

|Added every boss on the Game

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*APENDIX A: THE BOSSES

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<:::~::~>]	(Ryu's ChildHood)	[:::~::~>
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|1- Boss

|

|Name: Nue

|

|Difficulty: Medium

|

|HP: 150 HP aprox

|

|MP: 0

|

|EXP: 0

|

|Zenny: 0

|

|Steal: Vitamin

|

|Drop: Power Food

|

|-----

-|

|Attacks:

|

|+ Nue Stomp: 4 - 10 HP [Performs a Jump and Falls 3 times over foe]|

|+ Normal Attack: 3 - 6 HP

|

|+ Chlorine : 2 - 5 HP [Attack to a single enemy.May poison target]|

|-----

-|
|Recommended Levels: Ryu 1 | Teepo 3 to 6 | Rei 5 to 8

|
|Preparations: 2 Healing Herbs!

-|
|Uhm, well, lets see.....

|
|Have Rei cast Pilfer while Ryu and Teepo try to kill *ryu* (so that he can learn all spells
|
|from Mygas). When Ryu is dead. Use Rei's Pilfer and Teepo's Flare till he is gone. When Life
|
|goes 10 or less use a healing herb. You should be hitting round 30 HP per round. After hitting
|
|his butt enough he will flee away.

|2- Boss

|
|Name: Nue II (WORN OUT)

|
|Difficulty: Easy

|
|HP: 300 HP aprox

|
|MP: 3

|
|EXP: 96

|
|Zenny: 50

|
|Steal: Power Food

|
|Drop: Life Shard

-|
|Attacks:

|
|+ Nue Stomp: 9 - 20 HP [Performs a Jump and Falls 3 times over
foe]|

|+ Normal Attack: 5 - 10 HP

|
|+ Chlorine : 2 - 5 HP [Attack to a single enemy.May poison
target]|

|+ Jolt: 15 - 22 HP [Minor Thunder Damage to all
enemies]|

-|
|Recommended Levels: Ryu 1 | Teepo 4 to 8 | Rei 6 to 9

|
|Preparations: 2 Healing Herbs!

-|
|Uhm, well, lets see..... this time is not as easy as before since he's not going to run

|
|Have Rei cast Pilfer while Ryu and Teepo use their magic. Dont waste time trying to kill Ryu,
|since hes going to die in less than 2 turns. If you have Simoon USE IT, your going to hit over
|50 HP. Just keep hitting him until your HP decreases to 25. After this HEAL. When something
|like this appears: "Nue howls with fury", just prepare for the ultimate move of the Nue, JOLT.
|
|Be sure to be healed before this happens
|

|3- Boss

|Name: Pooch

|Difficulty: Very Easy

|HP: 250 HP aprox

|MP: 3

|EXP: 57

|Zenny: 10

|Steal: Vitamin

|Drop: Power Food

-|
|Attacks:

|+ Attack: 6 - 10 HP

|+ Snapped Attack : 10 - 16 HP

|+ Snap : 2 - 5 HP [Attacks a single enemy and may decrease
Def] |

-|
|Recommended Levels: Ryu 5 | Teepo 8 to 10 | Rei 8 to 10

|Preparations: Nothing

-|
|If you really have the levels i recommended it shouldnt be very hard. This boss has only 1
|that makes him powerfull, his snap attack. Lets see the strategy.

|Have Rei cast Pilfer while Ryu uses Blind skill and Teepo's Examine learns the Snap Move

|Blind is going to make this dog very weak since he wont hit you. After this keep doing Pilfer
|and use Snap on him.
|

|4- Boss

|

|Name: Rocky

|

|Difficulty: Very Easy

|

|HP: 285 HP aprox

|

|MP: ?

|

|EXP: 84

|

|Zenny: 0

|

|Steal: Vitamin

|

|Drop: Life Shard

|-----

-|

|Attacks:

|

|+ Attack: 6 - 10 HP

|

|+ Ovumed Attack : 10 - 16 HP

|

|+ Jump [Random

Damage]|

|+ Ovum [Turns Into Egg. Damage recieved Increases. MP and HP is restored after

Battle]|

|-----

-|

|Recommended Levels: Ryu 5 | Teepo 8 to 10 | Rei 8 to 10

|

|Preparations: Nothing

|-----

-|

|Buff... not a big deal here....

|

|Rei should cast Pilfer, teepo simoon and ryu learn jump. Then have Rei attack, Teepo cast

|

|Simoon and Ryu Jump. This boss shouldnt take more than 4 turns to beat it.

|5- Boss

|

|Name: Torast McNeil

|

|Difficulty: Extremely Easy

|

|HP: 140 HP aprox

|MP: 20 MP aprox

|

|EXP: 32

|

|Zenny: 8

|

|Steal: ?????

|

|Drop: ?????

|

-|

|Attacks:

|

|+ Attack: 4 - 6 HP

|

|+ Sleep

[Induces

Sleep]|

|+ Cyclone : 8 - 10 HP

[Minor Wind Damage to a single

enemy]|

-|

|Recommended Levels: Ryu 7 | Teepo 9

|

|Preparations: 2 SILVER KNIVES

|

-|

|If you have 2 Silver knives you will need only 3 turns (without falling asleep) to beat him.

