

Dissidia: Final Fantasy Golbez FAQ

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Final Fantasy Dissidia

Golbez Character Guide

Version 1.01

By Aishi of Gamefaqs

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I. About this FAQ & myself [LOL?]
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This is my first FAQ on the game (and the first on Gamefaqs) Final Fantasy Dissidia. There's not much to say here except that I enjoy playing Golbez more than others and I decided to write a FAQ on how to play him. I imported the Japanese version of Dissidia like many others, language barriers aside, there weren't much problem and I enjoy playing with my friends through Adhoc Party Beta. The first time I turned on Dissidia I thought I knew who I was going to play already, Zidane and Emperor, I love trap-based characters in fighting games and I prefer lay down constant pressure to force openings while covering my own or traps/unblockables, they're nice. (Baiken/Testament from Guilty Gear were my mains and Urien/Remy in SF3) and I loved FF9. Eventually, I stumbled upon Golbez (Who was the second to last villain I unlocked) and tried him out seeing how topics on the message boards always appeared saying he was always underplayed. I started to play with Golbez and I liked him.

I frequently visit the Dissidia Boards on Gamefaqs and usually play on Adhoc Party Beta (Which is extremely useful) with my friends. They know I main Golbez and always play him frequently. Although the regular fighting games are interesting, I usually prefer the newer but still well-known fighting games if they ever come out. With that the question of "How can I do _____ better?" becomes "How can my character do it better?" Without any concrete standard to compare themselves to, players are freely able to experiment and find new things. This idea really makes me enjoy Dissidia more.

Well, enough on myself. This FAQ is written assuming that you already know the basics of Dissidia. If you want to know what that little number between the life bars are then you probably won't here, there are better and more specialized places you can find it. Onto the FAQ!

=====
II. Who is Golbez? [GOL1]
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~*WARNING SPOILERS AHEAD FOR FINAL FANTASY IV!*~

This section was directly from the Final Fantasy Wikia.
You can read more from the link here:

<http://finalfantasy.wikia.com/wiki/Golbez>

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Japanese Name: Golbeza
Birthplace: Earth
Age: Older than Cecil, yet unknown
Height: Unknown
Weight: Unknown
Laterality: Left-Handed

Golbez real name Theodor Harvey, is a non-player character in Final Fantasy IV. He is the main antagonist for most of the game, a powerful half-Lunarian sorcerer and brother to the game's protagonist Cecil Harvey, although neither of them knows this for the majority of the game. Golbez eventually usurps Cecil's command of the Red Wings, the powerful air force of Baron, and through them successfully carries out his goals, only to be thwarted and alerted of his true origins, at which point he turns on Zemus, the true antagonist who was controlling him telepathically, and attempts to defeat him with the help of Fusoya.

Golbez was notably the first antagonist of the series to be telepathically controlled by another more malicious true villain, and was also the second villain to be a blood relative of the protagonist. Golbez is also known for his dramatic and foreboding theme music and was the first villain of the series to get his own theme.

Through the majority of Final Fantasy IV, Golbez appears as a cruel and heartless man who would stop at nothing until he got all the crystals, destroying anything and anyone who stood in his way. As it was later revealed by Fusoya, Golbez was being manipulated by a powerful Lunarian named Zemus by bonding Golbez's thoughts with his. Awakened, Golbez's personality shifts radically back to his true self. Without being manipulated, Golbez is horrified by his actions and feelings of hatred. In order to redeem himself he tries to destroy Zemus himself even if that meant his own death.

Golbez appears to care very deeply for his younger brother Cecil, understanding his resentment towards him and smiling (through an image of his child self) after Cecil calls him "brother".

~*END SPOILERS*~

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III. Why play Golbez? [GOL2]
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Golbez is a unique character in the sense that his Brave attacks act as a two-in-one where each move has a short range (a slash) and long range (usually magic-based) attack. Because of this, Golbez can pressure anyone and follow-up hits for a good amount of damage, making him dangerous anywhere his magic can reach (short to mid-long range) He may seem a bit tricky at first with his brave attacks, but once used properly he can pressure and defend both at once.

If I were to describe Golbez in a word or two I would say he is simply "Ground Control". He tells his opponent when to move and where, pressures constantly, and can be a threat at very long ranges on the ground. His ranged attacks reach very far for their speed and can chain into HP or BP chains so the opponent always needs to be alert. All his attacks are also very safe, if you space well, people even like Sephiroth will have trouble reaching you up close.

Let's see a couple of Golbez's Pros and Cons:

- + Controls space around him well
- + Fast on the ground
- + Keeps pressure constantly
- + Combos very well
- + Safe offensive/pressure game
- + HP chains are plentiful
- + Works efficiently at most ranges

- Bad EX mode effect (Although this can be remedied in a few ways)
- Laggy air game, there will be times you shouldn't be in the air at all
- Hard to position his attacks in the beginning and finding the sweetspots
- You'll need practice to know which moves work where. Golbez is not a character that you can throw moves out and expect them to hit.
- Doesn't have many options against air based magic users

=====
 IV. Good things to know and remember [GTKR]
 =====

1. Remember that his magic attack comes out no matter what happens. The magic attacks do not count as part of Golbez's attack animation. For example, if the opponent guards or clashes Ambush System's slash, the CPUs will still come out and hit the opponent! The good part about this is that you'll probably win on most clashes and you'll trade hits with other magic attacks(if they are in range) If you're good enough you can clash with an enemy and open opportunities to combo you wouldn't regularly have!

2. Golbez can charge his BP and HP follow-ups by holding down the corresponding button, this allows him to teleport before chaining it. These are the only way to follow up some attacks. This, I cannot stress enough, I've seen people get confused over how to land a BP/HP chain after any of Golbez's long range hits. I suggest you practice a bit on the timing, although the window for the follow-up is pretty large, but nothing beats Golbez looking like he came straight out of DBZ.

3. If you have trouble hitting with his HP attacks, the alternative is to master positioning is his Brave attacks. All but 2 attacks chain into HP attacks, even the magic portions, making him a monster at pressuring, Golbez also has solid techniques that make him dangerous to approach.This isn't recommended as his HP attacks are great (All two of them!)

4. HP chains are not the only solution to dealing damage, going for brave is just as good. Unless you're fighting a person who relies on getting brave and finishing with a big HP attack, try for the break too. HP attacks reset your brave and may leave you prone for that random break, I'd fix that with EXP to Brave on the bigger attacks, but that's just me.

5. Night Glow does NOT in any way replace your regular guard, you should still use it. Not to mention the people who think before they react will make you look like an idiot by walking to the side and smacking you.

=====
 V. Moveset analysis [MSAN]
 =====

Half the battle is knowing what to do, when to do it, and what to do it with. Knowing your character's moveset is as important as knowing what stage, equipments and character you're facing.

