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This is my eighth game guide!

This game is one of my most favorite Final Fantasy. It's pretty old, but the experience with it is very memorable. There's the 'Job System', which is one of my most favorite way of powering up; unforgettable characters like Boco, Syladra (Hydra), Cid, Mid and many more; a very nice story... whoa! ... first FF with multiple endings; and towering above all is the bunch of huge, nasty, tricky and cool bosses!

If there's one FF that deserves a recognition when it comes to giving us fans "enjoyment and challenge in 1" when fighting bosses, it's Final Fantasy V. You don't have to do the same thing over and over just to beat a pretty hard boss. Many bosses have their weaknesses. Try to exploit it with many different ways. For example, a boss weak against fire can be beaten with a 'Fire' spell, 'Ifrit' summon, 'Fire' magic sword, tossing 'FireSkill' or using a Fire-element weapon, so you'll not get bored with the same thing when fighting them. However, bosses have at least one nasty attack (and usually non-elemental) that can really wear your party down in one or two hits, making it hard to just focus on offense, so the weakness exploitation strategy cannot be considered as "Cheap Tactics" by those who think that the "Fire beats Ice" battle is something that makes FF games VERY easy.

With almost 60 of them, you'll encounter almost all kinds of bosses you want, Brute force, elementals, status-changers, cheaters (too powerful), friendly, tricky, summons and much more. This game, also, pioneered the inclusion of some optional extra-hard "special bosses", which is now a regular feature in the newer FF's.

Well, I have already finished this game years ago in its Playstation Version (Final Fantasy Anthology), but for purposes of this guide... and the love for this game's bosses, I decided to play the original, Jap-only, SNES Version. This guide can be used in both versions of the game so this is pretty useful... especially for those new in the game.

Happy gaming!

FG

Baguio City, Philippines
20 January 2004

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2.0 - Boss Guide
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Area - designates the location of the boss
Boss - boss name; can either be a sub-boss, optional boss or true boss.
Level - boss level
HP - number of Hit Points of the enemy.
Info - boss' attacks, abilities, moves, and characteristics.
Weakness - scanned weakness of the boss
My Level - average level of my party at the start of the battle.

Note: Until I replay the Playstation version, get a 100% translation, or someone sends me the info, there could be some names (especially for the attacks) that are mistranslated or not listed... I can't understand Japs
:(

The levels I have could be very high for a particular boss fight because I'm dealing with the boss after I have done all I can do at a certain place or just wondering around... in the process I fight enemies and accumulate experiences, thus, quite high levels :(

WORLD 1

No. 01

Area : Wind Shrine
Boss : WingRaptor/Wingrapter
Level : 1
HP : 250

Info : This boss alternately changes its form: "Wings are open" and "Wings are closed".

"Wings are open":

- Regular patk - 10 dmg, single
- Breath Wing - 15-25 dmg, all

"Wings are closed":

- Counterattack - 25-30 dmg, single

Weakness: n/a

Win : FenixDown

My Level: 4

-- Normal way to beat him:

Attack him when his wings are open. When his wings are closed, just cure or defend. If you attack when his wings are closed, he'll do a counter. However, if you're willing to spend a Potion or two, just strike him to your heart's content... anyway, this is just a practice boss.

-- Easy Way to beat him:

Equip everyone in with Broad Sword. Butz has one and another one can be found in a treasure chest before you fight the boss. Buy 2 more in Tule Village. You'll be beating him in no time.

No. 02

Area : Torna Canal
Boss : Karl Boss
Level : 5
HP : 650

Info :

- Regular patk - 30-40 dmg, single
- H-Bomb - 25 dmg, paralyze, single
- Tail Screw - critical HP, single

Weakness: Bolt

Win : 5 ABP
FenixDown

My Level: 6

-- Normal way to beat him:

Make a party of Black Mages and toast him with 'Bolt'. If he uses his 'Tail Screw', be sure to cure ASAP!

-- Easy Way to beat him:

Instead of exploiting his weakness, make a party of Blue Mages with 'Goblin Punch' learned. He'll be eating 240 damage of hurt each turn!

No. 03

Location: Ship Graveyard

Boss : Siren

Level : 2

HP : 900

Info : This boss alternately changes its form: "Normal" and "Undead". When it is in normal status, it is immune from elemental attacks.

- Regular attack - 80- 90 dmg, single
- Poison attack - 60-120 dmg, poison, single
- Ice - 30 dmg, single
- Libra - scan , single
- Haste - speed up , self
- Slow - speed down, single
- Quiet - silence , single
- Sleep - sleep , silence
- Cure - +65 HP , self

Weakness: Holy

Win : 5 ABP

Bronze Shield

My Level: 8

-- Normal way to beat her:

Make a party of White Mages and ATTACK! Nope, that's not the tip. The strategy here is to wait for her to transform into 'Undead' and whittle her down with 'Cure'.

-- Easy Way to beat her:

I find it more effective to use 'Fire' vs her 'Undead' form. Attack her regularly and use 'Fire' when she changes into undead.

No. 04

Location: North Mountain

Boss : Magissa

Level : 8

HP : 650

Info : If you can't take her down ASAP, she'll call Faltzer (850 HP) to help her. Once she calls her boyfriend, even if you beat her, you still have to beat Faltzer to win.

Magissa

- Regular attack - 70 dmg, single
- Drain - 170-190 dmg , single
- Bolt - 60 dmg , single
- Ice - 60 dmg , single
- Aero -
- Regen - constant +HP, self/ally

Faltzer

- Regular attack - 50-100 dmg, single

Weakness: n/a

Win : 6 ABP

My Level: 10

-- Normal way to beat her:

A balanced party of physical attackers/offensive magicians and healers is enough to finish her off. If he calls Faltzer for help, you can always put the guy to 'Sleep'. BTW, the battle will start with Reina poisoned, OR

Make a party of Monks and ATTACK! Their critical attacks is invaluable in finishing her off before she can call for reinforcement.

-- Easy Way to beat her:

Break the Ice Rod you found in Kerwin on her for a 1-hit victory!

No. 05

Location: Walz Castle

Boss : Garula

Level : 3

HP : 1200

Info :

- Regular attack - 120 dmg, can be used 2 or 3x in a turn, single
- Charge - constant HP loss, single

Weakness: n/a

Win : 5 ABP

Hi-Potion

My Level: 12

-- Normal way to beat him:

Make a party of Knights or Monks (I prefer Knights for better defense) who can use 'Protect' magic (to further increase their pdef) to attack. If you are having a hard time surviving his charges, put your party in the back row.

-- Easy Way to beat him:

Silence the guy and cast the 'Frog Song' blue magic. I'll leave the rest for you :)

If you got a whip from Magissa, you can use it to paralyze Garula and beat him to shame.

No. 06

!!! SUMMON MONSTER BOSS !!!

Location: Walz Castle

Boss : Shiva

Level : ?

HP : ?

Info : You'll fight her with 3 Ice Commanders (600 HP each).

Shiva

- Ice 2 - 60-90 dmg, 2 targets

- Absorbs 'Ice' attacks

Ice Commander (x3)

- Regular Attack - 50-120 dmg, single

Weakness: Fire

Win : 5 ABP

Ice Rod

My Level: 12

-- Normal way to beat her:

The Ice Commandrs are nasty so take them out first using any strong fighter like Monk or Berserker. The rest of the party should be made up of Black Mages to nuke Shiva with 'Fire'.

-- Easy Way to beat her:

Have a Blue Mage cast 'Frog Song' to the IceCommandrs. Now, hit Shiva hard with 'Fire'. Breaking a Fire Rod will, also, hurt her badly.

No. 07

Location: Fire Ship

Boss : Liqiud Flame

Level : 19

HP : 3000

Info : This boss alternately changes its form: "Human", "Tornado" and "Hand".

"Human"

- Flame - 90 dmg, all

"Tornado"

- Fire 2 - +270 HP, self

- Magnet - draws characters to the front row, all

"Hand"

- Regular attack - 70-80 dmg, single

- Fire 2 - +300 HP, self

- Immune to 'Ice' attacks

Weakness: Ice

Win : 6 ABP
Flame Bow

My Level: 15

-- Normal way to beat it:

It's obvious that it's weak against 'Ice' magic, so make use of your newly acquired 'Shiva' summon to freeze this guy in shame.

-- Easy Way to beat it:

A single Black Mage with 'Ice2' is enough to kill this guy... 1200 damage! OR

Break an Ice rod, Break another to kill it, unless it changed into the hand form, which is immune to ice. In that case hit the hand to make it transform into another form.

No. 08

Location: Karnak Castle

Boss : Iron Claw

Level : 20

HP : 3000

Info : When you're about to leave the castle's gate, this guy, disguising as a Sergeant, will attack you. Beat him and he'll reveal his true face... and be sure to beat him fast because time is running out!

Sergeant

- Regular attack -

Iron Claw

- Regular attack -

- Death Claw -

Weakness: N/A

Win :

My Level: 15

-- Normal way to beat him:

Your main enemy in this battle is time. The best way to take off this guy and his cohorts is to use Summoners and cast 'Shiva' a few times to remove them at the same time... you can't afford to hit them one by one!

-- Easy Way to beat him:

Break one Ice/Thunder/Fire rod to kill the Karnaks. Break another rod to end the battle.

A lucky Berserker can kill him in one hit.

No. 09

!!! SUMMON MAGIC BOSS !!!

Location: Ancient Library/Library of the Ancients

Boss : Ifrit
Level : 22
HP : 3000

Info : He absorbs 'Fire' attacks.

- Regular attack - 70-100 dmg, paralyze, single
- Flame - 100-120 dmg, all
- Fire 2 - 270-320 dmg, single

Weakness: Ice

Win : 5 ABP
FlameTech

My Level: 15

-- Normal way to beat him:

Be cautious about his 'Flame' because it is very damaging to the party.
Have a party of Black Mages with 'Ice2' or Summoners with 'Shiva' to
force this guy to surrender.

-- Easy Way to beat him:

Like the battle with LiquidFlame, 'Ice2' is more effective than 'Shiva'
... 1100 damage! OR

Break 2 Ice Rods... more powerful than 'Ice2'.

No. 10

Location: Ancient Library/Library of the Ancients

Boss : Biblos
Level : 24
HP : 3600

Info :

- Regular patk - 210 dmg, single
- Gale Cut - 220-260 dmg, all
- Magic Hammer - halves MP , single
- Sonic Wave - halves level, single
- Drain - 250 dmg , single
- Charm - helps enemy, single
- Toad - frog , single
- Thread - speed down , single
- Safe - pdef up , self

Weakness: Fire

Win : 7 ABP
Protect

My Level: 15

-- Normal way to beat him:

This book loves to mess up with your status so keep a White Mage with
'Esuna'. A back attack is also possible to happen (he'll be the one
to make the back attack... NOT YOU!). If you've learned any 'Aero'
spell, never use it 'coz it will heal him. Burn his pages with 'Fire2'

or 'Ifrit', OR

Break 3 Fire Rods to char this book monster.

-- Easy Way to beat him:

Use the 'Death Claw' blue magic for a quick win.

No. 11

!!! SUMMON MAGIC BOSS !!!

Location: Easterly Village Forest

Boss : Ramuh

Level : 21

HP : 4000

Info : Find him in the forest beside Easterly Village.

- Regular patk - 90-110 dmg, single
- Electric Shock - 90-120 dmg, single
- Bot2 - 420 dmg, single
- Aspil - 5-65 dmg, absorb HP, single
- Flash - blinds , all
- Absorbs 'Bolt' attacks.

Weakness:

Win : 3 ABP

Ramuh

My Level: 18

-- Normal way to beat him:

Use the White Mage's 'Silence' or Time Mage's 'Mute' to stop him from casting his devastating 'Bolt' attacks. Once he's silenced, he's almost helpless. Ifrit can deal the best damage to finish him.

-- Easy Way to beat him:

Blue Mage's 'Death Claw' will definitely force him to serve you.

No. 12

Location: Sand Tides Desert

Boss : Sandworm

Level : 18

HP : 3000

Info : This boss will randomly pop out in one of the three holes. If you hit at the vacant hole, you'll waste your turn so caution yourself in using single target attack.

