



is the only way I know how, and is written in this guide. So, even if you figure out my addy (it's not hard to guess), don't mail me for alternative suggestions cos I haven't got a clue. Oh, and I tend to ignore emails written entirely in caps anyway, so if you wrote something worthwhile to me and I didn't respond that might be why. On the other hand, it may be because I'm lazy.

However, if you really absolutely positively MUST mail me, any musings or questions can be directed to idiotparade@hotmail.com, my new mail address which I plan to ignore forever. Or at least a few months. Who knows, there might be something interesting there when I check back.

Finally, let's talk about Ozma. It just so happens that recently I've also received a lot of emails saying "THERE'S A BOSS YOU HAVEN'T FOUND THAT IS REAL HARD ITS IN THE CHOCOBO SKY GARDEN AND IT KICKS MY ASS EVERY TIME HOW DO I BEAT IT?". Actually, I have found it, I did so ages ago. And yes, I beat it. So, my friends, rejoice, as the Ozma guide is finally here after sitting on my harddrive since December. But it might not make sense to you :) Still, if it helps, that's good.

On with the show!

#### N O R M A L   S T U F F

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This is my second FAQ! Yay! I know there will be like, 300 walkthroughs for FF9, a lot of which with boss guides already in 'em. So why bother with one like this? Well, it's something to do :) Hopefully this'll prove more useful for people who get really stuck on bosses where other guides have stuff like "just hit them and cast cure" (although sometimes that's really the best strategy there is).

Okies, let me tell you that this guide contains mega-spoilers. Not only as to who the bosses are (you think?), since I have a tendency to go off on tangents a lot, I'll probably write things about the plot in here that really need not be here. So don't read ahead of where you are in the game (unless you don't care about the plot in which case it's fine I guess).

#### C O P Y R I G H T   N O T I C E

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I think I'd better draw attention to this part :) This FAQ is copyright Steven Hand (aka BlurYamaneko!). You are not allowed to plagerise or make profit from this FAQ in any way (in otherwords don't charge money for it in any medium). If you do any of this you can expect to end up facing legal action. And legal action ain't good for you :)

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One more thing, you don't need to ask permission to use this on your (non-profit) website, just go ahead and stick it up.

T H A N K S   &   S H O U T O U T S

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Finally, I wanna thank these people - Ryan and Luke, for help in FF9 when I needed it. Extra thanks to Luke for offering to write my guide for me :)

Extra big thanks to Red Scarlet for mailing me with the items to steal from bosses up to Beatrix on disc 2. Sorry I took so long to add them ^^; I'll update the names sometime maybe. Go check out Red Scarlet's abilities FAQ. Finally, I'd like to thank Richard Kamp and Scarmiglione for providing me with all of the boss HPs. Thanks sooo much to you all, you've helped clear up two things that were really missing from my guide.

Anna, just for being mah sweetie, Aileenie for putting up with me saying everything is "sorta weird" and for helping me out with stuff, and I'm shouting out to all you lovely people from the channels I frequent on Espernet, and to Martin, Deano, Anne, Allen, Kenshin Dono, Mirai, Demerson, Blackbird and NOT Lee! Hey everyone!

Kupo~! Let me now talk some crap.

#### C O R R E C T I O N S     &     S T U F F

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Ok, now that this version is final, whatever is wrong is staying wrong. Deal with it :)

#### 1. Japanese to English Names

OK not a mistake as such :) I've decided to stick with the jp names in here. I guess I just like them. And yes, that includes my mistranslations. Again, don't worry, you'll figure it out.

Here are some important name changes that you might need to know -

Freija	- Freya (you knew that already didn't you).
Salamander	- Amarant (and that).
Jihad	- Doomsday (black magic spell).
Place of Memory	- Memoria

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| B O S S     G U I D E |  
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#### D I S C   1   B O S S E S

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SubBoss: Prison Cage & Garnet (Purizon Keeju & Gaanetto) /  
          Prison Cage & Vivi     (Purizon Keeju & Vivi)

Steal:     ??

Location: Evil Forest

My Party: Zidane (1), Steiner (1)

First battle you might (but really shouldn't) get stuck on. Remember the Adel/Rinoa battle at the beginning of Disc 4 in FF8? Well, this is similar. <insert anti-ff8 babble if needed>. Ok here we go.

This shouldn't be hard at all. Zidane begins this battle in Trance. To make fast work of the Prison Cage, Have Zidane use his special Trance skill Free Energy. Err, don't hit Garnet though, not unless you want a swift trip to the Game Over screen. Use physical attacks with Steiner. Oh, keep an eye on Dagger's HP. When the plant drains

her HP, she will lose about 24hp. Once she's been drained from 3 times, she will die. In other words, if the plant drains twice, throw her a potion. One last thing, don't try hitting Dagger to see if the cage breaks; it doesn't.

When Vivi is trapped in the next fight, just do the same stuff, although his Fire attacks will help this battle along like Zidane's Trance did in the last one.

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Boss: Plant Brain (Puranto Burain)  
HP: 916  
Steal: Eye Drop  
Location: Evil Forest  
My Party: Zidane (2), Steiner (2), Vivi (2), Blank (2)

This first boss is easy enough. Have Steiner use his Fire Magic Sword, unless Vivi is KO'ed (in which case revive him). A little way into the fight, Blank will come along. Yay. Use him to steal an eye drop, you may need it because this evil vegetable has a tendency to blind people. Its strongest attack is Thunder, which can come close to killing you totally if you're still on level 1. Have Vivi cast fire every turn, Zidane should just hit (leave the stealing to Blank), and Steiner should use Fire Sword, and if he runs out of MP, just have him attack as normal.

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Boss: Black Waltz #1 & Sea Lion (Kuro no Warutsu #1 & Shirion)  
HP: BW1 - 229, Sea Lion - 472  
Steal: Silk Shirt, Remedy (BW1) Mythril Dagger, Ether (Sealion)  
Location: Ice Cavern  
My Party: Zidane (4)

Wow talk about dropping you in at the deep end. After facing this boss you'd be forgiven for thinking FF9's learning curve is more like a vertical line :). This can be done with a level 3 Zidane, but getting him to 4 is no bother (in fact he's probably higher if you're playing first time through or you're getting all the treasures).

If you attack the Shirion first, the Black Waltz Wizard (hereon BW1) will heal it with a Blizzard spell. So don't. Finish off big bad BW1 first. I advise you to steal an Ether from the Sealion though, as Ethers are fairly rare in FF9 until later on. One more thing, if your HP drops below 70, CURE.

Soon after the battle starts you'll probably enter trance. If you have Tidal Flame in the special skills yet, use that (you learn it from the Mage Masher weapon for Zidane) on BW1 to finish him off quickly.

When he's finished off the battle gets tricky. Make sure that if your HP drop to near or below 100 that you heal. After hitting him a few times (until his orb changes color), Sealion will hit you with Blizzara (Ice2) for around 70-80hp damage, then follow up that attack immediately with Blizzard or Wing, taking a futher 35hp away. When this happens, heal. If you're below 50hp you'd best use a Hi-Potion (don't worry, you'll get plenty later).

But that's not where the threat ends. Hitting him a few more times,

until his orb changes color to red, will prompt him to unleash his strongest spell, Tsunami. Hitting for around 100-120 damage, this is another one that you'll need to heal straight after. Don't worry, this is as bad as he gets. Hitting him a few more times after this will win you the battle. Yay! ^\_^ Oh, one more thing. I only got killed off 1 boss more times than I got killed off this one on my first play through. And that was the second to last one.

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Boss: Black Waltz #2 (Kuro no Warutsu #2)  
HP: 1030  
Steal: Leather Plate, Steeple Hat  
Location: Dali  
My Party: Zidane (6), Steiner (5), Vivi (6), Dagger (6)

Luckily this one isn't as hard as the last, but make sure you don't mess up your equipment like I did or you'll be dead before you can say "wow he looks like a big evil Vivi!".

Have Zidane attack (or steal, which I forgot to do). Dagger should cure whoever needs it each turn (if there's no-one to cure then just press triangle to switch to a different party member. You'll need her ready just in case). Have Steiner use Blizzard Sword, and if he runs out of MP, just normal attack. Now, be careful what you do with Vivi. Using magic on him (by now I only had Fire and Blizzard) prompts him to be EVAHL and hit multiple party members with Blizzara or Fira (depending on which you hit him with), and this will hurt. In otherwords, don't use Fire or Blizzard unless everyone is relatively near full HP. And have Dagger cure afterwards if you do choose to use magic.

One final note, BW2 doesn't like to hit Dagger. At all. He much prefers to just kill everyone else then cast sleep on her, thus ending the battle. So beware of that :)

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Boss: Black Waltz #3 (Kuro no Warutsu #3)  
HP: 1128  
Steal: Escutcheon, Linen Curias, Steeple Hat  
Location: Cargo Ship Deck  
My Party: Zidane (6), Vivi (6), Steiner (5)

VIVI'S GOIN' WILD! YAY!

This battle is easy enough. Have an automatically Tranced Vivi cast Blizzard twice in a row (W-Magic), and have Zidane hit as usual. Have Steiner use his magic sword. When the BWW starts to levitate he's gonna cast thundara on everyone for 2 turns, but that's nothing to worry about here really.