- - - - -
 V a. HP attacks <HPAT>
 - - - - -

Cosmic Ray (A, B, C, D)
 Level Gained: Master corresponding brave attacks
 AP to master: 300
 CP: 40

This is what all of Golbez's chainable attacks link into. It's a lightning

looking attack which deals damage until the final hit with great range and can be charged like Golbez's brave chain. If your opponent dodges then Golbez will even turn 180 and draw them back in during this attack, and very fast at that. There are very specific situations to dodge this, but it's the goodness that makes Golbez a force to be reckoned with.

- Goes through walls (Like using Great Hand -> Cosmic Ray on Pandemonium)
- Remember to charge it if the opponent is out of reach!

Genesis Rock

Level Gained: Initial

AP to master: 180

CP: 40

This attack is all range and tracking, srsly. 4 (If I can count) rocks rise up towards Golbez and circle around him doing brave damage, then being shot out for HP damage. If your opponent touches them then they will be locked in for the HP damage. This move will be covered in detail later with its many uses so for now, this is all you need to know.

Trick is to use it if your opponent is somewhat close and is beneath you, the rocks flying up to Golbez will drag the opponent with it so you can connect to the spin and therefore the HP damage also, no matter how far (I've done from the bottom of castle Cornelia to its ceiling) the limit is only the preciseness that you need to hit it with increases the higher you are. This attack is mobile and protects you well.

Night Glow

Level gained: Initial

AP to master: 180

CP: 40

Golbez raises his arms up and darkness appears around him. This Ground HP move protects Golbez from brave and certain HP attacks while slowly telegraphing a large circle underneath the opponent which then strikes up at for HP damage, sending the opponent a very large distance upwards (most likely for crash damage) Although the vertical range is only a little bit higher than double of Golbez, the bonus is that it acts as a guard and if your opponent is at point-blank range, the shield will give off some brave damage locking the opponent in for the HP attack. Remember it acts as a guard once activated, meaning things like BP attacks will be guarded, attacks like Zidane's Tidal Flame reflected, and some HP attacks guard break it. It also has HP attack properties, attacking as an HP attack means it reflects Emperor's Flare (Like every other attack in the game...) and breaks guards like WoL's shield attack even with the start-up brave hits.

- The guard does not last the entire duration and does not come out the beginning frames, if a Squall is rushing you with the intention to brave attack, this move is not as reliable as a regular guard.
- Walk while using it to slide a bit, why not a little boost along with the attack's draw in properties?
- Cancels any close-range attack with tracking before the hit due to its BP properties... Squall's Aerial/Fated Circle, Exdeath's Algamest, etc.
- Has a lot of different effects, blocks Tidus's Somersault and Sephiroth's Octoslash, clashes with Jecht and EX Cloud, etc. Quite interesting.

- - - - -
V b. Ground Brave <GBRV>
- - - - -

Rise Wave

Level gained: Initial

AP to master: 180 (Chains to Cosmic Ray)

CP: 30

The magic knocks the opponent upwards with a dark pillar of magic and allows you to link an HP or Brave attack. In most cases you'll need to charge it if you hit with the magic attack only, a good charge will allow you to hit while the opponent is still stunned regardless of position. When Golbez's sweep hits and you link the brave attack, he will push the enemy into the pillar for a good amount of Brave damage.

- The longest of your ground moves, very useful
- Most reliable for punishing on block if you want to go for the BREAK.
- Good to counter those ranged users who aren't close enough for Great Hand
- Learn to hold your teleport. A solid half second is good enough for the average teleport.

Ambush System

Level gained: 5

AP to master: 120

CP: 30

Sends out 3 CPU units which shoot lasers that chase and shoot the opponent, it will not hit moving opponents unless they run into it. If the lasers hit, you have enough time to combo another long range attack (Optimal choice being Glare Hand). This move is very hard to hit moving opponents, but the short range can knock the opponent away, stunning them for the lasers to hit. This move pressures well and can be used defensively, just watch out for the air dash past them.

- Even if you hit with the slash, the lasers have a chance to completely miss, depends on many things though.
- Various follow ups are possible if lasers hit due to its hitstun.
- PEW PEW!

Glare Hand

Level gained: 33

AP to master: 180

CP: 30

Another great move to add to your arsenal! Golbez sweeps his hand in front of him and a wave of energy follows it. Glare hand comes out extremely fast for its range, if the magic hits then it draws the opponent into you for free hits, and has that sweeping motion so it might hit opponents even if they dodge. The short range does not hit into the long range under normal circumstances, so it gives you the option to chase or chain instead.

- Hitting the opponent from the correct angle sends him/her into the magic portion and right back to you for more damage
- Use it, for combo filler and to punish those mid-ranged moves
- Very fast and a great match opener since not many people move/dodge in the beginning of a match. Golbez will get them into the habit very fast

- - - - -
V c. Air Brave <ABRV>
- - - - -

Gravity/Float System

Level gained: 23 / 15 (respectively)

AP to master: 120

CP: 30

A Slash into a beam aimed Up and Down respectively; the follow-up for brave is a shot of energy and an extra hit rather than the usual circle of energy. Nice Brave move, it needs to be because this is pretty much your only viable option in the air (For brave attacks anyway). You're going to use this to punish any air moves you block and for those DC'd attacks for the combo. Gravity System is usually the better one since the beam aims downwards toward the floor to combo better with (more on that later) Besides that, the ranges are a bit different.

much of a difference between them besides the range

- I prefer the downwards one for attacking enemies after I dodge above them and to hit through floors.
- Funny enough, a lot of people don't know that you can chase instead of the second explosion, the element of surprise and Golbez's quick chase attack gives you a good advantage.

Gravity Force

Level gained: Initial

AP to master: 120

CP: 30

Golbez charges a black orb which he releases then slaps the opponent into it. This move also has two different ranges: Short range releases another black orb at the opponent from behind which will knock the opponent into the first one regardless of position (unless blocked). The long range is a regular slash hitting from the front of the opponent. Whether by the second orb, the slash or by contact, the opponent touching the first orb will be immobilized and sustain a good chunk of brave damage after a while then crash into the ground for brave a crash.

You can use it after any guard HP attack such as Exdeath's or Warrior of Light's shield if you predict it perfectly, they'll absorb the first hit and get hit from behind by the second (Up close, since the long range does not go behind the opponent) which leads to a followup.

- The opponent can attack while you charge or read where you'll hit to counter easily. Not a move to rely on in normal situations, but using it is worth the risk with its high brave damage..

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Black Fang

Level gained: Initial

AP to master: None

CP: None

What's this you ask? It's the only concrete gameplay difference once Golbez is in EX mode. Think of this move as Emperor's Starfall, a chargeable attack which leaves you vulnerable... with two main differences: First, you cannot cancel out of this attack, guarding, dodging, whatever. Second, it instantly breaks the opponent regardless of brave points, location, or action at the time!