|

|If not just use Simoon + Heal. (2 turns)

|

|6- Boss

|

|Name: Kassen McNeil

|

|Difficulty: Easiest on the Game

|

|HP: 96 HP aprox

|

|MP: ?? MP aprox

|

|EXP: 38

|

|Zenny: 20

|

|Steal: ?????

|

|Drop: ?????

|

-|

|Attacks:

|

|+ Attack: 4 - 6 HP

|

|+ I could not get any further since i won this on 1 round

Recommended Levels: Ryu 7

|Preparations: 2 SILVER KNIVES
|

If you have 2 Silver knives you will need only 1 turn to beat him. If not just use Simoon +
Heal. (2 turns)

|7- Boss
|

|Name: Galtel McNeil
|

|Difficulty: Extremely Easy
|

|HP: 165 HP aprox
|

|MP: 10 MP aprox
|

|EXP: 36
|

|Zenny: 4
|

|Steal: ?????
|

|Drop: ?????
|

Attacks:

|+ Attack: 4 - 6 HP
|

|+ Weaken [Decreases
Defence] |

|+ Blunt [Decreases
Attack] |

|+ Slow [Decreases
Speed] |

Recommended Levels: Ryu 7

|Preparations: 2 SILVER KNIVES
|

If you have 2 Silver knives you will need only 3 turns to beat him.

|If not just use Simoon + Heal. (3 turns)
|

|8- Boss

|Name: Doksen McNeil

|Difficulty: Easy

|HP: 160 HP aprox

|MP: Unlimited

|EXP: 46

|Zenny: 24

|Steal: ?????

|Drop: ?????

-|
|Attacks:

|+ Attack: 4 - 6 HP

|+ Reflects all elemental attacks

-|
|Recommended Levels: Ryu 7 | Teepo 9

|Preparations: 2 SILVER KNIVES

-|
|If you have 2 Silver knives you will need only 3 turns to beat him.

|If not just use Simoon + Heal. (5 turns)

|8- Boss

|Name: Amalgam

|Difficulty: Easy

|HP: 550 HP aprox

|MP: Unlimited

|EXP: 210

|Zenny: 200

|Steal: Magic Shard

|
|Drop: Wisdom Seed

Attacks:

|
|+ Attack: 4 - 6 HP

|
|+ Frost [Minor Ice Damage to a single enemy]|

|+ Flare [Minor Fire Damage to a single enemy]|

|+ Astral Warp: 22-35 HP [Melee Skill. Warps caster near target and attacks him. Powerx2]|

Recommended Levels: Ryu 8

|
|Preparations: 3 SILVER KNIVES, Magic Ball, Vitaminx3, Healing Herbx3, Jump

Ook, lets see. Now this is a real spooky (ghost).Let Ryu cast 2 Shields. Teepo should attack

|
|Rei should try a Pilfer until he steals the Magic Shard. After this let Ryu attack or cast Jump|

|Teepo should alternate some Simoons and Attacks and Rei should cast the 3 Jolts and then try

|
|some Skill of your choice.
|
|

|-----
|9- Boss

|
|Name: Balio & Sunder

|
|Difficulty: Impossible

|
|HP: Unlimited

|
|MP: Unlimited

|
|EXP: Nothing

|
|Zenny: Nothing

|
|Steal: ?????? x2

|
|Drop: Nothing
|
|-----

-|
|Attacks:

|
|+ Attack: 12 - 20 HP

|
|+ Lightning: 22 - 24 HP [Medium Thunder Damage to all enemies]|

-|
|Recommended Levels: Ryu 9 | Teepo 10 | Rei 10
|

|Preparations: Nothing
|

-|
|Just dont waste time, deequip Teepo and Rei and kill yourself since you wont be able to survive|
|more than 3 turns
|

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S P E C I A L T R Y

=====

|Recommended Levels: Ryu lv 30 | Teepo Lv 30 | Rei Lv 32 (around that lv u should have luck)
|

|Preparations:99 Healing Herbs, 20 Ammonias, 99 Vitamin, 10 Vitamins
|
=====

|NOTE: There are two ways of wasting the AP of Teepo (either you attack the two guys or only use|

|IceBlast). When you run out of HP let Ryu use Charge and Teepo Unmotivate or Jump
|

|*****
|

|*First Turn*
|

|*****
|

|Strategy: Attack Formation (Rei in Front)
|

|Have Ryu cast Influence on Balio.Teepo should do Typhoon or Inferno or Blizzard if he has it
|

| (Myollnir is better but you should be around lv 40 [i think]. Iceblast is another good
|

|possibility).Rei must use Speed, this will give you an extra turn (one on each should be
|

|enough,here in the EX turn just heal you with Herbs)
|
|

|*****
|

|*Second Turn*
|

|*****
|

|Rei again Speed, Ryu should cast Shield and Teepo Strong Magic against all or Iceblast.

|
|
|
|*****

|*Third Turn*

|*****

|1)Rei now should be able to attack Balio If you have MagicBall use it (would be hitting about
|100 HP-150HP).

