

Final Fantasy VIII Complete Monster Encyclopaedia

by Split Infinity

Updated on Feb 16, 2008

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

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Author: Damir Kolar (Split Infinity) <lifearmor(at)gmail(dot)com>
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01.) LEGAL INFORMATION - G0100
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If you need to find something quickly, press and hold CTRL (Control), then press F button. This will bring up 'Find and Replace' box. In it type the word you're looking for and you should be taken to it immediately. This is much faster than scrolling through entire guide.

For your convenience I've inserted special search codes near every section to help you easily hop on to that section by using search code provided. Each search code will appear only twice in whole guide - thus getting stray hits will be impossible.

SECTION NUMBER AND NAME | CODE | WHAT IS IT ABOUT?

01.) Legal information	G0100	Copyright protection and legal info.
02.) Table of Contents	G0200	Sections of this guide.
03.) Latest Updates	G0300	Read what was added in last update.
04.) Regular monsters	G0400	Information on regular enemies.
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06.) Disc 2 bosses	G0600	...team, what to use, how to power-up...
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08.) Disc 4 bosses	G0800	...on any boss of any disc.
09.) Monster Encounter	G0900	Info telling where monsters can be found.
10.) Past Revisions	G1000	History of this guide resides here...

11.) Credits	G1100	All who contributed... Thank you.
12.) Contact Info	G1200	Find out how to reach me.

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03.) LATEST UPDATES - G0300
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- Quistis Version (16th February 2008)
Polishing the guide.

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04.) REGULAR MONSTERS - G0400
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NOTE: Listing is in alphabetical order, except for Guard enemy, which eluded me. I only found out I forgot to include it after I was done with the rest. Since I don't intend to spend odd 5 hours correctin' every darn entry, I just shot it at the end.

A) Considering targets, enemies

1. SA stands for Single Ally (in this case monster itself or any partner monster that you encountered this monster with)
2. AA stands for All Allies (in this case all monsters at the screen)
3. NEA stands for No Enemies / Allies (nothing is being targetted)
4. SE stands for Single Enemy (in this case one of your members)
5. AE stands for All Enemies (in this case all of your members)
6. SEA stands for Single Enemy / Ally (not 100% certain of the target)

B) Considering types of attacks

1. PA stands for Physical Attack
2. MA stands for Magical Attack

C) Considering status/elemental attack/defense

1. EAJ - Elemental attack junction
2. EDJ - Elemental defense junction
3. SAJ - Status attack junction
4. SDJ - Status defense junction

D) Considering magic classes

Note: This will be a bit harder. I've had to come up with a new system I hope you'll be familiar with (based somewhat on FF8's classifications)

1. Attack class - this is any magic that deals damage in HP to your enemies. This class is further chunked up into...
 - I. Fire class - Fire, Fira, Firaga
 - II. Ice class - Blizzard, Blizzara, Blizzaga
 - III. Thunder class - Thunder, Thundara, Thundaga
 - IV. Water class - Water
 - V. Wind class - Aero, Tornado
 - VI. Earth class - Quake
 - VII. Poison class - Bio
 - VIII. Holy class - Holy
 - IX. No-element class - Meteor, Ultima, Flare
 - X. Gravity class - Demi
2. Healing class - this is any magic that heals damage in HP to your members. Magics that fall into this category...
Cure, Cura, Curaga, Regen, Life, Full-Life
3. Status class - this is any magic that causes negative type/s of status/es to your members or your enemies. Magics in this category are...
Meltdown, Silence, Blind, Confuse, Berserk, Sleep, Slow, Stop, Drain, Zombie, Pain, Death, Break, Dispel.

4. Support class - this is any magic that causes positive type/s of status/es to your members or your enemies. Magics in this category are... Double, Triple, Float, Shell, Protect, Reflect, Haste, Esuna, Aura.
5. Scan - I guess this deserves a special category.:) I can't really put it anywhere, heh.

E) Considering special attack classes

There are monsters's attacks that fall into few special categories...

1. Instant death class - these are attacks that will cause your member to be KO-ed unless under necessary protection (correct junction, Defend, Invincible, etc.).
2. Vitality killer - these are attacks that ignore Vitality statistic.
3. Spirit killer - these are attacks that ignore Spirit statistic.
4. Desperation class - these are attacks used by monsters as a last ditch attempt to kill your members.
5. Command class - these are attacks used by monsters and are cheap copies of your Command abilities.:) Most obvious example is Lefty's Draw.:)
6. Critical strike class - these are physical type attacks rarely used by monsters. Accuracy of these attacks hitting your member/s is lower, but damage dealt if such attack connects will always be critical damage dealt.
7. Succession class - these are attacks used after certain move is executed a certain amount of times and then a succession class move is used. Some exceptions apply.
8. Countdown class - these are attacks that cause certain type of timer to appear above member's head. If timer is red, this is countdown to Instant death status. If timer is white, this is countdown to Petrify status.
9. Member count class - these are attacks that can only be used by some monsters if a certain number of your members is alive. Such attacks cannot be used if 'number of members alive' prerequisite is not being met. Pretty obvious example is Ruby Dragon's Breath - it can only be used if all three members are alive.
10. Monster count class - these are attacks used by certain monsters that can only be used if all or some of them are alive. If a vital chainpiece is missing, such attack cannot be executed.
Note: Some attacks directly deal with amount of monsters a specific member has killed. These type of attacks will fall into this category.
11. Round count class - these are moves or attacks used by certain monsters that last and / or are used a specific amount of turns.
Under this category these magics fall - Regen, Reflect, Protect, Shell, Haste, Slow, Stop, Sleep - so whenever you see these mentioned by a specific monster, I will not mention this class there.
There are some monster's moves that fall into this category and this class will be mentioned by such monsters.

12. Counter class - these are all moves and attacks used by some monsters as their 'answers' to some actions of your members. There are many counter classes - view them below.
- 12A. Magic counter class - these are moves or attacks used by some monsters as counters if your members use any magical means of attacks on such monster/s.
- 12B. Physical counter class - these are moves or attacks used by some monsters as counters if your members use any physical means of attacks on such monster/s.
- 12C. Stat booster class - these are moves or attacks used by a certain monster as this monster's 'answer' to a certain action your member/s performed on them. When this special class is used, one or more of this monster's statistics is/are increased.
Note: There are two different versions of 'Stat booster' class. Some of them are counter class moves, whilst some of them are used after certain amount of turns passes or whatever other thing happens.
- 12D. Stat loser class - these are moves or attacks used by a certain monster as this monster's 'answer' to a certain action your member/s performed on them. When this special class is used, one or more of this monster's statistics is/are lowered.
Note: There are two different versions of 'Stat loser' class. Some of them are counter class moves, whilst some of them are used after certain amount of turns passes or whatever other thing happens.
- 12E. Tactic change class - these are moves or attacks used by a certain monster as this monster's 'answer' to a certain action your member/s performed on them. When this counter class is used, this monster's battle tactics change.
Note: There are two different versions of 'Tactic change' class. Some of them are counter class moves, whilst some of them are used after certain amount of turns passes or whatever other thing happens.
- 12F. HP count class - these are moves or attacks used by a certain monster as this monster's 'answer' to a certain action your member/s performed on them. When this counter class is used, it means that your members have caused loss of HP to the monster they're fighting which went over the HP limit this monster has set before it is able to use this counter class move. It can be any type of member's attacks that can trigger this counter class move.
13. Stat booster class - these are moves or attacks used by a certain monster as this monster's own action performed on it. When this special class is used, one or more of this monster's statistics is/are increased.
14. Stat loser class - these are moves or attacks used by a certain monster as this monster's own action performed on it. When this special class is used, one or more of this monster's statistics is/are lowered.
15. First strike class - these are attacks that are always used by some monsters as their first attack regardless of the actions you've done so far in the battle against those monsters.
16. HP count class - these are moves or attacks used by a certain monster once you deal enough damage to this monster. From now on there is a

possibility that this monster will use an attack, specially designed to be used if such event took place - here the event being this monster's HP dropping below the limit level.

17. Tactic change class - these are moves or attacks used by a certain monster as this monster's own action performed on it. When this counter class is used, this monster's battle tactics change.

F) Who are 'Enemies', 'Allies', 'Monsters', 'Targets' and 'Members'?

1. Enemies - in this case enemies are considered your party members. Whenever you'll see words 'affected enemy' or sth similar, know that it was *your member* who was targetted.
2. Allies - in this case allies are considered monsters.
3. Monsters - Self-explanatory.
4. Targets - in this case targets can be both your members or monsters you're fighting. I'll be mentioning targets by the attacks that can be reflected and there's no 100% sure way of knowing that it hits either enemies (ie your members) or allies (ie monsters).
5. Members - Self-explanatory.

G) TARGETTED, AFFECTED... WTF?

1. Targetted - will be used mainly in descriptions of physical attacks (also if physical attack is able to inflict any statuses, word targetted will be used)
2. Affected - will be used mainly in descriptions of magic attacks

#0001 - ABYSS WORM

#A0001 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0001 - MONSTER'S SCAN INFO

A head protruding from the earth. Only a part of the body is exposed. Uses Earthquake when attacked by enemies.

#C0001 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 210 HP

Lv100 - 26000 HP

#D0001 - MONSTER'S AP AMOUNT GIVEN

6 AP

#E0001 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Wind element

Weak against Water element

Earth element has no effect

#F0001 - MONSTER'S SPECIAL INFO

None

G0001 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Aero

Medium level Draw List - Aero

High level Draw List - Aero, Tornado, Quake

#H0001 - MONSTER'S DROPPED ITEMS

Low level drop - 6x M-Stone Piece, 3x Magic Stone

Low level Rare drop - 1x Windmill, 1x Windmill

Middle level drop - 6x Magic Stone, 4x Wizard Stone

Middle level Rare drop - 2x Windmill, 2x Windmill

High level drop - 2x Windmill, 1x Windmill

High level Rare drop - 3x Windmill, 4x Windmill

Card drop - 1x Abyss Worm card

#I0001 - MONSTER'S MUGGED ITEMS

Low level Mug - 3x Magic Stone, 1x Windmill

Low level Rare Mug - 1x Windmill, 1x Windmill

Middle level Mug - 2x Windmill, 2x Windmill

Middle level Rare Mug - 2x Windmill, 2x Windmill

High level Mug - 4x Windmill, 4x Windmill

High level Rare Mug - 4x Windmill, 4x Windmill

#J0001 - MONSTER'S CARD INFO

Cards into - 1x Abyss Worm card

Rarely Cards into - 1x Abadon card

#K0001 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!

What it does? - Restores MAX HP

Middle level taste - Delicious!!!

What it does? - Restores MAX HP

High level taste - Delicious!!!

What it does? - Restores MAX HP

#L0001 - MONSTER'S ATTACKS

1. Protect - SA Support class magic - Abyss Worm can use it on itself - Protect status on affected target

CM - Reflect on Abyss Worm, Dispel, Silence on Abyss Worm

2. Shell - SA Support class magic - Abyss Worm can use it on itself - Shell status on affected target

CM - Reflect on Abyss Worm, Dispel, Silence on Abyss Worm

3. Sandshake - AE Earth & Special class MA - Counter [Physical counter] & Succession class - will be used as counter if Abyss Worm is physically attacked - is sometimes used immediately [as a second attack] after Abyss Worm casted Shell or Protect on itself - if Sandshake is first attack in the string, second Sandshake will not be used

CM - Higher Spr, Shell, Defend, Invincible, Earth class magic on EDJ, don't use physical attacks

4. (Lift head) - NEA Special class 'attack' - Tactic change class - after Abyss Worm has been a target of anything for four times, it will (Lift head) - Shell, Protect and Sandshake are no longer used - Abyss Worm now has access to Saliva, Aero and (Head Swing)

5. (Head swing) - AE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Abyss Worm

6. Aero - SE Wind class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Wind class magic on EDJ,
Silence on Abyss Worm

7. Saliva - SE No-element & Status class MA - possible Curse status on affected
member along with some No-element class magic damage

CM - Higher Spr, Shell, Defend, Invincible, Aura or Pain on SDJ

#M0001 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#002 - ADAMANTOISE

#A002 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B002 - MONSTER'S SCAN INFO

Its high defence capability makes it difficult to defeat. Owns rare items that
make it worth the effort.

#C002 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 573 HP

Lvl100 - 42500 HP

#D002 - MONSTER'S AP AMOUNT GIVEN

4 AP

#E002 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Thunder element

Weak against Earth element

#F002 - MONSTER'S SPECIAL INFO

None

#G002 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Blizzard

Medium level Draw List - Blizzara, Shell, Protect

High level Draw List - Blizzaga, Shell, Protect, Reflect

#H002 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Turtle Shell, 2x Turtle Shell

Low level Rare drop - 1x Whisper, 1x Orihalcon

Middle level drop - 2x Turtle Shell, 1x Orihalcon

Middle level Rare drop - 1x Orihalcon, 1x Adamantine

High level drop - 1x Adamantine, 1x Adamantine

High level rare drop - 1x Adamantine, 1x Adamantine

Card drop - 1x Adamantoise card

#I002 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Whisper, 1x Whisper

Low level Rare Mug - 1x Whisper, 1x Whisper

Middle level Mug - 1x Whisper, 1x Whisper

Middle level Rare Mug - 2x Whisper, 2x Whisper

High level Mug - 3x Orihalcon, 3x Whisper

High level Rare Mug - 4x Whisper, 4x Whisper

#J002 - MONSTER'S CARD INFO

Cards into - 1x Adamantoise card

Rarely Cards into - 1x Sphinxara card

#K002 - MONSTER'S DEVOUR INFO

Low level taste - Refreshing!

What it does? - Restores MAX HP & heals status abnormalities

Middle level taste - Refreshing!

What it does? - Restores MAX HP & heals status abnormalities

High level taste - Feel healthier

What it does? - Restores MAX HP & heals status abnormalities & raises Vitality by 1 point permanently (Adamantoise has to be level 30+)

#L002 - MONSTER'S ATTACKS

1. (Bite) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Adamantoise

2. (Slap) - SE no-name & Special class PA - Critical strike class - will always inflict critical damage

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Adamantoise

3. Shell - SA Support class magic - Adamantoise can use it either on itself or its partner (if any) - Shell status on affected target

CM - Reflect on Adamantoise, Dispel

4. Protect - SA Support class magic - Adamantoise can use it either on itself or its partner (if any) - Protect status on affected target

CM - Reflect on Adamantoise, Dispel

5. Berserk - SE Status class magic - Berserk status on affected target

CM - Higher Spr, Reflect, Invincible, Berserk on SDJ

6. White Wind - AA Healing & Special class MA - Spirit killer class - when Adamantoise uses White Wind, it'll restore a certain amount of HP to all monsters - the amount of HP restored depends on caster's Level

CM - Shell on Adamantoise will reduce effectiveness of White Wind by 50%

7. Sand Storm - AE Status class PA - carries Darkness status - possible Darkness status to targetted members along with some physical damage

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Blind on SDJ

#M002 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0003 - ANACONDAUR

#A0003 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0003 - MONSTER'S SCAN INFO

A large venomous snake that uses squeeze attacks. Use caution when its HP are low; it spits poisonous fluid.

#C0003 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 842 HP

Lvl100 - 24800 HP

#D0003 - MONSTER'S AP AMOUNT GIVEN

4 AP

#E0003 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Ice element

Strong against Fire element

Absorbs Poison element

#F0003 - MONSTER'S SPECIAL INFO

None

#G0003 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Fire, Cure
Medium level Draw List - Fira, Cura
High level Draw List - Firaga, Curaga, Bio

#H0003 - MONSTER'S DROPPED ITEMS

Low level drop - 4x M-Stone Piece, 1x Venom Fang
Low level Rare drop - 2x Venom Fang, 2x Dragon Skin
Middle level drop - 2x Venom Fang, 3x Venom Fang
Middle level Rare drop - 4x Venom Fang, 2x Dragon Skin
High level drop - 4x Dragon Skin, 6x Dragon Skin
High level Rare drop - 8x Dragon Skin, 1x Star Fragment
Card drop - 1x Anacondaaur card

#I0003 - MONSTER'S MUGGED ITEMS

Low level Mug - 2x Venom Fang, 2x Venom Fang
Low level Rare Mug - 2x Venom Fang, 2x Venom Fang
Middle level Mug - 4x Venom Fang, 4x Venom Fang
Middle level Rare Mug - 4x Venom Fang, 4x Venom Fang
High level Mug - 8x Venom Fang, 8x Venom Fang
High level Rare Mug - 8x Venom Fang, 8x Venom Fang

#J0003 - MONSTER'S CARD INFO

Cards into - 1x Anacondaaur card
Rarely Cards into - 1x Mobile Type 8

#K0003 - MONSTER'S DEVOUR INFO

Low level taste - Tastes awful!!!
What it does? - 12,5% of HP lost & Poison status to Devourer
Middle level taste - Tastes awful!!!
What it does? - 12,5% of HP lost & Poison status to Devourer
High level taste - Shouldn't have...eaten...it
What it does? - 75% of MAX HP lost & Poison, Darkness, Silence, Sleep, Slow and Curse statuses to Devourer

#L0003 - MONSTER'S ATTACKS

1. (Head bonk) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
2. Squeeze - SE PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
3. Poison Mist - SE No-element & Status & Special class MA - HP count class - once Anacondaaur loses 50% of its HP, it will start using Poison Mist - possible Poison status on affected member along with some No-element class magic damage
CM - Higher Spr, Shell, Defend, Invincible, Bio or Pain on SDJ, defeat Anacondaaur without crossing 50% HP lost limit [Degenerator]

#M0003 - MONSTER'S USELESS INFO

e) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0004 - ARMADODO

#A0004 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0004 - MONSTER'S SCAN INFO

The legs are small compared to the body, and it falls easily when attacked with

force.

#C0004 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 731 HP

Lv100 - 18700 HP

#D0004 - MONSTER'S AP AMOUNT GIVEN

3 AP

#E0004 - MONSTER'S ELEMENTAL AFFINITIES

None

#F0004 - MONSTER'S SPECIAL INFO

None

#G0004 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Protect

Medium level Draw List - Protect, Shell

High level Draw List - Protect, Shell, Quake

#H0004 - MONSTER'S DROPPED ITEMS

Low level drop - 2x M-Stone Piece, 1x Sharp Spike

Low level Rare drop - 1x Sharp Spike, 2x Sharp Spike

Middle level drop - 3x Magic Stone, 2x Sharp Spike

Middle level Rare drop - 2x Sharp Spike, 2x Turtle Shell

High level drop - 1x Turtle Shell, 2x Sharp Spike

High level Rare drop - 3x Sharp Spike, 2x Turtle Shell

Card drop - 1x Armadodo card

#I0004 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Turtle Shell, 1x Turtle Shell

Low level Rare Mug - 1x Turtle Shell, 1x Turtle Shell

Middle level Mug - 2x Turtle Shell, 2x Turtle Shell

Middle level Rare Mug - 2x Turtle Shell, 2x Turtle Shell

High level Mug - 3x Turtle Shell, 3x Turtle Shell

High level Rare Mug - 3x Turtle Shell, 3x Turtle Shell

#J0004 - MONSTER'S CARD INFO

Cards into - 1x Armadodo card

Rarely Cards into - 1x Catoblepas card

#K0004 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!

What it does? - Restores MAX HP

Middle level taste - Delicious!!!

What it does? - Restores MAX HP

High level taste - Delicious!!!

What it does? - Restores MAX HP

#L0004 - MONSTER'S ATTACKS

1. (Swipe) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

2. (Roll attack) - SE no-name & Special class PA - Critical strike class - will always inflict critical damage

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

3. Earthquake - AE Earth & Special class MA - Desperation class - Armadodo may use Earthquake during battle with it - however, it may also use it as a last ditch attempt to kill your members

CM - Higher Spr, Shell, Defend, Float, Invincible, Earth class magic on EDJ

4. [Armadodo fell over!] - NEA Special class 'attack' - Counter [Physical

counter & Stat loser class] & Round count class - if Armadodo is struck with a physical type attack, there is a small chance it may fell over - this 'status' lasts for four turns before [Armadodo got up!] - Vit and Spr statistics drop for 50%

CM - Critical (more likely) or normal (less likely) physical type attacks

5. [Armadodo got up!] - NEA Special class 'attack' - Stat booster & Succession class - once four turns of [Armadodo fell over!] pass, [Armadodo got up!] - Vit and Spr statistics return to normal

CM - Defeat Armadodo before it gets up

#M0004 - MONSTER'S USELESS INFO

e) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0005 - BEHEMOTH

#A0005 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0005 - MONSTER'S SCAN INFO

Uses powerful magic, such as Meteor. A strong enemy that's hard to defeat.

#C0005 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 35221 HP

Lv100 - 67000 HP

#D0005 - MONSTER'S AP AMOUNT GIVEN

12 AP

#E0005 - MONSTER'S ELEMENTAL AFFINITIES

None

#F0005 - MONSTER'S SPECIAL INFO

None

#G0005 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Regen, Tornado

Medium level Draw List - Regen, Tornado

High level Draw List - Regen, Tornado, Flare

#H0005 - MONSTER'S DROPPED ITEMS

Low level drop - 3x Wizard Stone, 3x Wizard Stone

Low level Rare drop - 1x Barrier, 1x Barrier

Middle level drop - 1x Barrier, 1x Giant's Ring

Middle level Rare drop - 1x Energy Crystal, 2x Energy Crystal

High level drop - 2x Barrier, 1x Giant's Ring

High level Rare drop - 1x Energy Crystal, 2x Energy Crystal

Card drop - 1x Behemoth card

#I0005 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Barrier, 1x Barrier

Low level Rare Mug - 1x Barrier, 1x Barrier

Middle level Mug - 1x Barrier, 1x Barrier

Middle level Rare Mug - 1x Barrier, 1x Barrier

High level Mug - 2x Barrier, 2x Barrier

High level Rare Mug - 2x Barrier, 2x Barrier

#J0005 - MONSTER'S CARD INFO

Cards into - 1x Behemoth card

Rarely Cards into - 1x BGH251F2 card

#K0005 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!

What it does? - Restores MAX HP

Middle level taste - Delicious!!!

What it does? - Restores MAX HP

High level taste - Clear head!

What it does? - Restores MAX HP & heals status abnormalities & raises Magic by 1 point permanently (Behemoth has to be level 40+)

#L0005 - MONSTER'S ATTACKS

1. (Claw swipe) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Behemoth

2. Assault Horn - SE Special class PA - Critical strike class - will always inflict critical damage

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Behemoth

3. Thundaga - SE Thunder class MA

CM - Higher Spr, Shell, Reflect, Invincible, Thunder class magic on EDJ, Silence on Behemoth

4. Tornado - AE Wind class MA

CM - Higher Spr, Shell, Reflect, Invincible, Wind class magic on EDJ, Silence on Behemoth

5. Mighty Guard - AA Support & Special class MA - Counter class [HP count class] - once Behemoth loses 50% of its HP, it will use Mighty Guard on itself and its partner/s (if any) - Protect and Shell statuses on all monsters

CM - Dispel, defeat Behemoth without crossing 50% HP limit [Degenerator]

6. Meteor - AE No-element & Special class MA - Counter [Physical counter] & Desperation class - Behemoth can use Meteor as counter if it is being attacked by a physical attack - Behemoth can also use Meteor as a last ditch attempt to kill your members when its HP is totally depleted

CM - Higher Spr, Shell, Defend, Invincible, Silence on Behemoth, don't use physical attacks (for counter move), defeat Behemoth with special type attacks [Degenerator] (for desperation move)

7. Flare - SE No-element & Special class MA - Desperation class - Behemoth can use Flare as a last ditch attempt to kill one of your members when its HP is totally depleted

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Silence on Behemoth, defeat Behemoth with special type attacks [Degenerator]

#M0005 - MONSTER'S USELESS INFO

a) Low levels are 1 - 29, middle 30 - 39, high 40 - 100.