While not safe at all, using this where the opponent cannot get to you can turn the tides of battle instantly, especially if they do not expect it or really want that EX core.

Brave Chase Attack

Level gained: /

AP to master: /

CP: /

A small thought here, but Golbez's chase attacks are surprisingly fast, I never attack upwards (Seeing as how Golbez and air doesn't mix). I mostly mix up between neutral/down since they're the quickest. I'll neutral usually since it has less movement to indicate it but I'll use down for its speed. Many people are unaware of Golbez's chase attack speed the first time around so mix it up with HP attacks as soon as you chase to get that HP damage out.

VI. Base Brave damage [BDMG]

All testing with a level 100 and 110 ATK Golbez done on a Level 1 Cloud with a

base of DEF of 13 without equips or accessories. Although with Golbez you need to take into consideration BP/HP follow-ups which may lead into more damage. I'll use the BP follow-up.

Listed from most to least damage, you can add the crash damage in [brackets] (Note that crash damage is not factored in the total damage) I'll give the maximum damage and add any explanations as to why below.

* Gravity Force:352 / 453 [60]
Rise Wave:473 [15]
** Glare Hand:253 / 395 [35]
Gravity/Float System:312 [40]
*** Ambush System... 9 shots, 20 damage each / 40 slash
- - -
Night Glow50
Genesis Rock80
Cosmic Ray.50
- - -
W.Meteo (EX burst).3784
Black Fang. Instant Break
Ground Brave chain.213 [35]
Air Brave chain.182 [40]
Chase brave attack.304 [152]

* The first number is the long range slash into the orb. The second number is the second orb released when the opponent is close.

** The first number is the long range hit to the BP chain. The second number is the close range slash (Dealing more than other moves) to a BP chain.

*** Don't expect to hit with all of them, I listed the damages instead.

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VII. EX cancelling [EXCN]

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I discovered this trick to cancel out moves with the change into EX form and implemented it to form combos. Changing into EX form while in the middle of charging up a move cancels it. I first found that it would work with Ultimecia's Great Attractor, then tried it with Emperor's Starfall and finally Golbez. (Others seemed that find out that it works with Jecht)

This basically allows you to get in an extra hit in the middle of a BP -> HP chain once you have EX ready. Although, I can't explain it better then with an example:

Let's say Golbez uses his Gravity System to Cosmic Ray. If Golbez dodges out of his Gravity System after the beam connects:

1. There is not enough hitstun for another attack.
2. The second Gravity System is not fast enough or not close enough

But with this technique, I found a way to make that combo happen with an "EX cancel". If you were to use his Cosmic Ray, you can activate EX mode to "cancel" out the beginning charge-up of that HP attack and use the small hitstun from the first Gravity System's beam to attack with another instantly.

Now, the basic EX cancel mentioned above:
<https://www.youtube.com/watch?v=8InbiRkebIk&fmt=18>

*This also works with Golbez's brave follow-up, but it feels awkward is it to charge with Circle then maneuver over to Square + R to EX mode with the tight window of opportunity to connect some attacks. Well, just letting you know that this option is available so use whatever suits you best.

=====
VIII. Combos [CMBO]
=====

No, you don't just spam circle and the corresponding direction for all these combos, you'll need to time them because some attacks may miss or not come out.

Ambush System: Ambush System can open for all of his combos except Gravity Force. Ambush System can be put in front of any of the combos listed below (Besides Gravity Force). You'll know which range to hit with these tags: [M] means to connect with the magic portion and [S] means to connect with the slash. I'll trust that you know how to do the rest.

- - -

M. Glare Hand (Dodge into air) Gravity/Floating System -> HP/BP chain

Golbez's Bread and Butter combo. Use it often, even if you don't use Ambush System first, this is an all-around attack in any situation. Even better is that countering or punishing on block with Great Hand allows the rest of the combo to critical. Ambush system forces the opponent to dodge, Glare Hand will catch them during the ending lag if they don't do another immediately after.

- - -

S. Ambush System....

Yes, close range lasers of Ambush System combos into another slash of a short-range one, which might connect to the magic portion again, then another combo. It's impossible to do more than two since the second knocks back, but against a wall, you can do as many until the opponent goes outside the slash's vertical range.

- - -

S. Night Glow

This is what you're looking for if you want raw HP damage. Most stages give this a definite crash, making sure you get the most out of your HP attacks. It's only usable if your opponent is hit with the dark aura surrounding you. Worth it if there isn't a wall near you to use Cosmic Ray

- - -

S. Great Hand

Use to force into a chase if you're using an EX build with a high area of force absorption, chases give you lots of it. Just be sure you're good at chases and know that you'll have to retaliate if it ends without anyone hitting. Air attack speed isn't Golbez's best strength so dodge away if you must, when and where is your call.

- - -

S. Rise Wave -> BP chain (Dodge towards opponent) -> Gravity/Floating System -> HP/BP chain

This is your best combo to punish on block. Rise Wave pushes the opponent up just enough that a dodge and the tracking (or the beam itself) from Gravity/Floating system to connect with and lead into another chain. Steals

brave very nicely, ends in Cosmic Ray, why not?

- - -

Gravity Force -> Night Glow

If you connect it close to the ground, glide or Air Dash in and Night Glow. Not every day you land a Gravity Force so make the most of it.

- - -

Gravity Force -> Gravity/Floating System

Let me explain, the second orb of Gravity Force hits into the first one right? Well, if there is not first orb out (lets say it got blocked or canceled by another attack), the opponent receives the same amount of hitstun but reduced knockback, allowing you to hit with a follow-up. This is definitely situational combo, but it's getting the best out of the situation.

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VIII a. EX cancel combos <EXCC>

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Now that you know about EX cancelling, let's put it to use. With this, you can get out major punishment and massive brave damage leading into an HP attack/EX burst. While EX cancelling gives you many possible ways to connect your attacks I'll abbreviate EX cancels as exc just to make easier. Just remember these can be started off with or without Ambush System.

- - -

S. Rise Wave (Air dodge towards opponent) -> Gravity/Floating System -> exc. Cosmic Ray -> Gravity/Floating System -> HP/BP chain

Use it when you catch the opponent off guard close up, nothing much but it handles the situation fine.

- - -

M. Glare Hand -> exc. Cosmic Ray -> Rise Wave -> BP chain
(Air dodge towards opponent) -> Gravity/Floating System -> HP/BP Chain

The strongest attack combo without any extra critical enhancements (Besides the EX critical ability) because the EX cancel comes early. Use it for the range that the Glare Hand gives you and follow it up with pain.