|2)Ryu, now well, is up to you to cast a Shield or a Barrier (if you choose Barrier i suggest
|to cast it on you first)

|3)Teepo : Iceblast or Inferno

|*****

|*Fourth Turn*

|*****

|1)Rei idem 3rd Turn

|2)Ryu Shield or Barrier on another char

|3)Teepo : Iceblast or Inferno

|
|If u repeat the sequence you should be hitting about 300-500 HP per Turn and Balio
|alone around 10 HP with his Lightning Skill and 20 with his Kick.

|*****

|*X Turn*

|*****

|The X turn is the moment when the MP dissapears. It is near the 112th turn on level 40
|and at this time its practically game over, so we must improvise.

|1)Rei should use Unmotivate or Normal Attack (50 HP - 75HP)

|2)Ryu Charge (300HP)

|3)Teepo Jump (0-300HP)

|
|NOTE: It is impossible to kill Balio and Sunder cuz they dont have a designed life. I mean,
|they are not enemys just pics, and you can kill only monsters!

|
|
|Someone told me this: After you won this battle, Capcom is going to be very smart and
|places some scenes where Balio & Sunder KICK ASSES! They perform the UtmostAttack
|together, which deals around 3000 HP+ Damage!
|
|

|10- Boss

|Name: Balio & Sunder

|Difficulty: Very Hard

|HP: ~ 300 HP

|MP: Unlimited

|EXP: 110

|Zenny: 0

|Steal: Nothing

|Drop: Nothing

-|
|Attacks:

|+ Attack: 25 - 55 HP

|+ Lightning: 35 - 65 HP [Medium Thunder Damage to all
enemies]|

-|
|Recommended Levels: Ryu 12 (a lower level wont be enough)

|Preparations: Luck

-|
|+Ryu LV 12-14

|1)Transform yourself into Whelp Dragon

|2)Attack Nina

|3)Just Defend they should ran away

|+Ryu LV 14-16
|
|

|
|Strategy: Put Attack Formation.

|
|1)First cast Influence on Balio and Sunder is going to attack him.

|
|2)Attack Nina (i know it looks weird but DO IT) and she will get awake and attack Sunder,then
|she's going to run away.

|
|3)Last use Accesion and turn in the Whelp Dragon and defend

|
|Note:If your HP goes down from 45 Cast Rejuvenate and dont turn into dragon since Balio has 3
|Lightnings Attacks.

|
|After 5 rounds they should ran away!

|
|+Ryu 16-18

|
|Strategy: Def Formation

|
|1)Attack Nina

|
|2)Defend or cast Protect

|
|3)Heal when needed. If you have 2 Silver knives you will need only 3 turns to beat them.

|
|If not just use Typhoon + Heal. (5 turns)

|11- Boss

|
|Name: Mutant Plant

|
|Difficulty: Easy

|
|HP: 570 HP

|
|MP: ????

|
|EXP: 600

|
|Zenny: 300

|
|Steal: Nothing

|
|Drop: ????

-|
|Attacks:

|+ Attack: 12 - 24 HP

|

|+ Dream Breath
enemies]]

[Induces Sleep on all

-|
|Recommended Levels: Ryu 13 | Nina 11 | Momo 10

|
|Preparations: None!

-|
|Not much to do this time, just equip Flame Shell on momo and hit it, the monster will loose
|regeneration power and will stop using Dream Breath. Momo should attack, Ryu cast one Shield,
|then use Charge or Double Blow and Nina Simoon.

|15- Boss

|

|Name: Claw

|

|Difficulty: Easy

|

|HP: 260 HP

|

|MP: ????

|

|EXP: 150

|

|Zenny: 200

|

|Steal: Nothing

|

|Drop: ????

-|
|Attacks:

|

|+ Attack: 12 - 24 HP

|

|+ Double Blow: 20 - 32 HP [Melee Skill. User attacks twice on a
row]]

|+ Blind: 2 - 5 HP [Melee Skill. Weak Attack + Blind Status into
foe]]

-|
|Recommended Levels: Ryu 15

|

|Preparations: None!

-|
|Not much to do this time, just equip Flame Shell on momo and hit it, the monster will loose
|regeneration power and will stop using Dream Breath. Momo should attack, Ryu cast one Shield,

|
|then use Charge or Double Blow and Nina Simoon.
|

|16- Boss
|

|Name: Cawer
|

|Difficulty: Easy
|

|HP: 210 HP
|

|MP: 30 MP
|

|EXP: 120
|

|Zenny: 70
|

|Steal: Nothing
|

|Drop: ?????
|

-|
|Attacks:
|

+ Protect:	[Increases Defense of one member]
+ Speed:	[Increases Speed of one member]
+ Frost	[Minor Ice Damage to a single enemy]
+ Flare	[Minor Fire Damage to a single enemy]
+ Heal	[Minor Wounds Healing on one member]
+ Rejuvenate	[Medium Wounds healing on one member]

-|
|Recommended Levels: Ryu 15
|

|Preparations: None!
|

-|
|Not much to do this time, just equip Flame Shell on momo and hit it, the monster will loose
|regeneration power and will stop using Dream Breath. Momo should attack, Ryu cast one Shield,
|then use Charge or Double Blow and Nina Simoon.
|

|17- Boss

|Name: Patrio

|Difficulty: Medium

|HP: 380 HP

|MP: 0

|EXP: 250

|Zenny: 100

|Steal: Nothing

|Drop: Scale Mail

-|
|Attacks:

|+ Attack: 20 - 42 HP

|+ Double Blow: 26 - 38 HP

[Melee Skill. User attacks twice on a

row]|

|+ Blind: 5 - 10 HP

[Melee Skill. Weak Attack + Blind Status into

foe]|

-|
|Recommended Levels: Ryu 15

|Preparations: None!