#0006 - BELHELMEL

#A0006 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0006 - MONSTER'S SCAN INFO

Has a rotating blade around its face. Its battle tactics change when its face changes.

#C0006 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 369 HP

Lv100 - 5760 HP

#D0006 - MONSTER'S AP AMOUNT GIVEN

2 AP

#E0006 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Holy element
Strong against Thunder element
[Earth element will miss]

#F0006 - MONSTER'S SPECIAL INFO

Fly Monster
It's laughing!
It's scowling!

#G0006 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Sleep, Thunder
Medium level Draw List - Confuse, Thundara
High level Draw List - Confuse, Thundaga

#H0006 - MONSTER'S DROPPED ITEMS

Low level drop - 1x M-Stone Piece, 1x Saw Blade
Low level Rare drop - 1x Saw Blade, 1x M-Stone Piece
Middle level drop - 1x Magic Stone, 2x Saw Blade
Middle level Rare drop - 1x Saw Blade, 2x Magic Stone
High level drop - 3x Wizard Stone, 4x Saw Blade
High level Rare drop - 6x Saw Blade, 1x Laser Cannon
Card drop - 1x Belhelmel card

#I0006 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Saw Blade, 1x Saw Blade
Low level Rare Mug - 1x Saw Blade, 1x Saw Blade
Middle level Mug - 2x Saw Blade, 2x Saw Blade
Middle level Rare Mug - 2x Saw Blade, 2x Saw Blade
High level Mug - 6x Saw Blade, 6x Saw Blade
High level Rare Mug - 6x Saw Blade, 6x Saw Blade

#J0006 - MONSTER'S CARD INFO

Cards into - 1x Belhelmel card
Rarely Cards into - 1x Tri-Point card

#K0006 - MONSTER'S DEVOUR INFO

Low level taste - Can't see anything
What it does? - 6,25% of MAX HP lost & Darkness status to Devourer
Middle level taste - Can't see anything
What it does? - 6,25% of MAX HP lost & Darkness status to Devourer
High level taste - Can't see anything
What it does? - 6,25% of MAX HP lost & Darkness status to Devourer

#L0006 - MONSTER'S ATTACKS

1. Thunder - SE Thunder class MA
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ, Silence on Belhelmel
2. Thundara - SE Thunder class MA
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ, Silence on Belhelmel
3. Thundaga - SE Thunder class MA
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ, Silence on Belhelmel
4. (Slice) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Belhelmel
5. Counter Slice - SE Special class PA - Counter class [Physical counter] - will be used when Belhelmel is attacked with physical type attack during Belhelmel's *It's scowling!* mode

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Belhelmel
6. Confuse - SE Status class magic - Confuse status on affected target
CM - Higher Spr, Reflect, Invincible, Confuse on SDJ, Silence on Belhelmel
7. Sleep - SE Status class magic - Sleep status on affected target
CM - Higher Spr, Reflect, Invincible, Sleep on SDJ, Silence on Belhelmel
8. Berserk - SE Status class magic - Berserk status on affected target
CM - Higher Spr, Reflect, Invincible, Berserk on SDJ, Silence on Belhelmel
9. Counter Laser Eye - SE Special class MA - Counter class [Magic counter] -
will be used when Belhelmel is attacked with magic type attack during
Belhelmel's *It's laughing!* mode
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Belhelmel
10. [Belhelmel is furious!] - NEA Special class 'attack' - Tactic change &
Counter class [Command & Magic & Physical counter] - sometimes if Belhelmel is
tampered with some sort of attack, it may change tactics - it no longer uses
magic type attacks, but instead attacks physically
CM - Um, defeat Belhelmel with one hit?:)
11. [Belhelmel laughed!] - NEA Special class 'attack' - Tactic change class -
after some turns of Belhelmel's *It's scowling!* mode pass, Belhelmel may
return to *It's laughing!* mode - physical attacks are no longer used, but
instead uses magic attacks
CM - Um, defeat Belhelmel with one hit?:)

#M0006 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0007 - BITE BUG

#A0007 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0007 - MONSTER'S SCAN INFO

A bug monster that flies. Stay calm and attack precisely. It's not a very
strong enemy.

#C0007 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 114 HP

Lv100 - 2510 HP

#D0007 - MONSTER'S AP AMOUNT GIVEN

1 AP

#E0007 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Ice element

Weak against Wind element

[Earth element will miss]

#F0007 - MONSTER'S SPECIAL INFO

Fly Monster

#G0007 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Fire, Scan

Medium level Draw List - Fira, Scan

High level Draw List - Fira, Scan

#H0007 - MONSTER'S DROPPED ITEMS

Low level drop - 1x M-Stone Piece, 1x M-Stone Piece

Low level Rare drop - 2x M-Stone Piece, 2x M-Stone Piece

Middle level drop - 4x M-Stone Piece, 1x Magic Stone

Middle level Rare drop - 2x Magic Stone, 2x Magic Stone
High level drop - 1x Wizard Stone, 1x Wizard Stone
High level Rare drop - 2x Wizard Stone, 2x Wizard Stone
Card drop - 1x Bite Bug card

#I0007 - MONSTER'S MUGGED ITEMS

Low level Mug - 2x M-Stone Piece, 2x M-Stone Piece
Low level Rare Mug - 2x M-Stone Piece, 2x M-Stone Piece
Middle level Mug - 2x Magic Stone, 2x Magic Stone
Middle level Rare Mug - 2x Magic Stone, 2x Magic Stone
High level Mug - 2x Wizard Stone, 2x Wizard Stone
High level Rare Mug - 2x Wizard Stone, 2x Wizard Stone

#J0007 - MONSTER'S CARD INFO

Cards into - 1x Bite Bug card
Rarely Cards into - 1x Elvoret card

#K0007 - MONSTER'S DEVOUR INFO

Low level taste - Tastes okay...
What it does? - Restores 50% MAX HP
Middle level taste - Tastes okay...
What it does? - Restores 50% MAX HP
High level taste - Tastes okay...
What it does? - Restores 50% MAX HP

#L0007 - MONSTER'S ATTACKS

1. (Bite) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
2. Needle - SE Status class PA - carries Poison status - possible Poison status
on targetted member along with some physical damage
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Bio or Pain on SDJ
3. Fart - SE No-element & Status class MA - possible Berserk status on affected
character along with some No-element class magic damage
CM - Higher Spr, Shell, Defend, Invincible, Berserk on SDJ

#M0007 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0008 - BLITZ

#A0008 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0008 - MONSTER'S SCAN INFO

Becomes electrified when attacked with Thunder. Attacking it while electrified
causes thunder damage.

#C0008 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 611 HP
Lv100 - 7200 HP

#D0008 - MONSTER'S AP AMOUNT GIVEN

2 AP

#E0008 - MONSTER'S ELEMENTAL AFFINITIES

Absorbs Thunder element

#F0008 - MONSTER'S SPECIAL INFO

Charging... - appears once Blitz is hit with any Thunder class type attack

#G0008 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Thunder

Medium level Draw List - Thunder, Thundara

High level Draw List - Thunder, Thundara, Thundaga

#H0008 - MONSTER'S DROPPED ITEMS

Low level drop - 1x M-Stone Piece, 1x Betrayal Sword

Low level Rare drop - 1x Coral Fragment, 1x Coral Fragment

Middle level drop - 2x Magic Stone, 3x Magic Stone

Middle level Rare drop - 2x Betrayal Sword, 1x Betrayal Sword

High level drop - 1x Dynamo Stone, 2x Dynamo Stone

High level Rare drop - 3x Dynamo Stone, 4x Dynamo Stone

Card drop - 1x Blitz card

#I0008 - MONSTER'S MUGGED ITEMS

Low level Mug - 2x Betrayal Sword, 2x Betrayal Sword

Low level Rare Mug - 2x Betrayal Sword, 2x Betrayal Sword

Middle level Mug - 4x Betrayal Sword, 4x Betrayal Sword

Middle level Rare Mug - 4x Betrayal Sword, 4x Betrayal Sword

High level Mug - 8x Betrayal Sword, 8x Betrayal Sword

High level Rare Mug - 8x Betrayal Sword, 1x Power Generator

#J0008 - MONSTER'S CARD INFO

Cards into - 1x Blitz card

Rarely Cards into - 1x Propagator card

#K0008 - MONSTER'S DEVOUR INFO

Low level taste - No good!

What it does? - Nothing is changed

Middle level taste - No good!

What it does? - Nothing is changed

High level taste - No good!

What it does? - Nothing is changed

#L0008 - MONSTER'S ATTACKS

1. Thunder - SE Thunder class MA - Blitz may cast Thunder on itself, which will lead to [Blitz charged itself up!] - in latter case this attack is considered as [SA Healing & Thunder class MA] as it will restore a bit of HP to Blitz

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ

2. Thundara - SE Thunder class MA - Blitz may cast Thundara on itself, which will lead to [Blitz charged itself up!] - in latter case this attack is considered as [SA Healing & Thunder class MA] as it will restore a bit of HP to Blitz

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ

3. Thundaga - SE Thunder class MA - Blitz may cast Thundaga on itself, which will lead to [Blitz charged itself up!] - in latter case this attack is considered as [SA Healing & Thunder class MA] as it will restore a bit of HP to Blitz

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ

4. (Staff strike) - SE no-name PA - if under ['Charging...'], damage done is increased

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

5. [Blitz charged itself up!] - NEA Special class 'attack' - Stat booster class - Blitz's Str and Mag stat increase - from now on whenever Blitz is attacked, the attacker will suffer Thunder class magic damage (long range weapons are exceptions!) - status is noted in Scan screen by word [Charging...] in lower left corner

CM - Drain on SAJ, Thunder class magic on EDJ, attack Blitz with members that

are using long range weapons, attack Blitz with magic type attacks, defeat Blitz before he casts any Thunder magic on itself

#M0008 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0009 - BLOBRA

#A0009 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0009 - MONSTER'S SCAN INFO

A half-liquid creature resistant to physical attacks. Elemental weaknesses differ with each one that appears.

#C0009 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 246 HP

Lv100 - 3840 HP

#D0009 - MONSTER'S AP AMOUNT GIVEN

3 AP

#E0009 - MONSTER'S ELEMENTAL AFFINITIES

Special note: Single Blobra is either...

Weak against any one of possible elements

None

#F0009 - MONSTER'S SPECIAL INFO

None

#G0009 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Shell

Medium level Draw List - Shell, Blind, Berserk

High level Draw List - Shell, Reflect, Blind, Confuse

#H0009 - MONSTER'S DROPPED ITEMS

Low level drop - 2x M-Stone Piece, 4x M-Stone Piece

Low level Rare drop - 6x M-Stone Piece, 1x Rune Armlet

Middle level drop - 2x Magic Stone, 4x Magic Stone

Middle level Rare drop - 1x Rune Armlet, 1x Rune Armlet

High level drop - 3x Wizard Stone, 5x Wizard Stone

High level Rare drop - 1x Rune Armlet, 1x Rune Armlet

Card drop - 1x Blobra card

#I0009 - MONSTER'S MUGGED ITEMS

Low level Mug - 2x M-Stone Piece, 4x M-Stone Piece

Low level Rare Mug - 1x Rune Armlet, 1x Rune Armlet

Middle level Mug - 4x Magic Stone, 4x Magic Stone

Middle level Rare Mug - 1x Rune Armlet, 1x Rune Armlet

High level Mug - 8x Wizard Stone, 8x Wizard Stone

High level Rare Mug - 1x Rune Armlet, 1x Rune Armlet

#J0009 - MONSTER'S CARD INFO

Cards into - 1x Blobra card

Rarely Cards into - 1x Granaldo card

#K0009 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!

What it does? - Restores MAX HP
Middle level taste - Delicious!!!
What it does? - Restores MAX HP
High level taste - Delicious!!!
What it does? - Restores MAX HP

#L0009 - MONSTER'S ATTACKS

1. Sticky Icky - SE Status class PA - possible Slow status on targetted member along with some physical damage

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Slow on SDJ, Auto-Haste

2. (Punch) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

#M0009 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0010 - BLOOD SOUL

#A0010 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0010 - MONSTER'S SCAN INFO

Floats with gas that fills its body. Looks weak, but its status-changing attacks may prove otherwise.

#C0010 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 510 HP

Lv100 - 6500 HP

#D0010 - MONSTER'S AP AMOUNT GIVEN

1 AP

#E0010 - MONSTER'S ELEMENTAL AFFINITIES

Very weak against Holy element

Weak against Fire element

Strong against Poison element

[Earth element will miss]

#F0010 - MONSTER'S SPECIAL INFO

Undead Fly Monster

#G0010 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Zombie, Float

Medium level Draw List - Zombie, Float, Silence

High level Draw List - Zombie, Float, Silence, Dispel

#H0010 - MONSTER'S DROPPED ITEMS

Low level drop - 1x M-Stone Piece, 1x Zombie Powder

Low level Rare drop - 1x M-Stone Piece, 1x M-Stone Piece

Middle level drop - 1x Zombie Powder, 1x Zombie Powder

Middle level Rare drop - 2x M-Stone Piece, 2x M-Stone Piece

High level drop - 2x Zombie Powder, 2x Zombie Powder

High level Rare drop - 4x Magic Stone, 4x Magic Stone

Card drop - 1x Blood Soul card

#I0010 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Zombie Powder, 1x Zombie Powder

Low level Rare Mug - 1x Zombie Powder, 1x Zombie Powder
Middle level Mug - 2x Zombie Powder, 2x Zombie Powder
Middle level Rare Mug - 2x Zombie Powder, 2x Zombie Powder
High level Mug - 4x Zombie Powder, 4x Zombie Powder
High level Rare Mug - 4x Zombie Powder, 4x Zombie Powder

#J0010 - MONSTER'S CARD INFO

Cards into - 1x Blood Soul card
Rarely Cards into - 1x Abadon card

#K0010 - MONSTER'S DEVOUR INFO

Low level taste - It's rotten...
What it does? - 6,25% of MAX HP lost & Zombie status to Devourer
Middle level taste - It's rotten...
What it does? - 6,25% of MAX HP lost & Zombie status to Devourer
High level taste - It's rotten...
What it does? - 6,25% of MAX HP lost & Zombie status to Devourer

#L0010 - MONSTER'S ATTACKS

1. Blind - SE Status class magic - Darkness status on affected target
CM - Higher Spr, Reflect, Invincible, Blind or Pain on SDJ
2. Zombie - SE Status class magic - Zombie status on affected target
CM - Higher Spr, Reflect, Invincible, Zombie on SDJ
3. Sleep - SE Status class magic - Sleep status on affected target
CM - Higher Spr, Reflect, Invincible, Sleep on SDJ
4. Silence - SE Status class magic - Silence status on affected target
CM - Higher Spr, Reflect, Invincible, Silence or Pain on SDJ
5. Berserk - SE Status class magic - Berserk status on affected target
CM - Higher Spr, Reflect, Invincible, Berserk on SDJ
6. Disease Breath - SE No-element & Status class MA - possible Silence status on affected member along with some No-element class magic damage
CM - Higher Spr, Shell, Defend, Invincible, Silence or Pain on SDJ
7. Breath of Death - SE No-element class MA
CM - Higher Spr, Shell, Defend, Invincible
8. Regen - SE Healing class magic - Regen status on affected target - Blood Soul will start using Regen on members that Blood Soul has successfully bestowed with Zombie - Zombied character will take damage from Regen
CM - Don't be Zombied, Reflect, Dispel (on member that is Regened)
9. Cura - SE Healing class magic - Blood Soul will start using Regen on members that Blood Soul has successfully bestowed with Zombie
CM - Don't be Zombied, Reflect
10. (Bite) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

#M0010 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0011 - BLUE DRAGON

#A0011 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0011 - MONSTER'S SCAN INFO

A dragon that walks on 2 legs. Attacks with breath that causes status changes and drops a rare item called Fury Fragment.

#C0011 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 236 HP

Lv100 - 41000 HP

#D0011 - MONSTER'S AP AMOUNT GIVEN

6 AP

#E0011 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Ice element

Absorbs Poison element

#F0011 - MONSTER'S SPECIAL INFO

None

#G0011 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Blind

Medium level Draw List - Blind, Drain, Bio

High level Draw List - Blind, Break, Death, Bio

#H0011 - MONSTER'S DROPPED ITEMS

Low level drop - 4x Dragon Fang, 3x Dragon Skin

Low level Rare drop - 1x Fury Fragment, 2x Fury Fragment

Middle level drop - 6x Dragon Fang, 6x Dragon Skin

Middle level Rare drop - 2x Fury Fragment, 2x Fury Fragment

High level drop - 8x Dragon Fang, 8x Dragon Skin

High level Rare drop - 4x Fury Fragment, 6x Fury Fragment

Card drop - 1x Blue Dragon card

#I0011 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Fury Fragment, 1x Fury Fragment

Low level Rare Mug - 2x Fury Fragment, 2x Fury Fragment

Middle level Mug - 1x Fury Fragment, 1x Fury Fragment

Middle level Rare Mug - 2x Fury Fragment, 2x Fury Fragment

High level Mug - 1x Fury Fragment, 1x Fury Fragment

High level Rare Mug - 2x Fury Fragment, 2x Fury Fragment

#J0011 - MONSTER'S CARD INFO

Cards into - 1x Blue Dragon card

Rarely Cards into - 1x Mobile Type 8 card

#K0011 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!

What it does? - Restores MAX HP

Middle level taste - Refreshing!

What it does? - Restores MAX HP & heals status abnormalities

High level taste - Refreshing!

What it does? - Restores MAX HP & heals status abnormalities

#L0011 - MONSTER'S ATTACKS

1. (Punch) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

2. (Tail whip) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

3. Grab Punch - SE Special class PA - Critical strike class - will always inflict critical damage

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

4. Drain - SE Status class magic - Draining status on affected member

CM - Shell, Invincible, Drain on SDJ

5. Break - SE Status class magic - Petrify status on affected target

CM - Higher Spr, Reflect, Invincible, Break on SDJ

6. Bio - SE Poison & Status class MA - possible Poison status on affected target along with some Poison class magic damage

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Poison class magic on EDJ,
Bio or Pain on SDJ

7. Breath - AE No-element class MA

CM - Higher Spr, Shell, Defend, Invincible

8. Death - SE Status class magic - KO status on affected target

CM - Higher Spr, Reflect, Invincible, Death on SDJ, Zombie (Death will miss)

9. Reflect - SA Support class magic - Blue Dragon can use it on itself -

Reflect status on affected target

CM - Dispel

10. Blind - SE Status class magic - Darkness status on affected target

CM - Higher Spr, Reflect, Invincible, Blind or Pain on SDJ

#M0011 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0012 - BOMB

#A0012 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0012 - MONSTER'S SCAN INFO

A monster powered by fire. Usually calm, but still a dangerous monster that becomes gigantic or explodes when attacked.

#C0012 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 288 HP

Lv100 - 5080 HP

#D0012 - MONSTER'S AP AMOUNT GIVEN

1 AP

#E0012 - MONSTER'S ELEMENTAL AFFINITIES

Very weak against Ice element

Weak against Wind element

Absorbs Fire element

[Earth element will miss]

#F0012 - MONSTER'S SPECIAL INFO

Fly Monster

#G0012 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Fire

Medium level Draw List - Fire, Fira

High level Draw List - Fire, Fira, Firaga, Meltdown

#H0012 - MONSTER'S DROPPED ITEMS

Low level drop - 1x M-Stone Piece, 2x M-Stone Piece

Low level Rare drop - 1x Bomb Fragment, 2x Bomb Fragment

Middle level drop - 1x Bomb Fragment, 2x Bomb Fragment

Middle level Rare drop - 2x Magic Stone, 2x Magic Stone

High level drop - 2x Bomb Fragment, 2x Bomb Fragment

High level Rare drop - 3x Bomb Fragment, 3x Bomb Fragment

Card drop - 1x Bomb card

#I0012 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Bomb Fragment, 1x Bomb Fragment

Low level Rare Mug - 1x Bomb Fragment, 2x Bomb Fragment

Middle level Mug - 2x Bomb Fragment, 2x Bomb Fragment

Middle level Rare Mug - 3x Bomb Fragment, 3x Bomb Fragment
High level Mug - 2x Bomb Fragment, 2x Bomb Fragment
High level Rare Mug - 1x Bomb Spirit, 1x Bomb Spirit

#J0012 - MONSTER'S CARD INFO

Cards into - 1x Bomb card
Rarely Cards into - 1x Krysta card

#K0012 - MONSTER'S DEVOUR INFO

Low level taste - Shouldn't have...eaten...it
What it does? - 75% of MAX HP lost & Poison, Darkness, Silence, Sleep, Slow and Curse statuses to Devourer
Middle level taste - Shouldn't have...eaten...it
What it does? - 75% of MAX HP lost & Poison, Darkness, Silence, Sleep, Slow and Curse statuses to Devourer
High level taste - Shouldn't have...eaten...it
What it does? - 75% of MAX HP lost & Poison, Darkness, Silence, Sleep, Slow and Curse statuses to Devourer

#L0012 - MONSTER'S ATTACKS

1. Fire - SE Fire class MA
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ
2. (Rolling strike) - SE no-name PA - if Bomb has (Grow)-n once, this attack deals more damage - it deals even more damage after Bomb has (Grow)-n for second time
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
3. (Grow) - NEA Special class 'attack' - Round count & Stat booster & Counter class [Physical & Magic counter] - if Bomb is attacked in any way, it will (Grow) twice before it uses Suicide - each (Grow) increases Bomb's Str and Mag statistics
CM - Put it to Sleep and then use magic type attacks
4. Suicide - SE Special class PA - Counter [Physical & Magic counter] & Vitality killer & Succession class - after Bomb has (Grow)-n twice, be careful - if Bomb is attacked again in any way and you don't kill it with this attack, it will use Suicide - damage dealt is Bomb's MAX HP x 2 (roughly more or less) - always hits
CM - Protect, Defend, Invincible

#M0012 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0013 - BUEL

#A0013 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0013 - MONSTER'S SCAN INFO

Any magic attacks are almost completely ineffective. However, very weak against physical attacks.