- - -

Gravity/Float System -> exc. Cosmic Ray -> Gravity/Float System -> BP/HP Chain

Gravity System's beam locks the opponent in for another one. This is all you got in the air, learn it, love it, use it.

- - -

M. Glare Hand (Neutral air dodge) Gravity System -> exc. Cosmic Ray (Land)
Rise Wave -> BP chain (Air dodge toward opponent) Gravity System -> BP/HP chain

What's this? Two Dodge cancels? If this doesn't scream "Totally unnecessary" then I don't know what does. A devastating combo and most likely that finisher you're looking for. You'll need somewhat strict timing on Gravity System's Cosmic Ray since you'll need to EX cancel fast enough to give yourself the time to land and hit the opponents while not messing up by pressing square too early and screwing the entire combo up (But you'll still get the EX burst)

Neutral dodge is best since it gains the least height which allows Gravity System to connect lower to the ground. If you do it perfectly the EX cancel puts you on the ground without landing lag, if not just land then continue, the timing is just more strict.

Now, a bit of showing off :P

<https://www.youtube.com/watch?v=M2Zs-RcLZXU&fmt=18>

With explanations and all!

===== IX. Golbez and His Jump [GJUM] =====

As you already know (I hope), Golbez has that small period where he's invisible in his jump. He's only invisible at the beginning frames of his jump and visible at the end. If you have Jump Count++ then you can jump a total of 5 times. If you rapidly jump, Golbez will not appear during the entire duration as long as you keep jumping. What's the use of all this? Well, invincibility frames are present during Golbez jump! If you cancel out the frames where he is visible then this allows him to be invincibility so long as he continues to jump.

This basically makes Golbez a Psuedo-EX Zidane with Jump Count++, although you'll need to reset the jumps often with an air dodge if you want that advantage. Lagless movement, quickly and suddenly approaching opponents above you, all those things that give you that edge you need. With this it allows him to pass through most attacks. For future reference, I'll just say to "jump through" an attack if it ever comes up in the matchup section.

Now, some proof that the invincibility frames are always present and can be chained to receive a continuous effect. What attack better than this one?

<https://www.youtube.com/watch?v=2CRh7VKGX3Q&fmt=18>

===== X. Learning to Use Rocks [GROK] =====

Golbez has one air HP attack, Genesis Rock. The attack has extremely interesting properties and uses which I'll be covering in this section. Now, the things you'll need to know:

- - -

1. The rocks that fly up to Golbez will attack any opponent

This is pretty much what it says, if you are spaced well above the opponent, any of the four rocks that fly up to you will hit the opponent who will fly towards you. You'll spin the rocks like normal and hit for the HP damage. These do hit from pretty high up and can be used to hit unexpectedly after Gravity Force.

- - -

2. Rocks can hit from long ranges

You have seen the rocks continue to travel after being shot out mirite? This also means that therocks will hit as long as they are visible. It travels quite far so you'll have a good chance of it hitting while it's out as long as your opponent doesn't catch on.

- - -

3. Rocks can be reflected

I've had my Genesis Rock reflected in a few rare cases. Not sure why this happens, but since it's a projectile, it seems like it's fair game. From what I've recalled, the change to EX mode and certain attacks will reflect it so you'll know after reading this instead of being confused. I've only had this happen to me once the ~30 times I've been EX'd during the moves so I would assume it's usually safe.

- - -

4. They can be used to bait EX

The rocks are separate from Golbez and therefore will not stagger him if they are hit. Knowing this, Golbez is still a threat even if they have EX ready and will most likely try to EX out of Genesis Rock, if they EX too early, you'll smack them away and can start running, if they EX too late you'll be long gone. I think there's a sweetspot where you can hit Golbez but the timing is tight, you can also move backwards while in the spinning animation to possibly prevent a reflect and create more distance between you and the opponent.

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XI. Miscellaneous things [MSCT]
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There's a couple things covered here. It's just randomly interesting stuff, enjoy!

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XI a. Golbez's Battle Quotes <GOBQ>

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All credit on this goes to MinoSpelgud of Gamefaqs.

- - - - -

Opening Battle Quotes:

*This is also a part of fate.

*Never give up.

*What are you fighting for?

*Show me what you are capable of.

*It is time again...

*Do not fear... defeat...!

*You seem slightly capable.

*Your strength is commendable.

*Do not degrade the value of life...

*Won't you stand aside?

*Vs. Warrior of Light: I am envious of how strong the light within you is.

*Vs. Frioniel: It is good to use your youth as a weapon.

*Vs. Onion Knight: Come, brave knight!

*Vs. Cecil: Can you surpass me?

*Vs. Butz: Freedom should not be the only thing you desire.

*Vs. Tina: Cowards have no future.

*Vs. Cloud: I have no business with those who are weak of heart.

*Vs. Squall: Such a splendidly ferocious face.

*Vs. Zidane: I'll turn you into a memory.

*Vs. Tidus: Never avert your eyes from reality.

*Vs. Garland: A pitiful knight who knows not of loyalty...

*Vs. The Emperor: Are you a prisoner of your greed...?

*Vs. Cloud of Darkness: Will this fight be like catching a cloud?

*Vs. Golbeza: I shall be the one to judge myself!

*Vs. Exdeath: I am afraid of nothing.

*Vs. Cefca: Bizarre clown...

*Vs. Sephiroth: Do you not seek to understand!?

*Vs. Ultimecia: You should appreciate the moment.

*Vs. Kuja: Are you jealous of the bonds between people...?

*Vs. Jecht: Love is sin.

*Vs. Shantotto: You are strong. Be my opponent.

*Vs. Gabranth: Do not become a prisoner of your sorrow!

*Vs. Chaos: Harmony and discord have nothing to do with me!

Exclamation Quotes:

*N/A

Dodge Quotes:

*N/A

Attack Quotes:

*Rise Wave: Here we go! There will be no mercy!

*Gravity Ball: Hmph! this is my greeting!

*Gravity Ball: There is nowhere to run! Hmph!

*Interception System: Here I go!

*Gravity System: Hmph! Foolish! This is a gift for you.

*Suspension System: Hmph! Come! This is a gift for you.

*Glare Hand: Ngh! There will be no mercy!

*Glare Hand: Where are you looking!?

*Night Glow: Endure this!

*Genesis Rock: This is where we part ways! Farewell...

*Cosmic Ray: Vanish! Can you not keep up!?

EX Mode Quotes:

*Summon Shadow Dragon: Come forth, Shadow Dragon!

EX Burst Start Quotes:

*Twin Moons: Hmph!

EX Burst Quotes:

*I guide the darkness, and the light is never far behind...

*EX Burst Failure: Any more than this is futile.

*EX Burst Success: Try to overcome the stars!!

*Level 100 Secret Voice: Splendid!