-|
|Not much to do this time, just equip Flame Shell on momo and hit it, the monster will loose

|regeneration power and will stop using Dream Breath. Momo should attack, Ryu cast one Shield,

|then use Charge or Double Blow and Nina Simoon.

|18- Boss

|Name: Emitai | Gollem | Gollem

|Difficulty: Hard

|HP: 625 HP | 800 HP | 800 HP

|MP: ? | ? | ?

|EXP: 600

|Zenny: 240

|Steal: Nothing

|
|Drop: Magician Rodx2, BreatsPlate

Attacks:

|
|+ Attack:

|
|+ Protect: [Increases Defense of one member] |

|+ Spirit Blast [Melee Skill. Attack that Ignores Defence] |

Recommended Levels: Ryu 16

|
|Preparations: None!

Well! Dont use dragons, just attack Emitai with Nina, Momo and Ryu and heal with herbs when hp
goes beneath 25. After this just full recovery yourself and let the golems kill each other
A nice trick is to use Risky Blow when they are attackingeach other since it will fast up the
killing and the mosnter will not stop killing each other (if you use a normal attack they will
fight normally).

|-----
|19- Boss

|
|Name: Garr

|
|Difficulty: Impossible

|
|HP: + 4000 HP

|
|MP: 0

|
|EXP: 0

|
|Zenny: 0

|
|Steal: Nothing

|
|Drop: Nothing

Attacks:

|
|+ Attack

|
|+ Pyrokinesis [Melee Skill. Attack that adds Fire Property] |

|+ Flare [Minor Fire Damage to a single

enemy]]

-|
|Recommended Levels: Ryu 16
|
|Preparations: None!
|

-|
|Just attack yourself, i tried many times to kill him, even in level 40 and i only reached to
|
|deal to him 4000 HP and i didnt pop him off. He will cast the Fury ability after 10 turns
|
|

|20- Boss

|
|Name: Bully1 | Bully2 | Bully3
|
|Difficulty: Very Easy
|
|HP: 200 each
|
|MP: 0
|
|EXP: 240
|
|Zenny: 350
|
|Steal: Nothing
|
|Drop: Beef Jerky x3
|

-|
|Attacks:
|
|+ Attack
|
|+ Blind: 5 - 10 HP [Melee Skill. Weak Attack + Blind Status into
foe]]
|+ Flare [Minor Fire Damage to a single
enemy]]
|

-|
|Recommended Levels: Ryu 17 | Nina 13 | Momo 12
|
|Preparations: None!
|

-|
|Let Momo cast 3 Quakes, Nina Defend and Ryu attack
|
|

|21- Boss

|Name: Stallion

|Difficulty: Medium

|HP: 1400 HP

|MP: 0

|EXP: 800

|Zenny: 500

|Steal: Nothing

|Drop: Bell Colar

-|

|Attacks:

|+ Attack

|+ UtmostAttack

|+ Resist

|+ Jolt

|+ Barrier

-|

|Preparations: A lot of Vitamin!

*-----

-|

|Having Momo (Ver. I)

*-----

-*

|+Ryu(Lv15-20), Garr(Lv 14), Momo(Lv 14-17)

|Strategy: Attack Formation (Garr in Front)

|1)Have Ryu become a Flame-Defender dragon

|2)Momo cast protect.

|3)Have Garr attack or use Pirokynesis

|NOTE:You may want to save Ryu's AP for the Dragon Forms, so dont cast Shield

|After Stallion does his classic Utmost-Attack,be sure to heal.(have Vitamin for safe)