#C0013 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 43 HP
Lv100 - 1840 HP

#D0013 - MONSTER'S AP AMOUNT GIVEN

1 AP

#E0013 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Wind element
Weak against Holy element
[Earth element will miss]

#F0013 - MONSTER'S SPECIAL INFO

Fly Monster

#G0013 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Fire, Thunder, Blizzard

Medium level Draw List - Fira, Thundara, Blizzara

High level Draw List - Firaga, Thundaga, Blizzaga

#H0013 - MONSTER'S DROPPED ITEMS

Low level drop - 1x M-Stone Piece, 2x M-Stone Piece

Low level Rare drop - 2x M-Stone Piece, 3x M-Stone Piece

Middle level drop - 1x Magic Stone, 1x Magic Stone

Middle level Rare drop - 2x Magic Stone, 3x Magic Stone

High level drop - 1x Wizard Stone, 1x Wizard Stone

High level Rare drop - 2x Wizard Stone, 3x Wizard Stone

Card drop - 1x Buel card

#I0013 - MONSTER'S MUGGED ITEMS

Low level Mug - 2x M-Stone Piece, 2x M-Stone Piece

Low level Rare Mug - 3x M-Stone Piece, 3x M-Stone Piece

Middle level Mug - 2x Magic Stone, 2x Magic Stone

Middle level Rare Mug - 3x Magic Stone, 1x Circlet

High level Mug - 2x Wizard Stone, 2x Wizard Stone

High level Rare Mug - 1x Circlet, 1x Circlet

#J0013 - MONSTER'S CARD INFO

Cards into - 1x Buel card

Rarely Cards into - 1x Krysta card

#K0013 - MONSTER'S DEVOUR INFO

Low level taste - Tastes okay...

What it does? - Restores 50% MAX HP

Middle level taste - Tastes okay...

What it does? - Restores 50% MAX HP

High level taste - Tastes okay...

What it does? - Restores 50% MAX HP

#L0013 - MONSTER'S ATTACKS

1. Reflect - SA Support class magic - Buel can use it on itself - Reflect status on affected target

CM - Silence on Buel, Dispel

2. Thunder - SE Thunder class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ

3. Thundara - SE Thunder class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ

4. Thundaga - SE Thunder class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ

5. Fire - SE Fire class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ

6. Fira - SE Fire class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ

7. Firaga - SE Fire class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ

8. Death - SE Status & Special class magic - Desperation class - KO status on affected target - Buel may use it as a last ditch attempt to kill one party member

CM - Higher Spr, Reflect, Invincible, Death on SDJ, Zombie (Death will miss)

9. (Wing swipe) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

#M0013 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0014 - CACTUAR

#A0014 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0014 - MONSTER'S SCAN INFO

A speedy cactus of the desert. Damage always amounts to 1,000 units with its special skill, 1,000 Needles.

#C0014 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 202 HP

Lvl100 - 1400 HP

#D0014 - MONSTER'S AP AMOUNT GIVEN

20 AP

#E0014 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Water element

#F0014 - MONSTER'S SPECIAL INFO

None

#G0014 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Haste

Medium level Draw List - Haste

High level Draw List - Haste

#H0014 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Cactus Thorn, 2x Cactus Thorn

Low level Rare drop - 3x Cactus Thorn, 2x Lightweight

Middle level drop - 1x Cactus Thorn, 2x Cactus Thorn

Middle level Rare drop - 4x Cactus Thorn, 4x Lightweight

High level drop - 2x Cactus Thorn, 3x Cactus Thorn

High level Rare drop - 4x Cactus Thorn, 1x Jet Engine

Card drop - 1x Cactuar card

#I0014 - MONSTER'S MUGGED ITEMS

Low level Mug - 2x Cactus Thorn, 2x Cactus Thorn

Low level Rare Mug - 2x Cactus Thorn, 2x Cactus Thorn

Middle level Mug - 2x Cactus Thorn, 2x Cactus Thorn

Middle level Rare Mug - 3x Cactus Thorn, 3x Cactus Thorn

High level Mug - 3x Cactus Thorn, 3x Cactus Thorn

High level Rare Mug - 4x Cactus Thorn, 4x Cactus Thorn

#J0014 - MONSTER'S CARD INFO

Cards into - 1x Cactuar card

Rarely Cards into - 1x Gerogero card

#K0014 - MONSTER'S DEVOUR INFO

Low level taste - Tastes okay...

What it does? - Restores 50% MAX HP

Middle level taste - Delicious!!!

What it does? - Restores MAX HP

High level taste - Refreshing!

What it does? - Restores MAX HP & removes status abnormalities

#L0014 - MONSTER'S ATTACKS

1. (Kick) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Cactuar

2. 1000 Needles - SE Special class PA - Vitality killer class - ignores Protect and Defend statuses - damage done will always be 1000 HP damage - always hits

CM - Invincible

3. [Escaped...] - NEA 'attack' - Cactuar tends to run from battle often

CM - Kill Cactuar before it is able to even react:)

#M0014 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0015 - CATERCHIPILLAR

#A0015 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0015 - MONSTER'S SCAN INFO

Uses an attack called Ultra Waves that damages all enemies.

#C0015 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 172 HP

Lv100 - 7360 HP

#D0015 - MONSTER'S AP AMOUNT GIVEN

2 AP

#E0015 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Fire element

Weak against Ice element

Strong against Earth element

#F0015 - MONSTER'S SPECIAL INFO

None

#G0015 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Thunder, Cure

Medium level Draw List - Thundara, Cura, Slow

High level Draw List - Thundaga, Curaga, Slow, Stop

#H0015 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Spider Web, 1x M-Stone Piece

Low level Rare drop - 1x M-Stone Piece, 2x M-Stone Piece

Middle level drop - 2x Spider Web, 1x Magic Stone

Middle level Rare drop - 2x Magic Stone, 2x Magic Stone

High level drop - 4x Spider Web, 4x Spider Web

High level Rare drop - 8x Wizard Stone, 8x Wizard Stone

Card drop - 1x Caterchipillar card

#I0015 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Spider Web, 1x Spider Web

Low level Rare Mug - 1x Spider Web, 1x Spider Web

Middle level Mug - 2x Spider Web, 2x Spider Web

Middle level Rare Mug - 2x Spider Web, 2x Spider Web
High level Mug - 4x Spider Web, 4x Spider Web
High level Rare Mug - 4x Spider Web, 4x Spider Web

#J0015 - MONSTER'S CARD INFO

Cards into - 1x Caterchipillar card
Rarely Cards into - 1x Trauma card

#K0015 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!
What it does? - Restores MAX HP
Middle level taste - Delicious!!!
What it does? - Restores MAX HP
High level taste - Delicious!!!
What it does? - Restores MAX HP

#L0015 - MONSTER'S ATTACKS

1. (Tail bang) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
2. (Head bash) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
3. Ultra Waves - AE No-element & Status class MA - possible Berserk status on affected members along with some No-element class magic damage
CM - Higher Spr, Shell, Defend, Invincible, Berserk on SDJ
4. Sticky Web - SE Status class MA - possible Stop status on affected member
CM - Higher Spr, Invincible, Stop on SDJ, Auto-Haste

#M0015 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0016 - CHIMERA

#A0016 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0016 - MONSTER'S SCAN INFO

A monster with 4 heads that use magic, physical, attacks, status-changes, and their original skill, Aqua Breath.

#C0016 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 352 HP
Lv100 - 60000 HP

#D0016 - MONSTER'S AP AMOUNT GIVEN

10 AP

#E0016 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Holy element
Poison element has no effect
Absorbs Thunder element
Absorbs Wind element
Absorbs Water element

#F0016 - MONSTER'S SPECIAL INFO

None

#G0016 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Water, Thunder, Esuna

Medium level Draw List - Water, Bio, Thundara, Esuna

High level Draw List - Water, Bio, Thundaga, Esuna

#H0016 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Water Crystal, 2x Water Crystal

Low level Rare drop - 2x Red Fang, 2x Red Fang

Middle level drop - 2x Water Crystal, 4x Red Fang

Middle level Rare drop - 1x Star Fragment, 2x Star Fragment

High level drop - 6x Water Crystal, 6x Red Fang

High level Rare drop - 3x Regen Ring, 3x Star Fragment

Card drop - 1x Chimera card

#I0016 - MONSTER'S MUGGED ITEMS

Low level Mug - 2x Red Fang, 2x Red Fang

Low level Rare Mug - 2x Red Fang, 2x Red Fang

Middle level Mug - 4x Red Fang, 4x Red Fang

Middle level Rare Mug - 4x Red Fang, 4x Red Fang

High level Mug - 8x Red Fang, 8x Red Fang

High level Rare Mug - 8x Red Fang, 8x Red Fang

#J0016 - MONSTER'S CARD INFO

Cards into - 1x Chimera card

Rarely Cards into - 1x Red Giant card

#K0016 - MONSTER'S DEVOUR INFO

Low level taste - Refreshing!

What it does? - Restores MAX HP & removes status abnormalities

Middle level taste - Refreshing!

What it does? - Restores MAX HP & removes status abnormalities

High level taste - Refreshing!

What it does? - Restores MAX HP & removes status abnormalities

#L0016 - MONSTER'S ATTACKS

1. Aqua Breath - AE Water class MA

CM - Higher Spr, Shell, Defend, Invincible, Water class magic on EDJ

2. Confuse - SE Status class magic - Confuse status on affected target

CM - Higher Spr, Reflect, Invincible, Confuse on SDJ

3. Stop - SE Status class magic - Stop status on affected target

CM - Higher Spr, Reflect, Invincible, Stop on SDJ, Auto-Haste

4. (Bite) - SE no-name & Special class PA - Counter class [Physical counter] -

is used sometimes as counter if Chimera is attacked with physical type attacks

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

5. Thundaga - SE Thunder class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ

6. Thundara - SE Thunder class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ

7. Tornado - AE Wind class MA

CM - Higher Spr, Shell, Defend, Invincible, Wind class magic on EDJ

8. Berserk - SE Status class magic - Berserk status on affected target

CM - Higher Spr, Reflect, Invincible, Berserk on SDJ

9. Dispel - SE Status class magic - removes any helpful statuses from affected

member - cannot remove Defend, Invincible, Angel Wing

CM - Invincible

10. Aero - SE Wind class MA

CM - Higher Spr, Shell, Defend, Invincible, Wind class magic on EDJ

11. Break - SE Status & Special class magic - Countdown class - Berserk status on affected target

CM - Higher Spr, Reflect, Invincible, Break on SDJ

#M0016 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0017 - COCKATRICE

#A0017 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0017 - MONSTER'S SCAN INFO

Petrifies enemies with its stare. Uses thunder by flapping its wings. Uses Electrocute when fully grown.

#C0017 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 1007 HP

Lv100 - 5200 HP

#D0017 - MONSTER'S AP AMOUNT GIVEN

2 AP

#E0017 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Wind element

Poison element has no effect

Thunder element has no effect

#F0017 - MONSTER'S SPECIAL INFO

None

#G0017 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Thunder

Medium level Draw List - Thundara, Break

High level Draw List - Thundaga, Break

#H0017 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Coral Fragment, 1x Cockatrice Pinion

Low level Rare drop - 1x Cockatrice Pinion, 1x Cockatrice Pinion

Middle level drop - 1x Cockatrice Pinion, 1x Coral Fragment

Middle level Rare drop - 1x Dynamo Stone, 1x Dynamo Stone

High level drop - 2x Cockatrice Pinion, 2x Dynamo Stone

High level Rare drop - 3x Cockatrice Pinion, 3x Dynamo Stone

Card drop - 1x Cockatrice card

#I0017 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Cockatrice Pinion, 1x Cockatrice Pinion

Low level Rare Mug - 1x Cockatrice Pinion, 1x Cockatrice Pinion

Middle level Mug - 2x Cockatrice Pinion, 2x Cockatrice Pinion

Middle level Rare Mug - 2x Cockatrice Pinion, 2x Cockatrice Pinion

High level Mug - 4x Cockatrice Pinion, 4x Cockatrice Pinion

High level Rare Mug - 4x Cockatrice Pinion, 4x Cockatrice Pinion

#J0017 - MONSTER'S CARD INFO

Cards into - 1x Cockatrice card

Rarely Cards into - 1x Oilboyle card

#K0017 - MONSTER'S DEVOUR INFO

Low level taste - Tastes funny...

What it does? - Stone status to Devourer

Middle level taste - Tastes funny...

What it does? - Stone status to Devourer

High level taste - Delicious!!!

What it does? - Restores MAX HP

#L0017 - MONSTER'S ATTACKS

1. Electrocute - AE Thunder class MA

CM - Higher Spr, Shell, Defend, Invincible, Thunder class magic on EDJ

2. Electric Discharge - AE Thunder & Special class MA - Desperation class - Cockatrice may use Electric Discharge as a last ditch attempt to kill your party members

CM - Higher Spr, Shell, Defend, Invincible, Thunder class magic on EDJ

3. Upward Kick - SE PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

4. (Beak strike) - SE no-name & Special & Status class PA - Countdown class - carries Petrifying status - possible Petrifying status to targetted member along with some physical damage

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Break on SDJ

5. Petrify Stare - SE Special & Status class PA - Counter class [Magic counter] - carries Petrify status - possible Petrify status to targetted member

CM - Higher Eva, Invincible, Break on SDJ

#M0017 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0018 - CREEPS

#A0018 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0018 - MONSTER'S SCAN INFO

Has a flat black body like a shadow. Said to be a living creature. Sometimes kills its opponent when it dies.

#C0018 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 210 HP

Lvl100 - 6200 HP

#D0018 - MONSTER'S AP AMOUNT GIVEN

2 AP

#E0018 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Holy element

Thunder element has no effect

#F0018 - MONSTER'S SPECIAL INFO

None

#G0018 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Thunder, Life

Medium level Draw List - Thundara, Life

High level Draw List - Thundaga, Death, Life

#H0018 - MONSTER'S DROPPED ITEMS

Low level drop - 1x M-Stone Piece, 1x M-Stone Piece

Low level Rare drop - 2x M-Stone Piece, 1x Coral Fragment

Middle level drop - 1x Curse Spike, 1x Coral Fragment

Middle level Rare drop - 1x Dynamo Stone, 1x Dynamo Stone

High level drop - 1x Dynamo Stone, 1x Curse Spike

High level Rare drop - 2x Dynamo Stone, 2x Curse Spike

Card drop - 1x Creeps card

#I0018 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Coral Fragment, 1x Coral Fragment
Low level Rare Mug - 2x Coral Fragment, 1x Coral Fragment
Middle level Mug - 4x Coral Fragment, 4x Coral Fragment
Middle level Rare Mug - 4x Coral Fragment, 4x Coral Fragment
High level Mug - 8x Coral Fragment, 8x Coral Fragment
High level Rare Mug - 8x Coral Fragment, 8x Coral Fragment

#J0018 - MONSTER'S CARD INFO

Cards into - 1x Creeps card
Rarely Cards into - 1x Sphinxara card

#K0018 - MONSTER'S DEVOUR INFO

Low level taste - Couldn't Devour!
What it does? - N/A
Middle level taste - Couldn't Devour!
What it does? - N/A
High level taste - Couldn't Devour!
What it does? - N/A

#L0018 - MONSTER'S ATTACKS

1. Thunder - SE Thunder class MA
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ
2. Thundara - SE Thunder class MA
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ
3. Thundaga - SE Thunder & Special class MA - Desperation class - Creeps may use this as a last ditch attempt to kill one of your members
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ, defeat Creeps with special attacks [Degenerator]
4. Heartbreak - SE No-element MA
CM - Higher Spr, Shell, Defend, Invincible
5. (Swipe) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

#M0018 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0019 - DEATH CLAW

#A0019 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0019 - MONSTER'S SCAN INFO

A monster with 4 sharp claws. Attacks with sheer power, but also uses gas attacks.

#C0019 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 4231 HP
Lv100 - 22200 HP

#D0019 - MONSTER'S AP AMOUNT GIVEN

3 AP

#E0019 - MONSTER'S ELEMENTAL AFFINITIES

None

#F0019 - MONSTER'S SPECIAL INFO

None

#G0019 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Aero

Medium level Draw List - Aero, Dispel

High level Draw List - Aero, Dispel, Reflect

#H0019 - MONSTER'S DROPPED ITEMS

Low level drop - 2x M-Stone Piece, 1x Sharp Spike

Low level Rare drop - 1x Sharp Spike, 1x Windmill

Middle level drop - 1x Sharp Spike, 1x Shear Feather

Middle level Rare drop - 1x Windmill, 1x Windmill

High level drop - 2x Sharp Spike, 2x Shear Feather

High level Rare drop - 1x Windmill, 2x Windmill

Card drop - 1x Death Claw card

#I0019 - MONSTER'S MUGGED ITEMS

Low level Mug - 2x Shear Feather, 2x Shear Feather

Low level Rare Mug - 2x Shear Feather, 2x Shear Feather

Middle level Mug - 4x Shear Feather, 4x Shear Feather

Middle level Rare Mug - 4x Shear Feather, 4x Shear Feather

High level Mug - 6x Shear Feather, 6x Shear Feather

High level Rare Mug - 3x Missile, 3x Missile

#J0019 - MONSTER'S CARD INFO

Cards into - 1x Death Claw card

Rarely Cards into - 1x Granaldo card

#K0019 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!

What it does? - Restores MAX HP

Middle level taste - Delicious!!!

What it does? - Restores MAX HP

High level taste - Delicious!!!

What it does? - Restores MAX HP

#L0019 - MONSTER'S ATTACKS

1. Gas - AE No-element & Special class MA - Counter class [Physical & Magic counter] - possible Sleep status on affected members along with some No-element class magic damage

CM - Higher Spr, Shell, Defend, Invincible, Sleep on SDJ

2. Death Claw - SE PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

3. Bear Hug - SE Special class PA - Critical strike class - will always inflict critical damage - always hits

CM - Higher Vit, Protect, Defend, Invincible

4. (Cross swipe) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

5. Explosion - AE Special class PA - Counter class [Physical & Magic & HP count class] - once Death Claw loses 50% of its HP as a result of being struck with any type of attack, it will use Explosion - always hits

CM - Higher Vit, Protect, Defend, Invincible

#M0019 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0020 - ELASTOID

#A0020 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0020 - MONSTER'S SCAN INFO

Anti-personnel weapon made in Esthar. Floats with an anti-gravity engine.

Attacks with its 4 pliable metallic legs.

#C0020 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 531 HP

Lvl100 - 18500 HP

#D0020 - MONSTER'S AP AMOUNT GIVEN

3 AP

#E0020 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Thunder element

Poison element has no effect

[Earth element will miss]

#F0020 - MONSTER'S SPECIAL INFO

Fly Monster

#G0020 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Dispel

Medium level Draw List - Dispel, Stop

High level Draw List - Dispel, Stop, Meltdown

#H0020 - MONSTER'S DROPPED ITEMS

Low level drop - 4x M-Stone Piece, 4x M-Stone Piece

Low level Rare drop - 8x M-Stone Piece, 8x M-Stone Piece

Middle level drop - 4x Magic Stone, 4x Magic Stone

Middle level Rare drop - 8x Magic Stone, 1x Laser Cannon

High level drop - 4x Wizard Stone, 4x Wizard Stone

High level Rare drop - 1x Laser Cannon, 1x Laser Cannon

Card drop - 1x Elastoid card

#I0020 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Dynamo Stone, 2x Dynamo Stone

Low level Rare Mug - 2x Dynamo Stone, 2x Dynamo Stone

Middle level Mug - 2x Dynamo Stone, 2x Dynamo Stone

Middle level Rare Mug - 2x Dynamo Stone, 4x Dynamo Stone

High level Mug - 1x Laser Cannon, 1x Laser Cannon

High level Rare Mug - 1x Laser Cannon, 1x Laser Cannon

#J0020 - MONSTER'S CARD INFO

Cards into - 1x Elastoid card

Rarely Cards into - 1x Ultima Weapon card

#K0020 - MONSTER'S DEVOUR INFO

Low level taste - No good!

What it does? - Nothing is changed

Middle level taste - No good!

What it does? - Nothing is changed

High level taste - Tastes awful!!!

What it does? - 12,5% of MAX HP lost & Poison status to Devourer

#L0020 - MONSTER'S ATTACKS

1. Haste - SE Support class magic - Haste status on affected target - Elastoid can cast Haste either on itself or its partners (if any)

CM - Reflect on all monsters, Dispel

2. Protect - SE Support class magic - Protect status on affected target - Elastoid can cast Protect either on itself or its partners (if any)
CM - Reflect on all monsters, Dispel
3. Shell - SE Support class magic - Shell status on affected target - Elastoid can cast Shell either on itself or its partners (if any)
CM - Reflect on all monsters, Dispel
4. Dispel - SE Status class magic - removes any helpful statuses from affected member - cannot remove Defend, Invincible, Angel Wing
CM - Invincible
5. Sleep - SE Status class magic - Sleep status on affected target
CM - Higher Spr, Reflect, Invincible, Sleep on SDJ
6. Stop - SE Status class magic - Stop status on affected target
CM - Higher Spr, Reflect, Invincible, Stop on SDJ, Auto-Haste
7. Beam Laser - SE PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
8. (Head bonk) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
9. (Spin wildly) - NEA Special class 'attack' - Counter class [Physical & Magic counter & Tactic change class] - once Elastoid loses 70% of its HP, it will start to (Spin wildly) - from now on only attack used is Reflect Beam
CM - Defeat Elastoid without crossing 70% of HP lost limit [Degenerator]
10. Reflect Beam - AE PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

#M0020 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0021 - ELITE SOLDIER

#A0021 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0021 - MONSTER'S SCAN INFO

An officer acting together with Galbadian soldiers. Defeat him first, before he uses recovery magic on the other soldiers.

#C0021 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 148 HP

Lv100 - 4940 HP

#D0021 - MONSTER'S AP AMOUNT GIVEN

2 AP

#E0021 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Poison element

#F0021 - MONSTER'S SPECIAL INFO

None

#G0021 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Fire, Thunder, Blizzard, Scan

Medium level Draw List - Fira, Thundara, Blizzara, Scan

High level Draw List - Firaga, Thundaga, Blizzaga, Dispel

#H0021 - MONSTER'S DROPPED ITEMS

Low level drop - 2x Potion, 1x Phoenix Down

Low level Rare drop - 8x Shotgun Ammo, 1x Cottage

Middle level drop - 1x Potion, 1x Phoenix Down

Middle level Rare drop - 1x Hi-Potion, 1x Cottage
High level drop - 3x Potion, 1x Hi-Potion
High level Rare drop - 1x Cottage, 1x Cottage
Card drop - N/A

#I0021 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Tent, 1x Tent
Low level Rare Mug - 1x Cottage, 1x Cottage
Middle level Mug - 1x Tent, 1x Cottage
Middle level Rare Mug - 1x Cottage, 1x Cottage
High level Mug - 1x Cottage, 1x Cottage
High level Rare Mug - 1x Cottage, 1x Cottage

#J0021 - MONSTER'S CARD INFO

Cards into - Can't turn into a card!
Rarely Cards into - Can't turn into a card!

#K0021 - MONSTER'S DEVOUR INFO

Low level taste - Couldn't Devour!
What it does? - N/A
Middle level taste - Couldn't Devour!
What it does? - N/A
High level taste - Couldn't Devour!
What it does? - N/A

#L0021 - MONSTER'S ATTACKS

Note: There are special battles in which Elite Soldier knows a lot more attacks than ones which will be described here. For info on those additional attacks Elite Soldier can execute, please refer to my BOSS guide parts.