*EX Burst End: Such hardships.

Victory Quotes:

*You did not disappoint me.

*If this is not the outcome you wanted, then become stronger.

*Those without power are pitiful.

*Come try again!

*I was not even at full strength...

*You require more strength.

*Even strength is sometimes a weakness.

*Nothing is absolute in battle!

*You should know yourself.

*Rise to your feet.

Defeat Quote:

*Uoooo!

Game Over Quotes:

*Have I been consumed by the darkness...?

*I am not qualified to regret anything...

*Is this the end of my futile struggle...?

*I shall definitely return this debt...

*I... will not die...!

*Let me rest for a while...

*This is not suitable...

*I do not understand how this happened...

*I cannot believe it is over so suddenly...

*Such splendid strength...

- - - - -

XI b. Not Locking On <NLKO>

- - - - -

There's a couple of interesting changes that comes from Golbez's attacks when you don't lock on to an opponent. Here's a small list:

Assault System: The three CPUs are sent forward instead of tracking and lasers are shot straight forward also.

Rise Wave: Magic pillar always appears in front of Golbez at a set distance.

Great Hand: Hits directly in the direction Golbez is facing.

Gravity/Floating System: Golbez has a longer amount of distance covered as he slashes before the beam shoots.

Gravity System: Releases gravity orb then teleports directly in front of him and does his long range hit.

Night Glow: The attack circle appears on the spot he stands, may be useful seeing as the opponent may not notice this and charge in with a melee attack.

Genesis Rock: Just the same attack with the same properties except it doesn't benefit from the lock-on. Depending on the opponent's reaction time and dodging habits, I'm thinking this will catch them out of their dodges.

Note: Air attacks are stupidly hard to hit with if you don't do it off a guard, Rise Wave can be whiffed purposely to catch the opponent from a back-dodge, Assault System can be used to intercept paths and I'm stilling testing out the Genesis Rock attack.

- - - - -

XI c. Golbez's Infinite <GINF>

- - - - -

Yes, Golbez has an infinite on certain maps, specifically FF2's Pandemonium and FF6's Lab. To do the infinite just need to time Rise Wave over and over so that the magic part hits without any pauses. That's all there is to it, use Rise Wave over and over and don't mess up by attacking before you touch the ground. You'll get the timing down in a few tries if you do it over and over.

Golbez's infinite is incredibly easy to hit into, you can actually continue it from a regular Rise Wave to BP chain seeing as the BP chain hits into the magic pillar.

Here's the why and the how: The dark pillar from Rise Wave does not have a fixed number of hits, therefore it will hit the opponent upwards until they are out of the vertical range of the magic pillar (See where I'm going with this?). If the opponent is stuck against a ceiling then the magic pillar will continue to hit them, the magic attack from Rise Wave stays out long enough to chain another one without any pause. Hello infinite.

- - - - -
XI d. Secret EX burst <SSEB>
- - - - -

Sometimes during an EX burst, Golbez will have a different saying and attack name, but damage and animation will remain the same.

I'm not sure of the exact reason that this happens, there are some who say that it's timing, some by chance, the only prerequisite I know of is that you need to be level 100.

= = = = =
XII. Match-ups [MTCH]
= = = = =

Right, here's the important stuff, not much to say except that you should know your opponent's character as well as yours (Alright, if you've read everything up to this point, you'd slip by)

Remember the numbers at the bottom of the page are just a very rough estimate on how much effort is required to win the match. 1 being the least and 5 being the most.

Also, * as a rating means I do not have necessary info to rate it or it is incomplete.

- - - - -
XII a. Warrior of Light <WOL>
- - - - -

Useful counterpicks:

Play anywhere, he's pretty balanced on most stages, maybe a good mix of air space and ground space to get your opponent to feel comfortable in the air and allows you to bait his slower attacks.

The standard fighter, a few magic attacks, BP -> HP chains, ranged and shielded HP attacks, etc. Most of his attacks are linear so they are easy to dodge, although some can catch your dodges so learn which attacks move where. His magic attacks are telegraphed and have audio cues. The most annoying one would be his lightning which forces you to move since it goes through single guards. WoL's Hp shield attack is pierced with Night Glow while his ranged HP attacks are unsafe with Glare Hand/Rise Wave. You outclass him in mid-range battles so

he'll want to close in with dashes. Don't be fooled by how far his attacks track and those dash tricks. Play keep-away with Golbez and make the match run at a pace you like with your attacks. Warrior of Light doesn't have many options in the air for making Golbez approach so you'll be fine as long as you stay on the ground.

EX mode: Extra hits, extra guard on his attacks, very dangerous. This is when you should be constantly staying at a distance but still being aggressive as to force him to waste his time dodging attacks. Hold your ground!

Overall: 1/5

Standard warrior, his air game is troublesome, but that's only because of his HP chains. WoL still needs to close the distance on Golbez who works great on any range grounded, and exceptionally good at spacing to keep a melee opponent away.

- - - - -
XII b. Garland <GRL>
- - - - -

Useful counterpicks:

Pandemonium: Although Garland covers a bit of area on the ground, the stage is still in your favor with the low ceiling/platforms and quite a few walls so that your reach beats his in the long run.

Simply put, Garland has good HP projectile attacks to deal damage with a great brave game. You'll need to play very safely but you still need get into range to deal damage. Garland usually plays a good air game while his ground game is all about the big combos, either way, you should never let him get a chance to critical you or else he'll break you quickly. Garland's air-to-ground game is better than Golbez's ground-to-air game, plus the fact that the lag on your Gravity/Floating System can be caught by an air hammer from Garland for huge brave damage (If he has counter-critical equipped) means you don't have many safe options to deal brave damage. This can be remedied with the counterpicks mentioned above, but on regular stages, you need to either wait him out until he cracks and goes down to the ground (Trust me, this doesn't work most of time) or you go into the air and play it his way.

Overall: 3.5/5

No matter how tempting, avoid exchanging blows in the air and block more often then attack. His HP attacks will leave enough of an opening to

- - - - -
XII c. Firion <FRN>
- - - - -

Useful counterpicks:

Cosmos's Throne: No annoying objects in the way and you have full view of what Firion's doing.

Pandemonium: All his projectiles (Except Shield Bash) are stopped and can cover some of your mess-ups while allowing you to attack through walls and all that neat stuff.

Firion gets annoying very fast if you let him have his way, in the beginning, he'll want to create some distance. First off, never guard the stupid fires, you're actually better off taking the brave damage sometimes, he can reflect it for an easy HP attack (I haven't tested jumping through his shield HP attack). Second, all of Firion's attacks leave an opening long enough for you to hit him, if he is on the ground then stay in Glare Hand range but outside his Dagger Pull range, if he's in the air stay close and wait for something, Firion

and air doesn't mix anyways. If he pulls out his HP weapon spinning move, jump through it or dodge up if you're too close.

