also, Jumbo Cactuar carries Luck-J, allowing you to junction magic to your Luck stat, and he carries with him Luck+50% (!!!) Defend ability and Eva+30% are also extremely great.

*Note: Cactuar's 1000 Needles attack are simply good. The damage he will deal is related to 100 X his Level, so if he is level 20, it'll be 20 X 100, it will be 2000 of damage, not really great, but just think about level 100, then it'll be 100 X 100 = 10 000 (break the damage limit) and the damage cannot be reduced by protective spells; that's why it is nice.

Tonberry King

Find at: Defeat him in the Centra ruins, refer to my boss section.

Attack: Chef's Knife

Element: None

Useful Ability: Tonberry King's abilities are just GREAT. He has Call Shop, allow you to buy items from Menu at any place, also the Familiar is very nice since it allows you to buy some rare items. LV Down and LV Up are great too, you can play with your enemies' level. Haggle and Sell-High are very nice too, and don't forget the Luck+50% ability.

Eden

Find at: Drawn from Ultima Weapon (or Tiamat in disc 4)

*Attack: Eternal Breath

Element: None

Useful Ability: Devour is great, allowing you to devour a specific enemy and receive a +1 stat. Extremely time consuming though. Also, Luck+50% is great and the GF Abl Med-RF is

another sweet ability, allowing you to Refine some items that teach to your GF some abilities.

*Note: Eden's attack is the most powerfull summon attack in the game because it breaks the damage limit. Also, the Summon animation is long so you have plenty of time to Boost (by pressing Select and tapping square quickly) the attack for 250, and then the damage can go up to 40 000, simply powerfull...

10. Ultima Weapon

One of the two toughest boss of Final Fantasy VIII.

Optional Boss: Ultima Weapon

HP: 51 000 ~ 160 000

AP: 100

Difficulty: Easy to Very Hard

You will find this challenging boss in the Deep Sea Research center, see the appropriate FAQ to get to him. In this battle, your level is crucial. In my Low Level game, I was able to beat Ultima Weapon pretty easily, but then at level 100, he was way tougher, actually he was very hard. So if you are low level with best magics junctioned to stats, you won't have much difficulty to take him down. However, if you are high level (90+), his stats will be just incredible, 160 000 HP with extremelly high speed, way faster then Omega. There is just one problem with this battle... Only one lion Heart (or properly used Zell's duel armageddon combos) will KILL that monster at any level... Anyways, first, let's talk about his attacks. Ultima Weapon won't be hesitate about using that huge sword he carries (from what I've heard, it's Cloud Strife's Ultimate Weapon in Final Fantasy VII), he will play the mage and use Graviga to reduce your whole party's HP by nearly 75%. He will shake the ground as well by using Quake, dealing damages on whole party, and one of his favourite attack is Light Pillar, deals 9999 damage on one character like it or not, no way to reduce it damage, meaning you WILL have to revive the victim. Now, the damage of all those attacks is definitely based on either

- Your level (so Ultima's)

or

- Your vitality

That's right, with 100 Full Life or 100 Curagas junctioned to your Vit, you will reduce the damages taken from Ultima (except for Graviga and Light pillar). So now, you could simply equip the right junctions and simply annihilate this Weapon. For example, if you Junction 100 Quakes to all your characters Elem-Def-J, it won't deal any damages to you. Also, you could simply wait until he uses Graviga on your party, so then you kill off Squall and revive him with a pheonix, allowing you to use his limit, so then you just pray that he uses Lion Heart since your party is in dangerous situation, since one Lion Heart and Ultima says bye bye. However, I don't see where is the fun in winning that way sorry. Have 255 strenght to your party, and then have a maximum of HP and Vitality. Now, having 100 Triples junctioned to your charaters' speed stats will make you even with Ultima. Then, DRAW Eden from him, since it is one incredible GF. After that, cast Meltdown on the optional boss to cut down his Vitality, allowing you to deal nice damage to him. Auto Haste, Auto Protect and Auto Shell are all usefull, then have Aura

casted on your characters and use your limits on the Weapon. Like I said it earlier, the problem with Ultima Weapon is that ONE properly used Zell's duel combo(refer to Zell in my limit break section)or Lion Heart will kill him, meaning that he can go down in one second if you have more turns than him. Ultima Weapon's best stat is without a doubt his speed, especially at level 100, if you don't have enough speed you will definitely get your butt kicked since he'll be able to hit you about 3 times per turn. However, like I said it earlier, he's pretty easy when he's low level, and once again, it's no fun that one limit can kill him. If you ask me, I'd say that 500 000 HP at level 100 would be better, but anyways. If you want a challenge, try him without using your limits!