- Regular patk - 40-120 dmg, single
- Quicksand - 60 dmg , constant HP loss, all
- Demi - halves HP , can use 3x a turn, single
- 'Whack-a-mole'... I mean, 'whack-a-worm' - popping in and out of the holes will spend most of the turns of this worm.

Weakness: Water

Win : 5 ABP

My Level: 18

-- Normal way to beat him:

'Ice2' and 'Shiva' works pretty well against this giant worm. Just make sure you're hitting the right target when using 'Ice2' or you'll be wasting both turn and MP.

-- Easy Way to beat him:

Using the Blue Mage's 'Aqua Breath' will surely overkill this boss.

No. 13

Location: Airship

Boss : Clay Claw

Level : 43

HP : 2000

Info :

- Regular patk - 100-150 dmg, single
- Tail Screw - critical HP , single
- Mucus - speed down , constant HP loss, single

Weakness: Bolt

Win : 5 ABP

Frost Bow

My Level: 20

-- Normal way to beat him:

'Bolt2' and 'Ramuh' are your best attacks against this boss. Station a White Mage to heal your party, ASAP, when he used 'Tail Screw'. His 'Mucus' depletes your characters' HP so be cautious. A 'Tail Screw' followed by 'Mucus' is very dangerous!

-- Easy Way to beat him:

Make a party of Summoners and let all of them cast 'Ramuh', OR

Break 3 Lightning Rods.

No. 14

Location:

Boss : Adamantaim

Level : 20

HP : 2000

Info :

- Regular patk - 110 dmg, single
- Charge - 100-400 dmg, 2x hit, 2 targets

Weakness: Ice

Win : 5 ABP
TurtleShell

My Level: 20

-- Normal way to beat him:

Casting 'Protect' on your party is a good start to fight this boss. He attacks physically just like Garula. Standby a White Mage to heal your party when he makes charges because it can kill you. 'Ice2' is the best attack against this tortoise.

-- Easy Way to beat him:

A LUCKY person who learned 'L5 Doom' blue magic should cast it for quick win.

No. 15

Location: Floating Ruin of Ronka

Boss : Soul Gun

Level : 36

HP : 22500

Info : It has 3 parts: Soul Gun & Launcher (2x).

Soul Gun

- Surge Beam - 270-370 dmg, constant HP loss, all

Launcher (2x)

- Missile - halves HP , causes old , single

Weakness: Bolt

Win : 7 ABP

DarkMatter

Hi-Potion (2x)

My Level: 20

-- Normal way to beat it:

The best attack against this boss is to use Ninjas and throw 'BoltTech' (LightningSkill). A White Mage should be ready to use 'Esuna' to anyone targeted by the 'Missile' from the Launchers. Having a hasted party will be a big advantage. It will give you a chance to destroy the whole cannon even before it uses 'Surge Beam'.

-- Easy Way to beat it:

You can immediately destroy the annoying Launchers by casting 'L5 Doom'. Cast 'Fast' (Haste) and keep the sparks alive!

No. 16

Location: Floating Ruin of Ronka

Boss : Archeoavis

Level : 19 / 20

HP : 6400/2500

Info : It has two forms: 'Normal' - changes weakness often; 'Regenerated' -

strong against magic.

'Normal'

- Regular patk - 100-120 dmg, single
- Fang Attack - 160 dmg, constant HP loss, single
- Poison Fang - 50-100 dmg, poisons, single
- Breath Wing - 180-220 dmg, all
- Blaze - 240-250 dmg, constant HP loss, all

'Regenerated'

- Regular patk - 100-120 dmg, single
- Entangle - paralyzes , single
- Charm Attack - 120 dmg , single
- Flame - 160-180 dmg, all
- Maelstrom - critical HP, all

Weakness: n/a

Win : 10 ABP

Hero

My Level: 22

-- Normal way to beat him:

Use 'Peep' or 'Libra' to see this boss' quickly changing weakness and abuse it. The second form is quite strong against magic, but it's not really a problem. Use Monks to beat him until you win.

-- Easy Way to beat him:

Have Geomancers in your party and keep using its 'Terrain' to wear him off. In the second form, just cast 'L5 Doom' blue magic and the boss is dead.

For an even easier battle, use the blue magic 'Flash' to blind him.

No. 17

!!! SUMMON MAGIC BOSS !!!

Location: Karnak Meteor

Boss : Titan

Level : 1

HP : 2500

Info :

- Regular patk - 110-240 dmg, single
- Earth Shaker - 450-480 dmg, all

Weakness: n/a

Win : 5 ABP

Hi-Potion

My Level: 24

-- Normal way to beat him:

It will be very helpful to have the 'Float' status to save you from the devastating 'Earth Shaker' of Titan. You can control a Geira Cat in the North Mountain to cast it on you. For some reason, this guy is weak vs

fire attacks... and 'Fire2' is the best so far.

If you don't have 'Float' status, use 'Dark Shock' blue magic to halve his level. Casting 'Slow' will also help a-lot.

-- Easy Way to beat him:

The Berzerker's 'Death Sickle' weapon can kill Titan in one hit!

No. 18

Location: Walz Meteor

Boss : Byurobolos (x6)

Level : 22

HP : 1500 (x6)

Info :

- Regular patk - 180 dmg, single
- Exploder - 1100 dmg, single
- Arise - revives ally, single
- Cure2 - 180-200 +HP , self

Weakness: n/a

Win : 5 ABP

My Level: 24

-- Normal way to beat them:

Cast 'Silence' to prevent them from casting 'Cure2' and 'Arise'. Attack them normally after that.

-- Easy Way to beat them:

Kill them all at the same time by making a party of Summoners and cast 'Ifrit'. A party of Blue Mages casting 'Aqua Breath' will do the same.

No 19

Location: Gorn Meteor

Boss : KimaBrain

Level : 19

HP : 3300

Info :

- Blaze - 240-250 dmg, constant HP loss, all
- Aqua Breath - 280-350 dmg, all
- Immune to Fire and Ice attacks

Weakness: n/a

Win : 6 ABP

Fenix Down

My Level: 24

-- Normal way to beat him:

Have a Time Mage in your party and cast 'Demi' to weaken him. Once you

have dealt considerable damage, you can use your regular attacks. Just be prepared to cure your party every turn 'coz this boss loves to use all-target attacks.

-- Easy Way to beat him:

'Death Claw' and attack once to kill him.

WORLD 2

No. 20

Location: Solitary Island

Boss : Abductor

Level : 22

HP : 1500

Info : You don't have to win this battle.

- Regular patk - 100-230 dmg, single
- Hurricane - critical HP, single

Weakness: n/a

Win : 1 ABP

Ether

My Level: 24

-- Normal way to beat it:

Have the Ninja's 'Image' ability and use it once the battle starts. If you have the blue magic, 'Missile', use it to immediately deplete his HP fast. If you don't have it, a Monk with the 'Image' ability will be all right for the job.

-- Easy Way to beat it:

'Death Claw' and attack him once, OR

Bring up a Ninja and throw a Shuriken to kill him in 1 hit! If for some reason he doesn't die, then just attack him until he does.

No. 21

Location: X-Death's Prison

Boss : Gilgamesh

Level : ?

HP : ?

Info :

- Regular patk - 110 dmg, single

Weakness: n/a

Win : Elixir

My Level: 24

-- Normal way to beat him:

Make Galuf a Monk. It's critical hits and counterattack will finish him with little effort.

-- Easy Way to beat him:

The mighty 'Death Claw' + attack strategy works well against Gilgamesh.

**** Someone told me that using the 'Missile' blue spell can beat Gilgy in one hit. I might have forgotten to take a note when I tried it so, I am not sure if it really works.

No. 22

Location: Big Bridge

Boss : Gilgamesh

Level : ?

HP : ?

Info :

- Regular patk - 100-120 dmg, single
- Goblin Punch - 170-270 dmg, single
- Aero 2 - 180-200 dmg, single
- Jump - 350-420 dmg, single
- Electric Shock - 50-100 dmg, single
- Gale Cut - 180-220 dmg, all
- Fast - speed up , self
- Safe - pdef up , self
- Shell - mdef up , self
- Escape - flee from battle, self

Weakness: n/a

Win : ---

My Level: 24

-- Normal way to beat him:

This guy is quite fast, so cast 'Slow' on him to save you some time. Blue Mage's 'Dark Shock' will cut his level by half. Hit him hard! Once you reduced his HP by half, he'll start to cast protective spells on himself. What is more annoying is he will start to 'Jump', which is very nasty. Be sure you're ready to cure and revive your injured party. You can also blind him with the Chemist's 'Mix' (Eyedrop + Dragon Fang/Dark Matter).

-- Easy Way to beat him:

Cast 'Silence' (White Mage's 'Quiet'/Time Mage's 'Mute') on him to block him to use his protective spells. A party of Summoners casting 'Titan' or a party of Blue Mages casting 'Blow Fish' will beat this guy with the least problem.

No. 23

Location: Underground River

Boss : Tyrasaurus

Level : 29

HP : 5000

Info :

- Regular patk - 150-250 dmg, single
- Bone - transforms into zombie, single

Weakness: Fire/Cure

Win : 9 ABP

My Level: 25

-- Normal way to beat him:

Any fire or cure attack is effective against this boss, but 'Fire2' is the most effective. If someone is hit by 'Bone' heal him fast before you becomes a zombie.

-- Easy Way to beat him:

Phoenix Down. If you don't want to waste a Phoenix Down, the usual 'Death Claw' + attack combo will still work.

No. 24

Location: Val Castle (Gate)

Boss : Abductor

Level : 29

HP : 2500

Info : Will only show up if you lose to him at the start of WORLD 2.

- Regular patk - 80-120 dmg, single
- Bloodsuck - absorbs HP, single
- Hurricane - critical HP, single

Weakness: n/a

Win : 2 ABP

Potion

My Level: 25

-- Normal way to beat him:

Anything will work against this guy. If you're still having trouble, you are a LOSER! Well, you can charm him using the 'Lamia's Harp' or 'Charm Song' of the Barb. He'll beat himself for you!

-- Easy Way to beat him:

You know the drill, 'Death Claw' + attack combo!

No. 25

Location: Valley of Dragons

Boss : Dragon Grass

Level : 29

HP : 12000

Info : This plant summons some sprouts as its only offensive mechanism. If

you the kill the sprouts, it has the ability to respawn the weeds.
To my surprise, 'Ifrit' and 'Fire2' cause, almost, no damage.

- Curse Pollen - 20-100 dmg, Paralyze, single
- Graying Pollen - 20-100 dmg, Old , single
- Darkness Pollen - 20-100 dmg, Blind , single
- Poison Pollen - 20-100 dmg, Poison , single
- Charm Pollen - 20-100 dmg, Charm , single
- Confuse Pollen - 20-100 dmg, Confuse , single
- Zombie Pollen - 20-100 dmg, Zombie , single

Weakness: n/a

Win : 10 ABP

Elixir

My Level: 27

-- Normal way to beat it:

Time Mage's 'Demi' works well in weakening the main form. 'Titan' is very effective in killing the sprouts, at the same time dealing considerable damage to the boss. Geomancer's 'Terrain' (Cave-in) is also very effective in dealing multiple thousands of damage. Just be sure you have a White Mage ready to use 'Esuna' whenever you're hit with its annoying 'Pollen' attacks.

-- Easy Way to beat it:

Just cast your newly acquired 'Golem' summon. This plant will not be able harm your party. Cast 'Death Claw' and attack him normally until it dies.

No. 26

Location: Zeza's Ship

Boss : Gilgamesh & Enkidoh

Level : ?/29

HP : ?/4000

Info : If you will not beat Gilgy in a few turns, Enkidoh will aid him.