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|
*-----
-*
|Having Momo (Ver. II)
|
*-----
-*
|+Ryu(Lv 17-22), Garr(Lv14) , Momo(Lv 16-19)
|
|
|
|Strategy:Defense Formation
|
|
|
|1)Have Ryu cast 2 Shields and the turn into the Flame-Defender Dragon
|
|2)Momo should cast Speed(if she is in Lv 19) on Ryu and herself and Heal when terminal.
|
|3)Have Garr attack or use Pirokynesis. It would be wise to use Vitamin with him since he has a
|
|high amount of HP (99 HP) and he can heal 100Hp per Vitamin. So this means Garr should heal
|
|himself and Momo should heal Ryu and Herself.
|
|
|
|After Stallion does his classic Utmost-Attack,be sure to heal.(have Vitamin for safe)
|
*-----
-*
|Having Nina (Ver. I)
|
*-----
-*
|+Ryu(Lv15-22), Garr(Lv 14), Nina(Lv 14-19)
|
|
|
|Strategy: Defense Formation
|
|
|
|1)Have Ryu cast 2 Shields, 1 Protect (on Nina) and turn into the Flame-Defender Dragon
|
|2)Nina should cast Iceblast and be the healer. Having Nina, you must heal with herbs
practicaly|
|each turn so, heal herself when damage with herbs or use Vitamins for our guys.
|
|3)Have Garr attack or use Pirokynesis
|
*-----
-*
|Having Nina (Ver. II)
|
*-----
-*
|+Ryu(Lv15-22), Garr(Lv 14), Nina(Lv 14-19)
|
|
|
|Strategy: Defence Formation
|
```

|
|
|1) Have Ryu cast Shield 3 times and then transform him into a Flame-Defender Dragon and use the|
|Flame Claw skill.
|
|2)Nina should defend until she must heal. She may also be able to try a debuffer (Weaken,Blunt or
|Slow) for a change but still is too risky. I managed to debuff Speed and Defense
|
|3)Have Garr attack or use Pirokynesis. It would be wise to use Vitamin with him since
|he has a high amount of HP (99 HP) and he can heal 100Hp per Vitamin. So this means
|
|Garr should heal himself and Nina should heal Ryu and Herself.
|
|

|21- Boss

|Name: Zig

|Difficulty: Easy

|HP: 280 HP

|MP: 0

|EXP: 0

|Zenny: 0

|Steal: Nothing

|Drop: Nothing

-|
|Attacks:

|+ Attack

|+ Lucky Strike

-|
|Recommended Stats: Beyd | Atk 100 | Def 150 |

|Equipment: Claymore and Scale Mail -> You receive: Flare Sword and Crepe Cape

-|
|Just Train Beyd till he gets 100 Atk and 150 Def, Zig is going to deal, erm well 1HP *lol*

|So just watch you will not need to participate. BTW i got Beyd ready in 3 Seasons.
|

|22- Boss

|Name: Gazer

|Difficulty: Medium

|HP: 1100 HP

|MP: 0

|EXP: 750

|Zenny: 1000

|Steal: Wisdom Fruit

|Drop: Nothing

-|
|Attacks:

|+ Attack

|+ Eye Beam

-|
|Recommended Levels: Ryu 19 | Nina 15 | Momo 16

|Preparations: Shield, Meditate, Double Blow, Healing Spells & Items.

-|
|Have Ryu become a Thunder Dragon while Momo casts Shield and Nina uses Meditate. On the next
|turn let Nina cast a IceBlast and Ryu a Thunder Claw while Momo uses Shield again. Keep using
|Meditate+IceBlast combo with Nina, Thunder Claw with Ryu and now Double Blow with Momo. If you
|are beneath 40HP let Momo cast a Heal Spell. You need only 7 turns for this battle.

|23- Boss

|Name: Dolphin

|Difficulty: Hard

|HP: 1200 HP

|MP: 0

|EXP: 900

|Zenny: 200

|
|Steal: Wisdom Fruit

|
|Drop: Nothing

-|
|Attacks:

|
|+ Attack

|
|+ Intimidate

|
|+ Tsunami

-|
|Recommended Levels: Ryu 19 | Nina 16 | Momo 17

|
|Preparations: Magical Thunder Dragon (Thunder+Eldritch)

-|
|Have Ryu become a Magical Thunder Dragon while Momo casts Shield and Nina uses Meditate. On the|
|next turn let Nina cast a Lightning and Ryu a Myollnir while Momo uses Shield again. Keep using|
|Meditate+Lightning combo with Nina, Myollnir with Ryu and a healing spell/item with Momo. If
|you arent any longer a dragon just use Super Combo or Charge and his going to fall fast.
|

|24- Boss

|
|Name: Old Man | Scylla | Charadbis

|
|Difficulty: Hard

|
|HP: 800 HP | 1100 HP | 1100 HP

|
|MP: 0

|
|EXP: 1500

|
|Zenny: 1000

|
|Steal: Power Foodx2

|
|Drop: Nothing

-|
|Attacks:

|
|+ Attack

|
|+ Vitalize

|+ Wall of Fire

|

|+ Snap

|

|+ Watch Enemy

|

|+ Sleep

|

-|

|Recommended Levels: Ryu 20 | Momo 18 | Garr 16

|

|Preparations: Magical Frost Dragon (Frost+Eldritch), Jump, Focus, Double Blow, Healing Spells

&|

|Items, Ice Chrysm, Charge.

|

-|

|Have Ryu become a Magical Frost Dragon while Momo casts Shield and Garr uses Focus. On the