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Boss: Gizamaluke (Gizamaruuku)  
HP: 3175  
Steal: Ice Staff, Triangle Hat, Elixer  
Location: Gizamaluke's Grotto  
My Party: Zidane (9), Freya (9), Vivi (9)

Wow this guy's a bit of a buggger if your levels are low. All you people who moan that FF has become too easy should try beating Gizamaluke on level 7-9 with no potions :p.

First time I played through this battle was easy enough. Second time through it was nice and challenging :) No hi-potions and a low level (compared to last time) made it trickier, I guess.

You'd do well to have Freya jump each turn. Isn't that what dragoons are for? Remember, if you keep her up there she can't be attacked. Have Zidane steal an elixer, you'll probably need it, maybe even in this very battle. Vivi should cast Slow, prompting Gizzers to render Vivi silenced with his Silent Voice attack. Don't worry though, since Dagger/Dagger isn't around the party needs a healer. Have Vivi toss a potion to whoever needs it most (and there's always someone who'll need one in this battle if your levels are like mine :p). If people start dying, revive 'em and give them a hi-potion or elixer. If there's one thing that this battle taught me it's that reviving people and leaving them with about 5hp is just too risky sometimes. Especially when the enemy counter-attacks (oh yes, Gizzers likes to counter).

His basic attack will do around 200-250 to Zidane (considering he's in the front row), and about 100 to Vivi, and 70-100 to Freya. Water will hit Freya and Zidane for about 140, but will only deal Vivi around 70-80. So remember to heal when your HP drops below the right levels (ie all the time ^\_~)

When weakened, Gizamaluke casts Water on everyone. This is where you should have everyone use a potion or two on themselves. But this also means he's nearly finished. Having Freya jump a couple more times and a few more attacks from Zidane should have him finished.

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Boss:        Beatrix | Beatorikusu  
HP:           3630  
Steal:       Mythril Sword, Chain Plate, Phoenix Pinion  
Location:    Burmecia Castle  
My Party:    Zidane (12), Freya (12), Vivi (12)

And this is where the plot thickens :) Beatrix was that extremely cute gal you saw on the right of Queen Brahne during the Prima Vista performance at the start of the game. And she will tear you a new ass, so get ready. Enjoy the cutie's special music though, this is one of my favourites :)

The emphasis is on survival here. Which is NOT a good thing when you're fighting Beatrix, because your chance of survival plummets when she hits you with Shock for about 700hp damage, her Lightning Sword attack for about 200-400, or her physical which does about 200. Characters will die in this battle, mark my words (unless you've levelled like mad and have something ridiculous like 4000 hp, but then Beatrix would probably STILL kill you :p). Keep Freya in the air, unless she needs healing. Have Vivi cure people for as long as he can before Beatrix kills him. Zidane should try and steal (The cutie has lotsa cool armor ^\_^), or hit. If he gets Trance then you can breathe a sigh of relief, then realise it was for nothing as Beatrix does shock on him and kills him :) Ok I'll take it seriously I suppose. If he gets trance, simply use Tidal Flame or Free Energy.

Finally, if someone dies, revive them as soon as you can! The emphasis is on survival remember. And the #1 rule of survival is to not die (or, put in simpler terms, to survive ^\_~).

You don't have to deal 3600 damage to her, though. Regardless of how much you damage her, after a short while, Beatrix will leap forward and reduce everyone (who's not KOed) to 1hp.

Damn what you'd give for someone that good in your party, eh?

And that's disc 1 over and done with. Moving on, then...

## D I S C 2 B O S S E S

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Boss: Black Waltz Wizard #3  
HP: 1292  
Steal: Steeple Hat, Thunder Rod, Fire Rod  
Location: South Gate Railroad  
My Party: Dagger (6), Steiner (5), Marcus (5)

Wahoo! He's back for a rematch!

He has a weak physical attack which shouldn't worry you, Thunder will hit for about 130-150, and he will also cast Freeze which dumps the Cold status ailment on a single character. Fire and Blizzard are the other two spells he'll cast, but they're both weaker than his Thunder, hitting for between 100 and 130.

Basically, have Steiner use his normal attack, Marcus can try to steal (never worked for me), but you'd probably be better off hitting the wizard. Have Dagger strike too. She may not do much damage, but every little helps at this point, but if anyone drops below 100hp have her cure them instead. This fight should be over in no time.

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Boss: Raruvaraava  
HP: 2296  
Steal: Bone Wrist, Mythril Fork  
Location: Gargan Roo  
My Party: Dagger (8), Steiner (7), Marcus (7)

This one's a pushover too.. I'll try and translate the name properly later on :) This lil' serpent type thing is big on Status Ailments. Its physical attack can cause Slow, and it's Poison Kiss attack (or something along those lines, I couldn't translate the kanji) gives you, believe it or not, poison. It also uses Thundara (Wahh! Level 2 magic) but it's not that devastating.. It hits for between 130 and 180 (depending on who it strikes).

Have Steiner hit (as usual), Dagger should either heal (again, when HP gets close to or drops below 100), or cure Poison. But healing comes first :) Marcus you can try stealing with, but it won't matter too much. After a while Raruvaraava will disappear into the mist. Yay!

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Boss: Antlion | Antorion  
HP: 2938  
Steal: Gold Helm, Mythril Vest, Annoyance Chin  
Location: Cleyra Settlement  
My Party: Zidane, Vivi, Freya

Antlion seems like a toughie, but isn't that hard. His counterattack

will strike for around 220hp damage, so make sure not to hit it with a physical attack unless you have at least that many HP left. Have Vivi cast Thundara, Freya should jump each turn, and have Zidane hit. If someone dies, revive them but don't cure them at all. Since Antlion's only all-hitting attack (Sandstorm) reduces you to critical but won't kill you, you'll be ok as long as when someone falls, you revive them immediately.

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Boss:        Beatrix | Beatorikusu  
HP:           4736  
Steal:       Ice Brand, Raiden Glove, Phoenix Pinion  
Location:    Cleyra Settlement  
My Party:    Zidane, Vivi, Freya

Beeaatrrrrriiiiixxxxx \*\_\*  
Once again, Beatrix proves a worthy opponent. Shock will now hit for 1000hp, which, unless your level is really high, is gonna kill you outright. Her physical attack will once again hit for about 200-230, and the lightning sword attack hits, again, for around 300 damage. Again, if a character is KOed (trust me, it'll happen), revive them immediately but don't try to heal them. She doesn't have an all-hitting attack, remember, so you can easily get by with 1 character hitting, 1 reviving and Freya jumping :)

Remember, though, if you're down to one character the battle will very tricky and you may lose. But if it gets to that stage, you've most likely nearly won the battle. Either that, or you ran out of Phoenix items ;) Good luck ^\_^

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Boss:        Zorn and Thorn | Zorn, Sorn  
HP:           Zorn - 4896, Thorn - 2984  
Steal:       (From Sone) Mythil ?  
Location:    Alexandria Castle Dungeon  
My Party:    Steiner, Zidane, Vivi, Freya

This fight is easier than you'd first think. In a "Turks-from-FF7" style, you've only gotta hit one of the lil' jester critters to win the battle. I just hit Thorn (The one in red). Have Freya jump (a surprising alternative to my normal strategy for her, that), Vivi cast Thundara, Steiner should concentrate on healing, but when he can get a hit in either hit or use Thunder Sword, and Zidane should steal and then just hit.

The jester kids will do their own Meteo and Flare spells. The Meteo type spell will do around 300 damage to one target, and a little to the rest of the party. Don't worry about it, you'll live. Well, you should live ;) The battle will be over soon enough, so don't worry.

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Boss:        Beatrix  
HP:           5709  
Steal:       Mythril Vest, Gold Helm, Phoenix Down  
Location:    Alexandria Castle, Princess' Room  
My Party:    Zidane, Vivi, Freya

Beatrix again XD Yay! You know the rap for Beatrix by now, but this time she's still tough. Don't give up, I was one hit away from total defeat and just managed to win. Revive whoever falls



and keep on hitting her when ya can. You know the drill :)  
Great things happen after this battle ^\_^

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Boss: Raruvaimaago  
HP: 3352  
Steal: -  
Location: Gargan Roo  
My Party: Zidane, Dagger, Vivi

And then you fight this one :)

If you attack it with a physical attack it'll likely wrap round itself into a strikingly weird pose. When this happens, do not attack him with physical attacks because -  
a) they will not do much damage (about 50hp if you're lucky) and  
b) it will counterattack with Earthshake hitting everyone for about 200hp damage, if not more.

It also likes to cast Thundara on your peeps, so be wary of that. To get it to stop doing its curl-up type thing, just cast a spell on it, which doesn't prompt a counterattack. As usual have Dagger/Dagger heal (I can't get used to calling her Dagger dammit). And that should be all you need for this battle :) It may end up lasting a while if your levels are low, but you'll manage it.

-----  
Boss: Rani  
HP: 5708  
Steal: Gradius  
Location: Fossil Roo  
My Party: Zidane, Dagger, Vivi, Quina

Rani was hired by Queen Brahne (I think) to find and kick the crap out of Zidane. Or maybe she's after Dagger, or perhaps both. Either way, she prolly coulda picked a better person for the job than Rani here. Her magic is weak and her physical attack is nothin to shout about. Try to steal a Gradius from her, it's the best weapon you can have for Zidane at the moment I think. Just have Vivi cast Thundara, Quina use his regular attack, Dagger heal or summon Ramuh, and Zidane steal the Gradius from her, then attack as usual. This battle shouldn't prove any significant problem :)

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Boss: Hill Gigas | Hiru Gigaasu  
HP: 8106  
Steal: -  
Location: Conde Petie Mountain Path  
My Party: Zidane, Dagger, Vivi, Eiko

Conde Petie! Lali-Ho!