Gilgamesh

- Regular patk - 80-100
- Critical - 90-100
- Missile - halves HP , single
- Death Claw - critical HP, Paralyze, single

Enkidoh

- White Wind - heal HP , all
- Aero2 - 300 dmg , single
- Missile - halves HP , single
- Bloodsuck - absorbs HP , single
- Windslash - 350-400 dmg , all
- Critical - 90-100 dmg , single
- Sonic Wave - halves level, single
- Thread - Slow , single

Weakness: n/a

Win : Gold Shield

STEAL!!!: Genji Glove

My Level: 27

-- Normal way to beat it:

Have someone in your party who can use Blue Magic and/or Summon. Start the battle with 'Golem' and use 'Blow Fish' and 'Titan' whenever possible. When Enkidoh appears, use Blue mage's 'Missile' or Time Mage's 'Demi' to rip off his HP fast. Concentrate on him using 'Blow Fish' because he's the REAL damage dealer of the two. Continue the drill and you'll soon have the victory in this pretty easy fight.

-- Easy Way to beat it:

Berserker's 'Death Sickle' weapon can finish Gilgamesh in one hit.

No. 27

Location: Barrier Tower

Boss : Atomos

Level : 47

HP : 19997

Info : He'll be casting 'Comet' on one of your partymates and try to suck it in his 'Wormhole'. If you revive your dead ally, he'll just nuke it, again, with 'Comet', so you're going to fight him with one of your guys dead... as if fighting FF7's Ruby Weapon.

- Comet - 1000+ dmg, single
- Demi - halves HP, single
- Quarter - damage equal to 3/4 of your HP, single
- Slow2 - Slow, all

Weakness: n/a

Win : 12 ABP

Dark Matter

My Level: 27

-- Normal way to beat him:

This is the first true boss in the game if you want to beat him with all your partymates alive and you're not prepared. Make a party of Knights with the 'Double Grip' ability or a party of Black Mages with 'Bio'. At the start of the battle he will kill one of your mates with 'Comet'. Have someone cast 'Haste' and start hacking or throwing 'Bio' spells on him. This is the best strategy, I've tried, for those who are not ready for this battle; OR

Make a party of Ninjas and have at least 11 Shurikens. Start the battle by throwing Shurikens until you have thrown all 11 of it. Now, wait for the time that you have two characters with ATB ready. Revive your fallen ally and immediately throw anything from your inventory to finish him off... TADAH! You've just beaten him with all your partymates ALIVE!

-- Easy Way to beat him:

If you've got some Gil (at least 8700), have a party of Samurais and keep using its 'Gil Toss' ability. When you've thrown your 4th, wait for the time that you have two characters with ATB ready. Revive your fallen ally and immediately throw the 5th one. Just like the one above, you'll

beat him with all your partymates alive... but this is less time consuming and less expensive than throwing all those Shurikens :) OR

'Dark Shock' + 'Lvl 5 Doom' blue spells will dispatch him in no time, OR

Put him to 'Sleep' and attack him with anything that will not wake him up (i.e. Terrain, Goblin Punch, DrgSword, Dance etc...)

No. 28

!!! SUMMON MAGIC BOSS !!!

Location: Chocobo Forest (Northwestern Forest in the World Map)

Boss : Shoat

Level : 38

HP : 5000

Info : Just walk around the forest and you'll encounter him soon.

- Regular patk - 170-270 dmg, single
- Devil's eye - Petrify, can use 2x per turn, single
- Drain - 400-480 dmg, absorbs HP, single

Weakness: n/a

Win : 3 ABP

My Level: 29

-- Normal way to beat him:

Cast 'Golem at the start of the battle to protect you from his regular attack. Now, a party of Summoners casting 'Titan' or party of Blue Mages casting 'Blow Fish' will kill this guy fast.

-- Easy Way to beat him:

Capture an Iron Dress in the Shoat Island cave and release it to kill Shoat in one hit.

It was told that the Dancer's 'Sword Dance' can kill this guy in one turn, but I haven't tried to make it work in both the PS and SNES Version of the game... except, maybe, if you hunt him later in the game when you have more powerful weapons already.

No. 29

Location: Moore Forest

Boss : Tree Segments

Level : 77

HP : 7777 (4x)

Info : Everyone is immune to 'Ice', 'Bolt' and 'Bio' attacks. They will use their special attacks unless they've halved their HP.

Top Segment

- Regular patk - 50-200 dmg, single
- Fire3 - 400-600 dmg, all
- Absorbs 'Fire' attacks.

Bottom Segment

- Regular patk - 50-200 dmg, single
- Earth Shaker - 400-600 dmg, all
- Absorbs 'Earth' attacks

Left Segment

- Regular patk - 50-200 dmg, single
- Aero 3 - 400-600 dmg, all
- Absorbs 'Wind' attacks.

Right Segment

- Regular patk - 50-200 dmg, single
- Aqua Rake - 400-600 dmg, all

Weakness: n/a

Win : 15 ABP

My Level: 35

-- Normal way to beat it:

Cast 'Golem' to protect you from their regular attacks. Summoners casting 'Titan' should be enough to destroy three of the four segments after few turns. The remaining segment can be destroyed easily by a physical attack from a Knight with 'Double Grip' ability (1500 dmg!).

-- Easy Way to beat it:

The ever useful 'Death Claw' + attack combo is back! Use it for a life at ease :)

No. 30

!!! SUMMON MAGIC BOSS !!!

Location: X-Death's Castle

Boss : Carbuncle

Level : 44

HP : 15000

Info : This guy, as you know, is always in 'Reflect' state.

- Bolt2 - 480-550 dmg, single
- Ice2 - 480-550 dmg, single
- Fire2 - 480-550 dmg, single
- Bio - 1200 dmg, single
- Cure2 - +180-200 HP, self
- Charm - charms , single
- Stop - stops ATB , single

Weakness: Stone

Win : 11 ABP

My Level: 36

-- Normal way to beat him:

Cast 'Shell' on your party to reduce the damage dealt by his spells. Once you're fortified, start hacking him with physical attacks. Using spells can deal incredible damage to him, but before you can do that, use 'Wall' for your party. Now, instead of casting the spells directly on

'Carbuncle', cast it on your party... the spell will bounce to him and will hit him BIG TIME!

-- Easy Way to beat him:

The best way to beat him is to abuse his weakness--- Stone! Black Mage's 'Break' or the Summoner's 'Shoat' spells are your best bet. The chance of these spells to connect is not 100% (but pretty high), but once it hits Carbuncle, that's the end of the battle, OR

Releasing 3x Iron Dresses (from Shoat's Island cave) also does the job.

No. 31

Location: X-Death's Castle

Boss : Gilgamesh

Level : ?

HP : ?

Info : Has two forms. The second and very cool second form barely deals any damage.

- Regular patk -
- Sonic Wave - halves level, single
- Flash - blinds , all
- Time Slip - sleep, old , single
- Frog Song - frog , single
- Tiny Song - mini , single
- Hurricane - critical HP , single
- Rocket Punch - halves HP , confuses, single
- Strange Dance - random sleep, single

Weakness: n/a

Win : Excalipur

STEAL!!!: Genji Helmet

My Level: 36

-- Normal way to beat him:

Cast 'Golem' and attack him normally. Casting 'Slow' on him will also prove beneficial. Be sure you have someone ready to heal you whenever you're afflicted with negative status. When he changes into his second form, be sure to steal the Genji Helmet.

-- Easy Way to beat him:

If you can afford, make a party of Blue Mages who knows how to use White magic. 'Aero 3' is surprisingly effective against Gilgy, so use it whenever possible, otherwise, concentrate on healing negative status. The battle won't last long using this strat.

No. 32

Location: X-Death's Castle

Boss : X-Death

Level : 66

HP : 32768

Info : Can attack twice in a turn. 'Bio' spell won't work against him.

- Regular patk - 800- 900 dmg , single
- Vacuum Wave - 700-1200 dmg , single
- Dispel - removes positive stat , all
- Dynamo - changes characters row, all
- Gravity 100 - removes float status , all
- Condemn - death after 30 seconds, single
- Demi - 1/4 HP dmg , single
- Hurricane - critical HP , single
- Bio - 400-450 dmg , single
- Fire 3 - 450-750 dmg , single
- Bolt 3 - 450-750 dmg , single
- Ice 3 - 450-750 dmg , single
- Earth Shaker - 400-500 dmg , all
- Flame - 300-500 dmg , all
- Zombie Breath - 500 dmg, zombie status, all
- Lv3 Flare - instant death to levels
divisible by 3 , single

Weakness: Holy

Win : ---

My Level: 36

-- Normal way to beat him:

Bring up a Summoner to cast 'Golem' and 'Carbuncle' to protect you from most of X-Death's attacks. Blue Mages casting 'Aero 3' is still effective. Knights and Archers (with the Gale Bow) are also useful. Keep a steady balance between offense and defense.... keeping special attention to the effects of 'Golem' and 'Carbuncle', OR

Mages who can use any of the level 3 elemental black magic are great against this boss. Using such will deal 2000+ damage per casting! Still, don't forget to keep 'Golem' and 'Carbuncle' on.

-- Easy Way to beat him:

Release 4 Yellow Dragons (Random enemies in Exdeath's Castle) to beat him... i can't think of anything faster than this strategy.

WORLD 3

No. 33

Location: Death Valley

Boss : Antolyon

Level : ?

HP : ?

Info :

- Normal patk - 180 dmg , single
- Sonic Wave - halves level, single
- Stomach Acid - 120 dmg , continues HP loss, single
- Escape - flee from battle

Weakness: n/a

Win : 5 ABP

My Level: 36

-- Normal way to beat him:

Even if your party members are reduced to two, this is the least of your boss worries. 'Haste2' will prove great in this battle. Cast 'Golem' and 'Slow' to make things worse for him... and start hacking him. A Knight with the 'Double Grip' ability will do fine with the help of a good healer, but for a more efficient fighter, a Sorcerer with the 'Double Grip' ability and using 'Drain' will make a self-reliant powerhouse... dealing good damage against the boss and good healing for you :)

-- Easy Way to beat him:

Surprisingly, the blue magic, 'Aero3', is very effective against him. If you've learned it, you'll be dealing a whooping 1000+ damage against the boss. The same thing is true with the blue magic, 'Exploder', OR

Put him to sleep and attack him with anything that will not wake him up.

No. 34

Location: Sand Tides Desert, Pyramid

Boss : Gargoyle (x2)

Level : 33

HP : 5000 (each)

Info :

- Normal patk - 160-200 dmg, single
- Fusion - sacrifice self to restore HP of ally
- Can come back to life when killed

Weakness: n/a

Win : 10 ABP

Hi-Potion

My Level: 36

-- Normal Way to beat them:

Another easy boss. Actually, it's just a sub-boss. Just about anything will do good against them. If you don't kill them at the same time, they'll just come back. So you want to kill them both at once. Use 'Titan' or 'Aero3' or 'Bio' or any of the level 3 elemental spells you got.

-- Easy Way to beat them:

These guys use physical attacks only so a party protected by 'Golem' will keep you from harm. Use a single target level 3 elemental spell for a quick 2000+ damage, OR

Put them to sleep and attack them with anything that will not wake them up.

No. 35

Location: Elderly Tree

Boss : Mellusion

Level : 29-33

HP : 20000

Info :

- Regular patk - 100-150 dmg, single
- Bolt 3 - 680-750 dmg, single
- Ice 3 - 680-750 dmg, single
- Fire 3 - 680-750 dmg, single
- Wall change - changes her weakness.
- PAtk Immunity - I was able never able to deal physical damage gainst her.

Weakness: Varies

Win : 20 ABP

My Level: 37

-- Normal way to beat her:

Since she frequently changes her barrier (weakness), you should have someone who can use 'Peep' or 'Libra'. Once you knew her weakness, abuse it to deal up to 1800 damage! If you throw the wrong spell, it will just be nullified or even heal her! Casting 'Haste' and 'Slow' will make a big difference as well as using 'Shell'.