11. Omega Weapon

Here comes the strongest boss of the game. The Omega Weapon is definitely strong, and there are a LOT of things to write about him, that's why this section isn't short.

Optional Boss: Omega Weapon

HP: 111 195 ~ 1 161 000

AP: 250

Difficulty: Very Easy to insanely hard

As you can see in Difficulty, he can be very easy to nearly impossible, depend what type of strategy you using! I will write three strategies, up to you to choose which one you to follow.

1). Cheapest strategies there is and using it is a shame!

You can take down Omega Weapon in one second, oh well, it will take a couple of minutes, but it can work, you just need lot of patience.

Things you need to do this are:

- Selphie level 100
- Selphie's best weapon, the Strange Vision, allow you to use The End.
- Selphie with 9999 HP

Now, go in the battle, have your party completely heal after each of Omega's attacks. When he uses Megido Flame, it will deal 9998 damages, so all your characters will have only 1 HP each. Then go in Selphie's slots, and Do Over until you find The End. Can take several minutes, when you see The End, use it and Omega is dead.

Actually, sure you can have Omega owned by that way, but I wouldn't call that a victory. As you can see, it's very cheap.

b). Cheap strategy but not as cheap as the one above, requires a little bit more strategy, as well as a bit time consuming to get the required items.

This strategy is used by around 60-70% of the people that fight and defeat Omega Weapon. It is sure a little cheap, but it still requires more strategy than the Selphie's one. However, this one still isn't giving you a challenge. Things you need have are the ones below:

- 10 Holy Wars, do the CC member quest in Balamb Garden in Disc 3(you can start to do it in disc 2). Then, get the Gilgamesh Card from the King. See a side quest or a card FAQ/guide for more infos. Also, Edea

drops an Holy War in disc 2.

- 100 Deaths junctioned to each of your characters' stat-Def. That is only if the levels of your 3 characters are multiple of 5, otherwise don't bother.

- Have any party, but a party with 3 characters that can use some multiple hit limit is best; Squall, Irvine and Zell for example. Rinoa can also be used for Wishing star but isn't as good.

- 255 Strenght on your three characters.

- If you use Zell, decent Luck will do the thing(like, 110)

- 6-9 Auras

- Maximum speed possible, 100 triples junctioned to speed on all your characters, Auto Haste also help.

- Squall(strongly recomanded to use him)'s LionHeart gunblade so he can use the Lion Heart limit break, randomly but still.

Note: You can replace Holy Wars by Heros but Holy Wars are definitely way better.

- any other usefull abilities like Iniative for example.

- A meltdown, OR Doomtrain, if that the case, have max compability with it, but meltdown is more recomanded.

- Item command on at least 2 characters.

- Magic command on at least 2 characters.

Now you have all that? Good! Let's get started! Enter the battle, Omega always uses as a first attack the LV5 death. That attack will inflict(so kill)each characters with level multiple by 5. Now if your level isn't or you simply have 100 Death junctioned to each of your characters' stat-def, it won't do anything. But anyways, don't care about what the Weapon do and just be fast; cast Triple on one of your characters, and have that character use Aura on your 3 characters. Your last char will use an Holy War on party. Now have another character cast Meltdown (or summon doomtrain but a Meltdown is better) on Omega, and then abuse of your limit breaks. Because of the Holy War, your party will be invincible, so NO attacks from Omega will hurt you. Squall's Renzokuken and pray for Lion Heart, Zell's Duel with 255 strenght and high Luck and a manual agility from YOUR hands to correctly perfrom the Punsh Rush+Booya or Booya+Heel Drop combination, as well as Irvine's shots(OR Rinoa's combine, just pray that she uses Wishing Star) should work well. If you have Quistis with a 255 Magic stat, her Shockwave Pulsar should deal nearly 15 000-20 000 damage. But it isn't as good. Don't bother with GFs, you need to use some attacks that are quickly used. When the effects of the Holy Wars are gone, quickly recast Aura on the party and have another Holy War used on party. If you decided to use this strategy, it's probably because you were scared of Omega's Terra Break attack because you knew you wouldn't be able to survive at it. That means that if you get it in your face without having the invincibility of the Holy Wars casted on you, you'll be a goner. But still, using this strategy, you shouldn't lose really, but you gotta admit that it's cheap to use an item that allow you to be immune to DAMAGE. But anyways, if you