Anyways, this boss again isn't really a challenge. His strongest attack (the name of which I forget ^^;) will hit for about 500 damage, but only strikes a single target. Eiko has Cura so that shouldn't be a problem to rectify even if you're curing everyone at once. This battle is also pretty straightforward, just have Vivi use his strongest magic (for me, still Thundara ^\_^), Eiko should heal whenever she can, or cast protect on people if no-one really needs it. Dagger can also focus on healing and also attacking (she should have a good weapon by now), and Zidane should just attack as usual.

-----  
Boss: The Soulcage | Za Sourukeeji  
HP: 9765  
Steal: Brigandine, Orcstaff  
Location: Iifa Core  
My Party: Zidane, Dagger, Vivi, Eiko

Oh I like this guy :) He was talkin' about Kuja which can't be a bad thing :)

The Soulcage opens up the battle with Level 5 Death. If you have people on a level multiple of five (most likely 20 or 25), level them up before you fight this guy. Or, you'll have to bring 'em back to life in battle. His other attacks include Mustard Bomb, a spell that you will learn to not like. Basically, when he uses Mustard Bomb, your character will turn red. Don't mistake this for the Berserk status ailment. When your character is red like this, do not do ANYTHING with them, don't even defend, just press Triangle to skip to the next character. If you do something, you die. Simple as that. Don't worry, it wears off quickly enough.

Other things to not do in this battle include using Fire magic against him. It might just have been coincidence, but every time I cast Fira on The Soulcage, it countered with a nasty Fire attack that knackered my whole party. Hitting everyone for between 100 and 300 hp. Also, he has Fira up his sleeve himself, which hits for around 500 damage (individual target). Having 2 potential healers (Eiko and Dagger) means this battle is not so challenging, but don't neglect your healing duties or you'll end up fried. Remember that Eiko has Cura (Cure 2), don't hesitate to use it.

One last tip. When people fall in this battle (maybe at the start from Level 5 Death), make sure to heal the people that are still standing first. If you're all on low HP and he uses an all-hitting attack, you'll be dead faster than you can say "Kweh?!" in a japanese chocobo manner.

NOTE - The Soulcage is an undead. Cast life on him. Watch him un-undie.

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SubBoss: Scarlet Hair  
HP: 8985  
Steal: -  
Location: Madain Sari  
My Party: Zidane

I decided to add this here because, although not strictly a boss fight, it can be tricky if your levels are low. Make sure you have plenty of Hi Potions at least. When Salamander is in his starting position, and only then, try to hit him. Attacking anywhere else will prompt him to counterattack and hurt you. If your HP drops below 500 you're probably best off healing, as you never know (well, you can probably guess) when he'll get an attack in before you, or when he'll get a critical hit, or when he'll counterattack your next strike. When he's jumpin around the place trying to be smart, heal yourself, if possible back to max HP. Sometimes he'll jump back to his original position, but then he'll jump away again. You know when he's gonna stay in his original position when he says something (a message appears at the top), then he jumps back to his original position :)  
Good luck ^\_^ If you have 1400hp or above this fight shouldn't be a

problem.

Hmm there's a whole section to go after this guy, but no more bosses.

The end of disc 2 rocks, enjoy it :)

Oh disc 3 ^\_^

### D I S C 3 B O S S E S

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SubBoss: Antlion | Antorion

HP: 2938

Steal: -

Location: Eastern Desert Whirsands

My Party: Zidane, Dagger, Quina, Salamander

Okies you may fight this again if you enter the wrong whirlsand (the one you need to enter is the one furthest north). Just refer to the strategy earlier to beat it. Although this time around it shouldn't be much of a threat at all.

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Boss: Arc | Aaku

HP: 20002

Steal: Elixer

Location: Oeilvert

My Party: Zidane (28), Salamander (26), Quina (25), Vivi (27)

Wow this one was interesting at such levels. I'll write here how I just there now beat it, but first I'll do the overall strategy (my levels are probably abnormally low because I'm rushing through it second time).

Arc's attacks are Photon, which reduces a single character to 1 hp, Boomerang which is an all-hitting physical attack which hits everyone for around 300 hp, Propeller Wind which causes your whole party to become confused if it hits, and another wind attack which causes 200 to 300 damage to all party members and causes whoever it hits to Float (I was thinking maybe if you stop your characters floating then Propeller Wind won't effect them but I didn't test that theory out yet).

When confusion hits your people, you'd better hope that Vivi or Quina break out of it first :) Use them to hit your confused party members to make 'em snap out of it (doing that with Zidane or Salamander may result in death though, since they tend to be very strong). If you're lucky then soon after Propellar Wind, Arc will soon use its Boomerang attack which will cancel confusion on everyone simultaneously.

Here, it's best to have Salamander attack when he can, Quina and Vivi should focus on healing the party, particularly Zidane, and make sure Zidane keeps hitting when he gets the chance.

If your levels are as low as mine were (Believe me this was probably my worst party to bring, baring in mind that magic is rendered obsolete in Oeilvert), then you may need to do something a bit silly :) This is what I did:

Make sure you have the counter attack ability on as many people as you can get it on, and definately on Zidane. Now, don't concentrate on keeping everyone alive, just use 'em until they die. Apart from with

Zidane. Now, do not attack unless your HP is over 500 at least. (600 is the safe zone). Use hi-potions every turn until your HP is over 600 (or just below). If Arc uses Photon on Zidane, then just keep healing again. With Hi-Potions, your HP will be restored faster than he can take you down, and if he becomes confused he'll only hit himself for around 250-300hp. Every so often, he'll counter attack, and soon enough he'll reach Trance. When this happens, you've still gotta keep healing but if you're over 500hp, hit Arc with Solution 9 (or your strongest Trance attack at the time). Just keep doing this and sooner or later (took me about 20 minutes) Arc will fall :) yay!

Of course, it probably won't come to this, but good luck all the same :)

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Boss:       Varia Vira  
HP:         12119  
Steal:      -  
Location: Desert Empress  
My Party: Eiko, Steiner, Freya, Dagger

NOTE - upon playing the English version of the game, I realised that the more 'bloodstones' you activate, the weaker this boss will be come; I don't mean it'll have less HP, I mean each bloodstone takes away a certain element of its 'system' - it's massive defence and it's magic guard are the two you'll most wanna get rid of.. But I managed to do it with both of these activated in the jp version anyway, so if you're as stupid as I am, and you're stuck, read -

A boss that has a mega-high physical defence, guards against all your summons and casts reflect on itself so you can't cast basic magics on it. How the hell do you win? Hmm it's not that hard, you've just gotta be real patient.

Make sure that Eiko has learned (or is currently learning) Carbuncle (The item she learns it from is the Ruby I believe). Anyways, that's basically it; summon Carbuncle at the start of the battle so its magic can't hurt you. Don't think you'll win the battle by reflecting its own magic though, as it will guard all spells (there may be a way to stop it from doing this but I am not sure). Some status spells will hit though. Blindness at least, but it's sorta useless here.

Anyway, as long as you keep carbuncle's barrier up, just keep Freya jumping, Eiko casting Carbuncle and Dagger handing out the Ethers. If you wanna speed things up (a lot), kill steiner then revive him with a Phoenix Down. Now, make sure you have reflect on him at all times so he can't be hurt. The reason is this - his second swordskill, "Sagaku <kanji>" (I'll translate that one later, maybe) does damage depending on how many HP Steiner is short of his maximum, meaning he'll be hitting for 1000+ with that every turn. And yeah, it ignores defense :) Just what you need, eh?

After a while, this guy will drop. And you'll be relieved :)

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SubBoss:  2x Red Dragon  
Steal:     -  
Location: Gulg Volcano  
My Party: Zidane, Vivi, Dagger, Steiner

This battle can be tricky because of the birds' tendency to cast

Twister. I'm not sure what the damage of Twister is based on, sometimes it will wreck your people, and sometimes will hit for a mere 50hp damage.

Anyways, Auto Potion will come in very handy. Dagger has an ability which doubles item efficiency (or somethin like that), so if you clear your inventory of standard potions and leave only Hi-Potions, each time she's hit she'll recover 900hp, which is enough to keep her alive almost always throughout this battle (unless twister decides to be nasty and take mega amounts of hp away from her). And use her for healing purposes and revival purposes. Because of her condition she may sometimes fail to carry out her actions, but don't worry, if you're unlucky one turn you might get lucky the next. Don't give up.

Have Zidane hit as usual, try and keep Steiner and Vivi alive as much as possible to do more damage to them, but as long as you have Dagger and Zidane you shouldn't have too many problems. They take priority here :)

-----  
Boss: Meldi Gemini | Merudi Jemini  
HP: 24348  
Steal: -  
Location: Gulg Volcano  
My Party: Zidane, Dagger, Steiner, Eiko

I had a sneaking suspicion that Zorn and Sorn would do this ever since I first clapped eyes on 'em :)

This battle isn't too tough, seeing as you have two healers. Steiner should use his usual physical attack, or if he's on low hp, his second swordskill. Zidane should also attack. Have Eiko cast regen on people, but she should also concentrate on curing as Dagger might fail at a critical time. Dagger should heal, though, if you decide to have Eiko summon. I did fine here when Dagger only had Cure (Cure1), so you shouldn't have too many problems on that front.