-- Easy Way to beat her:

There's no real easy way to beat this gal. The above strat is the best and fastest way but I'll give some useful strats if you're tired of using 'Peep' or 'Libra' whenever she changes her barrier:

I don't know but, I found out that the blue magic 'AquaRake' is dealing a considerable amount of damage against her every weakness... it doesn't matter if she's weak on 'Fire', 'Ice' or 'Bolt'. It will deal 800+ of damage, OR

The least MP-consuming way to beat her is for you to have Time Mages who can use the Geomancer ability, 'Terrain'. Weaken her with 'Comet' at the start up to the later part of her HP with 1500+ damage until it can deal no damage any more (Remember that 'Comet' costs only 7 MP to cast). Now, use 'Terrain'. The 'Arrow Branch' effect, if it hits, can deal a damage between 350-1400. It's is enough to kill her.

No. 36

!!! SUMMON MAGIC BOSS !!!

Location:

Boss : Odin

Level : 2

HP : 17000

Info : There's a 1 minute time limit to beat him!

- Regular patk - 100- 200 dmg, single
- True Edge - 800-1000 dmg, all

Weakness: n/a

Win : 'Odin' Summon

My Level: 37

-- Normal way to beat him:

Make a party of Black Mages. Be sure you have any of the 3 level 3 elemental spells. I prefer 'Bolt3' to use against him. If you took the 'Yoichi Bow' at the Sealed Castle of Kuza, you may want to use an Archer because it will deal 3200+ damage with its usual critical hits. He will use 'True Edge' as his first attack and will most likely use it again when he's near death, but with this strat, you'll be beating him before he can use 'True Edge' the second time. Be offensive-minded and forget about healing... it's a waste of time.

If you want to steal the 'Protect Ring', you have to be patient. It's not the boss nor the time which makes stealing it hard... it's the success rate of the 'Steal' ability. I successfully stole it by making Butz an Archer with 'Yoichi Bow', Reina and Krile - mages with black magic ability and Faris as Thief with 'Thief Gloves'. With the above strat, you'll have 3 chances to steal it before you beat Odin. Sorry, but you have to restart the game if you beat him without getting the much-prized 'Protect Ring'.

-- Easy Way to beat him:

This is not really an easier way. Actually, it's just saves you a sec or two and it's much more expensive vis-a-vis the above strat. Here, you have to make a party of Ninjas. Toss 'Shurikens' against him and kill him a few seconds earlier than the above strat.

This can be a good strat when trying to steal the 'Protect Ring'. Have your Thief in 'Haste'. Since you can save a little more time and your Thief is in 'Haste' you can have between 4-5 chances to steal it, OR

This is the easy way! Make a party of Black Mages and/or Summoners. Now, try your luck to stone him. Have all four of your characters cast 'Break' and/or 'Shoat' and see if you are lucky enough to finish Odin with the least effort.

If you still want to steal the 'Protect Ring', have three Thieves in your party and a Black Mage or Summoner who knows Time magic. Put your Thieves under 'Haste' and try your luck. If you are lucky to get it, now, try your luck to 'Stone' him.

No. 37

Location: Solitary Island Temple

Boss : Gargoyle (x2)

Level : 33

HP : 5000 (each)

Info :

- Normal patk - 180-280 dmg, single
- Fusion - sacrifice self to restore HP of ally
- Can come back to life when killed

Weakness: n/a

Win : 10 ABP

My Level: 38

-- Normal Way to beat them:

Just like the one in the Desert Pyramid. Just about anything will do good against them. If you don't kill them at the same time, they'll just come back. So you want to kill them both at once. Use 'Titan' or 'Aero3' or 'Bio' or any of the level 3 elemental spells you got.

-- Easy Way to beat them:

These guys use physical attacks only so a party protected by 'Golem' will keep you from harm. Use a single target level 3 elemental spell for a quick 2200+ damage, OR

Put them to sleep and attack them with anything that will not wake them up.

No. 38

Location: Solitary Island Temple

Boss : Stoker

Level : 7

HP : 20000

Info : 39

- Regular patk - 240-380 dmg, single
- Blaze - 240 dmg, counter when attacked by all target spell , all
- Mind Blast - temporary paralysis , gradual HP loss, single
- Hurricane - makes HP critical , single
- Charm - makes ally attack you, single

Weakness: n/a

Win : 20 ABP

My Level: 39

-- Normal way to beat him:

There are four targets, but only one of them is the real Stoker. You have to hit the real one in order to beat them all. Hitting the wrong Stoker will waste your turn because it will do no damage. I know it will be easy to know who's the real if you hit them all at the same time. Unfortunately, using a spell that hits them all will prompt all (except the real one) of them to counter with 'Blaze'... and you don't want it. What you should do is to use any of the level 3 elemental spells of your Black Mage or toss 'Shurikens' at Stoker once you knew where he is. Don't worry, he's not hard as long as you refrain from all-target spells ... so, no summons for this battle.

-- Easy Way to beat him:

Cast 'Golem' at the start of the battle. This guy rarely uses any other attacks besides his pathetic physical hits. Once 'Golem' is up, you're free to guess where the real Stoker is without thinking about wasted MP and/or 'Shurikens'. Use a hasted Knight with 'Double Grip' ability and/or a Ninja with the weapon 'Double Lance' to deal heavy damage when you

hit the right target.

No. 39

Location:

Boss : Minitaurus

Level : 37

HP : 19850

Info :

- Regular patk - 500-800 dmg, single
- Holy - 800-900 dmg, single
- All magic unabled

Weakness: n/a

Win : 20 ABP

'Holy' spell

My Level: 39

-- Normal way to beat him:

In this battle, your spell commands (White, Black, Summon, Time) are inaccessible so, you have to depend on your brute force. As a physical fighter Minitaurus can deal quite a damage. Using someone to concentrate on offense and another one for healing is not a bad idea, but I recommend you to be offensive-minded. Use a Knight equipped with 'Brave Blade' and 'Shot' (X-Attack) ability of the Archer or a Ninja equipped with 'Ninja Blade' and 'Double Lance' plus the Knight's 'Equip Armor' ability... you know, you really need a good defense against this guy. Just use a Hi-Potion if your shield was not able to protect you, OR

If you're a little doubtful about your characters' defense, use any physical attacker you want and give them the 'Twin' (Image) ability of the Ninja. Minitaurus has a poor eyesight so as long as your "twin" is on, you'll be safe from his deadly attacks.

-- Easy Way to beat him:

For a really easy win, toss 'Shurikens' (Magic Shurikens if you can afford). He won't be able to sustain such attacks for a long time. To ensure safe use of this strat, give the Ninja's 'Throw' ability to the Knight... still, for its good defense.

No. 40

Location:

Boss : Omniscient

Level : 53

HP : 16999

Info :

- Fire - 0 dmg , single
- Fire2 - 200-240 dmg , single
- Fire3 - (I'm walled), single
- Ice - 0 dmg , single
- Ice2 - 200-240 dmg , single

- Ice3 - (I'm walled), single
- Flare - (I'm walled), single
- Bio - 640-800 dmg , single
- Demi - halves HP , single
- Qrter - 3/4 HP dmg, single
- Drain - absorbs HP , single
- Slow - slows ATB , single
- Stop - stops ATB , single
- Mute - unable magic, single
- Size - casts mini , single
- Venom - poisons , single
- Toad - turn to frog, single
- Charm - helps enemy , single
- Scan - scans HP , single
- Cure - +120 HP , self
- Cure2 - +400 HP , self
- Regen - constant HP increase, self
- Wall - reflects spells , self
- Haste - fills ATB faster , self
- Float - avoids earth spells , self
- Reset - resets battle if you use physical attacks vs him

Weakness: Wind

Win : 20 ABP

'Meteor' spell

My Level: 39

-- Normal way to beat him:

Granpa is not really hard. He seldom uses HP-damaging attacks. What makes him annoying is his nasty status spells. Don't let one of your characters die because he has some tendency to cast 'Charm' on your standing hero and start to use attacks like Quarter and some high level spells. To beat him, cast 'Reflect' or 'Carbuncle' on yourself and all his spells will bounce back to him. Use your high level spells to beat him fast! If you're being bullied, you can tap him with your staff to reset the battle.

-- Easy Way to beat him:

Before engaging in the fight, equip your mages with 'Wall Ring' accessory to ensure he won't be able to touch you with his spells. Use the blue magic 'Aero3' to deal heavy damage.

No. 41

Location: Sunken Tower of Walz

Boss : Gogo

Level : ?

HP : ?

Info : All he can do is to mimic anything you do.

Weakness: n/a

Win : 50 ABP

My Level: 39

-- Normal way to beat him:

If you attack, he attacks. If you cast spell, he casts spell. Whatever you do, he will do it, too. In short, he mimes you. In order to beat him, mime him! How to do that? He's not doing anything (if you're not doing anything), so do nothing!

-- Easy Way to beat him:

No easy way to beat him. Just wait until he gives up the battle.

No. 42

Location: Great Sea Trench

Boss : Gargoyle (x2)

Level : 33

HP : 5000 (each)

Info :

- Normal patk - 180-280 dmg, single
- Fusion - sacrifice self to restore HP of ally
- Can come back to life when killed

Weakness: n/a

Win : 10 ABP

My Level: 39

-- Normal Way to beat them:

Just like the one in the first two encounters, they never changed a bit. Cast 'Golem' and use any high level, all-target spells you have to defeat them fast.

-- Easy Way to beat them:

Cast the blue magic 'L3 Flare' twice for a quick win.

No. 43

Location: Great Sea Trench

Boss : Triton, Nergade & Phobos

Level : 37, 20, 39

HP : 13333 (each)

Info :

TRITON

- Regular patk - 20-260 dmg, single
- Fire 3 - 540 dmg, all
- Emission - 1100 dmg, single
- Emission - 320 dmg, single

NERGADE

- Regular patk - 20-260 dmg, single
- Bio - 370 dmg, all
- Bio - 740 dmg, single
- Rainbow Wind - blinds/silences foe , constant HP loss, single

PHOBOS

- Regular patk - 20-260 dmg, single
- Snow Strom - 600-700 dmg, all
- Blaze - 300-350 dmg, all
- Ice 3 - 420 dmg, all
- 940 dmg, single

ALL

- Delta Attack - 220-370 dmg, stones/silences, single
- Whenever you kill one of them, it will return no matter what and will counter with 'Delta Attack'!

Weakness: Ice, Earth, Fire respectively

Win : 20 ABP
'Meteo' spell

My Level: 39

-- Normal way to beat them:

I looked at some guides and I found some who says, "Since two of the three are considered undead...", when in fact ALL OF THEM ARE UNDEAD! Well, anyway, since all of them are undead, make a party who can use 'Sing' and sing 'Requiem'. You'll kill them all at the same time with 2700+ damage each song! OR

For something cool, have 3 Blue Mages. Wait until all their ATB are ready. Now, cast 'Condemn' (Death Sentence) on each of them fast! ... and just wait for their death.

By the way, don't forget to equip some elemental armors / accessories ... just in case you're not prepared for this battle.

-- Easy Way to beat them:

The ever useful 'Death Claw' is back! The strategy here is to cast 'Death Claw' to everyone and then follow up by an all-target spell to end the battle, OR

The sweetest thing... 'Odin' and say bye, bye!

No. 44

!!! SUMMON MAGIC BOSS !!!

Location:

Boss : Bahamut
Level : 99
HP : 40000

Info :

- Regular patk - 300- 600 dmg , single
- Flame - 400-1200 dmg , all
- Blaze - 600- 700 dmg , all
- Aqua Rake - 600- 800 dmg , all
- Atomic Ray - 500- 600 dmg , all
- Maelstrom - critical HP , random, all
- Poison Breath - poisons, HP damage , all
- Zombie Breath - zombies , all
- Mega Flare - 2400-2800 dmg, all

Weakness: n/a

Win : 25 AB

'Bahamut' summon

My Level: 40

-- Normal way to beat him:

This boss is not as hard as some claim to be. Have a balanced party of mages and physical attackers. I tried many combinations, but this is the safest I've tried:

I Knight with the Archer ability 'Shot' (X-Fight) equipped with 'Brave Blade' for Butz, Time Mage with 'Blue Magic' for Reina, Bard with 'White Magic' for Krile and Ninja with the Knight's 'Equip Armor' ability equipped with 'Ninja Blade' and 'Double Lance'. Equipping Fire Rings and Coral Rings will help a lot to survive most of his powerful attacks.