really want Omega to be gone easily, it's a sweet strategy ^_^, way better then simply counting on The End.

c). Warrior strategy.

Ok, if you want to do this one, it's probably because you either want a real challenge, or either because you were just not able to get Holy Wars or Heros :D. But have in mind that using this strategy will requires a lot of things, and also that you will probably get a couple of 'Game Overs' meaning that you will have to restart a couple of times. I have used this strategy with my level 35 party, and with a level 100 party. Both party had best junctions(or nearly) with high required stats. Now let me tell you that it was way easier at level 35 because Omega had only around 460 000 HP, NOT over a milion(like at level 100). Here all you need. My favourite party to take on that type of strategy is Squall, Quistis and Zell BUT, you can replace Quistis by someone else definitely; I use Quistis for her supportive blue magics; she doesn't attack Omega but definitely simply support and heal the party. Selphie's slot can sure do the thing as well, but I still prefer Quistis :D.

- Squall's Lion Heart gunblade for the limit break Lion Heart. 255 strenght as well.

- Zell's strenght to 255, and maximum of Luck possible.

- Your three characters' vitality as high as possible, I had 210 on Squall, 198 on Zell and 195 on Quistis and it was okay, although 255 would have been ideal.

- Quisits's blue magics: Mighty Guard and White Wind.

- As many Megalixirs as possible.

- Auto Protect, Auto Shell, Defend, GF(to use as a shield, NOT to use to damage), Auto Haste are ALL good.

- 100 Triples junctioned to each of your characters' speed, Auto haste sure helps tremendously.

- As many Aura as possible.

- 100 Death junctioned to each of your characters' stat-Def. That is only if the levels of your 3 characters are multiple of 5, otherwise don't bother.

- Meltdown spell.

- Everybody has 9999 HP.

- Recover, Revive, Magic command, Item command, all those are good.

When you have all that, it's time to begin. Now let's talk for the first time about Omega Weapon's deadly attacks. The awesome thing is this fight is that Omega has a patern for his attacks, meaning you can predict what he's gonna use, or almost... Because for sometimes, for his second turn for example, he has 3 different spells randomly chosen.

1- LV5 Death: Kill every characters with level multiple pf 5.

1- 2 Meteor, deal multiple damages on party/Ultima, deal high damage on

party/Graviga, reduce your party's HP by 75%.

3- Megido Flame, deadly attack that deal 9998 on party, meaning that your party's HP will be reduced to 1-if you have 9999 HP! If you have less, you are gone!

4- See number 2.

5- Terra Break, Omega Weapon's most dangerous attack AND reason why he is the toughest enemy out there. It deals multiple HIGH damage on party, can go up to 15 000 damages at all. Targets are random.

6- See number 2

7- Light Pillar, attack also used by Ultima Weapon, deal 9999 damage no matter what on one character, cannot be reduced so instant kill.

8- One of the attacks listed above randomly, definitely bad since you can't predict if it will be Terra Break, but if he uses a physical attack then you are happy.

So now write down those attacks on a sheet, so now you can predict what he gonna use. As you probably already know, the most dangerous attack he uses is Terra Break. But there IS a way to block it.