|

|next turn let Garr cast a Double Blow/Risky Blow on Gissshan and Ryu a Blizzard while Momo uses

|

|Shield again. Keep using Focus+Double Blow with Garr, Frost Claw with Ryu and a heal/assist

|

|spell with Momo. If you arent any longer a dragon just use Super Combo or Charge and his going

|

|to fall fast. When you are done, Equip the Ice Chrysm on Momo and attack Scylla, while Ryu is

|

|now using a Charge or SuperCombo and Garr Jump or Normal Attack

|

|25- Boss

|

|Name: Guardian Garrlan

|

|Difficulty: Medium

|

|HP: 400 HP

|

|MP: 7

|

|EXP: 400

|

|Zenny: 0

|

|Steal: ?????

|

|Drop: Nothing

|

-|

|Attacks:

|

|+ Attack

|

|+ Pyrokinesis

|

|+ FireBlast

|+ Attack

|+ Rotten Breath

|+ Bone Dance

-|

|Recommended Levels: Ryu 21 | Garr 17

|Preparations: Kyrie or Eldritch Gene! Panaceas and Vitamin!

-|

|Have Ryu become an Eldritch Puppy and cast Restore 4 Times while Garr casts Jump on him. After

|9 rounds you MUST be done. If you are posioned or confused dont use a Panacea. Just use Vitamin|

|when someone is very low on HP. A nice idea is to use Charge or Double Blow with a Silver Knife|

|with Ryu when he is a normal guy. This battle can be very hard if both characters became

|confused and since they steal each other like 10HP + 30 HP from the Bone Dance and +10HP from

|the poison is about 50HP which means like a bit less than the 50% of the Max HP.

|Good Luck Fellow!!

|26- Boss

|Name: WereTiger

|Difficulty: Relative Easy

|HP: 950 HP

|MP: 0

|EXP: 0

|Zenny: 0

|Steal: ?????

|Drop: Nothing

-|

|Attacks:

|+ Attack

|+ Snap

|+ Focus

-|
|Recommended Levels: Ryu 22 | Garr 19

|
|Preparations: None!

-|
|Have Ryu cast the Charge Skill while Garr should use Jump or Double Blow. The WereTiger deals
|
|some decent damage if you are 'snapped', but its not more than 50 HP. So this is not very
hard. |

|27- Boss

|
|Name: Mikba

|
|Difficulty: Very Hard

|
|HP: 2400 HP

|
|MP: 0

|
|EXP: 3000

|
|Zenny: 1500

|
|Steal: Silver Mail

|
|Drop: Nothing

-|
|Attacks:

|
|+ Attack

|
|+ Venom Breath

|
|+ Resist

-|
|Recommended Levels: Ryu 23 | Garr 20 | Rei 20

|
|Preparations: Uhm, Raise Dead and Vitamins!

-|
|Have Ryu cast Raise Dead on Rei while Garr uses a Vitamin. Rei will turn into Weretiger, just
|
|cast Influence on him. Turn into a Shadow+Miracle Dragon to reduce Poison Eff. for some time.
|
|The WereTiger deals high Damage, so let him attack when you return normal. Garr should use a
|
|normal attack to recieve the damage instead of Rei, and ryu should be the healer. When every -
|
|one is healed just use Charge with Ryu.

|28- Boss

|Name: Huge Slug

|Difficulty: Easy

|HP: 2500 HP

|MP: ?

|EXP: 2100

|Zenny: 300

|Steal: ??????

|Drop: Nothing

-|
|Attacks:

|+ Attack

|+ Syphon

-|
|Recommended Levels: Ryu 23 | Momo 20 | Peco 14

|Preparations: Force Gene and Might Spell!

-|
|Have Ryu turn into a Flame Warrior while Momo casts Might and Peco Defends. Let Ryu use Flame

|Claw on the enemy to deal + 1000 HP dmg. This enemy survives only 7 turns.

|29- Boss

|Name: Pelet

|Difficulty: Medium

|HP: 3400 HP

|MP: ?

|EXP: 5200

|Zenny: 300

| Steal: ?????

| Drop: Nothing

-| Attacks:

| + Attack

| + Syphon

-| Recommended Levels: Ryu 24 | Momo 21 | Peco 15

| Preparations: Force Gene!

-| Strategy 1:

| Have Ryu turn into a Flame Warrior while Momo casts Might and Peco Defends. Let Ryu use Flame
| Claw on the enemy to deal + 1000 HP dmg. This enemy survives only 4 turns.

-| Strategy 2:

| Have Ryu turn into a Flame Behemoth. Just attack this boss and occasionally use a Charge or
| Focus.

| 30- Boss

| Name: Gaist | Torch 1 | Torch 2

| Difficulty: Hard

| HP: 2500 HP | 500 HP | 500 HP

| MP: ?

| EXP: 1000

| Zenny: 500

| Steal: Nothing

| Drop: Beast Spear (he leaves it beneath his ashes)

-| Attacks:

|+ Attack
|
|+ Flare
|
|+ Corona
|
|+ Double Blow
|
|+ Howling
|
|+ Sanctuary
|
|+ Risky Blow
|

-|
|Recommended Levels: Ryu 24
|
|Preparations: Force Gene, Ring of Fire.
|

-*
|Strategy 1
|

-*
|Have Ryu turn into a Warrior and attack both Torches. This will take 2 turns(250 HP per
attack)|