Now, Your Time Mage should use 'Haste2' for you to get the momentum. Bahamut is quite slow, you know. Have your Knight constantly use 'Shot' and Ninja, 'Attack'. Each of them will deal 5000+ and 3000+ damage respectively. Have your healer fortify your party first with 'Shell' as Bahamut becomes critical, he'll start using the all-powerful 'Mega Flare'... 'Shell' will reduce its damage significantly allowing you to live. Heal often and the "King of Dragons" will be your loyal servant 'till the end.

-- Easy Way to beat him:

Make a party of Lancers (Dragoons) and give 3 of them 'White Magic' and one the 'Time Magic'. Start the battle with 'Haste2' and 'Shell' for everyone. Once your whole party is fully fortified, start flying using the 'Jump' command. This will save you from Bahamut's attack. If you got the timing, you can even finish the battle without being touched... well, that's up to you OR

Make a party of Time Mages. It would be extremely easy if you got your Thief *Mastered*. Anyway, it's not important. Give all of them 'White Magic' just in case. Now, 'Haste2' at the start of the battle. When all are ready, use 'Quick' on all your mages and follow that with 2 'Meteo' (Each 'Meteo' can deal between 800-1900 damage. Don't worry. The usual damage is between 1200-1800 each). With at least 1000 damage per meteor (there are 4 hits) times 4, and the immediate turn you have because of 'Quick' (of course you use another 'Meteo'), you'll be dealing AT LEAST 8000 damage per Time Mage. You got 4 Time Mages times 8000, you can deal AT LEAST 32000 damage in one turn, which is far from reality because I'm pretty sure you'll not be dealing 1000 damage only per meteor. With his PATHETIC 40000 HP, you'll be whoopin' his *** big time!

Summon 'Carbuncle' for his 'Reflect' status. It'll keep you safe from Bahamut's 'Mega Flare' by making it bounce back to him :)

No. 45

Location: Easterly Village Falls

Boss : Gargoyle (x2)

Level : 33

HP : 5000 (each)

Info :

- Normal patk - 180-280 dmg, single
- Fusion - sacrifice self to restore HP of ally
- Can come back to life when killed

Weakness: n/a

Win : 10 ABP

My Level: 41

-- Normal Way to beat them:

Just like the one in the first three encounters, they never changed a bit. Luckily, this is the last of their batch. Cast 'Golem' and use any high level, all-target spells you have to defeat them fast.

-- Easy Way to beat them:

Same as the last one, cast the blue magic 'L3 Flare' twice for a quick win.

No. 46

!!! SUMMON MAGIC BOSS !!!

Location: Easterly Village Falls

Boss : Leviathan

Level : 39

HP : 40000

Info :

- Regular patk - 500-1200 dmg, single
- Aqua Rake - 200- 300 dmg, all
- Tail - 500-1200 dmg, continuous HP loss , single
- Tidal Wave - 680- 850 dmg, can use 2x per turn, all
- Entangle - paralysis , single
- Immune to fire attacks.

Weakness: Bolt

Win : 20 ABP

Wall Ring

My Level: 42

-- Normal way to beat him:

Leviathan is a very offensive-minded boss all (well, almost) of his attacks can deal serious damage to an unfortified party. He can use 'Tidal Wave' twice in a turn! Have your entire party have 'Shell' and 'Protect' (or 'Golem'). Rain death to this proud serpent using your 'Bolt' spells, 'Ramuh' and 'Hydra' summons and 'Lightning Skills'. It doesn't matter which you use because all are effective. Even the basic 'Bolt' is capable of dealing up to 500 damage considering this is one of the mid-later bosses you'll gonna face. Everything will be fine... just don't forget to constantly heal your party, especially when he uses 'Tidal Wave'.

-- Easy Way to beat him:

Equip everyone with 'Coral Rings' and cast 'Golem'. Now, Leviathan can

no longer touch you except with his pathetic 'Aqua Rake'. With this protection you have, take the sea serpent down with a party of black magic users. 'Bolt3' can deal a consistent +/- 5500 damage with each casting. Sorcerers with the '2-Sword' Ninja ability and casting 'Bolt3' is capable of dealing the same damage as well. He'll give up pretty fast with this strat.

No. 47

Location:

Boss : WoodSprite

Level : 68

HP : 18000

Info :

- Bio - 800-1000 dmg , single
- Drain - 250- 350 dmg , single
- Stop - stops ATB , single
- Venom - poisons , single
- Old - weakens character through time, single
- Protect - increases pdef , self
- Shell - increases mdef , self
- Wall - reflects spells, self
- Cure2 - + 420 HP , self
- Regen - constant HP up , self
- Esuna - heals negative status, self

Weakness: n/a

Win : 20 ABP

Diamond Plate

My Level: 42

-- Normal way to beat her:

WoodSprite loves to play with your status so a White Mage will be very useful with this battle. She also loves to fortify herself with all sorts of protective and supportive spells. Having a White Mage to 'Dispel' such support is essential also. Besides that, she's not really a problem. She hardly uses offensive spells so it's not really a problem to stay long with this battle. If you're being beaten, there's always the time magic, 'Reset'. If you're lucky, you can keep her from casting spells using 'Mute' or 'Silence'. Summoning 'Hydra' and 'Bahamut' will let you deal great damage even if WoodSprite is under reflect. A warrior with the 'Shot' (X-Fight) ability will also do wonders. Anyway, with her low HP, just about anything will be effective.

-- Easy Way to beat her:

Make a party of Dancers. By now, you should have 3 Ribbons, which will protect you from WoodSprite's negative status attacks. Have the 'Time Magic' ability equipped. Now, use the 'Quick' - 'Meteor' combo. Use 'Quick' the first turn and cast 'Meteor' twice in a row. As I've said, "just about anything will be effective", but I find this strategy really cool! Using this strategy, she will barely be given a chance to move.

No. 48

!!! OPTIONAL BOSS !!!

Location:

Boss : Omega
Level : 119
HP : 55530

Info :

- Surge Beam - 900-1200 dmg, all
- Atomic Ray - 1900-2100 dmg, all (fire-element)
- Emission - 2200-2500 dmg, single (fire-element)
- Quake - 5700 dmg, all
- Maelstrom - critical HP , all, random
- Blast - instant death or critical HP , single
- Mustard Bomb - 1600-3200 dmg, continuous HP loss , single
- Rocket Punch - halves HP, can use 3x per turn,
confuses , single, random
- Delta Attack - 300-400 dmg, stones, single
- Rainbow Beam - unable to use magic abilities
- Circle - memory erased, remove from battle, single
- Auto-Reflect - always in state of 'Reflect'.

Weakness: n/a

Win : 100 ABP
50000 Gil
Omega Medal

My Level: 43

-- Normal way to beat it:

I defeated this boss FIRST TIME @ LEVEL 43! I must admit he is really tough, but with some luck, you'll be beating him with a little problem.

What I have was the following:

Butz (Mastered: Knight, Monk, Thief, Archer, and Bard)
Reina (Mastered: Black Mage, Time Mage, Summoner and Bard)
Krile (Mastered: White Mage, Time Mage, Chemist and Bard)
Faris (Mastered: Knight, Ninja, Geomancer and Bard)

As you can see, I don't have that much of mastered jobs. That's not the point. In my experience, what you really need is LUCK!

This is my set-up:

Butz : Sorcerer with 'Shot' (X-Fight) ability.
Reina: White Mage with 'Time Mage'.
Krile: Blue Mage with 'Time Magic'.
Faris: Time Mage with 'White Magic'.

NOTE: Be sure everyone is equipped with either 'Flame Shield' or 'Fire Ring'.

In battle, Butz should cast 'Bolt3' on his swords. He is my offensive character. Reina should cast 'Haste2' as soon as possible. Krile's job is to use 'Guardian' (for 'Float') if you did not put your party into 'Float' status before engaging into battle. That's all you need for the preparation. Now, LUCK, LUCK, LUCK! You should know that Omega is very fast and has the tendency use the devastating 'Mustard Bomb' as his

regular attack. I decided to give 3 of the 4 characters 'Time' ability so you can use 'Reset' immediately (instead of waiting for your Time Mage's turn) when the odds are at your side. Hope that Omega won't be so brutal to use 'Surge Beam' and/or 'Mustard' most of the time. Let Butz do the killing... 4x 'Sshot' (X-Attack) will do the work.

-- Easy Way to beat it:

Master the Thief (for speed), Archer (for 'Shot') and Sorcerer (for the magic sword) for 3 of your characters. The fourth should master Time Mage and can use 'Blue Magic'. Equip all the above abilities to the Bare Job. At the start of the battle, your magic sword users should use 'Bolt3' on their swords and your support should use 'Quick' to enable him/her to use 'Haste2' and 'Guardian' (for 'Float') consecutively. Hope that Omega will use 'Atomic Ray' instead of its 'Surge Beam' as its usual first attack or, even if he uses 'Surge Beam' as first attack as long as you got initiative (pre-emptive attack), you'll be fine. Once you've done that, use 'Shot' (X-Fight) for the 3 magic sword users. You will kill him after 4 'Shots'. Hope he'll be using 'Atomic Ray', 'Emission' and 'Earthquake' more than his other attacks. If you did not get good treatment from him, you can always use the Time Mage's 'Reset'.

NOTE: Although this is an easier way to beat him, you'll be missing the 100 ABP he'll be giving you because of the Bare class.

No. 49

Location:

Boss : Apprehendr
Level : 59
HP : 22200

Info :

- Regular patk - 500-600 dmg , single
- Windslash - 400-600 dmg , all
- Drain - 420-510 dmg , single
- Thread - slows ATB , single
- Magic Hammer - halves MP , single
- Sonic Wave - halves level , single
- Toad - change to frog, single
- Armor - increases pdef, self
- Medicine - cures fear vs Ifrit

Weakness: Fire

Win :

My Level: 43

-- Normal way to beat him:

This guy barely uses HP-damaging attacks, but he loves to play with your status. Have someone who is ready to use 'Esuna' to counter it. As for your offense, use any 'Fire' elemental attacks. Contrary to belief, the 'Ifrit' summon will not heal him, but is also effective against this book. You'll even find out that this proud boss is so afraid to 'Ifrit' that he needs to use 'Medicine' to bring his morale back!

-- Easy Way to beat him:

Cast 'Berserk' to him and he won't attack with anything except his more powerful physical attacks. Use 'Golem' to counter that, but it won't last long. If you got 'Guardian' Blue spell, I think, it's better. With your Time Mage able to use 'Flare', have them use 'Quick' and cast 'Flare' for 2 consecutive turns, otherwise, a Sorcerer with the Archer's 'Shot' ability should cast 'Flare' or 'Fire3' to his sword and use it for an easy victory.

No. 50

!!! OPTIONAL BOSS !!!

Location: Castle Prison, N-Zone

Boss : Azulmagia

Level : 57

HP : 27900

Info : He's a Blue Mage! He has 17 of the 30 'Blue' spells!

- Regular patk - 0-9999 dmg , single
- Circle - memory erased , remove from battle , single
- Condemn - death after 30 seconds , single
- Roulette - instant death , single, random
- L5 Doom - intant death to levels divisible by 5, all
- L4 Quarter - 3/4 of HP dmg to levels divisible by 4, all
- L2 Old - old to levels divisible by 2, all
- Tiny Song - mini , single
- Flash - blinds, all
- Time Slip - temporary sleep, rapid aging, single
- Death Claw - critical HP , paralyze , single
- Aero2 - 400- 700 dmg , single
- Emission - 350- 850 dmg , single
- Dark Shock - halves level , single
- Guard Off - lowers defense , single
- Mind Blast - 1200-1400 dmg , constant HP loss, single
- Guardian - casts Protect, Shell and Float , self
- White Wind - heals HP , self
- Missile - halves HP, single
- Can learn the following Blue Magic:

- * Aqua Rake
- * L3 Flare
- * Aero3
- * Bloodsuck
- * Exploder

Once he learns these spells, he almost always use it immediately.