1. (Machinegun) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

2. (Running bash) - SE PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

3. Cure - SA Healing & Special class magic - HP count class - once any of Soldiers who appeared with Elite Soldier lose 75% of its HP, Elite Soldier may use Cure on that Soldier

CM - Silence on Elite Soldier, Reflect on all monsters, kill Elite Soldier first, kill any Soldiers who appeared with Elite Soldier without crossing 75% of lost HP limit

4. Cura - SA Healing & Special class magic - HP count class - once any of Soldiers who appeared with Elite Soldier lose 75% of its HP, Elite Soldier may use Cura on that Soldier

CM - Silence on Elite Soldier, Reflect on all monsters, kill Elite Soldier first, kill any Soldiers who appeared with Elite Soldier without crossing 75% of lost HP limit

5. Curaga - SA Healing & Special class magic - HP count class - once any of Soldiers who appeared with Elite Soldier lose 75% of its HP, Elite Soldier may use Curaga on that Soldier

CM - Silence on Elite Soldier, Reflect on all monsters, kill Elite Soldier first, kill any Soldiers who appeared with Elite Soldier without crossing 75% of lost HP limit

6. Meltdown - SE No-element & Status class MA - possible Vit 0 status on affected target along with some No-element class magic damage

CM - Higher Spr, Reflect, Defend, Invincible, Esuna (to remove Vit 0)

#M0021 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0022 - ELNOYLE

#A0022 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0022 - MONSTER'S SCAN INFO

A powerful monster. Uses magic, but also uses Tail Needle, which causes heavy damage.

#C0022 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 30421 HP

Lv100 - 82000 HP

#D0022 - MONSTER'S AP AMOUNT GIVEN

18 AP

#E0022 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Wind element

[Earth element will miss]

#F0022 - MONSTER'S SPECIAL INFO

Fly Monster

#G0022 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Pain, Double

Medium level Draw List - Pain, Double

High level Draw List - Pain, Double, Holy

#H0022 - MONSTER'S DROPPED ITEMS

Low level drop - 6x Wizard Stone, 6x Wizard Stone

Low level Rare drop - 1x Moon Stone, 2x Moon Stone

Middle level drop - 8x Wizard Stone, 1x Moon Stone

Middle level Rare drop - 1x Energy Crystal, 2x Energy Crystal

High level drop - 2x Energy Crystal, 2x Energy Crystal

High level Rare drop - 3x Energy Crystal, 4x Energy Crystal

Card drop - 1x Elnoyle card

#I0022 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Moon Stone, 1x Moon Stone

Low level Rare Mug - 1x Moon Stone, 2x Moon Stone

Middle level Mug - 1x Moon Stone, 1x Moon Stone

Middle level Rare Mug - 2x Moon Stone, 2x Moon Stone

High level Mug - 2x Moon Stone, 2x Moon Stone

High level Rare Mug - 4x Moon Stone, 4x Moon Stone

#J0022 - MONSTER'S CARD INFO

Cards into - Elnoyle

Rarely Cards into - Catoblepas

#K0022 - MONSTER'S DEVOUR INFO

Low level taste - Couldn't Devour!

What it does? - N/A

Middle level taste - Couldn't Devour!

What it does? - N/A

High level taste - Couldn't Devour!

What it does? - N/A

#L0022 - MONSTER'S ATTACKS

1. Dispel - SE Status class magic - removes any helpful statuses from affected member - cannot remove Defend, Invincible, Angel Wing

CM - Invincible

2. (Swipe) - SE no-name & Special class PA - Counter class [Physical counter] - apart from (Swipe) being used normally Elnoyle may also use (Swipe) as counter if attacked with physical type attack

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, use magic type attacks

3. Tail Needle - SE Special class PA - Critical strike class - will always inflict critical damage

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

4. Pain - SE Status class magic - Poison, Silence and Darkness statuses on affected target

CM - Higher Spr, Reflect, Invincible, Pain on SDJ

5. Holy - SE Holy class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Holy class magic on EDJ

6. Storm Breath - AE No-element & Special class MA - Round count class - used every sixth turn

CM - Higher Spr, Shell, Defend, Invincible

7. Death - SE Status & Special class magic - Instant Death & Succession class - KO status on affected target - is used every sixth turn right after Storm Breath

CM - Higher Spr, Reflect, Invincible, Death on SDJ, Zombie (Death will miss)

8. Meteor - AE No-element class MA

CM - Higher Spr, Shell, Defend, Invincible

#M0022 - MONSTER'S USELESS INFO

a) Low levels are 1 - 29, middle 30 - 39, high 40 - 100.

#0023 - ESTHAR SOLDIER

#A0023 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0023 - MONSTER'S SCAN INFO

Esthar soldier who uses both gun and sword. Shotgun attack can cause major damage. Not a strong enemy.

#C0023 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 98 HP

Lv100 - 4890 HP

#D0023 - MONSTER'S AP AMOUNT GIVEN

1 AP

#E0023 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Poison element

#F0023 - MONSTER'S SPECIAL INFO

None

#G0023 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Fire, Thunder, Blizzard, Cure

Medium level Draw List - Fira, Thundara, Blizzara, Cura

High level Draw List - Firaga, Thundaga, Blizzaga, Curaga

#H0023 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Potion, 1x Potion

Low level Rare drop - 1x Phoenix Down, 1x Phoenix Down

Middle level drop - 1x Potion, 1x Potion

Middle level Rare drop - 1x Phoenix Down, 1x Phoenix Down
High level drop - 1x Potion, 1x Hi-Potion
High level Rare drop - 1x Phoenix Down, 1x Phoenix Down
Card drop - N/A

#I0023 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Potion, 1x Potion
Low level Rare Mug - 1x Potion, 1x Potion
Middle level Mug - 1x Potion, 2x Potion
Middle level Rare Mug - 2x Potion, 2x Potion
High level Mug - 1x Hi-Potion, 1x Hi-Potion
High level Rare Mug - 1x Hi-Potion, 1x Hi-Potion

#J0023 - MONSTER'S CARD INFO

Cards into - Can't turn into a card!
Rarely Cards into - Can't turn into a card!

#K0023 - MONSTER'S DEVOUR INFO

Low level taste - Couldn't Devour!
What it does? - N/A
Middle level taste - Couldn't Devour!
What it does? - N/A
High level taste - Couldn't Devour!
What it does? - N/A

#L0023 - MONSTER'S ATTACKS

1. (Sword strike) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
2. Shotgun - SE PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

#M0023 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0024 - ESTHAR SOLDIER

#A0024 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0024 - MONSTER'S SCAN INFO

A cyborg in the form of an Esthar soldier, but far stronger. It only uses physical attacks.

#C0024 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 163 HP
Lv100 - 7950 HP

#D0024 - MONSTER'S AP AMOUNT GIVEN

1 AP

#E0024 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Thunder element
Poison element has no effect

#F0024 - MONSTER'S SPECIAL INFO

None

#G0024 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Fire, Thunder, Blizzard
Medium level Draw List - Fira, Thundara, Blizzara
High level Draw List - Firaga, Thundaga, Blizzaga

#H0024 - MONSTER'S DROPPED ITEMS

Low level drop - 2x Potion, 1x Phoenix Down
Low level Rare drop - 1x Tent, 1x Cottage
Middle level drop - 2x Potion, 1x Phoenix Down
Middle level Rare drop - 1x Tent, 1x Cottage
High level drop - 2x Potion, 1x Hi-Potion
High level Rare drop - 1x Tent, 1x Cottage
Card drop - N/A

#I0024 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Phoenix Down, 1x Phoenix Down
Low level Rare Mug - 1x Phoenix Down, 1x Phoenix Down
Middle level Mug - 1x Phoenix Down, 2x Phoenix Down
Middle level Rare Mug - 2x Phoenix Down, 2x Phoenix Down
High level Mug - 2x Phoenix Down, 2x Phoenix Down
High level Rare Mug - 2x Phoenix Down, 2x Phoenix Down

#J0024 - MONSTER'S CARD INFO

Cards into - Can't turn into a card!
Rarely Cards into - Can't turn into a card!

#K0024 - MONSTER'S DEVOUR INFO

Low level taste - Couldn't Devour!
What it does? - N/A
Middle level taste - Couldn't Devour!
What it does? - N/A
High level taste - Couldn't Devour!
What it does? - N/A

#L0024 - MONSTER'S ATTACKS

Note: Among the attacks below Esthar Soldier (Cyborg) also knows Soul Crush, but this attack is exclusive to single event. For more info on it please refer to my BOSS section.

1. (Sword strike) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
2. Shotgun - SE PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
3. Death - SE Status class magic - Instant Death class - KO status on affected target
CM - Higher Spr, Reflect, Invincible, Death on SDJ, Zombie (Death will miss)
4. Blizzara - SE Ice class MA
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Ice class magic on EDJ
5. Boomerang Sword - AE Special class PA - Tactic change class - sometime during battle Esthar Soldier may use Boomerang Sword - from now on only attack used is (Punch) - always hits
CM - Higher Vit, Protect, Defend, Invincible
6. (Punch) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

#M0024 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0025 - FASTITOCALON

#A0025 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0025 - MONSTER'S SCAN INFO

A fish that swims in the ground. Only the fin can be seen. One theory says that it may be a shark.

#C0025 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 215 HP

Lvl100 - 9200 HP

#D0025 - MONSTER'S AP AMOUNT GIVEN

1 AP

#E0025 - MONSTER'S ELEMENTAL AFFINITIES

Note: Elemental information is not shown!

Strong against Fire element

Weak against Thunder element

Weak against Earth element

Absorbs Water element

#F0025 - MONSTER'S SPECIAL INFO

None

#G0025 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Blizzard, Sleep, Scan

Medium level Draw List - Blizzara, Sleep, Scan

High level Draw List - Blizzaga, Scan, Water

#H0025 - MONSTER'S DROPPED ITEMS

Low level drop - 3x Fish Fin, 1x Water Crystal

Low level Rare drop - 2x Water Crystal, 8x Fish Fin

Middle level drop - 6x Fish Fin, 2x Water Crystal

Middle level Rare drop - 4x Water Crystal, 8x Fish Fin

High level drop - 8x Fish Fin, 4x Water Crystal

High level Rare drop - 4x Water Crystal, 8x Fish Fin

Card drop - 1x Fastitocalon card

#I0025 - MONSTER'S MUGGED ITEMS

Low level Mug - 2x Water Crystal, 2x Water Crystal

Low level Rare Mug - 2x Water Crystal, 2x Water Crystal

Middle level Mug - 4x Water Crystal, 4x Water Crystal

Middle level Rare Mug - 4x Water Crystal, 4x Water Crystal

High level Mug - 8x Water Crystal, 8x Water Crystal

High level Rare Mug - 8x Water Crystal, 8x Water Crystal

#J0025 - MONSTER'S CARD INFO

Cards into - 1x Fastitocalon card

Rarely Cards into - 1x Tonberry King card

#K0025 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!

What it does? - Restores MAX HP

Middle level taste - Delicious!!!

What it does? - Restores MAX HP

High level taste - Delicious!!!

What it does? - Restores MAX HP

#L0025 - MONSTER'S ATTACKS

1. (Underground bash) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible
2. (Pop out) - NEA Special class 'attack' - Counter class [Physical & Magic counter & Stat loser class] - if Fastitocalon is attacked in any way while its fin is below the ground, it may (Pop out) - Vit and Spr statistics drop
CM - Defeat Fastitocalon with special type attacks [Degenerator]
3. (Flying bash) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
4. Sand Storm - AE No-element class MA
CM - Higher Spr, Shell, Defend, Invincible

#M0025 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0026 - FASTITOCALON-F

#A0026 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0026 - MONSTER'S SCAN INFO

A fish that swims in the ground. Only the fin can be seen. One theory says that it may be a shark.

#C0026 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 215 HP

Lvl100 - 9200 HP

#D0026 - MONSTER'S AP AMOUNT GIVEN

3 AP

#E0026 - MONSTER'S ELEMENTAL AFFINITIES

Note: Elemental information is not shown!

Strong against Fire element

Weak against Thunder element

Weak against Earth element

Absorbs Water element

#F0026 - MONSTER'S SPECIAL INFO

None

#G0026 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Blizzard, Sleep, Scan

Medium level Draw List - Blizzara, Sleep, Scan

High level Draw List - Blizzaga, Scan, Water

#H0026 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Fish Fin, 1x Fish Fin

Low level Rare drop - 2x Fish Fin, 3x Fish Fin

Middle level drop - 1x Fish Fin, 2x Fish Fin

Middle level Rare drop - 1x Water Crystal, 2x Water Crystal

High level drop - 2x Fish Fin, 3x Fish Fin

High level Rare drop - 1x Water Crystal, 2x Water Crystal

Card drop - 1x Fastitocalon-F card

#I0026 - MONSTER'S MUGGED ITEMS

Low level Mug - 2x Fish Fin, 2x Fish Fin

Low level Rare Mug - 2x Fish Fin, 2x Fish Fin

Middle level Mug - 4x Fish Fin, 4x Fish Fin

Middle level Rare Mug - 4x Fish Fin, 4x Fish Fin

High level Mug - 8x Fish Fin, 8x Fish Fin
High level Rare Mug - 8x Fish Fin, 8x Fish Fin

#J0026 - MONSTER'S CARD INFO
Cards into - 1x Fastitocalon-F card
Rarely Cards into - N/A

#K0026 - MONSTER'S DEVOUR INFO
Low level taste - Tastes okay...
What it does? - Restores 50% MAX HP
Middle level taste - Tastes okay...
What it does? - Restores 50% MAX HP
High level taste - Tastes okay...
What it does? - Restores 50% MAX HP

#L0026 - MONSTER'S ATTACKS
1. (Underground bash) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
2. (Pop out) - NEA Special class 'attack' - Counter class [Physical & Magic counter & Stat loser class] - if Fastitocalon-F is attacked in any way while its fin is below the ground, it may (Pop out) - Vit and Spr statistics drop
CM - Defeat Fastitocalon-F with special type attacks [Degenerator]
3. (Flying bash) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

#M0026 - MONSTER'S USELESS INFO
a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0027 - FORBIDDEN

#A0027 - MONSTER'S ENCOUNTER PLACES
For locations please refer to my Monster Encounter Guides.

#B0027 - MONSTER'S SCAN INFO
Undead soldier. Not afraid of death. Its death blow kills enemies with 1 hit.

#C0027 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100
Lv1 - 221 HP
Lv100 - 22100 HP

#D0027 - MONSTER'S AP AMOUNT GIVEN
4 AP

#E0027 - MONSTER'S ELEMENTAL AFFINITIES
Very weak against Holy element
Weak against Fire element
Poison element has no effect

#F0027 - MONSTER'S SPECIAL INFO
Undead Monster

#G0027 - MONSTER'S MAGIC DRAW LISTS
Low level Draw List - Zombie
Medium level Draw List - Zombie, Blind, Stop
High level Draw List - Zombie, Blind, Stop, Death

#H0027 - MONSTER'S DROPPED ITEMS
Low level drop - 1x Betrayal Sword, 1x Dead Spirit

Low level Rare drop - 1x Zombie Powder, 2x Zombie Powder
Middle level drop - 2x Dead Spirit, 3x Zombie Powder
Middle level Rare drop - 1x Curse Spike, 2x Curse Spike
High level drop - 2x Curse Spike, 5x Zombie Powder
High level Rare drop - 3x Curse Spike, 1x Force Armlet
Card drop - 1x Forbidden card

#I0027 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Dead Spirit, 1x Dead Spirit
Low level Rare Mug - 1x Dead Spirit, 1x Dead Spirit
Middle level Mug - 2x Dead Spirit, 2x Dead Spirit
Middle level Rare Mug - 2x Dead Spirit, 2x Dead Spirit
High level Mug - 3x Dead Spirit, 3x Dead Spirit
High level Rare Mug - 3x 3x Dead Spirit, 3x Dead Spirit

#J0027 - MONSTER'S CARD INFO

Cards into - 1x Forbidden card
Rarely Cards into - 1x Red Giant card

#K0027 - MONSTER'S DEVOUR INFO

Low level taste - It's rotten...
What it does? - 6,25% of MAX HP lost & Zombie status to Devourer
Middle level taste - It's rotten...
What it does? - 6,25% of MAX HP lost & Zombie status to Devourer
High level taste - It's rotten...
What it does? - 6,25% of MAX HP lost & Zombie status to Devourer

#L0027 - MONSTER'S ATTACKS

1. Death - SE Status & Special class magic - Instant death class - KO status on affected target
CM - Higher Spr, Reflect, Invincible, Death on SDJ, Zombie status
2. Blind - SE Status class magic - Darkness status on affected target
CM - Higher Spr, Reflect, Invincible, Blind or Pain on SDJ
3. Stop - SE Status class magic - Stop status on affected target
CM - Higher Spr, Reflect, Invincible, Stop on SDJ, Auto-Haste
4. Sleep - SE Status class magic - Sleep status on affected target
CM - Higher Spr, Reflect, Invincible, Sleep on SDJ
5. Silence - SE Status class magic - Silence status on affected target
CM - Higher Spr, Reflect, Invincible, Silence or Pain on SDJ
6. (Sword swipe) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
7. Thrust - SE Special class PA - Critical strike class - will always inflict critical damage
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
8. Double Sword - SE PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
9. (Stance change) - NEA Special class 'attack' - HP count & Tactic change class - once Forbidden loses [estimated] about 85% of its HP, it will change its stance - gains access to Iai Blow - all the other attacks are no longer used
CM - Defeat Forbidden without crossing 85% of lost HP limit [Degenerator, multiple strike Limit Break]
10. Iai Blow - SE Status class PA - carries Instant death status - possible KO status to targetted member along with some physical damage - if targetted character is protected against Instant death, he/she will only take some physical damage - always hits
CM - Higher Vit, Protect, Invincible, Death on SDJ

#M0027 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0028 - FUNGUAR

#A0028 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0028 - MONSTER'S SCAN INFO

A giant walking mushroom. Uses status change attacks with damage attacks.

#C0028 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 303 HP

Lv100 - 2100 HP

#D0028 - MONSTER'S AP AMOUNT GIVEN

1 AP

#E0028 - MONSTER'S ELEMENTAL AFFINITIES

None

#F0028 - MONSTER'S SPECIAL INFO

None

#G0028 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Sleep, Scan

Medium level Draw List - Sleep, Scan, Silence

High level Draw List - Sleep, Scan, Silence, Confuse

#H0028 - MONSTER'S DROPPED ITEMS

Low level drop - 1x M-Stone Piece, 1x M-Stone Piece

Low level Rare drop - 1x Sleep Powder, 1x Sleep Powder

Middle level drop - 1x Magic Stone, 1x Magic Stone

Middle level Rare drop - 2x Sleep Powder, 2x Sleep Powder

High level drop - 1x Wizard Stone, 1x Sleep Powder

High level Rare drop - 3x Sleep Powder, 4x Sleep Powder

Card drop - 1x Funguar card

#I0028 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Sleep Powder, 1x Sleep Powder

Low level Rare Mug - 1x Sleep Powder, 1x Sleep Powder

Middle level Mug - 2x Sleep Powder, 2x Sleep Powder

Middle level Rare Mug - 2x Sleep Powder, 2x Sleep Powder

High level Mug - 6x Sleep Powder, 6x Sleep Powder

High level Rare Mug - 6x Sleep Powder, 6x Sleep Powder

#J0028 - MONSTER'S CARD INFO

Cards into - 1x Funguar card

Rarely Cards into - 1x Wedge, Biggs card

#K0028 - MONSTER'S DEVOUR INFO

Low level taste - Can't see anything

What it does? - 6,25% of MAX HP lost & Darkness status to Devourer

Middle level taste - Tastes awful!!!

What it does? - 12,5% of MAX HP lost & Poison status to Devourer

High level taste - Barf...bwahhh!!!

What it does? - 50% of MAX HP lost & Poison status to Devourer

#L0028 - MONSTER'S ATTACKS

1. Sleep - SE Status class magic - Sleep status on affected target

CM - Higher Spr, Reflect, Invincible, Sleep on SDJ

2. Confuse - SE Status class magic - Confuse status on affected target
CM - Higher Spr, Reflect, Invincible, Confuse on SDJ
3. Bio - SE Poison & Status class MA - possible Poison status on affected target along with some Poison class magic damage
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Poison class magic on EDJ, Bio or Pain on SDJ
4. Demi - SE Gravity & Special class MA - Spirit killer - rips off 25% of affected target's current HP
CM - Shell, Reflect, Defend, Invincible
5. Fire - SE Fire class MA
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ
6. (Laser shot) - SE no-name PA - funny thing is that it *only* targets females in your fighting party
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

#M0028 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0029 - G-SOLDIER

#A0029 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0029 - MONSTER'S SCAN INFO

Galbadian soldier that uses magic with a sword. Strong enough, but nowhere near as strong as any SeeD member.

#C0029 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 45 HP

Lvl100 - 3040 HP

#D0029 - MONSTER'S AP AMOUNT GIVEN

1 AP

#E0029 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Poison element

#F0029 - MONSTER'S SPECIAL INFO

None

#G0029 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Fire, Thunder, Blizzard, Cure

Medium level Draw List - Fira, Thundara, Blizzara, Cura

High level Draw List - Firaga, Thundaga, Blizzaga, Curaga

#H0029 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Potion, 1x Potion

Low level Rare drop - 8x Normal Ammo, 1x Phoenix Down

Middle level drop - 1x Potion, 1x Potion

Middle level Rare drop - 1x Phoenix Down, 1x Phoenix Down

High level drop - 2x Potion, 2x Potion

High level Rare drop - 2x Phoenix Down, 2x Phoenix Down

Card drop - N/A

#I0029 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Potion, 1x Potion

Low level Rare Mug - 1x Phoenix Down, 1x Phoenix Down

Middle level Mug - 1x Potion, 1x Phoenix Down

Middle level Rare Mug - 1x Hi-Potion, 1x Hi-Potion
High level Mug - 1x Hi-Potion, 2x Phoenix Down
High level Rare Mug - 2x Phoenix Down, 2x Phoenix Down

#J0029 - MONSTER'S CARD INFO

Cards into - Can't turn into a card!
Rarely Cards into - Can't turn into a card!

#K0029 - MONSTER'S DEVOUR INFO

Low level taste - Couldn't Devour!
What it does? - N/A
Middle level taste - Couldn't Devour!
What it does? - N/A
High level taste - Couldn't Devour!
What it does? - N/A

#L0029 - MONSTER'S ATTACKS

1. (Sword swipe) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
2. Fira - SE Fire class MA
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ
3. Fire - SE Fire class MA
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ

#M0029 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0030 - GAYLA

#A0030 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0030 - MONSTER'S SCAN INFO

Puts enemies to sleep, then attacks. Spits fluid which removes an enemy's strength while asleep.

#C0030 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 1021 HP
Lv100 - 13000 HP

#D0030 - MONSTER'S AP AMOUNT GIVEN

2 AP

#E0030 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Wind element
[Earth element will miss]

#F0030 - MONSTER'S SPECIAL INFO

Fly Monster

#G0030 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Sleep, Thunder
Medium level Draw List - Sleep, Thundara
High level Draw List - Sleep, Thundaga, Meltdown

#H0030 - MONSTER'S DROPPED ITEMS

Low level drop - 2x M-Stone Piece, 2x M-Stone Piece
Low level Rare drop - 1x Mystery Fluid, 1x Mystery Fluid

Middle level drop - 2x Magic Stone, 1x Mystery Fluid
Middle level Rare drop - 2x Mystery Fluid, 1x Magic Stone
High level drop - 3x Wizard Stone, 2x Mystery Fluid
High level Rare drop - 3x Mystery Fluid, 4x Mystery Fluid
Card drop - 1x Gayla card

#I0030 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Mystery Fluid, 1x Mystery Fluid
Low level Rare Mug - 1x Mystery Fluid, 1x Mystery Fluid
Middle level Mug - 1x Mystery Fluid, 1x Mystery Fluid
Middle level Rare Mug - 2x Mystery Fluid, 2x Mystery Fluid
High level Mug - 3x Mystery Fluid, 3x Mystery Fluid
High level Rare Mug - 4x Mystery Fluid, 4x Mystery Fluid

#J0030 - MONSTER'S CARD INFO

Cards into - 1x Gayla card
Rarely Cards into - 1x Gerogero card

#K0030 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!
What it does? - Restores MAX HP
Middle level taste - Delicious!!!
What it does? - Restores MAX HP
High level taste - Delicious!!!
What it does? - Restores MAX HP

#L0030 - MONSTER'S ATTACKS

1. Hypnotize - SE Status class MA - possible Sleep status on affected member
CM - Higher Spr, Invincible, Sleep on SDJ
2. Gastric Juice - SE Gravity & Special class PA - Vitality killer - tears off
50% of targetted member's current HP
CM - Higher Eva, Protect, Defend, Invincible
3. (Head bang) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
4. (Tail whip) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

#M0030 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0031 - GEEZARD

#A0031 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0031 - MONSTER'S SCAN INFO

Lives in humid places. It sneak-attacks humans that pass by. Uses status attack
when fully grown.