The attack to watch out for here is their physical attack, which took out Zidane in one hit for me given that he was in the front row (weak party ^\_^). They will cast Bio either on a single target or on the whole party, so get Cura out :) This fight is simple enough, just a basic hit-and-cure type thing. You know what to do :)

-----  
Boss: Daharka | Dahaaka  
HP: 29186  
Steal: -  
Location: Ipsen's Heritage  
My Party: Zidane, Dagger, Steiner, Eiko

Another high-defense nasty :) And I bet that name's mistranslated badly by me ^^ Anyways, if you brought along Eiko and Dagger you have two new all-powerful summons to try out :) Have Eiko call Madeen (Maduin..?) and Dagger summon Bahamut about 4 times each and this battle will be over :) Of course, if you can't spare the ethers, then you can do what ya did for the Varia Vira in D.E. and let Steiner die (or kill him off yourself), then revive him with a phoenix down, and use his second swordskill. Works a treat :) Again, nothing too difficult, but remember to keep an eye on the party's condition. Don't go mad summoning and forget to cure :)

Another way is to bring along everyone's favourite lil' black mage (and everyone's favourite ff9 character) Vivi! And, if you have some good offensive blue magic, Quina could be good also; magic is this guy's weakness. Casting reflect or summoning Carbuncle will be good, but remember to repeat it once reflect wears out.

-----  
Boss: Earth Guardian | Tsuchi no Gaadian  
HP: 20756  
Steal: Avenger  
Location: Earth Shrine  
My Party: Zidane (32), Quina (25)

This battle can be really tough, but shouldn't be too worrying if ya do this - Have Zidane learn Auto Potion, and equip him with the Auto-Regenerate ability. It goes without saying that Auto Levitate will be brilliant in this battle, so if you have it, use it. To hell with Bird Eater or whatever.

As for Quina.. Well, unless you've been using Quina a lot, he will die here. And even if he doesn't he'll be next to useless I guess. This fight is virtually a one-on-one from the offset, so don't worry and don't be surprised when he snuffs it.

Oh, you can grab the item which allows you to learn Auto-Regenerate from the moogles (mogri) in Ipsen's Heritage. Anyways, once all that is sorted, you're ready more or less. You'll need about 2000hp, which you should prolly have by now.

Basically, each attack he does (Firaga, Thundaga, Blizzaga, an Earth quake attack, and physical) will hit for between 1000 and 1500 damage. Auto Potion and Regen between them will heal around 700-900hp worth of that damage per turn. If he does his physical attack or if Auto Potion fails then you'd better heal yourself, but otherwise just keep hitting him. Soon enough Zidane will reach trance, at which time hit him with Solution 9 or (if you have it by now) Grand Lethal. Grand Lethal hits him for around 9000-9999 which, of course, rocks :)

Hmm I was sorta hoping that I'd get to fight the Water, Wind and Fire guardians too. Ah well, can't have everything :) Anyone else think these guys look a lot like FF1's Fiends? :) I really liked this whole lil' cutscene, and the music with it... \*quits rambling\*

-----  
Boss: Dragon type thingamajigger (I'll get the proper name later)  
Steal: Tent  
Location: Pandemonium  
My Party: Zidane

Wow does this music rock or what? :) Hmm this shouldn't really count as a boss I guess, but hell it's going in here anyway. Don't worry about the one-on-oneness of this battle, once it starts to fly, Freya will join you and help out. Then, a little later Salamander will also accompany you. Oh yay! Anyways, this one can be tricky because of his physical attack when he is airborne (I forget the name). This can hit for about 1500-1800 damage and if he scores a critical (which can happen more than you'd expect), you're looking at 3000-4500 damage, which pretty much equals one dead character.

Have Zidane hit him (auto potion and auto regen will help a lot here). If auto-potion fails, use a hi-potion yourself. Also, if you drop below 1000 hp, heal. as soon as it starts to fly, defend, or if you have low hp (again, below 1000), use a hi-potion or better yet, an elixer. Have Freya jump, or heal if that's necessary, and Salamander hit & heal. You can steal a tent from this guy, which isn't really needed but if you can afford to you might as well grab one. Remember, defend when it flies.

-----  
Boss: Abadon  
HP: 12658  
Steal: Ether  
Location: Pandemonium  
My Party: Steiner, Quina

Wow! 2 bosses in a row with no time to heal. Ouchu!  
Well, it's a bit late to say this now, but equip everyone as best you can while you still have the chance back in BranBal. And shove Quina into the back row while you're at it, he's your healer again. Have Steiner attack every turn (unless, once again, extra healing is needed), and that's basically all. After a small while, Zidane will join the struggling duo and the battle will be easier. Remember to try and keep everyone alive, if you're down to only Zidane, and are out of Elixers, then you'll probably lose unless you get Trance or have nearly finished it off. Anyways, Abadon isn't too tough.

-----  
Boss: Shelter Dragon | Sherutaa Doragon  
HP: 12661  
Steal: -  
Location: Pandemonium  
My Party: Zidane

Make that 3 bosses in a row :) If you die now you'll be well pissed. Well, you'll prolly be glad that you'll get to hear the amazing music some more ^\_^ The Shelter Dragon has a tendency to cast Earth Shake. Don't worry, it's not too devastating. His physical attack isn't too worrying either, it'll hit for about 800-1400. Don't worry about that either, it's nothin really as long as you have Auto potion and Auto regen on. A little way into the battle you'll kuso a brick when he hits Zidane and takes his hp down to 1. But then kiyootie Dagger arrives and replenishes his HP. Yay! First thing to have her do is cast Levitate (Float) on both her and Zidane. Then, have her curing each turn and have Zidane hit. That should finish him off soon enough.

If Dagger gets KOed then don't worry, just have Zidane heal himself. Remember my strategy for Arc? You can do a similar thing here. Zidane will soon get his trance (if he didn't get it already in these three battles), and then one or two hits with Solution 9 or Grand Lethal will do the trick. Yay! A much respected savemoogle follows, but remember to backtrack a screen to find it.

-----  
Boss: Silver Dragon | Gin Ryuu  
HP: 24055  
Steal: Kaiser Knuckle, Dragon Mail, Elixer  
Location: Pandemonium

My Party: Zidane, Dagger, Steiner, Eiko

Wow if I didn't know better I'd say this was the dragon that Kuja was flying about on. And I don't know better, so I'm gonna say this is the dragon that Kuja was flying about on. Enjoy the music, FF2j fans everywhere should recognise it ^\_~ (err, and the dungeon you've just done). Anyways, that's probably enough pointless babble :)

Kuja's strangely green Silver Dragon has a wide array of attacks which will almost kill you unless your levels are high (bare in mind when I wrote this I did hardly any level building at all and got very few random attacks, some of which I ran away from because I was going for a fast time).

Her attacks include an all-hitting wind attack, which will strike everyone for about 500 (amusingly it hit Steiner for 2800 hp but because of his armor it healed him). Another all-hitting attack where it emits this white ball of energy which will hit for between 800 and 1500 damage (ouch!). Also, Gin Ryou is another one that does Twister (dammit!), and we all know what a pain in the ass that can be. Her physical attack, Claw, will hit for about 1600 damage.

Have Eiko equip Phoenix Feather so she can summon Phoenix here for multiple revivals at once (if needed). Dagger should be the main healer, using Cura for the whole party, but just regular cure should do for one person. Have Zidane steal, as she has some stuff well worth getting. Once you've got all three items, just keep hitting, and have Steiner attack too. She doesn't have too many HP, well not when you're doing a total of about 5000 damage each round. After a short while she'll disintegrate and then you'll face, almost immediately afterwards, with no chance to save... \*drumroll\*

-----  
Boss: Garland | Gaarando  
HP: 40728  
Steal: Battle Boots, ??, ??  
Location: Pandemonium  
My Party: Zidane, Dagger, Steiner, Eiko

FF1 nostalgiaaaaa! In name, at least. Garland is weird. Anyways, he has a ball-of-energy type attack (he throws a white ball of energy towards a single character), which hits for about 800 damage. His strange attack (where he lifts a character up and then drops him down, and lots of red bubbles (kweh?) appear below). That does around 1500hp damage and I believe is his counterattack. Flare will hit for anything between 1300-2000, and he also casts stop. Damn what a bastard!

The strategy for Garland isn't much different from the last one. Simply have Eiko and Dagger be the healers and revivers, and Steiner and Zidane attack. Cast Regenerate on Dagger so the chances of her dying are even slimmer, and so you'll always have at least one person alive with Life (which you should've learned by now). The thing that makes this fight real easy is that he can only hit a single character in each turn (unless he counter attacks), so you can probably get by using just Phoenix Downs to revive with. After hitting him a lot Garland will go "Uh!" and that's that :)

-----  
Boss: Kuja



HP: 42382  
Steal: Light Robe, Kyarabinieeru, Ether  
Location: Pandemonium  
My Party: Zidane, Dagger, Steiner, Eiko

Kuja! I've been waitin so long to fight him/her/it! Yaaaay!  
Kuja isn't exactly difficult, although he's slightly harder than the last two bosses. Kuja likes to use Thundaga, but will only hit one person at one time with it, hitting for between 1000 and 3000 damage. He also likes Gravity. I'm not sure how that works in FF9, but it might get you in some pretty nasty situations. Still, it only hits one person at a time.