- Does'nt have/use/learn:
 - * Frog Song
 - * Moon Flute
 - * Aero
 - * Goblin Punch
 - * Fusion
 - * Magic Hammer
 - * ????
 - * Blow Fish

Weakness: Poison

Win : 22 ABP

Save Point

My Level: 43

-- Normal way to beat him:

This boss owns a bunch of 'Blue' spells so expect to encounter annoying attacks like 'Condemn', 'Roulette', 'Time Slip' and 'Death Claw'. Add to that the fact that he can use 'White Wind' and 'Guardian' to protect himself... not to mention the insanely annoying 'Circle'. Having a good party of White Mages (for 'Cure', 'Life', 'Esuna' and 'Dispel') and Black Mages for 'Bio'. He's not really hard. Just be sure to 'Dispel' him when he uses 'Guardian' or the battle will take longer to finish.

-- Easy Way to beat him:

The 'Bio' and 'Shot' (X-Fight) combo of the Sorcerer will make the battle easier. Have them hasted and you'll be beating him faster. If you are lucky, you can beat him without being damaged, OR

For a much more satisfying win, sap his MP with 'Asper' (Psyche). Black Mages and multi-hit Sorcerer will do great in this job. After you took down all his MP, just laugh at him trying to cast spells at you and the note "Not enough MP" always appears. Now, punish him for playing you with his Blue spells.

No. 51

!!! OPTIONAL BOSS !!!

Location: Castle Prison, N-Zone

Boss : Alte Roit (x6, fight separately)
Jura Avis

Level : 58
61

HP : 6000
15000

Info : Jura Avis is the true form of Alte Roit.

ALTE ROIT

- Regular patk - 100-250 dmg , single
- Circle - erases memory, removes from battle, single

JURA AVIS

- Regular patk - 200-250 dmg, single
- Breath Wing - 400-500 dmg, all
- Maelstrom - critical HP, all , random
- Entangle - temporary paralysis, single

Weakness: n/a

Win : 11 ABP
Dragon Fang

My Level: 43

-- Normal way to beat them:

They are not really bosses, but can be considered as sub-bosses, like the Gargoyles you fought at the middle of the game, because they have the background music of a boss. Anyway, you can easily dispatch the first form by casting any of your high level spells (I recommend 'Meteo' spell). If you got removed by his 'Circle' attack, you can always

counter that with 'Reset' Time spell. For the second form, 'Haste2' your party so you can hit him more times than what he can do to you. He got quite a-lot of HP, considering it's just a sub-boss. Rely on your spells to beat him.

-- Easy Way to beat them:

Beat the first form with 'Shot' or '2-Sword' ability. The moment the second form comes out, summon 'Odin' for a quick victory!

No. 52

Location:

Boss : Catastroph

Level : 71

HP : 19997

Info : 'Gravity100'

- Regular patk - 350- 550 dmg , single

- Earth Shaker - 950-1200 dmg , all

- Gravity100 - removes 'Float', all

- Demon's Eye - petrify , single

Weakness: n/a

Win : 21 ABP

Soft

My Level: 43

-- Normal way to beat him:

This guy is quite nasty with it's 'Earth Shaker'. He's also very fast so he can use it twice or thrice before you can have your move... by then you're already dead (if you're in a lower level). Use Lancers so you can 'Jump' out of the harms way. You may want to 'Haste2' your party and 'Slow' him down. Be sure that you have some Softs or the 'Esuna' spell to heal petrified characters when he uses 'Demon's Eye'. A little speed is all you need to beat him.

-- Easy Way to beat him:

This guy loves to use his killer 'Earth Shaker' move that he will not allow anyone not to be hit by it... of course only those that are at 'Float' (and at 'Jump') can evade that, so he uses 'Gravity100' to pull your floating characters down. As long as there is a floating member of your party, he will keep on using 'Gravity100'. So, how are you going to keep your 'Float' status if he will pull you down, anyway? Here's the trick: Put one of your character in 'Float' status before engaging into the battle and equip him/her with 'Wall Ring'. When the battle starts, he'll try to pull you down with 'Gravity100', but because of the 'Wall Ring', it will bounce back to him. He will keep on using it until the end... this is your time to attack. Using this trick will ensure you a no damage battle for your party!

No. 53

Location:

Boss : Halycanos

Level : 97
HP : 33333

Info :

- Regular patk - 300- 450 dmg , single
- Holy - 4000-9999 dmg , single
- Kirururu - turns into frog, all
- Dynamo - changes rows , all
- Dispel - removes positive status, single
- Haste - speeds up ATB , self
- Shell - mag def up , self
- Protect - phy def up , self

Weakness: n/a

Win : 20 ABP

My Level: 43

-- Normal way to beat him:

He'll start the battle by turning you into a party of frogs! This is bad because it will prevent you from using your spells and dealing damage when using physical attacks. Not only that, your physical defense is greatly decreased also. Be sure you got some 'Maiden's Kisses' or the Black Mage's 'Toad' spell to bring you back to normal. Aside from playing with your status, he also loves the ultimate White spell, Holy, which usually deals +/- 9000 damage.... an instant kill. To punish him, use a multi-hit Sorcerer with any of your high level spells. When he turns you back to frog, just use 'Maiden's Kiss' and 'Toad' spell, OR

If you are lucky, you can use 'Silence' and/or 'Berserk' to prevent him from using his spells ('Berserk' status will even prevent him from turning your party into frog). Once the spell connects, you can beat him the way you wanted things to happen.

-- Easy Way to beat him:

The frog prince is pretty annoying, but instead of looking for his weak spot, might as well abuse his strength in your favor. Equip your party with 'Wall Rings'. Yes, I know it will not save you from turning into frogs, but through this you can reflect back his 'Holy' and deal a great to him. If you can afford, change your Summoner back to normal (when in frog status) and cast 'Golem'. If you've done all of that successfully, you can just sit back and relax... watching him beat himself with his own offense... bye, bye frog prince!

No. 54

Location: Bridge, N-Zone

Boss : Twin Tania

Level : 39

HP : 50000

Info :

- Regular patk - 400-600 dmg, single
- Snow Storm - 500-800 dmg, all
- Atom Ray - 200-300 dmg, all
- Mind Blast - 200-300 dmg, constant HP loss, paralysis, single

- Wind Slash - 120-300 dmg, all
- Tidal Wave - 1000+ dmg, all
- Mega Flare - 2000+ dmg, all
- Giga Flare - 3000+ dmg, used after charging up, all

Weakness: Holy/Water

Win : 24 ABP

My Level: 43

-- Normal way to beat it:

Twin Tania is quite fast for his size. Most of his moves are deals heavy damage to your party. Of all his commonly used attacks, 'Tidal Wave' is the most frightening. Considering his speed, Twin Tania can use it twice before you can even do a thing! I recommend you equip your party with 'Coral Rings'. Since he is weak to both 'Holy' and 'Water' attacks, you may want to make a party of Lancer (equip with 'Holy Lance' and 'Jump'), a Knight (equip with 'Excalibur' and 'Shot' ability), a White Mage (for all around healing and 'Holy' spell) as well as a Summoner ('Leviathan') will make things easy for you. 'Slowing' him down and 'Hasting' your party will give you a better chance of success. Casting 'Guardian' for protection will not hurt as well.

-- Easy Way to beat it:

Equip your party with 'Coral Rings' so whenever he uses 'Tidal Wave' you will be healed. When the battle starts, let your Summoner summon 'Golem' and 'Carbuncle' (to 'Reflect' back 'Mind Blast' and 'Atom Ray'... and to deal additional damage. Now all you've got to worry about is 'Wind Slash, which is not even worthy as a boss move with its pathetic damage, and 'Snow Storm'. 'Guardian' blue magic can easily make those two completely useless. Don't worry about healing (because you're under 'Reflect'), you will be healed by 'Tidal Wave', which is very often used by this boss. Start doing damage by using the above offensives (Holy Lance, Excalibur, Holy and Leviathan). Now, here's the trick. When hes starts charging up his 'Giga Flare', be sure your Summoner is ready to summon 'Odin' to finish him off. If your Summoner is not ready, you're toast dude... 3000+ is yours to swallow!

No. 55

Location: Final Area, N-Zone

Boss : Gilgamesh

Level : 97

HP : ????

Info :

- Regular patk - 500-1200 dmg, single

Weakness: n/a

Win : "friendship"

STEAL!!!: Genji Shield

My Level: 43

-- Normal way to beat it:

Since all he will do is his regular physical attack, casting 'Golem' will save you from his quite strong critical hits. Attack him normally.

-- Easy Way to beat it:

If you took the 'Brave Blade', combine it with 'Shot' (X-Fight) to force him to surrender after a turn.

No. 56

!!! SPECIAL OPTIONAL BOSS !!!

Location: Final Area Chest, N-Zone

Boss : Shinryu

Level : 97

HP : 55500

Info :

- Regular patk - 3000-5000 dmg, can use 2x per turn, single
- Tidal Wave - 8300+ dmg , all
- Lightning - 800-1000+ dmg, all
- Snowstorm - 2500-5000+ dmg, all
- Poison Breath- 500- 600 dmg, poisons, all
- Maelstrom - critical HP , all
- Atomic Ray - , all
- Demon's Eye - petrifies , single
- Roulette - instant death , all, random
- L2 Old - Old to L2's , all
- L3 Flare - Flare to L3's , all
- Guardian - protect, shell and float, self

Weakness: n/a

Win : Dragon Seal

Ragnarok

My Level: 43

-- Normal way to beat it:

This guy will always have the initiative and use 'Tidal Wave' so don't forget to equip your party with 'Coral Rings'. I think he's possible to beat without 'Flying Dragon Lances', but you gotta need a high level. Since I doubt you have a high level, we have to resort into using the RARE 'Flying Dragon Lance' that you can steal from the RARE Crystal Dragon. Master your Thief, Lancer and Ninja for your two warriors. Now, use the Bare class. Assign 'Equip Lance' and 'Jump' as their abilities and equip 2 'Flying Dragon Lance's to each of them. The other two should master Thief, Summoner and Red Mage. Use the Bare class and assign the 'Summon' and 'X-Magic' abilities. Equip any relics that will increase their Magic rating. If you think about using any other jobs because you want ABP, don't worry.... he doesn't give any ABP. If you have the same level as my party, you'll be very fine. Your battle should go like this:

Shinryu - Tidal Wave

(Party absorbs it because of Coral Rings)

Reina - X-Magic--> Summon--> Bahamut 2x (3300 damage each)

Krile - X-Magic--> Summon--> Bahamut 2x (3300 damage each)

Butz - Jump

Faris - Jump

Shinryu - random attack (Hope he'll use patk, any of his level spells or 'Maelstorm'. If not, you're toast).

Reina/Krile - X-Magic--> Summon--> Bahamut 2x (3300 damage each)
Butz - 9800+ damage x2
Faris - 9800+ damage x2 (Shinryu's dead!)

NOTE: If both of your Summoners failed to 'X-Magic Bahamut' for the 2nd time, Shinryu will not die after your second Dragoon. Hope he will not use any of his killer moves and try your luck to 'Jump' or 'X-Magic' again to finish him.

-- Easy Way to beat it:

Have a Lancer with the '2-Hand' ability of the Ninja and equip them with 'Flying Dragon Lances'. That's 8 Dragon Lances all in all! It's quite hard to steal all those lances, but you need it if you want this boss to be a push over. I think, easy way don't come easy all the time :(

Once he uses 'Tidal Wave', immediately let everyone in your party 'Jump'. After that, he'll be dead :)

No. 57

!!! OPTIONAL BOSS !!!