Ok now, time to talk about the strategy! Omega always uses LV5 Death as an iniative attack. And that is awesome, since it can't affect you-as long as you have those 100 Deaths junctioned to your stat-defs, OR simply don't have a character with a level multiple of 5. So let say your party is Squall, Zell and Quistis, quickly have Aura casted on Quistis and then have her use the Mighty Guard. Pray that Aura was casted, if it's not, then do it yourself, and have your last character meltdown the enemy. Once you have done all that, have Squall and Zell abuse of their limits. But I don't recommand you to waste Quistis's turn by using an offensive Blue magic but it'S still up to you. Now when Omega has his turn and uses his second attack, here how to heal. If he uses Meteor, it doesn't worth a Megalixir; with your high vitality and Shell casted, the damages won't be big enough. Instead, have Quistis uses White Wind to completely heal. If however, Omega uses Graviga(reduce party's HP by 75%), I recommand you to use a megalixir. Now if he uses Ultima, you can definitely heal with White Wind, since with such High vitality and Shell, it won't deal THAT much damage. What ever happens, you NEED to be completely healed to 9999 HP because at his next turn, the Weapon will use Megido Flame, 9998 on party, so then you can do two things. Usually, I try to use Renzokuken with a party of 1 HP. As you know, chances to see Lion Heart performed depend on the situation of your party, meaning that if you in deep doggy doo, you might see the Lion Heart. So try once, if he does it, have Megalixir used after, now if he does not, you can either try once again, or either say 'screw that' and use the megalixir to completely heal. Now you do once again abuse of your limits again, if the effects of the Auras are one, quickly cast it again on party and continue. At his next turn, Omega will once again use one of the 3 black spell(Meteor, Graviga or Ultima), so have Squall with Renzokuken and Zell with the best Duel possible(well you know, the combinations). For Quistis, I recommand you to have her use Defend command. When Omega uses the next attack, heal the same way I told you to just earlier. After that guys, it's up to you. You can either continue to beat down Omega with your limits, BUT each time his next turn is Terra Break, I never take any risk and have Mighty Guard recasted on party, and then I have two characters use Defend, and my last character(I always have one that does not have Defend)summon a GF

he has nearly ZERO compability with. Doing so, at his next turn, Omega will devastate your party with Terra Break. I told you, it can deal up to 15 000 damages at all on party, with Shell and Defend, the damages will be reduced by half, but it will still leave your party in very LOW HP, and if you had summon a GF, it probably won't be alive anymore. So now, quickly have a Megalixir used and have Aura recasted on party and continue the beating. At his next turn, Omega will use one of the 3 black magic spells, so White Wind will do the thing unless Graviga is casted. Now for his next turn, Omega will use Light Pillar, instant kill to one character(deal 9999 damage no matter what), that is great since it only harms one character, allowing you to keep cool and simply have Full Life OR revive used on the dead, and Aura recasted. But now you have to watch out, use only one limit or two, and then have once again Mighty Guard recasted, and Defend and a low compability(if needed) GF summoned, JUST in case Omega uses Terra Break again you know. So then do the WHOLE thing again!

Omega's HP is always high, ESPECIALLY if you are high level, meaning you will need patience in the battle. However, as you know, Zell's armageddon fist or HeelDrop+Booya combination can nearly deal up to 350 000 damages if you are lucky enough to get a 12 seconds countdown. Also, Squall's Lion Heart deal up to 180 000-200 000 damages(even though it's random, it still great). With Quistis using her supportive magics, and an high speed stat, you will have the advantage on Omega, because he isn't as fast as Ultima(fortunately!!! imagine if he was). Sometimes Terra Break will maybe kill you, or even other attacks, if something goes wrong it's easy to get a Game Over. But keep trying! If you do everything correctly and have the required patience, you should EVENTUALLY win. I have some friends that were able to do it at their first try since they got lucky and everything worked well for them. All I can say is good luck, and keep trying!

Now that concludes the section, I have written a lot heh. This is all you need to know to get the Proof Of Omega, you'll see what it is once you have won the battle ()^_^).

12. Conclusion

Well, once again, it's time to say good bye! However, I am not done writing guides, so we will probably meet in another FAQ! So far, I think this guide is the ony I'm the most proud of, yet. Maybe because it's about my favourite game --. Anyways, I hope my guide has helped you out, you know what is my e-mail if you need anything. So, see you in another FAQ!

13. Credits

- FFmania, for posting this guide on his awesome site dedicated to games made by Squaresoft.
- faqs.ign.com(IGN.com), to give me the opportunity to be proud of having my guide on their awesome site.
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