Besides that, Glare Hand and Rise Wave cannot be shield countered so those are your main ways of dealing damage along with your HP attacks. Keep moving and out-spacing him! If you react to his moves and do nothing unnecessary, you'll be just fine. In the situation where he just waits and runs around for you to guard his fires, just wait for him to cast another and hit him from there, how you'll get him to do it is your job.

*Ambush System can be shield countered (Not sure if it always works), if you release it close enough and he takes the bait, Firion will initiate his Dagger counter (which assumes the opponent staggered) and you can dodge out in time for a free hit with Glare Hand/Rise Wave. Remember you'll need to be up close for Firion's Dagger counter to activate, if not, prepare for a few magic blasts to the face.

EX mode: Firion simply heals the amount of HP damage he deals. With that said, this is one of the most annoying EX modes out there. Any good Firion would wait for the opportune moment to activate this which would be when you can't avoid his HP attack and the EX burst either. Regardless, he'll be gaining a good portion of his HP back when it hits along with his EX burst... In the case he breaks you, the HP gap between you two will be big. The best way to counter this is to use Genesis Rock, as you read before, it can be used to safely bait EX mode while still being a direct threat to the opponent's HP. The best part is that Firion has nothing to retaliate with in the air.

Overall: 2/5

Knowing what to do can really hurt Firion's game, once you find out his tricks he can't do much at all, a few mistakes on your part can hurt you but it's as bad as what Golbez can return.

XII d. Emperor <EPR>

Useful counterpicks:

Chaos's Throne: No escape!

Cosmos's Throne: Grind rails to dodge Starfall and it's big to keep Emperor from setting up his defenses while negating Flare with the map objects.

FF6 Lab: Keep neutral dodging under the platform to dodge Starfall completely, staying on top emphasizes Golbez's strange game while preventing Flare from pressuring you with the little rails provided, plus it's pretty small so the Emperor can't use Starfall (Even if he did, you can repeatedly air dodge under a bridge to stop Starfall completely)

Not such a bad fight, Emperor needs to be on the ground to play effectively and Golbez rules there. Night Glow reflects Flare and other projectiles while forcing the Emperor to move, if you space enough then the Emperor should not be able to counter with his lightning crest, should he be able to you'll most likely be broken due to the BP reset after hitting with Night Glow. Great Hand appears enough to stop many attacks and it makes the Emperor come to you rather than the other way around, reducing risky situations immensely. Golbez will require a bit of poking at Emperor until he cracks but there's not much he can do against Golbez in return. Play it at a safe distance and keep moving!

EX mode: Read Firion's EX information above and then replace "Firion" with "Emperor"

Overall: 2/5

Play smart or play dead, simple as that.

- - - - -
XII e. Onion Knight <OKN>
- - - - -

Useful counterpicks:

Nothing very useful

If the Onion Knight you play combos you with HP chains to an airdodge -> air brave then remember to equip the moving parry.

Most Onion Knights tend to finish you off with HP chains or weaken you enough to end the match with an EX burst since their air dash speed will beat out most of the cast. With Onion Knights, you should be more cautious seeing as how every hit counts on Onion Knight's part, just make sure you guard and stay away from dodging too much as he rushes in since some actually stick with the air dash and get you on the ending dodge frames. Besides that, just stay in attack distance and try to bait any of his laggy attacks, most of them aren't that hard to block on reaction due to the startup dash. It's possible to dash through his magic attacks and wait for him to go for you on the ground seeing as his air range is limited. Be aware of those random HP attacks and tornados but Golbez can deal with them. Not much else to say here.

EX mode: On the ground, Onion Knight goes Ninja which deals with physical attack and in the air he goes Sage, dealing with magical attacks. With Sage he gets a few changes in his magic attacks, mostly increased range and the number of projectiles he casts. If you ever had to choose, allow Onion Knight to use his Sage EX burst because the damage is lulzworthy.

Overall: 2.5/5

Onion Knight causes Golbez trouble but not enough to say that he's an even matchup with Golbez, after all, his main options for damage all fall into Golbez's hit range, be careful of those follow-ups though, think Cloud.

- - - - -
XII f. Cloud of Darkness <COD>
- - - - -

Useful counterpicks:

Not sure, so this'll be left alone for now

I'll expand on this as soon as I find a Cloud of Darkness main to play...

Most of her attacks can be jumped through and they're very blockable if they whiff. Just be careful and stay out of the air, their brave follow-ups hurt, but they're an easy guard. She has no HP chains but good HP attacks along the lines of an anti-air, a moving wall of energy (Jumpable or dodge forward), an AoE multi-explosion attack, and a dodge-counter HP move (Shouldn't be a problem, pretty much no recovery lag on Golbez anyways)

EX mode: She can cancel and counter moves while she's being hit and all her HP moves have less startup/cooldown (Read: Start running). I haven't figured out how exactly this works but I'm guessing that she can guard in the middle of your brave attacks. All I know for sure is that you can't touch Ninja Golbez. Get to jumping!

XII g. Cecil <CCL>

Useful counterpicks:

Pretty even on all stages with his DK/Pally playstyle

Cecil's a solid character, I know Cecil's brave/HP mixups and air options are amazing, but I won't base anything off of matchups I've never played.

Play like you would play a Squall (Fast melee, Paladin has fast tracking and Dark Knight does amazing damage on critical) with good ranged option (Searchlight for pressure, DK's Hadou and dark orb grab) that has guaranteed crash (Sounds scary mirite?) His attacks flow smoothly into each other has quite a few mixups after his Paladin HP attack (The projectile one). Keep moving and stay unpredictable because Paladin Cecil will get you from your laggier hits and when he does, he hits hard. Also, as a reminder, no matter how much you think you're awesome don't try to guard DK Cecil's ground brave on reaction unless you certainly are awesome.

EX mode: Cecil gets the ability to freely switch forms without any HP attack, this allows him to cover any blind spots during his attack switches and gives Cecil access to two movesets, making him adapt to situations better. He also gets a increase in brave damage, too bad this comes at the cost of a very weak EX burst.

*/5

Cecil is a tough opponent so don't expect this to be anywhere under an even matchup.

XII h. Golbez <GBZ>

Useful counterpicks:

Depends on your opponent.

Are you better at attack through walls?

Fighting in the air?

Better reaction?

If not, just pick your favorite map.

Golbez ditto? Well, this makes more sense with Golbez because of his internal struggle and all. This is a true battle of spacing, reading, and knowledge of your opponent's habits as well as Golbez himself. May the manliest Golbez win!