#C0031 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 43 HP
Lv100 - 1840 HP

#D0031 - MONSTER'S AP AMOUNT GIVEN

1 AP

#E0031 - MONSTER'S ELEMENTAL AFFINITIES

None

#F0031 - MONSTER'S SPECIAL INFO

None

#G0031 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Thunder, Cure

Medium level Draw List - Thunder, Thundara, Cure, Cura

High level Draw List - Thunder, Thundara, Cure, Cura

#H0031 - MONSTER'S DROPPED ITEMS

Low level drop - 2x Screw, 4x Screw

Low level Rare drop - 1x Healing Water, 1x Healing Water

Middle level drop - 4x Screw, 1x Magic Stone

Middle level Rare drop - 2x Healing Water, 2x Healing Water

High level drop - 6x Screw, 1x Wizard Stone

High level Rare drop - 2x Healing Water, 2x Healing Water

Card drop - 1x Geezard card

#I0031 - MONSTER'S MUGGED ITEMS

Low level Mug - 8x Screw, 8x Screw

Low level Rare Mug - 8x Screw, 8x Screw

Middle level Mug - 12x Screw, 12x Screw

Middle level Rare Mug - 12x Screw, 12x Screw

High level Mug - 16x Screw, 16x Screw

High level Rare Mug - 16x Screw, 16x Screw

#J0031 - MONSTER'S CARD INFO

Cards into - 1x Geezard card

Rarely Cards into - N/A

#K0031 - MONSTER'S DEVOUR INFO

Low level taste - No good!

What it does? - Nothing is changed

Middle level taste - Tastes awful!!!

What it does? - 12,5% of HP lost & Poison status to Devourer

High level taste - Tastes awful!!!

What it does? - 12,5% of HP lost & Poison status to Devourer

#L0031 - MONSTER'S ATTACKS

1. Bad Breath - AE No-element & Status class MA - possible Slow status on affected members along with some No-element class magic damage

CM - Higher Spr, Shell, Defend, Invincible, Slow on SDJ or Auto-Haste

2. Fira - SE Fire class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ, Silence on Geezard

3. Fire - SE Fire class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ, Silence on Geezard

4. (Swipe) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Geezard

5. (Head attack) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Geezard

#M0031 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0032 - GESPER

#A0032 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0032 - MONSTER'S SCAN INFO

Esthar's defective weapon. Attacks enemies and allies alike. Degenerator destroys opponents.

#C0032 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 525 HP

Lvl100 - 14900 HP

#D0032 - MONSTER'S AP AMOUNT GIVEN

2 AP

#E0032 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Poison element

#F0032 - MONSTER'S SPECIAL INFO

None

#G0032 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Shell, Protect

Medium level Draw List - Shell, Protect, Float

High level Draw List - Shell, Protect, Confuse, Float

#H0032 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Black Hole, 4x M-Stone Piece

Low level Rare drop - 1x Remedy, 1x Remedy

Middle level drop - 2x Black Hole, 2x Black Hole

Middle level Rare drop - 2x Remedy, 2x Remedy

High level drop - 1x Black Hole, 4x Wizard Stone

High level Rare drop - 2x Remedy, 4x Remedy

Card drop - 1x Gesper card

#I0032 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Black Hole, 1x Black Hole

Low level Rare Mug - 1x Black Hole, 1x Black Hole

Middle level Mug - 2x Black Hole, 2x Black Hole

Middle level Rare Mug - 2x Black Hole, 2x Black Hole

High level Mug - 2x Black Hole, 2x Black Hole

High level Rare Mug - 2x Black Hole, 2x Black Hole

#J0032 - MONSTER'S CARD INFO

Cards into - 1x Gesper card

Rarely Cards into - 1x Iguion card

#K0032 - MONSTER'S DEVOUR INFO

Low level taste - Tastes okay...

What it does? - Restores 50% MAX HP

Middle level taste - Tastes okay...

What it does? - Restores 50% MAX HP

High level taste - Tastes okay...

What it does? - Restores 50% MAX HP

#L0032 - MONSTER'S ATTACKS

Note: Many of Gesper's attacks can target either your members or Gesper's partners in battle. It's all luck.

1. Cura - SEA Healing class magic

CM - in case of Gesper - Shell on Gesper, Reflect on Gesper, Silence on Gesper

CM - in case of member - none

2. Telekinesis - SE PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
3. Protect - SEA Support class magic - Protect status on affected target
CM - in case of Gesper - Reflect on Gesper, Silence on Gesper
CM - in case of member - none
4. Shell - SEA Support class magic - Shell status on affected target
CM - in case of Gesper - Reflect on Gesper, Silence on Gesper
CM - in case of member - none
5. (Punch) - SEA no-name PA
CM - in case of Gesper - none
CM - in case of member - CM - Higher Vit, higher Eva, Protect, Defend, Invincible
6. Degenerator - SE Special class MA - Instant Death & Member count class - Degenerated character is gone from current battle and is KO-ed - Degenerator cannot be used anymore if only one member is left alive
CM - Have only one member alive, Invincible
7. Silence - SE Status class magic - Silence status on affected target
CM - Higher Spr, Reflect, Invincible, Silence or Pain on SDJ
8. Confuse - SE Status class magic - Confuse status on affected target
CM - Higher Spr, Reflect, Invincible, Confuse on SDJ
9. Blind - SE Status class magic - Darkness status on affected target
CM - Higher Spr, Reflect, Invincible, Blind or Pain on SDJ
10. Float - SE Support class magic - Float status on affected target
CM - None
11. Slow - SE Status class magic - Slow status on affected target
CM - Higher Spr, Reflect, Invincible, Slow on SDJ

#M0032 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0033 - GIM47N

#A0033 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0033 - MONSTER'S SCAN INFO

An older type of Galbadian support weapon. Has a laser cannon, but mostly punches using the steel orbs on both hands.

#C0033 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 310 HP

Lvl100 - 6300 HP

#D0033 - MONSTER'S AP AMOUNT GIVEN

3 AP

#E0033 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Thunder element

Weak against Earth element

Weak against Water element

Poison element has no effect

#F0033 - MONSTER'S SPECIAL INFO

None

#G0033 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List -

Medium level Draw List -

High level Draw List - Esuna, Curaga, Life

#H0033 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Steel Orb, 4x Screw

Low level Rare drop - 1x Steel Pipe, 1x Steel Pipe

Middle level drop - 2x Steel Orb, 6x Screw

Middle level Rare drop - 1x Steel Pipe, 2x Dynamo Stone

High level drop - 4x Steel Orb, 8x Screw

High level Rare drop - 3x Dynamo Stone, 3x Dynamo Stone

Card drop - 1x GIM47N card

#I0033 - MONSTER'S MUGGED ITEMS

Low level Mug - 2x Steel Orb, 2x Steel Orb

Low level Rare Mug - 2x Steel Orb, 2x Steel Orb

Middle level Mug - 3x Steel Orb, 3x Steel Orb

Middle level Rare Mug - 3x Steel Orb, 3x Steel Orb

High level Mug - 6x Steel Orb, 6x Steel Orb

High level Rare Mug - 6x Steel Orb, 6x Steel Orb

#J0033 - MONSTER'S CARD INFO

Cards into - 1x GIM47N card

Rarely Cards into - 1x Oilboyle card

#K0033 - MONSTER'S DEVOUR INFO

Low level taste - No good!

What it does? - Nothing is changed

Middle level taste - No good!

What it does? - Nothing is changed.

High level taste - Tastes awful!!!

What it does? - 12,5% of MAX HP lost & Poison status to Devourer

#L0033 - MONSTER'S ATTACKS

1. Reflect - SA Support class magic - GIM47N can use it on itself - Reflect status on affected target

CM - Dispel

2. Snipe Laser - SE No-element class MA

CM - Higher Spr, Shell, Defend, Invincible

3. (Punch) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

4. Chain Gun - AE PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

#M0033 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0034 - GIM52A

#A0034 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0034 - MONSTER'S SCAN INFO

A Galbadian machine that attacks with magic and missiles. The more advanced models use high-powered beams.

#C0034 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 1431 HP

Lv100 - 19400 HP

#D0034 - MONSTER'S AP AMOUNT GIVEN

3 AP

#E0034 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Thunder element

Weak against Earth element

Weak against Water element

Poison element has no effect

#F0034 - MONSTER'S SPECIAL INFO

None

#G0034 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Haste, Slow

Medium level Draw List - Haste, Slow, Dispel

High level Draw List - Haste, Slow, Esuna, Dispel

#H0034 - MONSTER'S DROPPED ITEMS

Low level drop - 4x Screw, 1x Missile

Low level Rare drop - 1x Windmill, 2x Fuel

Middle level drop - 8x Screw, 1x Missile

Middle level Rare drop - 1x Windmill, 6x Fuel

High level drop - 2x Missile, 3x Fuel

High level Rare drop - 2x Windmill, 6x Fuel

Card drop - N/A

#I0034 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Missile, 1x Missile

Low level Rare Mug - 1x Missile, 1x Missile

Middle level Mug - 1x Missile, 1x Missile

Middle level Rare Mug - 1x Missile, 1x Missile

High level Mug - 2x Missile, 2x Missile

High level Rare Mug - 2x Missile, 2x Missile

#J0034 - MONSTER'S CARD INFO

Cards into - Can't turn into a card!

Rarely Cards into - Can't turn into a card!

#K0034 - MONSTER'S DEVOUR INFO

Low level taste - No good!

What it does? - Nothing is changed

Middle level taste - No good!

What it does? - Nothing is changed.

High level taste - Tastes awful!!!

What it does? - 12,5% of MAX HP lost & Poison status to Devourer

#L0034 - MONSTER'S ATTACKS

1. Ray Bomb - AE No-element class MA

CM - Higher Spr, Shell, Defend, Invincible

2. Thundaga - SE Thunder class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ

3. (Dash punch) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

4. Micro Missiles - SE Gravity & Special class PA - Vitality killer - tears off 50% of targetted member's current HP - always hits

CM - Protect, Defend, Invincible

#M0034 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0035 - GLACIAL EYE

#A0035 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0035 - MONSTER'S SCAN INFO

A floating monster that uses Ice magic. When running low on HP, uses Vampire to suck HP from opponents.

#C0035 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 205 HP

Lvl100 - 3200 HP

#D0035 - MONSTER'S AP AMOUNT GIVEN

1 AP

#E0035 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Fire element

Ice element has no effect

[Earth element will miss]

#F0035 - MONSTER'S SPECIAL INFO

Fly Monster

#G0035 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Blizzard, Cure, Scan

Medium level Draw List - Blizzara, Cura, Scan

High level Draw List - Blizzara, Cura, Scan

#H0035 - MONSTER'S DROPPED ITEMS

Low level drop - 1x M-Stone Piece, 2x M-Stone Piece

Low level Rare drop - 1x Vampire Fang, 1x Arctic Wind

Middle level drop - 1x Vampire Fang, 1x North Wind

Middle level Rare drop - 2x Arctic Wind, 3x Arctic Wind

High level drop - 2x Vampire Fang, 1x North Wind

High level Rare drop - 2x North Wind, 2x North Wind

Card drop - 1x Glacial Eye card

#I0035 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Vampire Fang, 1x Arctic Wind

Low level Rare Mug - 1x Arctic Wind, 1x Arctic Wind

Middle level Mug - 1x Vampire Fang, 1x North Wind

Middle level Rare Mug - 1x North Wind, 1x North Wind

High level Mug - 2x Vampire Fang, 2x North Wind

High level Rare Mug - 2x North Wind, 3x North Wind

#J0035 - MONSTER'S CARD INFO

Cards into - 1x Glacial Eye card

Rarely Cards into - 1x Jumbo Cactuar card

#K0035 - MONSTER'S DEVOUR INFO

Low level taste - Tastes okay...

What it does? - Restores 50% MAX HP

Middle level taste - Tastes okay...

What it does? - Restores 50% MAX HP

High level taste - Tastes okay...

What it does? - Restores 50% MAX HP

#L0035 - MONSTER'S ATTACKS

1. Reflect - SA Support class magic - Glacial Eye can use it on itself - Reflect status on affected target
CM - Silence on Glacial Eye, Dispel
2. Blizzara - SE Ice class MA
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Ice class magic on EDJ, Silence on Glacial Eye
3. Blizzaga - SE Ice class MA
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Ice class magic on EDJ, Silence on Glacial Eye
4. Silence - SE Status class magic - Silence status on affected target
CM - Higher Spr, Reflect, Invincible, Silence on SDJ, Silence on Glacial Eye
5. Petrify Stare - SE Status class MA - Petrify status on affected target
CM - Higher Spr, Invincible, Break on SDJ
6. (Tail strike) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Glacial Eye
7. Vampire - SA Healing & Special class PA - HP count class - once Glacial Eye loses about 75% of its HP, there is a possibility it will use Vampire to suck HP out of targetted member and restoring same amount of HP to itself
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Glacial Eye, Zombie (Vampire will cause damage to both Glacial Eye and targetted member)

#M0035 - MONSTER'S USELESS INFO

- a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0036 - GRANALDO

#A0036 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0036 - MONSTER'S SCAN INFO

A large insect-type monster that is a survivor of some ancient race. Uses its large spikes and tail to attack.

#C0036 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 1314 HP
Lv100 - 9700 HP

#D0036 - MONSTER'S AP AMOUNT GIVEN

5 AP

#E0036 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Wind element
[Earth element will miss]

#F0036 - MONSTER'S SPECIAL INFO

Fly Monster

#G0036 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Sleep, Blind, Shell
Medium level Draw List - Sleep, Blind, Shell
High level Draw List - Sleep, Confuse, Shell, Pain

#H0036 - MONSTER'S DROPPED ITEMS

Low level drop - 4x Wizard Stone, 4x Wizard Stone
Low level Rare drop - 4x Wizard Stone, 4x Wizard Stone

Middle level drop - 4x Wizard Stone, 4x Wizard Stone
Middle level Rare drop - 4x Wizard Stone, 4x Wizard Stone
High level drop - 4x Wizard Stone, 4x Wizard Stone
High level Rare drop - 4x Wizard Stone, 4x Wizard Stone
Card drop - N/A

#I0036 - MONSTER'S MUGGED ITEMS

Low level Mug - 8x Wizard Stone, 8x Wizard Stone
Low level Rare Mug - 8x Wizard Stone, 8x Wizard Stone
Middle level Mug - 8x Wizard Stone, 8x Wizard Stone
Middle level Rare Mug - 8x Wizard Stone, 8x Wizard Stone
High level Mug - 8x Wizard Stone, 8x Wizard Stone
High level Rare Mug - 8x Wizard Stone, 8x Wizard Stone

#J0036 - MONSTER'S CARD INFO

Cards into - Can't turn into a card!
Rarely Cards into - Can't turn into a card!

#K0036 - MONSTER'S DEVOUR INFO

Low level taste - Couldn't Devour!
What it does? - N/A
Middle level taste - Couldn't Devour!
What it does? - N/A
High level taste - Couldn't Devour!
What it does? - N/A

#L0036 - MONSTER'S ATTACKS

1. (Swipe) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

#M0036 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0037 - GRAND MANTIS

#A0037 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0037 - MONSTER'S SCAN INFO

Used to live in water, but now lives above ground. Skewers enemies with its large claw and causes major damage.

#C0037 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 5213 HP
Lv100 - 13000 HP

#D0037 - MONSTER'S AP AMOUNT GIVEN

4 AP

#E0037 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Ice element
Weak against Thunder element
Strong against Water element

#F0037 - MONSTER'S SPECIAL INFO

None

#G0037 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Water, Esuna
Medium level Draw List - Water, Esuna
High level Draw List - Water, Esuna, Life

#H0037 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Sharp Spike, 2x Sharp Spike
Low level Rare drop - 1x Curse Spike, 1x Water Crystal
Middle level drop - 3x Sharp Spike, 4x Sharp Spike
Middle level Rare drop - 2x Curse Spike, 2x Water Crystal
High level drop - 6x Sharp Spike, 2x Water Crystal
High level Rare drop - 3x Water Crystal, 4x Water Crystal
Card drop - 1x Grand Mantis card

#I0037 - MONSTER'S MUGGED ITEMS

Low level Mug - 2x Sharp Spike, 2x Sharp Spike
Low level Rare Mug - 2x Sharp Spike, 2x Sharp Spike
Middle level Mug - 4x Sharp Spike, 4x Sharp Spike
Middle level Rare Mug - 4x Sharp Spike, 4x Sharp Spike
High level Mug - 8x Sharp Spike, 8x Sharp Spike
High level Rare Mug - 8x Sharp Spike, 8x Sharp Spike

#J0037 - MONSTER'S CARD INFO

Cards into - 1x Grand Mantis card
Rarely Cards into - 1x BGH251F2 card

#K0037 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!
What it does? - Restores MAX HP
Middle level taste - Delicious!!!
What it does? - Restores MAX HP
High level taste - Delicious!!!
What it does? - Restores MAX HP

#L0037 - MONSTER'S ATTACKS

1. Melting Bubbles - SE No-element & Status class MA - possible Silence status on affected member along with some No-element class magic damage
CM - Higher Spr, Shell, Defend, Invincible, Silence or Pain on SDJ
2. Super Arm - SE Special class PA - Critical strike class - will always inflict critical damage
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
3. (Claw strike) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

#M0037 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0038 - GRAT

#A0038 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0038 - MONSTER'S SCAN INFO

It's body is mostly a digestive bag. Digests enemies by catching them with its vine. Uses a gas attack that causes Sleep.

#C0038 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 209 HP
Lv100 - 5600 HP

#D0038 - MONSTER'S AP AMOUNT GIVEN

2 AP

#E0038 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Fire element

Weak against Ice element

#F0038 - MONSTER'S SPECIAL INFO

None

#G0038 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Sleep, Silence

Medium level Draw List - Sleep, Silence, Berserk

High level Draw List - Sleep, Silence, Berserk, Confuse

#H0038 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Sleep Powder, 1x Silence Powder

Low level Rare drop - 1x Poison Powder, 1x Poison Powder

Middle level drop - 2x Sleep Powder, 2x Silence Powder

Middle level Rare drop - 3x Poison Powder, 2x Poison Powder

High level drop - 6x Sleep Powder, 6x Silence Powder

High level Rare drop - 8x Poison Powder, 8x Poison Powder

Card drop - 1x Grat card

#I0038 - MONSTER'S MUGGED ITEMS

Low level Mug - 2x Silence Powder, 2x Silence Powder

Low level Rare Mug - 2x Silence Powder, 2x Silence Powder

Middle level Mug - 4x Silence Powder, 4x Silence Powder

Middle level Rare Mug - 4x Silence Powder, 4x Silence Powder

High level Mug - 8x Silence Powder, 8x Silence Powder

High level Rare Mug - 8x Silence Powder, 8x Silence Powder

#J0038 - MONSTER'S CARD INFO

Cards into - 1x Grat card

Rarely Cards into - 1x Shumi Tribe card

#K0038 - MONSTER'S DEVOUR INFO

Low level taste - Tastes awful!!!

What it does? - 12,5% of MAX HP lost & Poison status to Devourer

Middle level taste - Tastes awful!!!

What it does? - 12,5% of MAX HP lost & Poison status to Devourer

High level taste - Tastes awful!!!

What it does? - 12,5% of MAX HP lost & Poison status to Devourer

#L0038 - MONSTER'S ATTACKS

1. (Vine strike) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

2. Gastric Juice - SE Status class PA - carries Poison status - possible Poison status on targetted member along with some physical damage

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Bio or Pain on SDJ

3. Vampire - SA Healing class PA - any time during battle with Grat there is a possibility it will use Vampire to suck HP out of targetted member and restoring same amount of HP to itself

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Zombie (Vampire will cause damage to both Grat and targetted member)

4. Sleeping Gas - AE Status & Special class MA - Counter class [Physical & Magic counter] - if Grat is attacked in any way, it may counter with Sleeping Gas - possible Sleep status on affected members

CM - Sleep on SDJ

#M0038 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0039 - GRENDEL

#A0039 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0039 - MONSTER'S SCAN INFO

A smaller type of dragon, sometimes appears in groups of 2. May be more dangerous than other dragons.

#C0039 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 2131 HP

Lvl100 - 30000 HP

#D0039 - MONSTER'S AP AMOUNT GIVEN

6 AP

#E0039 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Earth element

Weak against Wind element

Weak against Holy element

#F0039 - MONSTER'S SPECIAL INFO

None

#G0039 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Fire, Blizzard, Double

Medium level Draw List - Fira, Blizzara, Double

High level Draw List - Firaga, Blizzaga, Double

#H0039 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Dragon Fang, 1x Dragon Fin

Low level Rare drop - 1x Dragon Skin, 2x Dragon Fang

Middle level drop - 2x Dragon Fin, 2x Dragon Fang

Middle level Rare drop - 1x Fury Fragment, 1x Fury Fragment

High level drop - 2x Dragon Fin, 4x Dragon Fin

High level Rare drop - 2x Fury Fragment, 2x Fury Fragment

Card drop - 1x Grendel card

#I0039 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Dragon Fin, 1x Dragon Fin

Low level Rare Mug - 1x Dragon Fin, 1x Dragon Fin

Middle level Mug - 2x Dragon Fin, 2x Dragon Fin

Middle level Rare Mug - 2x Dragon Fin, 2x Dragon Fin

High level Mug - 4x Dragon Fin, 4x Dragon Fin

High level Rare Mug - 1x Power Wrist, 1x Power Wrist

#J0039 - MONSTER'S CARD INFO

Cards into - 1x Grendel card

Rarely Cards into - 1x Tiamat card

#K0039 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!

What it does? - Restores MAX HP

Middle level taste - Delicious!!!

What it does? - Restores MAX HP
High level taste - Delicious!!!
What it does? - Restores MAX HP

#L0039 - MONSTER'S ATTACKS

1. Breath - AE Thunder class MA

CM - Higher Spr, Shell, Defend, Invincible, Thunder class magic on EDJ

2. Thunder - SE Thunder class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ

3. (Cross swipe) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

4. (Bite) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

5. Tail Blade - SE PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

#M0039 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0040 - HEXADRAGON

#A0040 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0040 - MONSTER'S SCAN INFO

A type of mutated dragon born with six eyes. Uses fire magic and special breath attacks.