|and you have always EX turn. When you are done, turn use Aura 4 times to deal 500 HP each.
When|
|you are normal again use Charge to deal 150 HP.
|

-*
|Strategy 2
|

-*
|Have Ryu equip a Ring of Fire and a Heavy Blade and cast Double Blow on both torches. After
|
|you destroy the torches turn into a Flame Warrior and cast 4 Auras. When you are back just use
|
|normal attack and occassionally heal yourself.
|

|31- Boss
|

|Name: Angler
|

|Difficulty: Hard
|

|HP: 3500 HP
|

|MP: ?
|

|EXP: 3000
|

|Zenny: 300

|
|Steal: Nothing

|
|Drop: Fish-Head

-|
|Attacks:

|
|+ Attack

|
|+ Venom Breath

|
|+ Bone Dart

|
|+ Thunder Clap

-|
|Recommended Levels: Ryu 25 | Rei 20 | Garr 20

|
|Preparations: Force Gene, Barrier, Influence, WereTiger, Focus, Jump

-|
|Have Ryu cast a Barrier on the Character, which has no Thunder Protection (Garr), let Rei turn
|
|into a Weretiger and Garr use Jump. On the Next Turn let Ryu Motivate Rei and Garr use Normal
|
|attack. On the third turn have Ryu became a Warrior and use Focus+Attack. Keep using this
moves|
|until he falls forever....

|
|32- Boss

|
|Name: Ammonite | Ammonite

|
|Difficulty: Medium

|
|HP: 2400 HP | 2400 HP

|
|MP: ?

|
|EXP: 9000

|
|Zenny: 1500

|
|Steal: Life Shardx2

|
|Drop: Nothing

-|
|Attacks:

|
|+ Attack

|+ Confuse
|
|+ MultiStrike
|
|+ Thunder Clap
|

-|
|Recommended Levels: Ryu 26 | Rei 21 | Garr 22
|

|Preparations: WarShout, Barbarrosa, Focus and Shadowwalk!
|

-|
|Have Ryu cast a WarShout, Garr should use Focus and Rei should cast Speed on Ryu. Next turn
just|
|equip Ryu a Barbarrosa and cast Shadowwalk followed by Garr doing a Normal Atk with the Beast
|
|Spear and Rei should cast Speed on Ryu. Keep using Speed until you have ExTurn. When one of
the|
|Ammonites is dead the other will start using Blizzard. So be careful and just heal with Ryu
and|
|Rei if anyone has below 50 HP. This boss shouldn't be hard to kill.
|

|33- Boss
|

|Name: Jono (Elder)
|

|Difficulty: Very Hard
|

|HP: 5000 HP
|

|MP: ?
|

|EXP: 8000
|

|Zenny: 0
|

|Steal: ????

|Drop: Infinity Gene
|

-|
|Attacks:
|

|+ Attack
|

|+ Double Blow
|

|+ Triple Blow
|

|+ Inferno
|

|+ Myollnir
|

-|
|Recommended Levels: Ryu 28 | Rei 23 | Garr 25
|
|Preparations: WarShout, Barrier, Thunder Ring and all items that prevent fire Damage, Shield,
|
|Aries Spear, Royal Sword, DamascusMail x3, ShadowWalk, Hitting Skills (like Double Blow),
Focus|
|Vitamin(s)= 10, Chain Formation and Jump?
|

Doesnt this just beat all? NO D-R-A-G-O-N-S!!! Just when i loved kicking Bosses butts with the
Warrior Form, but who cares? We dont need that super powers, not even WereTiger simply
because:
At this point of the game, battles will start to be a bit longer than before and therefore
they
are going to be more RPG Style. So lets start, let Rei use speed while Ryu casts Shield and
Garr uses The Robe of Wind. Both Speed Boosters should be casted on Ryu and Rei. On the Ex
turn
heal if needed. On the normal turn cast 2 Shields and Use Robe of Wind on Garr. Booster Up all
your chars with 2 Barriers and 3 Shields, then you should start attacking but now, you will
have always EX turn with everyone. BTW Garr AGL was 0 and Rei had only 33 but Ryu had 45 and
Chain Form. always takes the Position 1 Speed. The Attacking is easy, cast a WarShout and use
ShadowWalk, Hitting Skills and of course the Almighty Focus or Jump. Heal when needed but dont
worry since you will not need too much since i have had healed only once.

|34- Boss
|
|Name: Manmo
|
|Difficulty: Easy
|
|HP: 3000 HP
|
|MP: ?
|
|EXP: 6000
|
|Zenny: 1000
|
|Steal: Power Food
|
|Drop: Power Food
|
|-----|

-|
|Attacks:
|

|+ Attack

|+ Howling

|+ Quake

|+ Feign Swing

-|

|Recommended Levels: Ryu 29 | Rei 24 | Nina 20

|Preparations: Miracle Gene

-|

|Turn into Behemoth and use normal attack (you should be hitting around 500 HP).When the HP is near 250 just use Blitz to deal 700 HP or even more.

|35- Boss

|Name: Chimera

|Difficulty: Very Hard

|HP: 7000 HP

|MP: ?

|EXP: 9000

|Zenny: 2000

|Steal: Nothing

|Drop: Useless Card

-|

|Attacks:

|+ Attack

|+ Blizzard

|+ Paralizer

|+ Myollnir

-|

|Recommended Levels: Ryu 32 | Rei 29 | Garr 30