EX mode: Use Black Fang in the air and when the opponent is far enough away, chances are he won't make it in time. Golbez will need to get to point-range to get that hit in to stop the charge attack. Besides that the Golbez who lands his EX cancel combo will gain control of the match

Overall: Wait, what?

XII i. Bartz <BTZ>

Useful counterpicks:

He does well everywhere, Bartz is a mime after all.

Bartz is a mix of most characters, so just play accordingly. Zidane's super-

tracking-spinny aerial brave attack, Tidus's air slide brave attack, Cloud's Climhazzard and Firion's Axe are a few to worry about. Remember that his only Brave -> HP chain is Terra's Holy. Aside from that, his HP attacks are Cecil's projectile rush for his Paladin, ground Dark Knight stab, Terra's Float and OK's mini tornado. Not much else to say here.

EX mode: Goblin Punch. Bartz gets an R + Square special that acts as an HP attack and hits close to instantly, be careful when he's rushing you down.

Overall:

XII j. Exdeath <EDT>

Useful counterpicks:

FF5's castle: Big place with enough room between you to pull off a Black Fang when you need can and restricts his teleporting with the obstacles.

Pandemonium: Teleporting becomes funky and you can attack through walls.

*/5

I've never played an Adhoc match with Exdeath vs Golbez. Either way: Night Glow crushes guard, long range Rise Wave is unblockable, try those.

XII k. Terra <TRA>

Useful counterpicks:

Find somewhere without a high ceiling for those stopping to constant rushdowns. Pandemonium & FF6's Lab will do.

She has all the needed materials to fight Golbez: A quick and spamable air game. Avoid Holy Combo at all costs and the meteor hits, Terra can charge her Meltdown and get you from most ranges so keep an eye on her. Waiting for an opening in the air is extremely hard with all the ice projectiles and holy attacks flying at you while you're chasing down a magic/dodge happy Terra who can play keep away with her Ice Strike, but if that's how the Terra plays, that's all you can do. Her air to ground game is just as good.

If you really want to get Terra off guard, get EX mode then bait her into using Tornado, activate Night Glow and see it pierce right through (Even the Tornado touching Night Glow as Night Glow's guard is on staggers Terra!).

EX Mode: "Doublecast" is the effect, which should be taken literally. All her magic attacks double. Two Meltdowns, Holy splits into a couple each cast, two ice attacks, etc. etc. This EX mode is actually used more commonly than the EX guarding since it can deal brave nicely and the Holy Combo now hurts like hell. Avoid it and if necessary, try to jump it.

Overall: 4/5

XII l. Kefka <KFK>

Useful counterpicks:

Not sure on this one, but some open spaces help deal with all those annoying projectiles bouncing around you.

Pew Pew, that's all there is to it. Kefka will go around trying to confuse you with his attacks and land a hit whenever he can. Know that pretty much all of Kefka's brave attacks can air dashed through. Kefkas prefer the air so there are two ways to go along with this very annoying matchup: Play his game and get into the air and completely rush him down (Not being too reckless) while using Golbez's "Jump" to approach offensively and safely or try to get him close enough on the ground and keeping your EX above Kefka's.

There are a few things to watch out for: Ice Shotgun is pain but can be dashed through, he has two arrow attacks, one of them is a triple arrow attack that leads to a chase, don't be intimidated or confused by its speed/trajectory, simply back up a bit and guard or jump. The other tracks you while bouncing all over the place, if it makes contact it'll keep you in place for a bit.

For HP attacks he has a fast vertical tracking wing attack (Telegraphed by the spinning) and the triangles of doom which you can both jump through, there's also that charging move that tracks above you and sends down magic attacks with a huge radius. Get high enough and continue your assault or directly dash into him to move him away from the blast radius for a free hit.

EX Mode: People may disagree with me, but I treat this like Terra's EX mode, all his brave attacks are more dangerous with a few changes in each. He sends out 5 arrows (Spreads horizontally), 3 tracking arrows, two sets of triangles (In intervals which you can comfortably dodge), and a stupidly damaging Ice Shotgun which breaks apart and tracks you, dash through it to save yourself and keep moving around Kefka to look for that opening to land a hit on him. Every hit counts and getting EX before Kefka is a priority.

Overall: 2/5

He gets annoying very quickly but that's it, just annoying. Stay calm and it's easy to see what's coming. Air Dash through things to find some openings and take it from there. Audio cues help.

- - - - -
XII m. Cloud <CLD>
- - - - -

Useful counterpicks:

FF10 world: Take advantage of the platform and make Cloud approach you. Actually, the main reason for this is so Omni Ver. 5 doesn't wtfpwn you with Break+Crash

Cosmos's Throne [Gimmick]: Cheapish stage I guess since it takes away from Cloud's main kill game, but a counterpick is a counterpick.

Alright, Cloud, everyone's favorite spiky-haired blonde. There's two types of Clouds, the one who spams Omnislash Ver. 5 and the one that intends to break you as quickly as possible then Omnislash Ver. 5 (Which crashes if you're anywhere close above ground) to put you in killing distance (Or dead). Some moveset comparisons: Braver(Air HP) can rip through Genesis rock, if used it in the open it can be jumped through easily, Cross-Slash (Ground HP) is lulzworthy but you should still expect it nonetheless (Guard Break), Climhazard Dashing attack) passes through magic attacks likes your Assault Wave and Glare Hand but can be guarded on reaction with ease, then there's a fast brave attack which shouldn't pose too much of a problem if you're spacing. For ranged attacks, Cloud has his Energy Beam and Meteorain, both of which you can dodge with ease.

Remember that Cloud can follow up Climhazard to Slash Blow and link it to Omni 5 or a brave followup & crash, if you're being critical'd then this would take a great chunk of your brave away or just break you outright. Cloud mostly

relies on punishing attacks on block and cutting through magic attacks with Climhazard to get that hit on you, every hit from Cloud hurts, don't try anything unnecessary! For positioning, space around the end of Climhazard so that you can jump between ranges and mix up your bait and pressure game. As long as you stay at the optimum range then there's not much Cloud can do while you're waiting for that slip up from your opponent. Be aware of those dash tricks and stick with the magic hits of your attacks and you'll do fine.

EX Mode: Cloud gets Guard Break on all his attacks, including his brave attacks. Should you be worried? Maybe, but Golbez is fine, Night Glow clashes with all of Cloud's brave attacks and Braver is still unsafe because of Golbez's jump. Stick with Night Glow and stay on the defense until it passes, you'll never know if they bait you into guard and then get that EX mid-combo for the guard break.

Good luck, EX mode + Clim -> Slash Blow -> Omni 5 + Crash + EX burst is an easy OHKO. Too easy actually.

3/5

Continually space while using safe attacks and he'll be no problem. It's the ones who rush you down and mind game you into a mess up that will cause you trouble, the slight messup leads to big damage.