#C0040 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 10052 HP

Lv100 - 40000 HP

#D0040 - MONSTER'S AP AMOUNT GIVEN

8 AP

#E0040 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Water element

Absorbs Poison element

Absorbs Fire element

#F0040 - MONSTER'S SPECIAL INFO

None

#G0040 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Fire, Shell, Protect

Medium level Draw List - Fira, Shell, Protect

High level Draw List - Firaga, Dispel, Shell, Protect

#H0040 - MONSTER'S DROPPED ITEMS

Low level drop - 2x Dragon Fang, 2x Red Fang

Low level Rare drop - 2x Dragon Skin, 2x Dragon Skin

Middle level drop - 6x Dragon Fang, 3x Red Fang

Middle level Rare drop - 2x Inferno Fang, 2x Inferno Fang

High level drop - 6x Red Fang, 4x Inferno Fang

High level Rare drop - 1x Star Fragment, 2x Star Fragment

Card drop - 1x Hexadragon card

#I0040 - MONSTER'S MUGGED ITEMS

Low level Mug - 2x Red Fang, 2x Red Fang
Low level Rare Mug - 2x Red Fang, 2x Red Fang
Middle level Mug - 4x Red Fang, 4x Red Fang
Middle level Rare Mug - 4x Red Fang, 4x Red Fang
High level Mug - 8x Red Fang, 8x Red Fang
High level Rare Mug - 8x Red Fang, 8x Red Fang

#J0040 - MONSTER'S CARD INFO

Cards into - 1x Hexadragon card
Rarely Cards into - 1x Tiamat card

#K0040 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!
What it does? - Restores MAX HP
Middle level taste - Delicious!!!
What it does? - Restores MAX HP
High level taste - Delicious!!!
What it does? - Restores MAX HP

#L0040 - MONSTER'S ATTACKS

1. Fira - SE Fire class MA
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ
2. Firaga - SE Fire class MA
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ
3. (Stomp) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible
4. Breath - SE No-element class MA
CM - Higher Spr, Shell, Defend, Invincible
5. Melt-Eye - AE Fire class MA
CM - Higher Spr, Shell, Defend, Invincible, Fire class magic on EDJ

#M0040 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0041 - IMP

#A0041 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0041 - MONSTER'S SCAN INFO

A devilish-looking monster with wings. Uses powerful magic despite its small size.

#C0041 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 4212 HP
Lv100 - 11400 HP

#D0041 - MONSTER'S AP AMOUNT GIVEN

3 AP

#E0041 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Holy element
Strong against Poison element
Earth element has no effect

#F0041 - MONSTER'S SPECIAL INFO

None

#G0041 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Blind, Silence, Confuse, Break

Medium level Draw List - Blind, Silence, Confuse, Break

High level Draw List - Blind, Silence, Confuse, Break

#H0041 - MONSTER'S DROPPED ITEMS

Low level drop - 2x Dead Spirit, 2x Curse Spike

Low level Rare drop - 2x Curse Spike, 2x Curse Spike

Middle level drop - 4x Dead Spirit, 4x Curse Spike

Middle level Rare drop - 6x Dead Spirit, 6x Dead Spirit

High level drop - 4x Dead Spirit, 4x Curse Spike

High level Rare drop - 2x Moon Stone, 2x Moon Stone

Card drop - 1x Imp card

#I0041 - MONSTER'S MUGGED ITEMS

Low level Mug - 4x Poison Powder, 4x Poison Powder

Low level Rare Mug - 4x Poison Powder, 4x Poison Powder

Middle level Mug - 8x Poison Powder, 8x Poison Powder

Middle level Rare Mug - 8x Poison Powder, 8x Poison Powder

High level Mug - 12x Poison Powder, 12x Poison Powder

High level Rare Mug - 12x Poison Powder, 12x Poison Powder

#J0041 - MONSTER'S CARD INFO

Cards into - 1x Imp card

Rarely Cards into - 1x Gargantua card

#K0041 - MONSTER'S DEVOUR INFO

Low level taste - Tastes okay...

What it does? - Restores 50% MAX HP

Middle level taste - Tastes okay...

What it does? - Restores 50% MAX HP

High level taste - Tastes okay...

What it does? - Restores 50% MAX HP

#L0041 - MONSTER'S ATTACKS

1. Confuse - SE Status class magic - Confuse status on affected target

CM - Higher Spr, Reflect, Invincible, Confuse on SDJ

2. Berserk - SE Status class magic - Berserk status on affected target

CM - Higher Spr, Reflect, Invincible, Berserk on SDJ

3. Blind - SE Status class magic - Darkness status on affected target

CM - Higher Spr, Reflect, Invincible, Blind or Pain on SDJ

4. Silence - SE Status class magic - Silence status on affected target

CM - Higher Spr, Reflect, Invincible, Silence or Pain on SDJ

5. Firaga - SE Fire class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ

6. Blizzaga - SE Ice class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Ice class magic on EDJ

7. Thundaga - SE Thunder class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ

8. (Fly) - NEA Special class 'attack' - Tactic change class - Firaga, Blizzaga and Thundaga are no longer used - Imp is now able to use Tornado, Quake and Meteor

CM - Defeat Imp before it decides to (Fly)

9. Quake - AE Earth class MA

CM - Higher Spr, Shell, Float, Defend, Invincible, Earth class magic on EDJ

10. Tornado - AE Wind class MA

CM - Higher Spr, Shell, Defend, Invincible, Wind class magic on EDJ

11. Meteor - AE No-element class MA

CM - Higher Spr, Shell, Defend, Invincible

12. Holy - SE Holy & Special class MA - Desperation class - Imp may use it as a

last ditch attempt to kill one of your members

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Holy class magic on EDJ,
defeat Imp with special type attacks [Degenerator]

13. (Swipe) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

14. Dispel - SE Status class magic - removes any helpful statuses from affected
member - cannot remove Defend, Invincible, Angel Wing

CM - Invincible

#M0041 - MONSTER'S USELESS INFO

a) Low levels are 1 - 29, middle 30 - 39, high 40 - 100.

#0042 - IRON GIANT

#A0042 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0042 - MONSTER'S SCAN INFO

Hard to damage due to the steel armor. Doesn't use magic, but its sword causes
significant damage.

#C0042 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 631 HP

Lvl100 - 78000 HP

#D0042 - MONSTER'S AP AMOUNT GIVEN

8 AP

#E0042 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Thunder element

Poison element has no effect

#F0042 - MONSTER'S SPECIAL INFO

None

#G0042 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Haste, Shell, Reflect

Medium level Draw List - Haste, Shell, Reflect

High level Draw List - Haste, Quake, Shell, Reflect

#H0042 - MONSTER'S DROPPED ITEMS

Low level drop - 3x Wizard Stone, 3x Wizard Stone

Low level Rare drop - 1x Star Fragment, 1x Star Fragment

Middle level drop - 4x Running Fire, 1x Star Fragment

Middle level Rare drop - 2x Star Fragment, 3x Star Fragment

High level drop - 8x Running Fire, 2x Star Fragment

High level Rare drop - 4x Star Fragment, 4x Star Fragment

Card drop - 1x Iron Giant card

#I0042 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Star Fragment, 1x Star Fragment

Low level Rare Mug - 1x Star Fragment, 1x Star Fragment

Middle level Mug - 1x Star Fragment, 2x Star Fragment

Middle level Rare Mug - 2x Star Fragment, 3x Star Fragment

High level Mug - 2x Star Fragment, 2x Star Fragment

High level Rare Mug - 4x Star Fragment, 4x Star Fragment

#J0042 - MONSTER'S CARD INFO

Cards into - 1x Iron Giant card
Rarely Cards into - 1x Fujin, Raijin card

#K0042 - MONSTER'S DEVOUR INFO

Low level taste - No good!
What it does? - Nothing is changed.
Middle level taste - No good!
What it does? - Nothing is changed.
High level taste - No good!
What it does? - Nothing is changed.

#L0042 - MONSTER'S ATTACKS

1. (Sword slice) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Iron Giant
2. Grand Sword - AE PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Iron Giant
3. Mighty Guard - AA Support & Special class MA - Counter class [HP count class] - once Iron Giant loses 50% of its HP, it will use Mighty Guard on itself and its partner/s (if any) - Protect and Shell statuses on all monsters
CM - Dispel, defeat Iron Giant without crossing 50% HP limit [Degenerator]

#M0042 - MONSTER'S USELESS INFO

a) Low levels are 1 - 29, middle 30 - 39, high 40 - 100.

#0043 - JELLEYE

#A0043 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0043 - MONSTER'S SCAN INFO

Changes tactics as the battle progresses. Its magic also changes from fire to ice, to thunder, etc.

#C0043 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 510 HP
Lv100 - 6500 HP

#D0043 - MONSTER'S AP AMOUNT GIVEN

1 AP

#E0043 - MONSTER'S ELEMENTAL AFFINITIES

Very weak against Holy element
Weak against Wind element
[Earth element will miss]

#F0043 - MONSTER'S SPECIAL INFO

Fly Monster
Physical Defence Morph - may appear after Jelleye uses Morph
Magic Defence Morph - may appear after Jelleye uses Morph
Complete Defence Morph - may appear after Jelleye uses Morph

#G0043 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Fire, Thunder, Blizzard
Medium level Draw List - Fira, Thundara, Blizzara
High level Draw List - Firaga, Thundaga, Blizzaga

#H0043 - MONSTER'S DROPPED ITEMS

Low level drop - 1x M-Stone Piece, 2 M-Stone Piece
Low level Rare drop - 3x M-Stone Piece, 4x M-Stone Piece
Middle level drop - 1x Magic Stone, 2x Magic Stone
Middle level Rare drop - 3x Magic Stone, 4x Magic Stone
High level drop - 1x Wizard Stone, 2x Wizard Stone
High level Rare drop - 3x Wizard Stone, 4x Wizard Stone
Card drop - 1x Jelleye card

#I0043 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Healing Water, 1x Healing Water
Low level Rare Mug - 2x Healing Water, 2x Healing Water
Middle level Mug - 2x Healing Water, 2x Healing Water
Middle level Rare Mug - 4x Healing Water, 4x Healing Water
High level Mug - 4x Healing Water, 4x Healing Water
High level Rare Mug - 8x Healing Water, 8x Healing Water

#J0043 - MONSTER'S CARD INFO

Cards into - 1x Jelleye card
Rarely Cards into - 1x Fujin, Raijin card

#K0043 - MONSTER'S DEVOUR INFO

Low level taste - Tastes okay...
What it does? - Restores 50% MAX HP
Middle level taste - Tastes okay...
What it does? - Restores 50% MAX HP
High level taste - Tastes okay...
What it does? - Restores 50% MAX HP

#L0043 - MONSTER'S ATTACKS

Special note: Single Jelleye will only be able to use:

- cast any three magics from either Thunder, Fire or Ice class
- (Tentacle hug)
- Morph

1. Thunder - SE Thunder & Special class MA - Counter class [Magic counter] - used if Jelleye is under [Magic Defence Morph] or [Complete Defence Morph] and is attacked with magic type attack
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ
2. Thundara - SE Thunder & Special class MA - Counter class [Magic counter] - used if Jelleye is under [Magic Defence Morph] or [Complete Defence Morph] and is attacked with magic type attack
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ
3. Thundaga - SE Thunder & Special class MA - Counter class [Magic counter] - used if Jelleye is under [Magic Defence Morph] or [Complete Defence Morph] and is attacked with magic type attack
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ
4. Fire - SE Fire & Special class MA - Counter class [Magic counter] - used if Jelleye is under [Magic Defence Morph] or [Complete Defence Morph] and is attacked with magic type attack
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ
5. Fira - SE Fire & Special class MA - Counter class [Magic counter] - used if Jelleye is under [Magic Defence Morph] or [Complete Defence Morph] and is attacked with magic type attack
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ
6. Firaga - SE Fire & Special class MA - Counter class [Magic counter] - used if Jelleye is under [Magic Defence Morph] or [Complete Defence Morph] and is attacked with magic type attack
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ
7. Blizzard - SE Ice & Special class MA - Counter class [Magic counter] - used if Jelleye is under [Magic Defence Morph] or [Complete Defence Morph] and is

attacked with magic type attack

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Ice class magic on EDJ
8. Blizzara - SE Ice & Special class MA - Counter class [Magic counter] - used if Jelleye is under [Magic Defence Morph] or [Complete Defence Morph] and is attacked with magic type attack

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Ice class magic on EDJ
9. Blizzaga - SE Ice & Special class MA - Counter class [Magic counter] - used if Jelleye is under [Magic Defence Morph] or [Complete Defence Morph] and is attacked with magic type attack

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Ice class magic on EDJ
10. Morph - NEA Special class 'attack' - Tactic change & Stat booster class - sometime in the battle Jelleye will use this - it can be used up to three times - Jelleye's status can change to one of following three possible statuses

a) [Physical Defence Morph] raises Jelleye's Vit tremendously - magic attacks are not used during this status - only (Tentacle hug) is used - (Tentacle hug) is also used as counter if Jelleye is attacked with physical type attack

CM - Use magic type attacks

b) [Magic Defence Morph] raises Jelleye's Spr tremendously - physical attacks are not used during this status - only magic attacks are used - magic attacks are also used as counter if Jelleye is attacked with magic type attacks

CM - Use physical type attacks

c) [Complete Defence Morph] raises Jelleye's Vit and Spr tremendously - all type attacks are used during this status - (Tentacle hug) is also used as counter if Jelleye is attacked with physical type attack - magic attacks are also used as counter if Jelleye is attacked with magic type attacks

CM - Use special type attacks [Degenerator, multiple strike Limit Break]

11. (Tentacle hug) - SE no-name & Special class PA - Counter class [Physical counter] - used if Jelleye is under [Physical Defence Morph] or [Complete Defence Morph] and is attacked with physical type attack

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

#M0043 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0044 - LEFTY

#A0044 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0044 - MONSTER'S SCAN INFO

A large left hand protruding from the earth. Sometimes cures party members with status abnormalities.

#C0044 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 1821 HP

Lv100 - 13800 HP

#D0044 - MONSTER'S AP AMOUNT GIVEN

3 AP

#E0044 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Holy element

#F0044 - MONSTER'S SPECIAL INFO

None

#G0044 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Blind, Drain

Medium level Draw List - Blind, Drain, Slow
High level Draw List - Bio, Demi, Quake, Regen

#H0044 - MONSTER'S DROPPED ITEMS

Low level drop - 3x M-Stone Piece, 4x M-Stone Piece
Low level Rare drop - 1x Life Ring, 1x Life Ring
Middle level drop - 1x Life Ring, 4x Magic Stone
Middle level Rare drop - 6x Magic Stone, 1x Regen Ring
High level drop - 2x Life Ring, 4x Wizard Stone
High level Rare drop - 1x Regen Ring, 2x Regen Ring
Card drop - 1x Vysage card

#I0044 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Life Ring, 1x Life Ring
Low level Rare Mug - 1x Life Ring, 1x Life Ring
Middle level Mug - 1x Life Ring, 1x Life Ring
Middle level Rare Mug - 1x Life Ring, 1x Life Ring
High level Mug - 2x Life Ring, 2x Life Ring
High level Rare Mug - 2x Life Ring, 2x Life Ring

#J0044 - MONSTER'S CARD INFO

Cards into - Can't turn into a card!
Rarely Cards into - Can't turn into a card!

#K0044 - MONSTER'S DEVOUR INFO

Low level taste - Couldn't Devour!
What it does? - N/A
Middle level taste - Couldn't Devour!
What it does? - N/A
High level taste - Couldn't Devour!
What it does? - N/A

#L0044 - MONSTER'S ATTACKS

1. Draw - SE Special class MA - Command class - Lefty will Draw any type of stocked magic from affected member's magic stock and cast it immediately afterwards - attack and status class magic on your members, support and healing class magic on itself
CM - Having no magic stocked at all, Reflect on all targets will screw up Lefty's attempts royally, higher Spr, Shell, Defend, Invincible, Silence on Lefty
2. Meteor - AE No-element class MA
CM - Higher Spr, Shell, Defend, Invincible, Silence on Lefty
3. Quake - AE Earth class MA
CM - Higher Spr, Shell, Defend, Invincible, Earth class magic on EDJ, Silence on Lefty
4. Esuna - SA Support class magic - Lefty can use it either on itself or its partner/s (if any) - removes negative statuses done to affected target
CM - Silence on Lefty, Reflect on all monsters (Vysage, Lefty, Righty)
5. Reflect - SA Support class magic - Lefty can use it either on itself or its partner/s (if any) - Reflect status on affected target
CM - Silence on Lefty, Reflect on all monsters (Vysage, Lefty, Righty), Dispel
6. Thunder - SE Thunder class MA
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ, Silence on Lefty
7. Slow - SE Status class magic - Slow status on affected target
CM - Higher Spr, Reflect, Invincible, Slow on SDJ, Silence on Lefty
8. Drain - SE Status class magic - Draining status on affected member
CM - Shell, Invincible, Drain on SDJ, Silence on Lefty

#M0044 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0045 - MALBORO

#A0045 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0045 - MONSTER'S SCAN INFO

Uses Bad Breath, which causes all status abnormalities. Be ready with status defences before fighting.

#C0045 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 1410 HP

Lv100 - 146000 HP

#D0045 - MONSTER'S AP AMOUNT GIVEN

12 AP

#E0045 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Fire element

Weak against Ice element

Earth element has no effect

Absorbs Poison element

#F0045 - MONSTER'S SPECIAL INFO

None

#G0045 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Bio

Medium level Draw List - Bio, Demi

High level Draw List - Bio, Demi, Quake

#H0045 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Malboro Tentacle, 2x Curse Spike

Low level Rare drop - 3x Curse Spike, 4x Curse Spike

Middle level drop - 2x Malboro Tentacle, 3x Curse Spike

Middle level Rare drop - 4x Curse Spike, 5x Curse Spike

High level drop - 8x Malboro Tentacle, 10x Curse Spike

High level Rare drop - 1x Hypno Crown, 2x Hypno Crown

Card drop - 1x Malboro card

#I0045 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Malboro Tentacle, 1x Malboro Tentacle

Low level Rare Mug - 2x Malboro Tentacle, 2x Malboro Tentacle

Middle level Mug - 1x Malboro Tentacle, 2x Malboro Tentacle

Middle level Rare Mug - 3x Malboro Tentacle, 4x Malboro Tentacle

High level Mug - 2x Malboro Tentacle, 2x Malboro Tentacle

High level Rare Mug - 4x Malboro Tentacle, 4x Malboro Tentacle

#J0045 - MONSTER'S CARD INFO

Cards into - 1x Malboro card

Rarely Cards into - 1x Tonberry King card

#K0045 - MONSTER'S DEVOUR INFO

Low level taste - Shouldn't have...eaten...it

What it does? - 75% of MAX HP lost & Poison, Darkness, Silence, Sleep, Slow and Curse statuses to Devourer

Middle level taste - Shouldn't have...eaten...it

What it does? - 75% of MAX HP lost & Poison, Darkness, Silence, Sleep, Slow and Curse statuses to Devourer

High level taste - Increased morale

What it does? - Restores MAX HP & removes status abnormalities & raises Spirit by 1 point permanently (Malboro has to be level 30+)

#L0045 - MONSTER'S ATTACKS

1. Bad Breath - AE Status & Special class MA - First strike & Countdown class (Petrifying) - possible Darkness, Confuse, Berserk, Slow, Silence, Sleep, Petrifying, Poison and Curse statuses on all members

CM - Pain on SDJ eliminates Darkness, Silence, Poison and Curse; Confuse on SDJ eliminates Confuse; Berserk on SDJ eliminates Berserk; Sleep on SDJ eliminates Sleep; Break on SDJ eliminates Petrifying; Auto-Haste character ability or Slow on SDJ eliminates Slow

2. Eerie Sound Wave - AE No-element class MA

CM - Higher Spr, Shell, Defend, Invincible

3. Dissolving Acid - SE Gravity & Status class PA - carries Vit 0 status - possible Vit 0 status to targetted member - tears off 37,5% of targetted member's current HP

CM - Higher Eva, Protect, Defend, Invincible

#M0045 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0046 - MESMERIZE

#A0046 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0046 - MONSTER'S SCAN INFO

Has a large blade for a horn. This blade has a healing effect when used as an item or to make magic.

#C0046 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 460 HP

Lvl100 - 6450 HP

#D0046 - MONSTER'S AP AMOUNT GIVEN

2 AP

#E0046 - MONSTER'S ELEMENTAL AFFINITIES

None

#F0046 - MONSTER'S SPECIAL INFO

None

#G0046 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Cure, Esuna

Medium level Draw List - Cura, Esuna, Life

High level Draw List - Curaga, Esuna, Dispel, Life

#H0046 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Life Ring, 1x Mesmerize Blade

Low level Rare drop - 2x Healing Water, 3x Healing Water

Middle level drop - 1x Life Ring, 2x Mesmerize Blade

Middle level Rare drop - 2x Healing Mail, 3x Healing Mail

High level drop - 4x Mesmerize Blade, 2x Life Ring

High level Rare drop - 2x Regen Ring, 6x Healing Mail

Card drop - 1x Mesmerize card

#I0046 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Mesmerize Blade, 1x Mesmerize Blade
Low level Rare Mug - 1x Mesmerize Blade, 1x Mesmerize Blade
Middle level Mug - 2x Mesmerize Blade, 2x Mesmerize Blade
Middle level Rare Mug - 2x Mesmerize Blade, 2x Mesmerize Blade
High level Mug - 6x Mesmerize Blade, 6x Mesmerize Blade
High level Rare Mug - 6x Mesmerize Blade, 6x Mesmerize Blade

#J0046 - MONSTER'S CARD INFO

Cards into - 1x Mesmerize card
Rarely Cards into - 1x Propagator card

#K0046 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!
What it does? - Restores MAX HP
Middle level taste - Refreshing!
What it does? - Restores MAX HP & removes status abnormalities
High level taste - Refreshing!
What it does? - Restores MAX HP & removes status abnormalities

#L0046 - MONSTER'S ATTACKS

1. Blade Shot - SE Special class PA - Counter class [Magic Counter] - will be used by Mesmerize if you attack it with any magic type attack
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Mesmerize
2. Blade Slice - SE PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Mesmerize
3. (Slice) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Mesmerize
4. [The horn broke off!] - NEA Special class 'attack' - Tactic change class - after Mesmerize is hit by a certain type of attack, its horn may break off - Blade Shot, Blade Slice and (Slice) are no longer used - gains access to Hind Kick and (Bash)
CM - Defeat Mesmerize with one hit kill attacks or attacks exceeding 6450 HP of damage
5. Hind Kick - SE PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Mesmerize
6. (Bash) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Mesmerize

#M0046 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0047 - OCHU

#A0047 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0047 - MONSTER'S SCAN INFO

Likes to live in forests. Attacks with its tentacles and also uses status-changing attacks.