Basically, do what ya did for the last ones ;) Zidane and Steiner hit, Eiko and Dagger heal. Revive whenever someone is KOed, though. This fight shouldn't be too much of a challenge at all. Again, the battle is ended with a "Uuh!". But then you recieve a little surprise and witness FF9's Ultima spell for the first time :) Yaaaay!

And with that, and a few excellent (to say the least) cutscenes, it's time to wave goodbye to the wonderful world of Terra, and hello to the final part, aka Disc 4 :)

#### D I S C 4 B O S S E S

-----  
Boss: Shinryuu  
HP: 59940  
Steal: Grand Armour, Dragon Wrist  
Location: Warp  
My Party: Zidane, Dagger, Steiner, Eiko

(I guess I should mention this. In the game's translation, Shinryuu is called Nova Dragon).

The beginning of the last dungeon brings nasty death to your party in the shape of Shinryuu, or more likely in the shape of Shinryuu's Tidal Wave attack :) But more about that later.

What we have here is one hell of a tough boss (at around level 32 anyways). If you have Zidane near Trance, then you're in luck but you'll still have a hard time keeping him alive. Here's what to do. Bring Eiko and Dagger along, you need two healers :) Bring the character with the most HP (other than Zidane) along too, in my case Steiner, and stick whoever it is in the back row, too. In Salamander's or Steiner's case, they'll still be able to hit for a decent amount of damage in the back row. In Freya's case, jump! In Quina's case, you'd better have some good enemy skills otherwise he's gonna strictly be a third healer. In Vivi's case just throw your strongest magic at him.

Ok, now let's see what Shinryuu has to offer, remember how billy buckmere solid he was in FF5? Well thankfully he's nowhere near that hard, but still.. Tidal Wave is hell, if your HP ain't high (and mine \_wasn't\_) it will wreck your party, probably kill off Dagger and Eiko (too bad you need 'em), and leave the others on critical. Twister is still confusing to me, it will demolish some characters sometimes and then do next to nothing later. Well, it's still scary. Shinryuu has the weird "bubble" attack (the one

where the screen goes dark that it also likes to use as a counter attack), and it also has a physical counter which tended to miss Steiner every single time for me, but also tended to take Zidane out in a single hit. Ouch! Finally, it has the all-hitting wind attack and the all hitting wings-in/ball-of-energy-out attack that the Silver Dragon had. And to cap it all off the guy has around 40,000 hp. I believe the words "oh" and "shit" are springing to mind round about now.

Don't worry though, once you get used to the idea that you'll be scrambling for survival the battle gets quite easy. At the beginning of the battle have Dagger cast Shell on herself, then on Zidane, then Protect on Zidane, then Shell on Eiko. Continue that cycle when they wear off. The only times you should break this cycle is if someone is knocked out (revive 'em), or if the party needs curing (Cura the entire party). Eiko should concentrate on curing, so Cura all round. Again, revive whenever someone is knocked out. Zidane should just hit each turn, unless you have plenty of HP (at least 2000 for every character. My Eiko had about 900 hp in this battle ^\_~). Your fourth member should heal with items if needed (Phoenix items to revive Dagger or Eiko, Hi-Potions, Ethers and Elixers to whoever needs them), or otherwise just hit in the best way they can. If Dagger and Eiko are knocked out at the same time, have Steiner (or whoever you brought) use a Phoenix item to revive them. If you follow this basic strategy you shouldn't have too many problems. Have fun :)

-----  
Boss: Kary/Maliris | Maririsu  
HP: 59497  
Steal: Masamune, Ultima Sword, ??  
Location: Place of Memory - Soto Bu Tsuuro (Outside Pathway)  
My Party: Zidane, Dagger, Freya, Eiko

Wow FF1 or what? :) Hell this is so much like FF1's finale Temple of Fiends that the boss fights are entered without any kind of warning ^\_^ Welcome Kary (or in the jp version, Maririsu (Maliris), the Fire fiend. Note that the translators for FF9, whilst doing a great job almost all the time so far (although I'll have trouble forgiving them for "Rally Ho"), didn't stay true to FF1's translated fiend names, so this remains Maliris in the english version.

Anyway, this is the one you saw Salamander and Freya face waay back on disc 3 when Zidane and Quina went to the Earth Shrine; none other than she, the 'Torchy girl' herself (thanks to FF1's manual for that one ^\_^), the Fiend of Fire, Kary.

Her attacks then, are Mustard Bomb (argh!), a Blaze Slash (or somethin like that) type attack which slashes one target and does about 1500 damage, her physical attack hits for about 1800, and her special attack (looks like her pysical) which hits for about 1600 and she also casts Reflect a lot (which is why I recommend not brining Vivi here).

Kary has some stuff well worth stealing (the fabled Masamune!), so be sure to have Zidane try to steal from her. Freya should jump every turn no matter what (go grab the Lance of Kain in the first room of the last dungeon if ya didn't already. Oh, and it's hidden). Have Dagger cast Protect on herself, Freya (do it just after she's came down from a jump, or before ya tell her to jump in the first place), Eiko (so she doesn't die from a single hit), then Zidane. Keep this cycle going when they start running out,

and otherwise use her for the usual - curing/reviving/summoning if ya get a spare turn. Eiko should heal whoever Kary hits (she only hits one character per attack) with Cura. After dealing a lot of damage (somewhere between 40000 and 50000 I think), Kary will fall, but unleashes a deadly all-hitting final attack which may wipe out your whole party unless they have Protect on :)

Oh, and a little tip, there's a hidden savepoint in the room after this fight, but you can find it yourself (not that it's hard to find) ^\_^

-----  
Boss: Tiamat | Tiamatto  
HP: 59494  
Steal: Broadsword, Grand Helm, Feather Boots  
Location: Place of Memory - Toki no Hasa Aida (Pause in Time)  
My Party: Zidane, Dagger, Freya, Eiko

Tiamat doesn't like you, and since he has an attack which casts the Hot status ailment on everyone at once, he's not someone it's healthy to be disliked by. But it's not as if you have a choice, so here's what to do.

Jet Somethingorother hits the entire party for between 600-1500 damage and casts Burn on everyone. He also uses Twister (me no like!), also, Silent Claw which will hit for around 2000 and silences (if it doesn't kill) whoever it hits. In addition, he has three nasty drain attacks. MP Drain will steal big amounts of MP from a single character, Strength Drain will diminish physical Strength (defense or attack, I'm not sure which), and Magic Strength drain which will render spells like Cure next to useless, but Rise (Life) will still work (phew). He also casts Levitate on single characters, but I'm not sure why. Maybe Twister wrecks you even more if you're floating... Not sure...

Anyway, Tiamat shouldn't be too hard as long as you do this. Always wait for him to attack first. If you tell everyone to do somethin then he casts Jet Whatever, you're dead. When your time bars fill up, leave them full until he attacks. Then, immediately after, have Zidane steal or attack (again, cool stuff worth pilfering here), Dagger should heal and revive as is regular for her (and indeed Eiko) in these parts. Freya jumps as always (as if I needed to say that). Although if it comes down to just her, revive Eiko and have her cast Phoenix.

That's pretty much all there is to it. As long as Twister and Jet don't get you, you should do ok :)

-----  
Boss: Kraken | Kuraaken  
HP: 59496  
Steal: Wizard Rod, ??, ??  
Location: Place of Memory - Gensho no Umi (Ocean of First Origin)  
My Party: Zidane, Dagger, Stiener, Freya

Kraken has 3 parts - her two arms/antennae/tentacles and her main body. Here, just concentrate on taking out the main body, as taking away her antennae makes her use her nasty physical attack which will more than likely kill a person straight away. And she'll use it every turn.

Anyway, Kraken's attacks include the now common Breeze (Freeze?), a strange attack where she shoots black stuff (oil maybe) at you called Sumi, which strikes a single target for around 1000, Waterga (Water 3) which hits all targets at once and does around 1000 to all party members or around 2500 to a single member, and finally a water jet counterattack which will hit for between 1500 and 2500.

Have Zidane steal the Wizard Rod then hit as usual, only stopping to throw someone a phoenix down if needed. Dagger should cast shell on herself so she doesn't get killed easily, and concentrate on keeping the party healthy as always. Only cure one person at once, unless Kraken hits the whole party with Waterga, in which case cure everyone at once with Cure 2. Freya should jump all the time, although if Dagger is KOed, revive her as soon as possible. And if that means missing out on a jump or an attack, do so. Steiner should just attack as usual also, but have him be your secondary healer (if you have enough items) unless his physical attack does more than Zidane's in which case swap their roles :) Kraken should be no problem.

-----  
Boss: Lich | Ricchi  
HP: 58554  
Steal: Black Robe, Siren Flute, ??  
Location: Place of Memory - Kyo Sora he no Mon (Gateway to Empty Skies)  
My Party: Zidane (41), Dagger (32), Freya (30), Eiko (30)

The first fiend of FF1 is the final fiend of FF9. Are we gonna come full circle and run into Chaos? Well, we'll soon be finding out, but not before we've kicked the crap out of the Earth Guardian. You fought this guy before, altho this time round he's bigger, meaner, had new attacks to bap you with and has a great fat wad of HP.