- - - - -
XII n. Sephiroth <SPH>
- - - - -

Useful counterpicks:

Cosmos's Throne: Simple stage without obstructions to dodge his HP attacks along with rails to get away faster

Simply put, Sephiroth is in the same boat as Squall, great BP damage but always working to land that much needed HP attack. Sephiroth is slower than Squall with more openings before and after his attacks due to lag, but has amazing range on his melee attacks which all combos together smoothly. The most important rule against Sephiroth: NEVER DODGE BACKWARDS. The only way you lose against a Sephiroth is to dodge backwards into Octo-Slash, Dark Materia is avoided by staying far away or countered easily with Rise Wave, Aerith Stab can be dodged in any way you want since it's easy to see coming and the startup animation telegraphs a lot.

Be ready to guard at all times in this matchup, Sephiroth's blade beam is linear but the range and speed is great and his normal attacks also work nicely. You'll want the perfect spacing right outside of his sword's range while moving constantly if you're looking to apply pressure and remember to adjust accordingly to Assault System's lag and delay. Dodging upward is always a safe bet because of the changes in height which Sephiroth can't deal with. You'll lose a lot of brave if the Sephiroth is finding the right openings so remember to refresh your brave with an HP attack whenever you're feeling low and keep up the brave fight until you get the chance to kill him.

EX mode: Golbez is always a threat against the opponent's HP and has many options to deal it while Sephiroth doesn't have many options to land HP attacks so they'll be looking for that block or whiff. Lucky for Golbez, his Genesis Rock still baits with ease and with Sephiroth's startup on his HP aerials, there's not much he can do. I'd rather get broken by Sephiroth than have his EX burst hit me (Which will break anyways)

His Heartless Angel is like Golbez's Black Fang except it leaves you at 1

brave, if you're going for the EX core, you might as well get it if it brings you to a full EX bar. Think about it, Sephiroth just activated (Read: Wasted) his EX mode far away from you and he still has to hit you once for the break.

1.5/5

This is a battle of spacing for Golbez and the constant approaching and punishing of mistakes for Sephiroth, providing you space correctly, you shouldn't make many mistakes.

XII o. Squall <SQL>

Useful counterpicks:

Cosmos's Throne: Same reason for Sephy, nice and spacious for dodging and no rails everywhere for M-cancelling.

Fast on the air and ground, but he has to get close to deal damage. Usually he'll deal enough brave to kill you outright with one blow. In the air, has his quick short-ranged attack that tracks about Golbez's height vertically, always be aware of it, predict a guard for big damage or jump away from it (dodging away from an air dash leaves you open) then there's his heel attack (easily guarded) and his Aerial Circle (Don't block it with EX since it doesn't stagger and don't dodge towards because it hits above him too). Either way, Golbez should find a way to get on the ground ASAP. For his ground options he has two close-range melee attacks, one that trades damage for a bit more range, his HP attacks include a grounded version of his Aerial Circle HP attack, Rough Divide, a linear dash (quite fast, get comfortable with its range to punish with Rise Wave), then his Revolver Drive which is easy to see coming but deals big damage which a guaranteed crash if a wall is on the same platform. His grounded magic attacks are ice bullet, stuns you a bit and travels quite far, his lightning bullet sets him up for a melee attack and is short-mid range, then there's his multi-magic attack that is a shorter but stronger version of his ice bullet, block the first then air dash through the rest to counter him.

EX mode: Squall's EX bonus pretty much doubles his already damaging brave attack. Squalls will usually use this to find an opening to use a much needed HP attack instead, if you get hit with a brave attack somehow, you'll probably be broken, remember not to guard his ground brave attacks since they pierce guards somehow. Besides that, avoid him like a pansy and bait an air dash to punish him on block or just flatout run away.

1.5/5

There's no reason for Squall to hit you with a fatal HP attack unless he has EX and you don't (Even then, you can just avoid him until you get it yourself). Jump through everything so you don't get mindgamed into an HP attack and you shouldn't be punished on block. Stay cool and don't worry about Squall's BP if he can't touch you.

XII p. Ultimecia <UTI>

*/5

XII q. Zidane <ZDN>

Useful counterpicks:

Doesn't matter, but one of Zidane's air Brv -> HP chains doesn't hit sometimes if you get pushed against a wall.

Very annoying very fast, be careful of dodging since Zidane's attacks have insane tracking. I can say that Zidane's game consist of hitting the enemy with brave to hp chains until he/she is dead. Since most Zidanes always go for the HP after their attacks, their brave resets to their base. Wait for that guard and get the easy break on them. He's an air-based fighter, but Zidane still needs to get close to Golbez, and that's where the trouble for Zidane Always let Zidane approach you and space outside his comfort range until Zidane starts rushing you down. Keep the game to a brave fight until you find a mistake such as activating one of his longer duration attacks, guard or punish it, then get right back to out-spacing him until you get another chance. Like OK, each attack for Zidane counts, this means Golbez only needs one good hit to equal about five of Zidane's. The worst thing possible is to let Zidane break you. Don't let it get to that point.

EX mode: Zidane gets invincibility frames on his jump (Think Golbez's jump) and his jump count goes to 15, >_>. I don't really pay attention to this much since Golbez is a ground fighter and shouldn't be chasing around Zidane anyways.

3.5/5

It's a battle between Zidane's hit and run aerial brave -> HP chains and Golbez's ultimate control over the space around him.

- - - - -
XII r. Kuja <KJA>
- - - - -

Useful counterpicks:

Pandemonium: Get in his face and try to catch him off guard.

Very annoying matchup. Stay on the ground, you'll get pressured by unpunishable air-to-ground attacks... but if you stay in the air, you'll be in the same situation except you can try to attack him back with Gravity/Float System.

Your chance to fight back comes whenever he decides to hit you with an HP attack. His HP attacks leave him with enough lag when dodged that you can counter attack, usually you can get him to come to you on the ground during this time.

EX mode: Kuja gets an upgrade for his orbs. It leaves a trail behind him in the air and they surround him and give a small explosion when he lands. Not very useful from what I've seen so he'll use it for the guard to get off his HP attack.

5/5

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XII s. Tidus <TDS>
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XII t. Jecht <JCT>
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XII u. Shantotto <SHN>
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XII v. Gabranth <GBR>
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XIII. Version History
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- 1.00 First edition of FAQ
- 1.10 Added version history; fixed some gramatical and spelling errors;
matchup section format complete; fixed video link

= = = = =
XIV. Word of Thanks, Contact Info and Legal Stuffs [BLEH]
= = = = =

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The only sites that I have allowed to post this FAQ are:

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If you find it anywhere else please notify me. (plus if you have any other questions about this FAQ or anything that you would like to send me!) at:

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Thanks...

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...and CJayC for creating Gamefaqs!