#C0047 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv 1 - 152 HP
Lv100 - 40000 HP

#D0047 - MONSTER'S AP AMOUNT GIVEN

#E0047 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Fire element
Weak against Ice element
Earth element has no effect

#F0047 - MONSTER'S SPECIAL INFO

None

#G0047 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Silence, Blind
Medium level Draw List - Silence, Blind, Confuse
High level Draw List - Silence, Blind, Confuse, Pain

#H0047 - MONSTER'S DROPPED ITEMS

Low level drop - 2x Magic Stone, 1x Ochu Tentacle
Low level Rare drop - 3x Magic Stone, 2x Ochu Tentacle
Middle level drop - 3x Ochu Tentacle, 4x Ochu Tentacle
Middle level Rare drop - 6x Magic Stone, 8x Magic Stone
High level drop - 8x Ochu Tentacle, 8x Wizard Stone
High level Rare drop - 8x Wizard Stone, 1x Force Armlet
Card drop - 1x Ochu card

#I0047 - MONSTER'S MUGGED ITEMS

Low level Mug - 2x Ochu Tentacle, 2x Ochu Tentacle
Low level Rare Mug - 2x Ochu Tentacle, 2x Ochu Tentacle
Middle level Mug - 4x Ochu Tentacle, 4x Ochu Tentacle
Middle level Rare Mug - 4x Ochu Tentacle, 4x Ochu Tentacle
High level Mug - 8x Ochu Tentacle, 8x Ochu Tentacle
High level Rare Mug - 8x Ochu Tentacle, 8x Ochu Tentacle

#J0047 - MONSTER'S CARD INFO

Cards into - 1x Ochu card
Rarely Cards into - 1x Elvoret card

#K0047 - MONSTER'S DEVOUR INFO

Low level taste - Barf...bwahhh!!!
What it does? - 50% of MAX HP lost & Poison status to Devourer
Middle level taste - Barf...bwahhh!!!
What it does? - 50% of MAX HP lost & Poison status to Devourer
High level taste - Barf...bwahhh!!!
What it does? - 50% of MAX HP lost & Poison status to Devourer

#L0047 - MONSTER'S ATTACKS

1. Drink Magic - SE Special class 'MA' - Counter class [Magic counter] - will be used by Ochu if it's been attacked with magic type attack - random member will lose one unit of any magic from that member's magic stock permanently
CM - Don't use magic type attacks, have no magic stocked at all
2. Ochu Dance - AE Special & Status class MA - First strike class - possible Slow and Curse statuses on affected members
CM - Pain or Aura on SDJ [for Curse], Slow on SDJ or Auto-Haste [for Slow]
3. (Tentacle whip) - SE Status class PA - carries Poison status - possible Poison status on targetted member along with some physical damage
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Bio or Pain on SDJ [for Poison]
4. Earthquake - AE Earth class MA
CM - Higher Spr, Float, Shell, Defend, Invincible, Earth class magic on EDJ
5. Blind - SE Status class magic - Darkness status on affected target
CM - Higher Spr, Reflect, Defend, Invincible, Blind or Pain on SDJ

6. Sleep - SE Status class magic - Sleep status on affected target
CM - Higher Spr, Reflect, Defend, Invincible, Sleep on SDJ
7. Dispel - SE Status class magic - removes any helpful statuses from affected
member - cannot remove Defend, Invincible, Angel Wing
CM - Invincible

#M0047 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0048 - OILBOYLE

#A0048 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0048 - MONSTER'S SCAN INFO

This creature lives underground. Its slimy body is full of oil. Attacks by
spitting oil.

#C0048 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 2136 HP

Lv100 - 15630 HP

#D0048 - MONSTER'S AP AMOUNT GIVEN

10 AP

#E0048 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Fire element

Water element has no effect

#F0048 - MONSTER'S SPECIAL INFO

None

#G0048 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Esuna, Blind, Cure, Confuse

Medium level Draw List - Esuna, Blind, Cura, Confuse

High level Draw List - Esuna, Curaga, Confuse, Dispel

#H0048 - MONSTER'S DROPPED ITEMS

Low level drop - 8x Wizard Stone, 8x Wizard Stone

Low level Rare drop - 8x Wizard Stone, 8x Wizard Stone

Middle level drop - 8x Wizard Stone, 8x Wizard Stone

Middle level Rare drop - 8x Wizard Stone, 8x Wizard Stone

High level drop - 8x Wizard Stone, 8x Wizard Stone

High level Rare drop - 1x Orihalcon, 2x Orihalcon

Card drop - N/A

#I0048 - MONSTER'S MUGGED ITEMS

Low level Mug - 4x Fuel, 4x Fuel

Low level Rare Mug - 4x Fuel, 4x Fuel

Middle level Mug - 4x Fuel, 4x Fuel

Middle level Rare Mug - 4x Fuel, 4x Fuel

High level Mug - 8x Fuel, 8x Fuel

High level Rare Mug - 2x Orihalcon, 2x Orihalcon

#J0048 - MONSTER'S CARD INFO

Cards into - Can't turn into a card!

Rarely Cards into - Can't turn into a card!

#K0048 - MONSTER'S DEVOUR INFO

Low level taste - Couldn't Devour!

What it does? - N/A

Middle level taste - Couldn't Devour!

What it does? - N/A

High level taste - Couldn't Devour!

What it does? - N/A

#L0048 - MONSTER'S ATTACKS

1. (Suck) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

2. Oil Shot - SE Status class PA - carries Darkness status - possible Darkness status on targetted member along with some physical damage

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

3. Oil Blast - SE Gravity & Special class PA - Counter class [Physical & Magic counter & HP count class] - when Oilboyle loses 66,6% of its HP and is then attacked in any way, chances are it may use Oil Blast - rips off 62,5% of targetted member's current HP - always hits

CM - Protect, Defend, Invincible

4. Sonic Wave - AE No-element & Status class MA - possible Curse status on affected members along with some No-element class magical damage

CM - Higher Spr, Shell, Defend, Invincible, Aura or Pain on SDJ

#M0048 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0049 - PARATROOPER

#A0049 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0049 - MONSTER'S SCAN INFO

Soldier assigned to Galbadia Garden. Specializes in sneak attacks. Much stronger than regular soldiers.

#C0049 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 607 HP

Lvl100 - 4800 HP

#D0049 - MONSTER'S AP AMOUNT GIVEN

3 AP

#E0049 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Poison element

#F0049 - MONSTER'S SPECIAL INFO

None

#G0049 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Aero, Water, Esuna

Medium level Draw List - Aero, Water, Esuna

High level Draw List - Aero, Water, Esuna

#H0049 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Potion, 1x Phoenix Down

Low level Rare drop - 1x Remedy, 1x Remedy

Middle level drop - 1x Hi-Potion, 1x Phoenix Down

Middle level Rare drop - 1x Remedy, 1x Remedy

High level drop - 1x Hi-Potion, 1x Phoenix Down
High level Rare drop - 1x Remedy, 1x Remedy
Card drop - N/A

#I0049 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Remedy, 1x Remedy
Low level Rare Mug - 1x Remedy, 1x Remedy
Middle level Mug - 1x Remedy, 1x Remedy
Middle level Rare Mug - 1x Remedy, 1x Remedy
High level Mug - 1x Remedy, 1x Remedy
High level Rare Mug - 1x Remedy, 1x Remedy

#J0049 - MONSTER'S CARD INFO

Cards into - Can't turn into a card!
Rarely Cards into - Can't turn into a card!

#K0049 - MONSTER'S DEVOUR INFO

Low level taste - Couldn't Devour!
What it does? - N/A
Middle level taste - Couldn't Devour!
What it does? - N/A
High level taste - Couldn't Devour!
What it does? - N/A

#L0049 - MONSTER'S ATTACKS

1. Demi - SE Gravity & Special class MA - Spirit killer - tears off 25% of affected target's current HP
CM - Shell, Reflect, Defend, Invincible
2. Remedy - SA Item class 'attack' - Paratrooper may use Remedy either on itself or its partners (if any) - removes harmful statuses done to target that Remedy is being used on
CM - none
3. Silence - SE Status class magic - Silence status on affected target
CM - Higher Spr, Reflect, Invincible, Silence on SDJ
4. Slow - SE Status class magic - Slow status on affected target
CM - Higher Spr, Reflect, Invincible, Slow on SDJ, Auto-Haste
5. (Sword swipe) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible

#M0049 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0050 - PuPu

#A0050 - MONSTER'S ENCOUNTER PLACES

Alcauld Plains

#B0050 - MONSTER'S SCAN INFO

An alien from another planet. Someone destroyed its UFO, and the alien is in need of help.

#C0050 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 10 HP
Lv100 - 10 HP

#D0050 - MONSTER'S AP AMOUNT GIVEN

0 AP

#E0050 - MONSTER'S ELEMENTAL AFFINITIES

None

#F0050 - MONSTER'S SPECIAL INFO

None

#G0050 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Fire, Thunder, Blizzard, Cure

Medium level Draw List - Fira, Thundara, Blizzara, Cura

High level Draw List - Firaga, Thundaga, Blizzaga, Curaga

#H0050 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Accelerator, 1x Accelerator

Low level Rare drop - 1x Accelerator, 1x Accelerator

Middle level drop - 1x Accelerator, 1x Accelerator

Middle level Rare drop - 1x Accelerator, 1x Accelerator

High level drop - 1x Accelerator, 1x Accelerator

High level Rare drop - 1x Accelerator, 1x Accelerator

Card drop - 1x PuPu card

#I0050 - MONSTER'S MUGGED ITEMS

Low level Mug - Has nothing

Low level Rare Mug - Has nothing

Middle level Mug - Has nothing

Middle level Rare Mug - Has nothing

High level Mug - Has nothing

High level Rare Mug - Has nothing

#J0050 - MONSTER'S CARD INFO

Cards into - Can't turn into a card!

Rarely Cards into - Can't turn into a card!

#K0050 - MONSTER'S DEVOUR INFO

Low level taste - No good!

What it does? - Nothing is changed

Middle level taste - Barf...Bwahhh!!!

What it does? - 50% of MAX HP lost & Poison status to Devourer

High level taste - Light on my feet!

What it does? - Restores MAX HP & heals status abnormalities & raises Speed by 1 point permanently

#L0050 - MONSTER'S ATTACKS

1. 'Elixir please!' - NEA Special class 'attack' - First strike class - PuPu asks that you give him your Elixirs

CM - None

2. 'More Elixir please!' - NEA 'attack' - after PuPu has been fed one or more Elixirs, he'll still ask for more - give him 5x Elixir

CM - None

3. 'Thank you!' - NEA 'attack' - after PuPu has been fed 5x Elixir, he'll give you his card and thus this subquest is complete

CM - None

#M0050 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0051 - RALDO

#A0051 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0051 - MONSTER'S SCAN INFO

May look slow due to its stone-like body, but it is actually quite fast. May appear in numbers.

#C0051 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 111 HP

Lv100 - 6700 HP

#D0051 - MONSTER'S AP AMOUNT GIVEN

3 AP

#E0051 - MONSTER'S ELEMENTAL AFFINITIES

None

#F0051 - MONSTER'S SPECIAL INFO

None

#G0051 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Fire, Thunder, Protect

Medium level Draw List - Fira, Thundara, Protect

High level Draw List - Firaga, Thundaga, Protect

#H0051 - MONSTER'S DROPPED ITEMS

Low level drop - 4x Wizard Stone, 4x Wizard Stone

Low level Rare drop - 4x Wizard Stone, 4x Wizard Stone

Middle level drop - 4x Wizard Stone, 4x Wizard Stone

Middle level Rare drop - 4x Wizard Stone, 4x Wizard Stone

High level drop - 4x Wizard Stone, 4x Wizard Stone

High level Rare drop - 4x Wizard Stone, 4x Wizard Stone

Card drop - N/A

#I0051 - MONSTER'S MUGGED ITEMS

Low level Mug - 8x Wizard Stone, 8x Wizard Stone

Low level Rare Mug - 8x Wizard Stone, 8x Wizard Stone

Middle level Mug - 8x Wizard Stone, 8x Wizard Stone

Middle level Rare Mug - 8x Wizard Stone, 8x Wizard Stone

High level Mug - 8x Wizard Stone, 8x Wizard Stone

High level Rare Mug - 8x Wizard Stone, 8x Wizard Stone

#J0051 - MONSTER'S CARD INFO

Cards into - Can't turn into a card!

Rarely Cards into - Can't turn into a card!

#K0051 - MONSTER'S DEVOUR INFO

Low level taste - Couldn't Devour!

What it does? - N/A

Middle level taste - Couldn't Devour!

What it does? - N/A

High level taste - Couldn't Devour!

What it does? - N/A

#L0051 - MONSTER'S ATTACKS

1. (Swipe) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

#M0051 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0052 - RED BAT

#A0052 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0052 - MONSTER'S SCAN INFO

A type of bat with a huge mouth. Lurks in dark places. Dives quickly from the air to bite its target.

#C0052 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 23 HP

Lvl100 - 1820 HP

#D0052 - MONSTER'S AP AMOUNT GIVEN

1 AP

#E0052 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Wind element

[Earth element will miss]

#F0052 - MONSTER'S SPECIAL INFO

Fly Monster

#G0052 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Thunder, Scan

Medium level Draw List - Thundara, Scan, Drain

High level Draw List - Thundara, Scan, Drain

#H0052 - MONSTER'S DROPPED ITEMS

Low level drop - 1x M-Stone Piece, 1x M-Stone Piece

Low level Rare drop - 1x Vampire Fang, 1x Vampire Fang

Middle level drop - 1x Magic Stone, 1x Vampire Fang

Middle level Rare drop - 2x Magic Stone, 2x Vampire Fang

High level drop - 1x Wizard Stone, 1x Vampire Fang

High level Rare drop - 2x Wizard Stone, 2x Vampire Fang

Card drop - 1x Red Bat card

#I0052 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Vampire Fang, 1x Vampire Fang

Low level Rare Mug - 1x Vampire Fang, 1x Vampire Fang

Middle level Mug - 1x Vampire Fang, 2x Vampire Fang

Middle level Rare Mug - 2x Vampire Fang, 2x Vampire Fang

High level Mug - 2x Vampire Fang, 2x Vampire Fang

High level Rare Mug - 2x Vampire Fang, 2x Vampire Fang

#J0052 - MONSTER'S CARD INFO

Cards into - 1x Red Bat card

Rarely Cards into - 1x X-ATM092 card

#K0052 - MONSTER'S DEVOUR INFO

Low level taste - Tastes okay...

What it does? - Restores 50% MAX HP

Middle level taste - Tastes okay...

What it does? - Restores 50% MAX HP

High level taste - Tastes okay...

What it does? - Restores 50% MAX HP

#L0052 - MONSTER'S ATTACKS

1. (Bite) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

2. Vampire - SA Healing & Special class PA - HP count class - once Red Bat loses about 50% of its HP, there is a possibility it will use Vampire to suck HP out of targetted member and restoring same amount of HP to itself

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Zombie (Vampire will cause damage to both Red Bat and targetted member)

3. Ultrasonic Waves - SE No-element & Status class MA - possible Confuse status on affected member along with some No-element class magic damage

#M0052 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0053 - RIGHTY

#A0053 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0053 - MONSTER'S SCAN INFO

A large right hand protruding from the earth. Can't use magic. Uses its strength to attack with force.

#C0053 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 1821 HP

Lv100 - 13800 HP

#D0053 - MONSTER'S AP AMOUNT GIVEN

3 AP

#E0053 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Holy element

#F0053 - MONSTER'S SPECIAL INFO

None

#G0053 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Shell, Protect

Medium level Draw List - Shell, Protect

High level Draw List - Shell, Protect

#H0053 - MONSTER'S DROPPED ITEMS

Low level drop - 3x M-Stone Piece, 4x M-Stone Piece

Low level Rare drop - 6x M-Stone Piece, 1x Rune Armlet

Middle level drop - 3x Magic Stone, 4x Magic Stone

Middle level Rare drop - 6x Magic Stone, 1x Rune Armlet

High level drop - 3x Wizard Stone, 5x Wizard Stone

High level Rare drop - 1x Rune Armlet, 2x Rune Armlet

Card drop - 1x Vysage card

#I0053 - MONSTER'S MUGGED ITEMS

Low level Mug - 4x Magic Stone, 4x Magic Stone

Low level Rare Mug - 4x Magic Stone, 4x Magic Stone

Middle level Mug - 4x Wizard Stone, 4x Wizard Stone

Middle level Rare Mug - 4x Wizard Stone, 4x Wizard Stone

High level Mug - 1x Rune Armlet, 1x Rune Armlet

High level Rare Mug - 1x Rune Armlet, 1x Rune Armlet

#J0053 - MONSTER'S CARD INFO

Cards into - Can't turn into a card!
Rarely Cards into - Can't turn into a card!

#K0053 - MONSTER'S DEVOUR INFO

Low level taste - Couldn't Devour!
What it does? - N/A
Middle level taste - Couldn't Devour!
What it does? - N/A
High level taste - Couldn't Devour!
What it does? - N/A

#L0053 - MONSTER'S ATTACKS

1. (Slap) - ST no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Righty
2. (Shake wildly) - ST no-name & Special class PA - Critical strike class -
will always inflict critical damage
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Righty

#M0053 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0054 - RUBY DRAGON

#A0054 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0054 - MONSTER'S SCAN INFO

Strong and smart dragon. If enemies are using Reflect, it casts Reflect on
itself to mirror the attack.

#C0054 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 668 HP
Lv100 - 89100 HP

#D0054 - MONSTER'S AP AMOUNT GIVEN

14 AP

#E0054 - MONSTER'S ELEMENTAL AFFINITIES

Weakness against Ice element
Weakness against Holy element
Absorbs Fire element
Absorbs Wind element

#F0054 - MONSTER'S SPECIAL INFO

None

#G0054 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Aero, Fira
Medium level Draw List - Aero, Firaga, Demi
High level Draw List - Firaga, Reflect, Flare, Meteor

#H0054 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Inferno Fang, 2x Inferno Fang
Low level Rare drop - 2x Fury Fragment, 1x Star Fragment
Middle level drop - 2x Inferno Fang, 2x Fury Fragment
Middle level Rare drop - 1x Star Fragment, 1x Energy Crystal
High level drop - 2x Fury Fragment, 2x Energy Crystal
High level Rare drop - 3x Fury Fragment, 4x Fury Fragment

Card drop - 1x Ruby Dragon card

#I0054 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Inferno Fang, 1x Inferno Fang

Low level Rare Mug - 2x Inferno Fang, 2x Inferno Fang

Middle level Mug - 2x Inferno Fang, 2x Inferno Fang

Middle level Rare Mug - 3x Inferno Fang, 3x Inferno Fang

High level Mug - 4x Inferno Fang, 4x Inferno Fang

High level Rare Mug - 5x Inferno Fang, 5x Inferno Fang

#J0054 - MONSTER'S CARD INFO

Cards into - 1x Ruby Dragon card

Rarely Cards into - N/A

#K0054 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!

What it does? - Restores MAX HP

Middle level taste - Delicious!!!

What it does? - Restores MAX HP

High level taste - All systems go!

What it does? - Restores MAX HP & heals status abnormalities & raises MAX HP by 10 permanently (Ruby Dragon has to be level 45+)

#L0054 - MONSTER'S ATTACKS

1. Breath - AE Special class PA - Member count class - will not be used if two or less members are alive - always hits

CM - Higher Vit, Protect, Defend, Invincible

2. Flare - SE No-element class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible

3. Firaga - SE Fire class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ

4. Fira - SE Fire class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Fire class magic on EDJ

5. Demi - SE Gravity & Special class MA - Spirit killer - tears off 25% of affected target's current HP

CM - Shell, Reflect, Defend, Invincible

6. Aero - SE Wind class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Wind class magic on EDJ

7. Meteor - AE No-element class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible

8. (Claw swipe) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Ruby Dragon

9. Reflect - SA Support class magic - Ruby Dragon can use it on itself - Reflect status on affected target - Ruby Dragon will only cast Reflect on itself if one or more of your members are Reflected

CM - Dispel, do not be under Reflect

#M0054 - MONSTER'S USELESS INFO

a) Low levels are 1 - 34, middle 35 - 44, high 45 - 100.

#0055 - SAM08G

#A0055 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0055 - MONSTER'S SCAN INFO

A living weapon made by Galbadia. Carries a 155mm cannon on both shoulders and

a 60mm Vulcan cannon in its mouth.

#C0055 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 747 HP

Lv100 - 27700 HP

#D0055 - MONSTER'S AP AMOUNT GIVEN

4 AP

#E0055 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Thunder element

Weak against Poison element

#F0055 - MONSTER'S SPECIAL INFO

None

#G0055 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Shell, Protect

Medium level Draw List - Shell, Protect, Life

High level Draw List - Shell, Protect, Reflect, Life

#H0055 - MONSTER'S DROPPED ITEMS

Low level drop - 2x M-Stone Piece, 1x Running Fire

Low level Rare drop - 1x Dragon Fin, 1x Dragon Fang

Middle level drop - 1x Dragon Fin, 1x Running Fire

Middle level Rare drop - 1x Dragon Fang, 1x Dragon Fang

High level drop - 2x Dragon Fin, 2x Running Fire

High level Rare drop - 2x Dragon Fang, 2x Dragon Fang

Card drop - 1x SAM08G card

#I0055 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Running Fire, 1x Running Fire

Low level Rare Mug - 1x Running Fire, 1x Running Fire

Middle level Mug - 1x Running Fire, 1x Running Fire

Middle level Rare Mug - 2x Running Fire, 2x Running Fire

High level Mug - 3x Running Fire, 3x Running Fire

High level Rare Mug - 4x Running Fire, 4x Running Fire

#J0055 - MONSTER'S CARD INFO

Cards into - 1x SAM08G card

Rarely Cards into - 1x X-ATM092 card

#K0055 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!

What it does? - Restores MAX HP

Middle level taste -Delicious!!!

What it does? - Restores MAX HP

High level taste -Delicious!!!

What it does? - Restores MAX HP

#L0055 - MONSTER'S ATTACKS

1. Store - NEA Special class 'attack' - Monster count & Round count class - if you engage a battle with SAM08G and *any* monster, this is also First strike class - Store is only used if you engage SAM08G in battle with *any* monster other than second SAM08G - Store lasts for three rounds - after three rounds pass, SAM08G will use either Cannon Blow or Wild Cannon Blow - as long as other monsters are alive, SAM08G will keep using Store after either Cannon Blow took place

CM - Defeat SAM08G before Store lasts for three rounds

2. Cannon Blow - SE Special class PA - Succession & Monster count class - this

attack can be used after Store lasted thru three rounds - if SAM08G is only monster on battlefield, Cannon Blow will no longer be used

CM - Higher Vit, Protect, Defend, Invincible

3. Wild Cannon Blow - AE Special class PA - Succession & Monster count class - this attack can be used after Store lasted thru three rounds - if SAM08G is only monster on battlefield, Wild Cannon Blow will no longer be used

CM - Higher Vit, Protect, Defend, Invincible

4. Shoulder Charge - SE PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

5. (Swipe) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

6. Gatling gun - SE PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

#M0055 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0056 - SLAPPER

#A0056 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0056 - MONSTER'S SCAN INFO

A member of Galbadia Garden's demi-human ice-hockey club. Attacks with speed and team work.