Lich will cast Death at the start of the battle, meaning you're one person down right away. Great. Have Dagger or Eiko revive whoever is KOed first. Another attack he will use is Powder, which stops whoever it is cast on and adds some weird status ailment which I'm not sure of :) He casts the Mirror of Death on one person, which is basically Doom/Condemn, he has Stop, and 2 Earthquake spells, Earth Shake and another one (Ground something), which hit the whole party for about 1500 damage. Then, he has his physical attack Death Cutter which strikes a single target for about 3000 and also causes Condemn. Finally, he has Level 5 Death, which can take out your whole party instantly if you're unlucky enough to have levels multiple of 5 :)

The easy way to beat him would be to have everyone equip Feather Boots and attach the Auto-Levitate ability, and then he'd only be able to kill one person per turn (with the possible exception of level 5 death). But that may not be an option. Anyway, I beat him by equipping Auto Levitate to Dagger and Eiko (the healers/revivers are ESSENTIAL here thanks to Lich's love of instant death spells), and having Zidane hit each turn, Freya jump, and leaving Eiko and Dagger's timebars full until someone needed healing or reviving. The Powder attack and Stop can be countered with a simple remedy, of which you should have plenty by now, and any death spell can be rectified by casting Rise/Life (or Arise/Life2 if you have it by now). Earthshake and Earthquake can be a real pain, so if you want, cast Levitate on Zidane and Freya, although it's not essential to do so. And that's all really :)

-----  
Boss: Doomgaze (Desugeizu (Deathgaze))  
HP: 55535  
Steal: Duel Claw, Black ??, Elixer  
Location: Crystal World  
My Party: Zidane (41), Dagger (32), Steiner, Freya (30)

After FF1 comes FF6. Who woulda thought :) The translation is Deathguise, but if you know FF6 you'll know what it looks like; Doomgaze. And for those who don't know (and actually care), in FF6j, Doomgaze was called Deathgaze (and while we're at it, Tina/Terra's morph was called Trance. How about that! Oops almost forgot.. I'm meant to be writing a boss guide).

Doomgaze can be tricky because he hits hard. At the beginning of the battle he casts Meteo and wrecks your party good, hitting all targets for around 2000-3000 damage (in some strange cases it will only do about 700, though). After that he starts pulling out stuff like Demon Claw, which hits a single target for about 1000, an all-hitting physical attack which swipes away around 1500 damage, Death and Level 5 Death which as you know can be nasty, and Twister (ARGH!). Prioritise in keeping Dagger alive. Keeping your HP high is vital here because of Doomgaze's hard hitting attacks. At the start of the battle don't have anyone attack until he casts Meteo. Now, if Dagger dies from the meteor's hit, revive her with a phoenix down with Steiner, have Freya jump and Zidane attack (or steal). If she's not dead but other people are have her use Rise on the others (Zidane first, then Freya, then Steiner). Otherwise, have her cure the whole party each turn (Curaga/Cure3 is probably best).

Zidane should hit as usual, if he gets Trance hit with MiiruTsuistutaa (MiiruTwister), Freya should jump as usual and Steiner can hit. This battle isn't too difficult if you can get past his nasty attacks.

-----  
Boss: Trance Kuja (Toransu Kuja)  
HP: 55535  
Steal: White Robe, Ether  
Location: Crystal World  
My Party: Zidane, Dagger, Eiko, Freya

Trance Kuja! You'd think he'd be shooting all them cool streams of energy at you that he was using to destroy the vast skylscapes of Terra with. But he doesn't. Instead he uses Flare, Holy, Flarestar, Reflect and Curaga. No biggie, right?

I don't think Trance Kuja has a set attack pattern. His actions at the start of the battle differed from time to time. Sometimes he'd cast reflect, sometimes Flare or Holy, sometimes even Flare Star (thankfully he hasn't yet been dumb enough to cure before taking damage like a certain Bizarro Sephiroth does).

If your party averages Level 40 or above, you shouldn't have many problems. If you're level 30 or something I recommend bringing both Dagger and Eiko for curative purposes, and your two strongest characters. Front and back row doesn't matter here (as far as I know) because Kuja here only uses magical attacks.

If you're short on items you might benefit from pilfering an

Ether, and a white robe will come in useful (you'll get a chance to equip it before the next battle). So stealing's good. Also, to make the battle go a little quicker, you may wanna use Zidane's MP hit ability (not sure of the proper name yet). That way you can do about 5000 damage per hit for a few turns until his MP reaches zero. Just remember that if he's about to enter Trance, throw him an ether or two so he can perform his strong trance skills.

You could summon Madeen with Eiko, or cast Holy, but you're probably better off conserving your MP for curing. A good tip here is to 'queue' your attacks. Especially as the battle progresses. After you have relieved Trance Kuja of around half of his HP he will start counterattacking. Most frequently, he will counter with Flarestar, which will strike your entire party for.. well I think it really depends on equipment (a lot more so than normal). It was striking my level 28 Eiko for less than 900, but my level 40 Zidane for over 1000. I don't think it is determined by rows, though. I'd have to check it out. Sometimes he will counter by using Curaga on himself. healing about 3000-4000 of his hp. Nothin you can't take away with one or two hits. Other counterattacks are Flare and Holy, they can kill you if you're not high on hp, but you have two healers so whoever falls you should be able to revive immediately.

Anyways, about queuing your attacks. Once Kuja counterattacks (that's when he gets at least 2 attacks in one turn :p), start fighting thus - only strike once. Leave your other attacker(s) time bar full. Now, if Kuja counterattacks, heal if need be. If not, attack with the other person. Keep this going and you shouldn't get beaten.

The main problem in this battle is when those attacks and counterattacks of Trance Kuja's add up, and all of a sudden you're out of MP. Chances are you'll get Flarestar cast on you and next thing you know only Zidane is still standing. Don't despair. Now, if you have auto-potion and auto-regen on, you can still pull this off. Revive Dagger or Eiko (whoever has the most MP I guess) with a Phoenix item. Now all she has to do is concentrate on healing while Zidane is hitting. Keeping two people alive for long enough to finish the fight should be easy. But again, watch out for those counterattacks.

At the end of the fight you get to see that lovely Ultima for the second and last time. Get ready my friends. It's final battle time.

-----  
Boss: Eternal Darkness (Eien no Yami)  
HP: 54100  
Steal: Elixer  
Location: Zetsubou no Oka (Hill of Despair)  
My Party: Zidane (51), Dagger (43), Vivi (43), Eiko (42)

NOTE - this guy is called Necron in the english version.

OK, first things first. Don't worry about the way Trance Kuja kicked the crap out of you, the characters you pick are fully recovered before the battle starts. Take your best characters. If you don't have any 'best', then take the most useful. Sort

out your equipment and abilities. I'd give everyone their best equipment (although if you're still learning Arise or Curaga or Flare or some other big spell, keep on learning it. It's not as if weapons on mages will matter here anyway). As for abilities, I advise equipping as many status ailment guarding ones as you can (especially Body Temp), and also Auto Regen. One more thing, you need your white mages. Take at least Dagger or Eiko (helps to have both), and one of your other best characters.

Got all that sorted? Good! Let's get started!

Eternal Darkness, who looks like FF1's Chaos as my friend Luke pointed out, is great. If you want him to be a challenge, fight him at level 30 or so. If you're very far over level 45 he isn't that hard.

Eternal Darkness casts Shell and Protect on himself. You may want to dispel that but he re-casts it (as a counter attack sometimes I think). He will also use Blizzaga, Firaga and Thundaga, again, mostly if you use these elements on him, he will counter with them. Same goes for Flare. I didn't try using Jihad (Doomsday). Also, he casts the occasional Meteo. He has an attack that reduces one character's HP to 1, "Blue Light" or something.

All of these spells are relatively weak (apart from Meteo, which is random), and are easily rectified with Curaga or two Curas. If you brought Freya, jump after Eternal Darkness casts Shell or Protect on himself. This is because the nastie stuff usually starts after Shell/Protect:

The real fun starts when the words "Grand Cross" appear on your screen. Images of FF5 and FF Tactics come flooding back already. Grand Cross is the ultimate status ailment attack. It can inflict stone, hot, cold, petrify countdown, condemn, mini, zombie, beserk, and even instant death. (Don't you wish it was obtainable as blue magic?) Also, it hits everyone. Grand Cross is seriously not good for your party's chance of survival. He will usually cast it after he has at least either Protect or Shell on and after he's used 2 or 3 other attacks.

After Grand Cross hits, you gotta scramble to get your party back to health. Revive anyone who has been killed, summon Phoenix if necessary (if you have Eiko), clear status ailments (especially stuff like Beserk, Stop, Stone or Sleep). However, if you can help it, don't revive Zidane (or whoever your highest level character is) yet. The reason is this -

Soon after casting Grand Cross, Eternal Darkness uses his strongest spell, Neutron Ring. This hits everyone and is quite weird; if Zidane (my highest level character by 10 levels or so) was alive, it'd hit for between 2000 and 4000 damage. But, if he was KOed, it'd only deal about 1000-2500 damage. I guess it could be based on levels but I don't know for sure.

If you survive Neutron Ring (at Level 45+ you should do, as long as everyone was restored to full health after Grand Cross), then you're more or less safe. But don't attack with magic until everyone's back to over half their HP (doing so could prompt a counterattack). Get rid of everyone's status ailments. Cure some more if you need. Start casting Haste or something on people

(Zidane first, of course). Okay, now is the time to wail on him with everything you have. You've only got so long before Grand Cross comes around again. If you trance with Zidane, you'd probably do 9999 with Stellar Circle 5 (hey, it worked on Trance Kuja), also, you can use a Dark Matter item on him to do 9999 damage also (a really cheap way to win, too). Eternal Darkness has about 54000 hp. If you can get past Grand Cross and Neutron Ring each time they come around, you've virtually won. Good luck!