Location: Final Area, N-Zone

Boss : Necrophobe
Barrier (x4)

Level : 66
HP : 44044

Info :

Necrophobe (Barrier on)
- Auto-Reflect

Necrophobe (Barrier off)
- Regular patk - 600-700 dmg , can use 2x per turn,
random 'Doom', single
- Vacuum Wave - 300-1000+ dmg, constant HP loss , single
- Flash - blinds , single
- Hurricane - critical HP , all, random

Barrier (x4)
- Flare - 1000+ dmg, single
- Holy - 1000+ dmg, single
- Fire3 - 1200+ dmg, single
- 300-900 dmg, all
- Ice3 - 1200+ dmg, single
- 300-900 dmg, all
- Bolt3 - 1200+ dmg, single
- 300-900 dmg, all
- Auto-Reflect

Weakness: n/a

Win : Save Point

STEAL!!!: Genji Armor (Gilgy)

My Level: 43

-- Normal way to beat him:

This guy can be quite nasty with your party. He has 4 Barriers that will prevent you from doing any damage to him. At the start of the fight the Barriers will cast Flare and/or Holy to all party members so 'Cure3' immediately. Summon 'Bahamut' 3 times to destroy the Barriers. With the Barriers gone, you can deal damage to Necrophobe now, however, he is capable of trashing you with his quick attacks if 'Golem' is not on. Summons are still effective, especially 'Leviathan', which is capable of dealing up to 6300+ damage! If you want to get the 'Genji Armor', don't kill Necrophobe or else, Gilgamesh will not appear and you won't see his heroic deed!

-- Easy Way to beat him:

Have a Sorcerer with the 'Shot' (X-Fight) ability and cast 'Break' on your blade. All Barriers are susceptible to 'Break' so if your Sorcerer will hit them, they're dead for good! You have 4 chances to hit them with 'Shot'. Now that the annoying Barriers are off, cast 'Holy' on your Sorcerer (I find it far more effective than 'Flare' sword) to deal some good damage... and don't forget about Leviathan! Beating him will net you the "Final Save Point" in the game.

No. 58

!!! FINAL BOSS !!!

Location:

Boss : X-Death / Neo X-Death (4 targets)
Level : 77 / 81 / 67 / 83 / 86
HP : 49001 / 50000 / 55000 / 55000 / 60000
Info : The 4 parts of Neo X-Death share almost all the attacks at his disposal. Listed below are the most common attacks used by each part. If it's not listed, it means that I never experienced that particular part using the other attacks available for the other parts. (Ugh! It took me quite some time to test from which part does a particular attack comes from.)

(X-DEATH)

- Regular patk - 600-800 dmg, single
- Holy - 2500-3000+ dmg, single
- Flare - 2500-3000+ dmg, single
- Meteo - random damage , 4 hits, all, random
- White Hole - instant death , stones, single
- Condemn - death after 30 seconds, single

(NEO X-DEATH)

Target 1: Front

- Regular patk - 300- 500 dmg, single
- Vacuum Wave - 500- 600 dmg, constant HP loss, single
- Comet - 600- 700 dmg, single
- Holy - 1000+ dmg , single
- Flare - 1000+ dmg , single
- Meteo - random damage , 4 hits, all, random

Target 2: Mid-Down

- Vacuum Wave - 500- 600 dmg, constant HP loss, single
- Dispel - removes positive status, single
- Meteo - random damage , 4 hits, all, random

Target 3: Mid-Top

- Vacuum Wave - 500- 600 dmg, constant HP loss, single
- Bolt3 - 700- 800 dmg, single
- Ice3 - 700- 800 dmg, single
- Fire3 - 700- 800 dmg, single
- Aero3 - 500- 600 dmg, single
- Comet - 600- 700 dmg, single
- Meteo - random damage, 4 hits, all, random
- Maelstrom - critical HP , all, random
- Almagest - 600-1000+ dmg, constant HP loss all
- Grand Cross - different negative status ,all

Target 4: Back

- Vacuum Wave - 500- 600 dmg, constant HP loss, single
- Meteo - random damage, 4 hits, all, random
- Maelstrom - critical HP , all, random
- Almagest - 600-1000+ dmg, constant HP loss all

Targets 2-4:

- Delta Attack* - 500-600 dmg, stones, single

*Available only if all 3 parts are still alive.

Weakness: n/a

Win : Final Fantasy V Finished!!!

My Level: 43

-- Normal way to beat it:

Have a Blue Mage who knows the spells 'Guardian', 'White Wind', 'Goblin Punch' and 'Condemn' with the 'Time' ability; a White Mage with 'Summon' ability; and 2 physical attackers, preferably those who can use 'Double Grip' (Knight) and/or 'Magic Sword' (Sorcerer). Of course, 'Shot' (X-Fight) ability is indispensable, but if you don't have it, 'Double Grip' will do.

The first form should be pretty easy. Use this chance to give your party all the fortifications it will need. You Blue Mage should use 'Guardian', your Summoner summon 'Golem' and Time Mage cast 'Haste2'. Attack X-Death with 'Shot' (X-Fight). If your Blue Mage is available, let him/her use the surprisingly useful 'Goblin Punch' (4000+ damage)! After 4-5 'Shots' from your attackers, you'll be facing Neo X-Death.

He got 4 targets for a total of 220000 HP! Don't worry. He's not much of a problem. The fortifications you made in the first form will be carried over to the second form. Unless you die or it is 'Dispeled', it'll forever be present. The most important one is 'Guardian'. Spells like 'Flare', 'Holy' and 'Meteo' will most likely kill you if your 'Shell' or 'Guardian' is off. As long as you're completely fortified, and with a constant healing support, you'll be fine. He has this nasty 'Grand Cross' spell, which is capable of inflicting multiple negative status ailments to your party. Be sure you got some curative items (Revivify/Holy Water is the most important).

Concentrate on the Target 1 (front). It has the lowest HP so you can destroy it quickly. Summoning Bahamut and Leviathan is good in dealing damage to all targets at the same time, but it's not that useful and they consume too much MP. Keep a steady flow of offense, one target at a time, and victory will be yours, OR

If you failed to learn those abilities mentioned in the above strat,

bring up a party of Samurais. Give the first one 'Blue' ability; the second, 'Time' ability; the third, 'White' ability; the fourth, 'Summon' ability.

Start the battle by casting 'Guardian', 'Haste2' and 'Golem'. The one with 'White' ability should prioritize healing.

Our focus here is to use '\$Toss'. This strategy will take long because a single '\$Toss' can deal 2800+ damage only, so you would want to use it in every opening available. Good luck!

-- Easy Way to beat it:

For those who are not rushing through the game, I'm pretty sure you took the time to master your jobs. To make the battle easier, it's good that you have mastered, AT LEAST, your Knight, Thief, and Sorcerer for your physical attackers. For your magic casters, you should have gotten all the highest level spells for each mage (it's not necessary to master all of them). 'White6', 'Black6', 'Time6', 'Summon6' and 'Blue'. Mastering the Red Mage will let you learn 'X-Magic', which will enable you to cast 2 spells in one turn. Mastering the Dancer is indispensable for an easier battle because it will allow you to equip the ever useful 'Ribbon'.

For your physical attackers, you may want to use these set-up for the Bare job:

- * Double Grip + Shot (X-Fight)
- * Magic Sword + Shot (X-Fight)/ 2-Sword

For one of your magic casters, you may want to use these set-up for the Mime job:

- * X-Magic + Time + Summon

Note: Unfortunately, Mime can't use 'Ribbon'.

For the other magic caster, you may want to use these set-up for the Bare job:

- * White + Blue ('White' spell user should be protected with 'Ribbon')

You can immediately cast 'Condemn' on Target 4 (Back) to finish it off after the countdown. It's quite useful considering that Target 4 has the highest amount of HP of all the 4 parts. That's one less target to worry about. Your X-Magic user should cast 'Haste2' and 'Golem'. 'Blue' magic user should use 'Guardian'.

Like the first strategy, 'X-Fight' for physical attackers, 'Goblin Punch' for 'Blue' spell user and 'Bahamut' for Summoner. It should be enough to finish X-Death, once and for all, OR

Make a party of mages. The first two should use the Bare class:

- * White + Time
- * White + Blue

The other two should use the Mime job:

- * X-Magic + Summoner + Time

* X-Magic + Summoner + Time

Note: Equip 'Gold Hairpin' to lessen you MP consumption.

The 'White' magic user is in Bare class so your healer is safe from most status ailments. The battle should, as usual, start by casting 'Haste2' and 'Guardian'.

Your offense revolves around taking advantage of the 'Quick' spell of the 'Time' ability. Once you've done it, you have two consecutive turns. With the 'X-Magic' ability, you have a total of 5 CONSECUTIVE ATTACKS! To make good use of this, summon 'Bahamut'. With his 3000-3300+ for the first form and 3500-3800+ damage for the second form. So, you should have an attack pattern like these for your 'X-Magic' users:

Turn 1: X-Magic --> 'Quick' , 'Bahamut'

Turn 2: X-Magic --> 'Bahamut', 'Bahamut'

Turn 3: X-Magic --> 'Bahamut', 'Bahamut'

Using this strategy, a single 'X-Magic' user can deal at least 15000 HP of damage for the first form and at least 17500 HP of damage for the second form.

The two Bare job users should focus in keeping your fortifications on and HP up. They should also act as 'Elixir' users for our two 'X-Magic' users. Just keep on using these and victory will soon be yours!

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3.0 - MISCELLANEOUS

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3.1 - Boss Trivia

This portion merely lists the different Final Fantasy games where the bosses in this game have already appeared, either in the same capacity (like the Summons) or in another body. This is not yet complete. I still need some more research, but if you can contribute something, I'll be glad to add that up:

Karl Boss - Final Fantasy VII - Boss - Guard Scorpion

Siren - Final Fantasy VIII - Guardian Force

Shiva - Final Fantasy III - Summon
Final Fantasy IV - Summon
Final Fantasy V - Summon
Final Fantasy VI - Boss/Esper
Final Fantasy VII - Summon
Final Fantasy VIII - Guardian Force
Final Fantasy IX - Eidolon
Final Fantasy X - Summon
Final Fantasy Tactics - Summon

Iron Claw - Final Fantasy VII - Death Claw

Ifrit - Final Fantasy III - Summon
Final Fantasy IV - Summon

Final Fantasy V - Summon
Final Fantasy VI - Boss/Esper
Final Fantasy VII - Summon
Final Fantasy VIII - Guardian Force
Final Fantasy IX - Eidolon
Final Fantasy X - Summon
Final Fantasy Tactics - Summon

Biblos - Final Fantasy Tactics - Special Character - Byblos

Ramuh - Final Fantasy III - Summon
Final Fantasy IV - Summon
Final Fantasy V - Summon
Final Fantasy VI - Esper
Final Fantasy VII - Summon
Final Fantasy IX - Eidolon
Final Fantasy Tactics - Summon

Sandworm - Final Fantasy VII - Sea Worm
Final Fantasy X - Earth Worm

Clay Claw - Final Fantasy VII - Boss - Guard Scorpion

Adamantaim - Final Fantasy Series - regular enemy - Adamantaim/Adamantoise

Titan - Final Fantasy III - Summon
Final Fantasy IV - Summon
Final Fantasy V - Summon
Final Fantasy VII - Summon
Final Fantasy Tactics - Summon

Byurobolos - Final Fantasy Series - Regular enemy - Bomb/Grenade/

KimaBrain - Final Fantasy Series - Regular enemy - Chimera

Gilgamesh - Final Fantasy VIII - Guardian Force

Atomos - Final Fantasy IX - Eidolon

Shoat - Final Fantasy VI - Esper

Carbuncle - Final Fantasy VI - Esper
- Final Fantasy VIII - Guardian Force
- Final Fantasy IX - Eidolon
- Final Fantasy X, X-2 - non-playable - monkey

Antolyon - Final Fantasy IX - Boss

Minitaurus - Final Fantasy VIII - Guardian Force - Brothers

Gogo - Final Fantasy VI - special character

Odin - Final Fantasy III - Summon
Final Fantasy IV - Summon
Final Fantasy V - Summon
Final Fantasy VI - Esper
Final Fantasy VII - Summon
Final Fantasy VIII - Guardian Force
Final Fantasy IX - Eidolon
Final Fantasy Tactics - Summon

Bahamut - Final Fantasy - NPC
 Final Fantasy III - Summon
 Final Fantasy IV - Summon
 Final Fantasy V - Summon
 Final Fantasy VI - Esper
 Final Fantasy VII - Summon
 Final Fantasy VIII - Guardian Force
 Final Fantasy IX - Eidolon
 Final Fantasy X - Summon
 Final Fantasy Tactics - Summon