|Preparations: WarShout, Barrier, Thunder Ring and all items that prevent ice Damage, Shield,

|Aries Spear, Royal Sword, Force Armor x2, ShadowWalk, Vitamin(s)= 10, Chain Formation (Rei

|
|leading), Ammonia, Influence, Slicer and Panaceas.
|

-|
|Since battles are now a bit longer and harder than before, lets use strategies like Jono's
|
|(Elder, previous Boss N-33). So lets start, let Rei use speed while Ryu casts Shield and Garr
|
|uses The Robe of Wind. Both Speed Boosters should be casted on Ryu and Rei. On the Ex turn
|heal|
|or revive if needed. On the normal turn cast 2 Barriers and Use a Force Armor on the Third
|
|Member that has no Barrier. On the ExTurn Turn into WereTiger followed by a Influence casted
|by|
|Ryu. Now we have Dragons so, turn into Force Gene and cast Aura, while Garr boosts you up with
|
|a Robe of Wind/Force Armor. Now keep doing this tactic and youre going to pop him off.
|
|

|36- Boss

|
|Name: Arwan

|
|Difficulty: Easy

|
|HP: 2500 HP

|
|MP: ?

|
|EXP: 5000

|
|Zenny: 0

|
|Steal: ????

|
|Drop: Nothing
|

-|
|Attacks:

|
|+ Attack

|
|+ Chill
|

-|
|Recommended Levels: Ryu 35

|
|Preparations: Royal Sword, ShadowWalk/HolyStrike.
|

-|
|Equip Royal Sword with Ryu and cast 4 Holy Strikes. If you have a Holy Avenger, well just
|press|
|R1. Or Turn into the Warrior Form and press R1.
|

|37- Boss

|Name: Dragon Lord

|Difficulty: Extremely Hard

|HP: 12500 HP

|MP: ?

|EXP: 15000

|Zenny: 0

|Steal: Dragon Blade

|Drop: Dragon Armor

-|
|Attacks:

|+ Attack

|+ Triple Blow

|+ Inferno

|+ Blizzard

|+ Myollnir

|+ Howling

-|
|Recommended Levels: Ryu 36 | Rei 30 | Garr 30

|Preparations: Pilfer/Steal, Demonsbane, Vitamin, Robe of Wind, Force Armorx2, Shield, Barrier

|WarShout, DRAGON SPEAR (!!), ShadowWalk and Hitting Skills

-|
|Have Rei pilfer D.Lord's Dragon Blade and equip this to Ryu, who casts a Shield and Garr uses a

|Robe of Wind on Ryu. On the Ex turn heal if needed if not, use the Robe of Wind on Rei. ON the

|normal turn cast 2 Shields and a Barrier/Force Armor. On the Ex ->heal. Now have Ryu Turn into

|Warrior Form (Force Gene only) and cast Aura -> ~ 2500 HP, Rei should cast a Barrier and Garr

|a WarShout. Keep doing this: Ryu-Aura, Garr-Attack, Rei-Heal/Demonsbane. Having the DragonSpear|

|will mostly make the battle easier since garr is going to hit like 500 HP with ShadowWalk/Aura.|

|Say Good-Bay, the best and strongest Boss on the game is over now.

| Bosses on Myria's Orbital Station Highest Level

|

|

|

| Sample 1 x3: 250 HP | 285 EXP | 150 Zenny | Item: Power Food

|

| Sample 2 x2: 1200 HP | 2100 EXP | ??? Zenny | Item: Vitamins

|

| Sample 3 x2: 2500 HP | 4000 EXP | 3000 Zenny | Item: Silver Mail

|

| Sample 4 x1: 6800 HP | 6000 EXP | 500 Zenny | Item: Ring of Fire

|

| Sample 5 x1: 3200 HP | 9000 EXP | 1000 Zenny | Item: Nothing

|

| Sample 6 x2: 2100 HP | 6000 EXP | 500 Zenny | Item: ????

|

| Sample 7 X1: 2500 HP | 6000 EXP | 1000 Zenny | Item: Nothing

|

| Sample 8 x5: 300 HP | 426 EXP | 0 Zenny | Item: Life Shardx5

|

| Sample 9 x1: 1600 HP | 2000 EXP | 500 Zenny | Item: ????

|

| Sample 10 X1: 2300 HP | 5000 EXP | 800 Zenny | Item: Life Shard

|

| Sample 11 X1: 2300 HP | 5000 EXP | 800 Zenny | Item: Life Shard

|

| Sample 12 X1: 2300 HP | 5000 EXP | 800 Zenny | Item: Life Shard

|

| 50- Boss (The Last One)

| Name: Myria

| Difficulty: Hard

| HP: 22000 HP

| MP: Unlimited

| EXP: -----

| Zenny: -----

| Steal: Napalm

| Drop: -----

-| Attacks:

| + Attack

|+ Venom
|
|+ Sanctuary
|
|+ Howling
|
|+ Blizzard
|
|+ Inferno
|
|+ Evil Eye
|
|+ Sirocco
|
|+ Holocaust (!!)

-|
|Recommended Levels: Ryu 38 | Rei 32 | Garr 32
|
|Preparations: Light Bangle x3, Tiamat, Chain Formation, WereTiger, Shadowwalk, Influence.
|

-|
|Oh no, its Myria, but this time she's in fury form. She will cast Venom until you get hit by
it|
|so turn Ryu into the Tiamat to prevent status inflinct. Have Garr and Rei Speed Ryu up before
|
|he turn into the Tiamat. On the second row press R1. When you run out of MP or The Tiamat
dies,|
|just use a Wisdom Fruit and do the strategy again.
|

Thats all!
See ya!

|Zhadron DragonGod Lord|