Enjoy the ending! It's excellent :)

#### S E C R E T / O P T I O N A L B O S S E S

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Boss: Hades (Haadesu)

HP: 55535

Steal: Robe of Lords, Battle Boots, Shoes of Elmens, Reflect Ring

Location: Place of Memory - Umareru Mono (One to be born/Birth)

My Party: Zidane (41), Dagger (32), Steiner (30), Freya (30)

How to find -

I had a few mails about this, so here's how to find Hades. In the last dungeon (Place of Memory/Memoria) go to the place where Quina was swimming around (it's called 'Birth' in the English version). Search behind the rocks on the right hand side of the screen. When ya find it, sort your party out and then let's rock!

NOTE - Jihad is called Doomsday in the english version.

Hades is a peice o' cake at level 50 or so, but not so easy when your party is a trembling level 30. Firstly, and quite importantly, stick everyone in the back row. You heard right. Everyone including Zidane and Steiner. You'll see why soon.

Hades is a nasty chap, sitting there in his big chair with that painful lookin' sword. He casts reflect on himself, has a similar looking attack to the last dungeon's Iron Giants (slashes straight down on a character reducing their HP to 1), and a slash-all attack (Cleave), which means a loss of between 1300 and 2000 to everyone at once, and that's in the BACK row. You see now :)

Also, he uses Mustard Bomb and Breeze (or is it Freeze?). If you have it, Body Temp would be good to equip here. Finally, he has 2 special attacks that occur after a countdown of three. The first is Curse (Kaazu), which has been upgraded from a slight stat-decreasing spell to something much like Bad Breath from hell. It confuses, poisons, slows and dramatically weakens everyone. Curative magic will be much less effective and physical attack power will be laughable. The second is Jihad, the ultimate black magic in the game (besides Ultima which you can't acquire so it doesn't really count). Jihad hits your whole party for some teradeath-recieving amount of damage around 6000, and at the same time, (this will make you CRY) will heal him between 6000 and 7000hp. I can hear them now, those wimps, saying "I'm gonna wait til I'm on level 99 to fight him!"

"So how the hell do you do it at level 30?!" you ask. Well, this makes it easier - equip armor which reduces, blocks or even absorbs darkness/shadow damage. This basically means that Jihad will not completely devistate your party (and may even heal it depending on what you equip). Remember to equip the Add Status



ability too, tho ;) It goes without saying that Auto Potion and Auto Regen help here.

The reason that Sakaguchi (or whoever it was who decided) gave Freya jump was to use in this battle. Have her jump at all times, apart from when a countdown is occurring (I'll explain that later). Dagger should cast Protect on herself and then Zidane, and then concentrate on Curing. If protect runs out, re-cast it. If Steiner should fall, throw him a Phoenix Down and have him use his second swordskill, Minus Sword, but if his physical attack will do more than that does, you might as well fully heal him if you can spare the turn.

In the event of one of Hades' countdowns, have Freya jump when the countdown hits 2 (if you have other party members lined up for an attack first), or 1 (if you have no other party members lined up for an attack). This way, she'll totally avoid Curse and Jihad. And chances are you'll need to have someone to cure those status ailments like confusion.

The cycle goes - a few attacks, curse, a few attacks, jihad, etc. Go for it on level 30. I dare ya!

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Boss: Ozma (Ozuma)  
HP: 55535  
Steal: Elixer, Dark Matter  
Location: Chocobo Aerial Garden  
My Party: Zidane (72), Dagger (50), Eiko (49), Steiner (47)

Finally! This is the big one.

Where FF1 had Warmech, FF5 had Shinryuu and Omega, and FF7 had Emerald and Ruby Weapon, FF9 has Ozma. All you weapon lovers can call it Ozma Weapon if it makes you feel better.  
(Side note: Warmech ain't that hard).

Beating Ozma not only requires quite a bit of skill, but also a bit of good luck. There are things you can do to make this fight easier (but I didn't do them just to see if I could succeed without them, and because I couldn't be bothered). These include:

- Finding all of the Land Spirits or whatever, so you can use regular physical attacks on Ozma.
- Equipping Pumice Pieces so Jihad/Doomsday doesn't wreck you (I'd already synthed the two I had into a Pumice so that wasn't an option).
- Equipping a reflect ring to Zidane and Steiner (which would've helped a lot to be honest).
- Using Freija's Dragon Crest (9999 a hit for 16mp if she's a high level). I believe Amarant has a similar attack. Which I also didn't use.
- Auto Life (Reraise). At first I thought this'd be essential but it's not. I managed without it, so can you :)

If you hopelessly give up, you might wanna try some of these things to help out. But even after getting beaten over 30 times I didn't hopelessly give up :) Here's what I did -

## PARTY PREPERATION

Now, the party I used in the battle is the one I'd recommend I guess. Although I heard Amarant and Freya have attacks that do 9999 if your level is high enough, I didn't use those two much this time through. If you've got them with a good amount of HP and if they can indeed deal 9999 to Ozma in a single turn, use them. I took Zidane because I could level him up easily on the world map, and I knew that I wouldn't have to find the Land Spirits to hit cos his Trance attacks would deal 9999 damage each time anyway. In less than an hour you can get him up to Level 72 fighting Grand Dragons (go to Popos Heights, the place on the world map above Gizamaluke's Grotto, to find them). Just kill all your other people so only he's alive, equip Coral Ring if you have it, and put Auto Potion and Auto Regen on. Hell, if you're mega lazy like me, put the Counter and Eye 4 Eye abilities on too and just watch Zidane win the battles without you pressing a single button. Since the other three party members are KOed, Zidane will get 35000 exp a battle. Equip the Level Up ability and you'll get even more (around 45000 I think). You'll get to Level 72 soon enough. "What's so special about Level 72?" you ask. Nothing at all. I'm 99% sure you could do it at a lower level. I just went to fight him when I had Zidane at level 72 :) My other party members were all around Level 45-50. So get them that high if you're having problems. If you do that you'll have to stop moaning that you're too low in level to beat him :) Trust me, fighting Grand Dragons and last dungeon battles makes levelling up go quite quickly.

Now, another important thing to do is get everyone near Trance. I was real lucky in that all of my characters were fairly near anyway. You could just kill off everyone else then go fight something and let it hit you until you're near Trance, then run, and do the same with your other three characters. And really this stuff doesn't take that long. I'd advise getting Zidane, Eiko and Steiner 1 or 2 hits away from being tranced.

Another little thing, try and make sure no-one's level is a multiple of 4 or 5, so Level 4 Holy and Level 5 Death don't hit. Of course, I kept forgetting to do this :)

Finally, if you're gonna be levelling up, you might as well take the opportunity to learn some new abilities. I'd learn all the ones I've mentioned below at least, so you can equip better armor and accessories for the battle.

## BEFORE THE BATTLE

Get your party's equipment and abilities sorted out. And this isn't like you had to for the last boss, you've got to put some thought into this. Go beat up the Behemoth in Treno and get an extra Circlet. Try and have Auto-Haste on everyone (definitely Zidane and Steiner, and preferably Eiko). Auto-Regen is also something you'll need, so stick that on too. And also Auto-Potion. If you have any regular potions at this point, which you shouldn't, get rid of them all and stock up on Hi-Potions. If you have Auto Reflect, put that on Zidane and Steiner. I don't believe Reflect has ever been as useful to me as it was in this battle (apart from maybe in the fight against Baham in FF4 ^\_~). The status ailments you'll need to guard are Confuse, Blind, and Silence on your mages. So make doubly sure you have Clear Headed, Antibody, Bright Eyes and Loudmouth equipped. I'm not sure if Blindness affects Shock and Dyne skills, but you should have

enough points anyways so stick it on. Basically, you need about 35 points for everyone. In addition to all these, I had Steiner's HP+20% on, Ability up on a few people (Ozma gives you a fun 100 AP after you beat him so you probably won't need it), Healer on Dagger and Eiko, because it's not as if I was gonna have time to hit Ozma with them, but I could always heal myself this way a bit with reflect on. Even though manual healing is mostly obsolete here as I found out.

Try to equip stuff that reduces (or even absorbs) shadow damage. Find the Demon Mail for Steiner, so Jihad/Doomsday heals him, and put the Egoist's Armllet on Eiko. This means that Eiko guards Jihad. If you have 2 Egoist's armllets then go ahead and put one on Zidane too, but it's more important to have Eiko alive as much as possible so she can help distribute remedies and cast carbuncle and other stuff. I also gave Eiko the Pumice and a Circlet. I don't think her weapon makes a difference, so you might as well stick her best one on. Same goes for Dagger.

Steiner should have the Ragnarok or Excalibur/Excalibur 2 equipped, and should know Shock. You probably remember Shock as the attack that Beatrix kept killing you with. That's the one! And it does 9999hp damage to Ozma (and everything else). Make sure Zidane knows his Tranced Dyne attack Stellar Circle 5. This will do 9999 to Ozma each time also, and I think it's the best looking one too :) Sure, Grand Lethal and things like that do 9999, but Stellar Circle 5 costs far less mp. I'd recommend Eiko knowing at least Carbuncle, and Phoenix is nice too. Madeen and Fenrir won't even be used. Both Dagger and Eiko should have learned stuff like Curaga, Life (Life2/Arise is great, preferably on Eiko so she can cast it twice in a row when she Trances), and reflect.