Leviathan - Final Fantasy III - Summon
 Final Fantasy IV - Summon
 Final Fantasy V - Summon
 Final Fantasy VII - Summon
 Final Fantasy VIII - Guardian Force
 Final Fantasy IX - Eidolon
 Final Fantasy Tactics - Summon

Omega - Final Fantasy VIII - Omega Weapon

Apprehendr - Final Fantasy Tactics - Apanda

Shinryu - Final Fantasy X - special boss

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 3.2 - Blue Magic List
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Note: Listed are the possible sources of a particular enemy-skill. This is not a complete list:

Condemn	- X-Death	- X-Death's Castle Boss (World 2)
	- Unknown 4	- Great Sea Trench (World 3)
	- Azulmaga	- Castle Prison, N-Zone Boss (World 3)
Roulette	- Bella Donna	- Phoenix Tower (World 3)
	- Doom Dealer	- Chain Tower, N-Zone (World 3)
	- Azulmaga	- Castle Prison, N-Zone (World 3)
	- Shinryu	- Final Area Chest, N-Zone
Aqua Rake	- Chimera	- Desert Southeast of Karnak
	- Tree Segment (Right)	- Moore Forest Boss (World 2)
	- Dark Chimera	- Sunken Tower of Walz (World 3)
	- Bahamut	- North Mountain Boss (World 3)
	- Leviathan	- Easterly Village Falls (World 3)
L5 Doom	- Page 64	- Library of the Ancients
	- Tricker	- Barrier Tower (World 2)
		- Sunken Tower of Walz (World 3)
	- Ixecrator	- Solitary Island Temple (World 3)
	- Level Check	- Chain Tower, N-Zone (World 3)
	- Azulmaga	- Castle Prison, N-Zone Boss (World 3)
L4 Quarter	- Tricker	- Barrier Tower (World 2)
	- Ixecrator	- Solitary Island Temple (World 3)
	- Level Check	- Chain Tower, N-Zone (World 3)
	- Azulmaga	- Castle Prison, N-Zone Boss (World 3)
L2 Old	- Ixecrator	- Solitary Island Temple (World 3)
	- Level Check	- Chain Tower, N-Zone (World 3)
	- Azulmaga	- Castle Prison, N-Zone Boss (World 3)
	- Shinryu	- Final Area Chest, N-Zone
L3 Flare	- X-Death	- X-Death's Castle Boss (World 2)

	- Lunenta	- summoned by ZephyrZone in Sand Tides Desert, Pyramid (World 3)
	- Ixecrator	- Solitary Island Temple (World 3)
	- Level Check	- Chain Tower, N-Zone (World 3)
	- Shinryu	- Final Area Chest, N-Zone
Frog Song	- Elf Toad	- Walz Tower
	- Kornago	- Outside Kelb Village
	- Gilgamesh	- X-Death's Castle Boss (World 2)
	- Chamcubia	- Phoenix Tower (World 3)
	- Jestrex	- Forest, N-Zone (World 3)
Tiny Song	- Mini Mage	- Moore Forest (World 2)
		- Magic Tower (World 3)
	- Sherry	- Phoenix Tower (World 3)
	- Gilgamesh	- X-Death's Castle Boss (World 2)
	- Mukare	- Forest outside Crescent Town (World 3)
	- Azulmagia	- Castle Prison, N-Zone Boss (World 3)
Flash	- Crew Dust	- Airship Base
	- Gilgamesh	- X-Death's Castle Boss (World 2)
	- Bella Dona	- Phoenix Tower (World 3)
	- Azulmagia	- Castle Prison, N-Zone Boss (World 3)
Time Slip	- Gilgamesh	- X-Death's Castle Boss (World 2)
	- Azulmagia	- Castle Prison, N-Zone Boss (World 3)
Moon Flute	- Page 32	- Library of the Ancients
	- Mukare	- Forest outside Crescent Town (World 3)
Death Claw	- Iron Claw	- Karnak Castle Boss
	- Torrent	- Forest outside X-Death's Castle (World 2)
	- Death Claw	- Castle, N-Zone (World 3)
	- Azulmagia	- Castle Prison, N-Zone Boss (World 3)
Aero	- Mold Wind	- Wind Shrine
	- Magissa	- North Mountain
	- Gigas	- Chest, Karnak Castle
	- Mukare	- Forest outside Crescent Town (World 3)
Aero2	- Gigas	- Chest, Karnak Castle
	- Whirl Demon	- Floating Ruin of Ronka
	- Galactic Jelly	- Moore Forest (World 2)
	- Azulmagia	- Castle Prison, N-Zone Boss (World 3)
Aero3	- Tree Segment (Left)	- Moore Forest Boss (World 2)
	- Magic Dragon	- X-Death's Castle (World 2)
	- Elm Gigas	- Outside Surgate Castle (World 3)
	- Cyclo Skull	- Chain Tower, N-Zone (World 3)
Emission	- Fire Cannon	- Floating Ruin of Ronka (outside)
	- MachineHead	- Sand Tides Desert, Pyramid (World 3)
		- Solitary Island Temple (World 3)
	- Triton	- Great Sea Trench Boss (World 3)
	- Omega	- Falls, N-Zone Boss (World 3)
	- Azulmagia	- Castle Prison, N-Zone Boss (World 3)
Goblin Punch	- Goblin	- Tycoon Castle Area
	- Gilgamesh	- Big Bridge Boss
Dark Shock	- Black Flame	- Crescent Island
	- Nile	- Sand Tides Desert, Pyramid (World 3)
	- Azulmagia	- Castle Prison, N-Zone Boss (World 3)
Guard Off	-	
	- Azulmagia	- Castle Prison, N-Zone Boss (World 3)
Fusion	- Mithril Dragon	- Forest outside Library of the Ancients
Mind Blast	- Stoker	- Solitary Island Temple Boss (World 3)
	- Azulmagia	- Castle Prison, N-Zone Boss (World 3)
	- Mind Mage	- Final Area, N-Zone
Bloodsuck	- Steel Bat	- Pirate's Hideout Cave
	- Blood Slime	- Underground River
	- Mercury Bat	- Easterly Village Falls (World 3)

Magic Hammer	- Biblos	- Library of the ancients Boss
	- Drippy	- Valley of Dragons (World 2)
Guardian	- Stingray	- Waters above Sunken Tower of Walz (World 3)
	- Azulmagia	- Castle Prison, N-Zone Boss (World 3)
Exploder	- Bomb	- Jachol Village Area
????	- Wild Nack	- Forests in Karnak Area
Blow Fish	- Lamia	- Floating Ruin of Ronka
	- Bland Lamia	- Sand Tides Desert, Pyramid (World 3)
White Wind	- Whirl Demon	- Floating Ruin of Ronka
	- White Flame	- Forest, N-Zone (World 3)
	- Azulmagia	- Castle Prison, N-Zone Boss (World 3)
Missile	- Soul Gun's Launcher	- Floating Ruin of Ronka Boss
	- Gilgamesh	- Zeza's Ship Boss (World 2)
	- MachineHead	- Sand Tides Desert, Pyramid (World 3)
	- Soul Cannon	- Phoenix Tower (World 3)
	- Azulmagia	- Castle Prison, N-Zone Boss (World 3)

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3.3 - The Author

=====

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First Visited GameFAQs.com : ?? June 2000
 Joined GameFaq's Message Board: 27 August 2002, 1:48:35 AM (GFAQs time)

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 RPG's - Everything Else
 RPG's - Squaresoft
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 Contributor Recognition Page

--+ www.GameFAQs.com :
<http://www.gamefaqs.com/features/recognition/37584.html>

PLAYSTATION

Final Fantasy VII - Solo Character Initial Equipment No Materia Challenge
 Wall Market - Don Corneo Attraction Mechanics

PLAYSTATION 2

Final Fantasy X-2 - Angra Mainyu Killing
 Cactuar Searching
 Review

SNES

Final Fantasy V - Boss

NES

Final fantasy III - Job Evaluation

--+ www.Neoseeker.com:

<https://www.neoseeker.com/members/submissions/Fantasy+Gamer/>

PLAYSTATION

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Best Places for EXP, AP & GIL
Sources

PLAYSTATION 2

Final Fantasy X-2 - Angra Mainyu Killing
Cactuar Searching
Review

SNES

Final Fantasy V - Boss

NES

Final fantasy III - Job Evaluation

--+ www.IGN.com

http://www.users.ign.com/about/fantasy_gamer_x

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4.0 - LEGAL STUFF
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Please do not take the credit for someone's work. We authors spent lots of sleepless nights just to be able to present guides for you gaming enthusiasts ... we deserve the credit for all our hard work.

=====
5.0 - VERSION HISTORY
=====

I was never an old-school gamer before my experience with Final Fantasy V in its Playstation Version (part of Final Fantasy Anthology). I don't know why, but it is such an unforgettable experience. The most note-worthy of it is my experience with the great bosses. Well, I really appreciated the boss fights more than any other games... including those in my personal favorite, Final

Fantasy VII and Metal Gear Solid. With the introduction of emulation by a friend, I came into an idea of playing this game in its original, Jap-only SNES version to re-live the experience. Now, when I looked at the guides at GameFAQs, I never saw a boss guide for this game so I decided to make one, and here it is.

(Version 1.0)

06 December 2003 - started the Job Evaluation Guide.

08 May 2004 - finished.

09 May 2004 - submitted to GameFAQs.

xx May 2004 - posted at GameFAQs.

(Version 1.1)

23 May 2004 - started first update.

- changed my title/heading design.

23 May 2004 - finished.

(Version 1.2)

07 June 2004 - started second update.

- improved my strat vs Shinryu.

- space adjustments were made to make the paragraphs look better.

08 June 2004 - finished.

(Version 1.3)

23 July 2004 - started third update.

- added more strategies

23 July 2004 - finished.

28 July 2004 - submitted to GameFAQs.

As of 20 June 2004, the following sites are the only ones allowed to use this guide:

www.GameFAQs.com

www.NeoSeeker.com

www.IGN.com

www.GameSpot.com

=====
6.0 - CREDITS
=====

I would like to express my sincere gratitude to the following who helped me make this guide in any way:

-- Squaresoft (now Squaresoft)

For making this forgotten masterpiece.

-- www.GameFAQS.com/ Jeff "CJayC" Veasey

For hosting this guide... (my 8th FAQ), in this great site.

-- www.NeoSeeker.com

For hosting, too, this guide.

-- GameFAQs Final Fantasy V Message Board Users:

Merlock, Fox Fire and samurai goroh

For your helpful contributions.

--+ <http://sosostris.com/ffv/beast.phtml?Letter=boss>

--+ THE ONE READING THIS
This guide is made for you!

--> My avid readers
Thanks for the continuous support!

--> My e-mailers
Thanks for the time!

Special Thanks to:

--+ Fantasy Gamer
For encoding, editing and testing this guide.

=====
7.0 - Parting Words
=====

I WILL BE GLAD TO HEAR FROM YOU!

Tell me what you think about this guide... comments, suggestions, added info, corrections, and constructive criticisms are all welcome.

I WILL APPRECIATE IF YOU WILL FIRST TELL ME YOUR GFAQs USER NAME (if you have).

If you think you should be given credit but was not included in the list, mail/contact me and I'll make the appropriate actions.

Don't hesitate to e-mail me if you have anything in your mind regarding gaming. I am one of the most hospitable FAQ Contributors here. You're guaranteed to get a reply as soon as I read your mail :) If after one week you did not receive any reply, it's either: (1)I did not receive your mail for some reasons, (2)I'm sick, (3)I'm VERY busy, (4)I'm on a vacation or (5)I'm already dead :(

I will be more than willing to help in any way I can. God bless!

Fantasy Gamer

"Let's mosey!"

=====
THANK YOU FOR READING! HOPE YOU LIKED IT!
=====

Final Fantasy V - Boss Guide
Date Started : 06 December 2003
Date Finished : 08 May 2004
Latest Version: 25 July 2004

by Fantasy Gamer
fantasy_gamer_x@yahoo.com