Once you've done all this, Save your game, fly to Chocobo Air Garden, go look at the Eidolon Cave, do anything you forgot to do before, and then fight!

#### THE BATTLE

The way I fought this battle was quite straightforward once I had it figured out. Of course, figuring it out is half the fun, so if you wanna do it yourself, stop reading :) Ozma has 55535hp. Which lead me to reason that I've gotta hit him 6 times with Shock and Stellar Circle 5. Again if you wanna be cheap about it, as with the last boss, using a Dark Matter item on Ozma does 9999. And you can steal one from him too. Of course, this isn't essential to winning the battle. So I'd decided that I'd have Dagger and Eiko heal status, and Steiner and Zidane hit. But it's not that easy, because Ozma's attacks do you in really badly.

His attack pattern seems to be something like this -  
Offensive spell, Status Spell/Cure, repeat. Sometimes he breaks out of this pattern a bit, but he never starts doing stuff like offensive, offensive, offensive, offensive, cure, cure, status, cure etc. I think the the spells he does use are random though, and he picks from these -

The offensive spells he uses are: Meteor (Random damage, but more often than not wipes out your party in a single hit), Flare Star (3000 to everyone), Flare (3000-5000 to one opponent. Reflectable), Holy (2000-3000 to one opponent. Reflectable),

Lvl 4 Holy (3000-4000 damage to any opponet whose level is a multiple of 4), and Jihad/Doomsday (3000-6000 shadow damage to everyone. Ouchu!).

The status spells he uses are: Curse (seemlingy random damage to everyone, and inflicts mini, blind, slow, confusion and silence to all. All of these bar mini can by guarded with abilities. Usually hits for between 2000 and 5000), Beserk (reflectable), Death (reflectable), Lvl 5 Death, and Mini (he hits everyone with Mini at once). His curative spell is Curaga, which heals him for 7000-9999 each time he uses it. My way of thinking is this - if he Curagas, I gotta hit him an extra time.

Here's how to fight. Get Steiner to do Shock right away. Whether he's tranced or not, it should be doing 9999 (or close enough to it. If it's hitting for less than 9000 then you're in trouble). If Ozma deaths someone, revive them with one of your mages (use Full Life if you have it). If Eiko and Dagger both get KOed before you've hit him about 4 times, you should probably reset and start again. Or if Zidane still isn't tranced, you might be able to get a Phoenix Down to Eiko long enough for her to cure and stuff. I pick Eiko over Dagger a lot here because she has more spells and Phoenix and Carbuncle, and she also had Auto Haste equipped.

A critical element in winning is Reflect, I think. As soon as you can, get Eiko to cast Carbuncle. This way, all the spells above listed as reflectable you won't have to worry about anymore. Avoiding Mini and Beserk especially can be the difference between winning and losing here. Ozma tends to cast beserk on Tranced Zidane and Steiner for me, so having these reflected is a good thing.

Ok, Ozma will attack (probably before you get a hit), and use one of those offensive spells I listed. If all goes to plan, Zidane will Trance, but don't worry if he doesn't. Don't do anything (at all) with Zidane until he trances though, just leave his timebar at full. Unless you have an idea that I didn't. Maybe giving someone an elixer who's nearly dead or something. Or you could try stealing, but you might have to do all that land spirits stuff to be able to steal. Anyway I just left his timebar at full. Steiner should be doing shock like I said. Also leave Eiko and Garnet's timebars at full.

Now, after his first attack or two, he'll do Curse. This is where Trance can save you. When a character Trances, they shake off all status abnormalities I believe. And if Curse Trances your people, they aren't gonna suffer the Mini of it. If you're wondering what the big deal about Mini is, it's that when Steiner and Zidane are Mini'd, their 9999 attacks are hitting for something like 200. And curse doesn't reflect, so you probably will end up mini at least once here. It doesn't really matter if Dagger and Eiko become mini'd or blinded, because their magic will still be as powerful. Your abilities should guard all the other status ailments. Now, if all's going well, Auto Potion and Auto Regen should do all the healing you need almost. Try and keep Zidane's hp high because curse can wipe him out in one hit if it's not (infact once I think it wiped him out in one hit when it was ^\_~). Steiner seemed to have a talent for staying alive longest, so don't worry too much about him. When Zidane trances, do Stellar Circle 5, Meo Twister, or whatever. I used Stellar Circle 5 all the time, hitting for 9999.

The second round of Ozma's attacks will come around. Meteor can

still kill you and Jihad/Doomsday still hits hard. Again, revive whoever you need (preferable order - Eiko, Steiner, Zidane, Dagger). This time, Curse may end up causing Mini again. However, if you are still mini off the last time it hit, it will probably return you to normal size; incase you didn't know, casting mini on a character with already mini'd returns them to normal size. If Zidane and Steiner are Mini, don't use their attacks remember. Wait until they're normal size. One last thing, I think curse hits harder when you're mini.. Maybe it's physical damage, I really don't know. I'm an idiot. But it doesn't matter, it's either gonna kill you or it's not. Remember to re-cast Carbuncle if reflect wears off. OK, keep going like this. You don't need Curaga to heal, use an Elixer instead. If someone gets Death cast on them (and reflect isn't on), revive them. Same goes for Lvl 5 Death or whatever. The best thing about Death is you can be sure it's only gonna kill one person. Whereas other spells tend to kill multiple characters which is a pain in this battle (and that's what Phoenix is for, by the way). Hit with Stellar Circle 5 and Shock a bit more. Oh, don't do anything with Zidane in trance other than Stellar Circle 5 or some other Dyne skill. If he's mini or beserk, get someone else to remedy him. Recast Carbuncle if you need. Use Shock and SC5 a few more times. Now, that's more or less all you need to do. If someone does get beserked, use a Gyshal Green to cure it (remedy doesn't work). Beserk is also a pain cos physical attacks don't hit unless you go get the land spirits. And that's the other main reason why you should have reflect on. Beserk is very bad.

Another tricky thing is that Ozma will probably use Curaga. If he does, then you've got to hit him an extra time, basically. If you can keep getting past Curse and if he doesn't wipe you out with Meteor or whatever, you should be fine. Again, you've got to be quite lucky to survive enough to kill him, so don't go giving up. Good luck!

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NOTE - The sub-bosses (ie, those which are difficult fights but aren't quite bosses ^\_~), are not listed here.

Disc 1 Bosses

Boss	Location	HP
#1 Plant Brain	Evil Forest	916
#2 Black Waltz 1	Ice Cavern	229
Sealion	Ice Cavern	472
#3 Black Waltz 2	Dali	1030
#4 Black Waltz 3	Cargo Ship Deck	1128
#5 Gizamaluke	Gizamaluke's Grotto	3175
#6 Beatrix	Burmecia Castle	3630

Disc 2 Bosses

Boss	Location	HP
#1 Black Waltz #3	South Gate Railroad	1292
#2 Raruvaraava	Gargan Roo	2296
#3 Antlion	Clayra Settlement	2938
#4 Beatrix	Clayra Settlement	4736

#5	Zorn	Alexandria Castle Dungeon	4896
	Thorn	Alexandria Castle Dungeon	2984
#6	Beatrix	Alexandria Princess' Room	5709
#7	Raruvaimaago	Gargan Roo	3352
#9	Lani	Fossil Roo	5708
#10	Hill Gigas	Conde Petie Mountain Path	8106
#11	Soulcage	Iifa Core	9765

Disc 3 Bosses

Boss		Location	HP
#1	Ark	Oeilvert	20002
#2	Valia Pira	Desert Empress	12119
#3	Meldi Gemini	Gulg Volcano	24348
#4	Daharka	Ipsen's Heritage	29186
#5	Earth Guardian	Earth Shrine	20756
#6	Dragon Creature	Pandemonium	?
#7	Abadon	Pandemonium	12658
#8	Shelter Dragon	Pandemonium	12661
#9	Silver Dragon	Pandemonium	24055
#10	Garland	Pandemonium	40728
#11	Kuja	Pandemonium	42382

Disc 4 Bosses

Boss		Location	HP
#1	Shinryuu	Warp	59940
#2	Kary	Place of Memory	59497
#3	Tiamat	Place of Memory	59494
#4	Kraken	Place of Memory	59496
#5	Lich	Place of Memory	58554
#6	Doomgaze	Crystal World	55535
#7	Trance Kuja	Crystal World	55535
#8	Eternal Darkness/Necron	Hill of Despair	54100

Secret/Optional Bosses

Boss		Location	HP
#1	Tantarian	Alexandria Castle Library	21997*
#2	Quale	Qu's Marsh	55535*
#3	Hades	Place of Memory	55535
#4	Ozma	Chocobo Aerial Garden	55535

\*There will be no guides for bosses marked with a '\*' because I'm lazy.

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Lali-Ho! (or Rally-Ho if you're one of the idiots who translated Conde Petie).

Any comments/constructive criticism? My new mail addy is -  
idiotparade@hotmail.com (know that I will probably never  
read anything sent there and if I do I probably won't respond).

Finally, go to rpgamer and grab my friend Luke's Zidane Only guide.  
It rocks and is a good read even if you don't wanna play through  
FF9 with only Zidane.

Hope this guide helped a little.

Until next time, then...

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