#C0056 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 44 HP

Lv100 - 8430 HP

#D0056 - MONSTER'S AP AMOUNT GIVEN

3 AP

#E0056 - MONSTER'S ELEMENTAL AFFINITIES

None

#F0056 - MONSTER'S SPECIAL INFO

None

#G0056 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Blizzard

Medium level Draw List - Blizzard, Blizzara, Water

High level Draw List - Blizzard, Blizzara, Blizzaga, Water

#H0056 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Hi-Potion, 1x Hi-Potion

Low level Rare drop - 1x Hi-Potion, 2x Hi-Potion

Middle level drop - 1x Hi-Potion, 1x Hi-Potion

Middle level Rare drop - 2x Hi-Potion, 2x Hi-Potion

High level drop - 1x Hi-Potion, 1x Hi-Potion

High level Rare drop - 1x Hi-Potion, 2x Hi-Potion

Card drop - N/A

#I0056 - MONSTER'S MUGGED ITEMS

Low level Mug - 2x Hi-Potion, 2x Hi-Potion

Low level Rare Mug - 2x Hi-Potion, 2x Hi-Potion

Middle level Mug - 2x Hi-Potion, 2x Hi-Potion

Middle level Rare Mug - 2x Hi-Potion, 2x Hi-Potion

High level Mug - 2x Hi-Potion, 2x Hi-Potion
High level Rare Mug - 2x Hi-Potion, 2x Hi-Potion

#J0056 - MONSTER'S CARD INFO

Cards into - Can't turn into a card!
Rarely Cards into - Can't turn into a card!

#K0056 - MONSTER'S DEVOUR INFO

Low level taste - Couldn't Devour!
What it does? - N/A
Middle level taste - Couldn't Devour!
What it does? - N/A
High level taste - Couldn't Devour!
What it does? - N/A

#L0056 - MONSTER'S ATTACKS

1. Blizzara - SE Ice class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Ice class magic on EDJ
2. [Formation M! Go!!!] - NEA Special class 'attack' - Tactic change & Round count & Monster count class - one of Slappers will say this - your members will get struck with Blizzara x Y x Z, where Y is number of Slappers remaining alive and Z is 1 (that is one turn per Slapper - exceptions apply) - it is possible for any single Slapper to cast one, two or three more Blizzaras instead of its buddy/ies, but then these Slappers *don't* cast Blizzara - most amount of Blizzara/s cast against your members possible after this message pops up is four

CM - None that I would figure out yet

3. [Formation G! Go!!!] - NEA Special class 'attack' - Tactic change & Round count & Monster count class - one of Slappers will say this - your members will get struck with (Stick strike) x Y x Z, where Y is number of Slappers remaining alive and Y is any number between 1 and 4 (that is any number of turns ranging from 1 to 4 turns per Slapper) - it is possible for any single Slapper to do any number of (Stick strike)-s instead of its buddy/ies, but then these Slappers *don't* get to perform that amount of (Stick strike)-s - most amount of (Stick strike)-s against your members possible after this message pops up is sixteen

CM - None that I would figure out yet

4. (Stick strike) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

5. [We have heart! Go, Galbadia!] - SE Special class PA - Vitality killer & Critical strike class - will always inflict extreme critical damage - always hits - damage done is fixed

CM - Protect, Defend, Invincible

#M0056 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0057 - SNOW LION

#A0057 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0057 - MONSTER'S SCAN INFO

Lives in the northern snow fields. Takes time to defeat because of its high HP. Uses Ice Breath when angry.

#C0057 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 1063 HP

Lv100 - 136000 HP

#D0057 - MONSTER'S AP AMOUNT GIVEN

8 AP

#E0057 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Fire element

Weak against Earth element

Weak against Wind element

Absorbs Ice element

#F0057 - MONSTER'S SPECIAL INFO

None

#G0057 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Blizzard, Berserk

Medium level Draw List - Blizzard, Blizzara, Berserk

High level Draw List - Blizzard, Blizzara, Blizzaga, Berserk

#H0057 - MONSTER'S DROPPED ITEMS

Low level drop - 2x North Wind, 2x North Wind

Low level Rare drop - 2x Healing Mail, 2x Healing Mail

Middle level drop - 4x North Wind, 4x North Wind

Middle level Rare drop - 4x Healing Mail, 1x Silver Mail

High level drop - 6x North Wind, 6x North Wind

High level Rare drop - 1x Silver Mail, 2x Silver Mail

Card drop - 1x Snow Lion card

#I0057 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Healing Mail, 1x Healing Mail

Low level Rare Mug - 2x Healing Mail, 2x Healing Mail

Middle level Mug - 3x Healing Mail, 3x Healing Mail

Middle level Rare Mug - 4x Healing Mail, 4x Healing Mail

High level Mug - 8x Healing Mail, 8x Healing Mail

High level Rare Mug - 8x Healing Mail, 8x Healing Mail

#J0057 - MONSTER'S CARD INFO

Cards into - 1x Snow Lion card

Rarely Cards into - 1x Wedge, Biggs card

#K0057 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!

What it does? - Restores MAX HP

Middle level taste - Delicious!!!

What it does? - Restores MAX HP

High level taste - Delicious!!!

What it does? - Restores MAX HP

#L0057 - MONSTER'S ATTACKS

1. (Tail slap) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Snow Lion

2. (Slide bash) - SE no-name & Special class PA - Critical strike class - will always inflict critical damage

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Snow Lion

3. Ice Breath - AE Ice class MA

CM - Higher Spr, Shell, Defend, Invincible, Ice class magic on EDJ

#M0057 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0058 - T-REXAUR

#A0058 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0058 - MONSTER'S SCAN INFO

Alive since the beginning of time, its power and HP are very high. It's better to run if you encounter one.

#C0058 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 10363 HP

Lvl100 - 76000 HP

#D0058 - MONSTER'S AP AMOUNT GIVEN

10 AP

#E0058 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Ice element

Strong against Poison element

#F0058 - MONSTER'S SPECIAL INFO

None

#G0058 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Fire, Thunder

Medium level Draw List - Fira, Thundara

High level Draw List - Firaga, Thundaga, Quake

#H0058 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Dino Bone, 8x M-Stone Piece

Low level Rare drop - 4x Magic Stone, 2x Dino Bone

Middle level drop - 3x Dino Bone, 6x Dragon Fang

Middle level Rare drop - 2x Dino Bone, 4x Dino Bone

High level drop - 6x Dino Bone, 2x Star Fragment

High level Rare drop - 8x Dino Bone, 6x Star Fragment

Card drop - 1x T-Rexaur card

#I0058 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Dino Bone, 1x Dino Bone

Low level Rare Mug - 1x Dino Bone, 2x Dino Bone

Middle level Mug - 3x Dino Bone, 3x Dino Bone

Middle level Rare Mug - 4x Dino Bone, 4x Dino Bone

High level Mug - 8x Dino Bone, 8x Dino Bone

High level Rare Mug - 10x Dino Bone, 10x Dino Bone

#J0058 - MONSTER'S CARD INFO

Cards into - 1x T-Rexaur card

Rarely Cards into - 1x Shumi Tribe card

#K0058 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!

What it does? - Restores MAX HP

Middle level taste - Delicious!!!

What it does? - Restores MAX HP

High level taste - Gained strength

What it does? - Restores MAX HP & heals status abnormalities & raises Strength by 1 point permanently (T-Rexaur has to be level 30+)

#L0058 - MONSTER'S ATTACKS

1. (Tail whip) - AE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on T-Rexaur

2. (Bite) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on T-Rexaur

3. (Shake bite) - SE no-name & Special class PA - Counter [Magic counter] & Critical strike class - will be used by T-Rexaur (if attacked with magic type attack) against the member who executed the attack - will always inflict critical damage

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on T-Rexaur, do not use magic type attacks

#M0058 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0059 - THRUSTAEVIS

#A0059 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0059 - MONSTER'S SCAN INFO

A monster on the Galbadia continent. Usually swoops down to attack enemies, but also bites and causes wind gusts when in danger.

#C0059 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 310 HP

Lv100 - 6300 HP

#D0059 - MONSTER'S AP AMOUNT GIVEN

3 AP

#E0059 - MONSTER'S ELEMENTAL AFFINITIES

Absorbs Wind element

[Earth element will miss]

#F0059 - MONSTER'S SPECIAL INFO

Fly Monster

#G0059 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Blizzard, Scan, Float

Medium level Draw List - Blizzara, Aero, Scan, Float

High level Draw List - Blizzaga, Aero, Tornado, Float

#H0059 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Shear Feather, 1x Shear Feather

Low level Rare drop - 2x M-Stone Piece, 1x Windmill

Middle level drop - 2x Shear Feather, 2x Shear Feather

Middle level Rare drop - 2x Windmill, 2x Windmill

High level drop - 4x Shear Feather, 2x Windmill

High level Rare drop - 3x Windmill, 4x Windmill

Card drop - 1x Thrustaevis card

#I0059 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Shear Feather, 2x Shear Feather

Low level Rare Mug - 1x Windmill, 1x Windmill

Middle level Mug - 2x Shear Feather, 3x Shear Feather

Middle level Rare Mug - 2x Windmill, 3x Windmill

High level Mug - 2x Windmill, 2x Windmill

High level Rare Mug - 3x Windmill, 4x Windmill

#J0059 - MONSTER'S CARD INFO

Cards into - 1x Thrustaevis card

Rarely Cards into - 1x Gargantua card

#K0059 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!

What it does? - Restores MAX HP

Middle level taste - Delicious!!!

What it does? - Restores MAX HP

High level taste - Delicious!!!

What it does? - Restores MAX HP

#L0059 - MONSTER'S ATTACKS

1. (Bite) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Thrustaevis

2. (Dive bash) - SE no-name & Special class PA - Critical strike class - will always inflict critical damage

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Thrustaevis

3. Wind Blast - AE Wind & Special class MA - HP count class - once Thrustaevis loses 70% of its HP, it may start using Wind Blast

CM - Higher Spr, Shell, Defend, Invincible, Wind class magic on EDJ, defeat Thrustaevis without crossing 70% of HP lost limit

#M0059 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0060 - TONBERRY

#A0060 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0060 - MONSTER'S SCAN INFO

Mysterious being living in dungeons. Walks slowly towards the enemy and kills that enemy with the Chef's Knife.

#C0060 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 15200 HP

Lv100 - 35000 HP

#D0060 - MONSTER'S AP AMOUNT GIVEN

1 AP

#E0060 - MONSTER'S ELEMENTAL AFFINITIES

None

#F0060 - MONSTER'S SPECIAL INFO

None

#G0060 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Death

Medium level Draw List - Death

High level Draw List - Death

#H0060 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Chef's Knife, 1x Chef's Knife
Low level Rare drop - 1x Chef's Knife, 1x Chef's Knife
Middle level drop - 1x Chef's Knife, 1x Chef's Knife
Middle level Rare drop - 1x Chef's Knife, 1x Chef's Knife
High level drop - 1x Chef's Knife, 1x Chef's Knife
High level Rare drop - 1x Chef's Knife, 1x Chef's Knife
Card drop - 1x Tonberry card

#I0060 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Chef's Knife, 1x Chef's Knife
Low level Rare Mug - 1x Chef's Knife, 1x Chef's Knife
Middle level Mug - 1x Chef's Knife, 1x Chef's Knife
Middle level Rare Mug - 1x Chef's Knife, 1x Chef's Knife
High level Mug - 1x Chef's Knife, 1x Chef's Knife
High level Rare Mug - 1x Chef's Knife, 1x Chef's Knife

#J0060 - MONSTER'S CARD INFO

Cards into - 1x Tonberry card
Rarely Cards into - 1x Iguion card

#K0060 - MONSTER'S DEVOUR INFO

Low level taste - Refreshing!
What it does? - Restores MAX HP & heals status abnormalities
Middle level taste - Refreshing!
What it does? - Restores MAX HP & heals status abnormalities
High level taste - Refreshing!
What it does? - Restores MAX HP & heals status abnormalities

#L0060 - MONSTER'S ATTACKS

1. (Walk forward) - NEA no-name & Special class 'attack' - Round count class -
Tonberry will slowly walk toward your members - this will be used for five
turns

CM - None

2. Everyone's Grudge - SE Special class MA - Counter [Magic counter & Physical
counter] & Round count & Monster count class - is used by Tonberry if you
attack it in *any* way for the first two Tonberry's turns since the battle
started - deals damage based on following [amount of affected member's killed
monsters multiplied by 20] - if specific member has killed over 500 monsters,
this attack will KO him/her - Everyone's Grudge *cannot* be used anymore once
Tonberry took two (Walk forward)

CM - Don't attack Tonberry until it takes two turns, make a member with low
kill count attack Tonberry, Invincible

3. 'Tonberry fell over...' - NEA Special class 'attack' - Round count class -
after Tonberry took five turns of (Walk forward), it may fell over - this will
waste one of Tonberry's turns

CM - None

4. Chef's Knife - SE Special class PA - Round count class - always hits -
Tonberry can only execute this attack once Tonberry took five turns of (Walk
forward)

CM - Higher Vit, Protect, Defend, Invincible

#M0060 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0061 - TORAMA

#A0061 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0061 - MONSTER'S SCAN INFO

Uses multiple magic attacks while sitting down. Even more powerful when it stands up to use its Blaster attacks.

#C0061 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 221 HP

Lv100 - 32000 HP

#D0061 - MONSTER'S AP AMOUNT GIVEN

4 AP

#E0061 - MONSTER'S ELEMENTAL AFFINITIES

None

#F0061 - MONSTER'S SPECIAL INFO

None

#G0061 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Death, Demi, Life

Medium level Draw List - Death, Demi, Life

High level Draw List - Death, Demi, Life

#H0061 - MONSTER'S DROPPED ITEMS

Low level drop - 2x Wizard Stone, 2x Wizard Stone

Low level Rare drop - 2x Life Ring, 2x Life Ring

Middle level drop - 1x Regen Ring, 2x Regen Ring

Middle level Rare drop - 1x Moon Stone, 2x Moon Stone

High level drop - 2x Regen Ring, 1x Moon Stone

High level Rare drop - 3x Regen Ring, 2x Moon Stone

Card drop - 1x Torama card

#I0061 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Regen Ring, 1x Regen Ring

Low level Rare Mug - 1x Regen Ring, 1x Regen Ring

Middle level Mug - 2x Regen Ring, 2x Regen Ring

Middle level Rare Mug - 2x Regen Ring, 2x Regen Ring

High level Mug - 4x Regen Ring, 4x Regen Ring

High level Rare Mug - 4x Regen Ring, 4x Regen Ring

#J0061 - MONSTER'S CARD INFO

Cards into - 1x Torama card

Rarely Cards into - 1x Tri-Point card

#K0061 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!

What it does? - Restores MAX HP

Middle level taste - Refreshing!

What it does? - Restores MAX HP & heals status abnormalities

High level taste - Refreshing!

What it does? - Restores MAX HP & heals status abnormalities

#L0061 - MONSTER'S ATTACKS

1. Thunder - SE Thunder class MA

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Thunder class magic on EDJ

2. Bio - SE Poison & Status class MA - possible Poison status on affected

target along with some Poison class magical damage

CM - Higher Spr, Shell, Reflect, Defend, Invincible, Poison class magic on EDJ,

Bio or Pain on SDJ

3. Confuse - SE Status class magic - possible Confuse status on affected target

CM - Higher Spr, Reflect, Invincible, Confuse on SDJ
4. Death - SE Status & Special class MA - Instant Death class - possible KO status on affected target
CM - Higher Spr, Reflect, Invincible, Zombie (Death will miss), Death on SDJ
5. Demi - SE Gravity & Special class MA - Spirit killer - tears off 25% of affected target's current HP
CM - Shell, Reflect, Defend, Invincible
6. Aero - SE Wind class MA
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Wind class magic on EDJ
7. Lv5 Death - AE Status & Special class MA - Instant Death class - guaranteed KO status on affected member/s whose levels are multiple of 5
CM - Invincible, Zombie (Death will miss), Death on SDJ, be at level that is not multiple of 5
8. Meteor - AE No-element class MA
CM - Higher Spr, Shell, Defend, Invincible
9. Holy - SE Holy class MA
CM - Higher Spr, Shell, Reflect, Defend, Invincible, Holy class magic on EDJ
10. Esuna - SA Support class magic - Torama can use it on itself - removes negative statuses done to affected target
CM - Reflect on Torama
11. (Stand up) - NEA Special class 'attack' - Counter class [Tactic change & HP count class] - after Torama loses 60% of its HP, it will (Stand up) - magical attacks are no longer used - Torama now has access to Blaster and (Bite)
CM - Defeat Torama without going over 60% HP lost limit [Degenerator]
12. Blaster - SE Status class PA & MA (believe it or not, but it alternates between the two types randomly) - possible Petrify status on affected member
CM - Break on SDJ
13. (Bite) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Torama

#M0061 - MONSTER'S USELESS INFO

a) Low levels are 1 - 29, middle 30 - 39, high 40 - 100.

#0062 - TRI-FACE

#A0062 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0062 - MONSTER'S SCAN INFO

A monster with 3 heads. The 2 heads on the side are not real, but they bite and spit poison as if they were.

#C0062 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 6027 HP

Lv100 - 21600 HP

#D0062 - MONSTER'S AP AMOUNT GIVEN

8 AP

#E0062 - MONSTER'S ELEMENTAL AFFINITIES

Very weak against Holy element

Weak against Fire element

Absorbs Poison element

#F0062 - MONSTER'S SPECIAL INFO

None

#G0062 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Silence, Blind
Medium level Draw List - Silence, Blind, Slow, Bio
High level Draw List - Stop, Bio, Pain, Flare

#H0062 - MONSTER'S DROPPED ITEMS

Low level drop - 3x Poison Powder, 2x Dead Spirit
Low level Rare drop - 2x Curse Spike, 2x Curse Spike
Middle level drop - 6x Poison Powder, 4x Dead Spirit
Middle level Rare drop - 2x Curse Spike, 2x Curse Spike
High level drop - 8x Poison Powder, 8x Curse Spike
High level Rare drop - 3x Star Fragment, 3x Star Fragment
Card drop - 1x Tri-Face card

#I0062 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Curse Spike, 1x Curse Spike
Low level Rare Mug - 2x Curse Spike, 2x Curse Spike
Middle level Mug - 2x Curse Spike, 2x Curse Spike
Middle level Rare Mug - 3x Curse Spike, 3x Curse Spike
High level Mug - 6x Curse Spike, 6x Curse Spike
High level Rare Mug - 8x Curse Spike, 8x Curse Spike

#J0062 - MONSTER'S CARD INFO

Cards into - 1x Tri-Face card
Rarely Cards into - 1x Ultima Weapon card

#K0062 - MONSTER'S DEVOUR INFO

Low level taste - It's rotten...
What it does? - 6,25% of MAX HP lost & Zombie status to Devourer
Middle level taste - It's rotten...
What it does? - 6,25% of MAX HP lost & Zombie status to Devourer
High level taste - Barf...Bwahhh!!!
What it does? - 50% of MAX HP lost & Poison status to Devourer

#L0062 - MONSTER'S ATTACKS

1. (Bite) - SE no-name PA
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Tri-Face
2. Bite - SE PA - twice as powerful as (Bite)
CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Tri-Face
3. Poison Gas - AE Poison & Status class MA - possible Poison and Confuse statuses on affected member/s along with some Poison class magic damage
CM - Higher Spr, Shell, Defend, Invincible, Bio on EDJ + Pain and Confuse on SDJ will nullify the effects completely
4. Acid - SE Special class PA - HP count & Member count class - once Tri-Face loses 50% of its HP, it will start using Acid - always hits - once only one member is alive, Acid is no longer used
CM - Higher Vit, Protect, Defend, Invincible

#M0062 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0063 - TURTAPOD

#A0063 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0063 - MONSTER'S SCAN INFO

Attacks with magic and sharp claws. When attacked, it may change defence mode in order to protect itself from damage.

#C0063 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 1205 HP

Lv100 - 4200 HP

#D0063 - MONSTER'S AP AMOUNT GIVEN

2 AP

#E0063 - MONSTER'S ELEMENTAL AFFINITIES

None

#F0063 - MONSTER'S SPECIAL INFO

None

#G0063 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Cure, Esuna, Dispel

Medium level Draw List - Cure, Esuna, Dispel

High level Draw List - Cura, Esuna, Dispel

#H0063 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Wizard Stone, 1x Wizard Stone

Low level Rare drop - 1x Life Ring, 1x Life Ring

Middle level drop - 2x Life Ring, 1x Healing Mail

Middle level Rare drop - 1x Regen Ring, 2x Regen Ring

High level drop - 6x Life Ring, 3x Healing Mail

High level Rare drop - 2x Regen Ring, 3x Regen Ring

Card drop - 1x Turtapod card

#I0063 - MONSTER'S MUGGED ITEMS

Low level Mug - 2x Wizard Stone, 2x Wizard Stone

Low level Rare Mug - 2x Wizard Stone, 2x Wizard Stone

Middle level Mug - 4x Wizard Stone, 4x Wizard Stone

Middle level Rare Mug - 4x 4x Wizard Stone, 4x Wizard Stone

High level Mug - 8x Wizard Stone, 8x Wizard Stone

High level Rare Mug - 8x Wizard Stone, 8x Wizard Stone

#J0063 - MONSTER'S CARD INFO

Cards into - 1x Turtapod card

Rarely Cards into - 1x Trauma card

#K0063 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!

What it does? - Restores MAX HP

Middle level taste - Delicious!!!

What it does? - Restores MAX HP

High level taste - Delicious!!!

What it does? - Restores MAX HP

#L0063 - MONSTER'S ATTACKS

1. (Spin bash) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Turtapod

2. (Protect) - NEA no-name & Special class 'attack' - Counter [Stat booster & Physical counter] & Round count class - is used sometimes when Turtapod is being attacked by a physical attack - Vitality and Spirit gain a huge boost in this form - (Protect) lasts three turns

CM - Use magical attacks on Turtapod, Vit 0 on Turtapod (even under (Protect))
Turtapod's Vitality and Spirit will remain 0)

3. (Lose protect) - NEA no-name & Special class 'attack' - Round count & Stat loser class - after three turns of being (Protect)-ed pass, Turtapod will (Lose protect) - Vitality and Spirit return to normal value

CM - None

#M0063 - MONSTER'S USELESS INFO

a) Low levels are 1 - 29, middle 30 - 39, high 40 - 100.

#0064 - UFO?

#A0064 - MONSTER'S ENCOUNTER PLACES

Mandy Beach (UFO encounter 1), Kashkabald Desert (UFO encounter 2), Winhill Bluffs (UFO encounter 3), Heath Peninsula (UFO encounter 4), Grandidi Forest (UFO encounter 5).

#B0064 - MONSTER'S SCAN INFO

An unidentified flying object from outer space.

#C0064 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 121 HP

Lv100 - 12100 HP

#D0064 - MONSTER'S AP AMOUNT GIVEN

0 AP

#E0064 - MONSTER'S ELEMENTAL AFFINITIES

None

#F0064 - MONSTER'S SPECIAL INFO

None

#G0064 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Demi

Medium level Draw List - Demi

High level Draw List - Demi

#H0064 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Aegis Amulet, 1x Aegis Amulet

Low level Rare drop - 1x Aegis Amulet, 1x Aegis Amulet

Middle level drop - 1x Aegis Amulet, 1x Aegis Amulet

Middle level Rare drop - 1x Aegis Amulet, 1x Aegis Amulet

High level drop - 1x Aegis Amulet, 1x Aegis Amulet

High level Rare drop - 1x Aegis Amulet, 1x Aegis Amulet

Card drop - N/A

#I0064 - MONSTER'S MUGGED ITEMS

Low level Mug - Has nothing

Low level Rare Mug - Has nothing

Middle level Mug - Has nothing

Middle level Rare Mug - Has nothing

High level Mug - Has nothing

High level Rare Mug - Has nothing

#J0064 - MONSTER'S CARD INFO

Cards into - Can't turn into a card!

Rarely Cards into - Can't turn into a card!

#K0064 - MONSTER'S DEVOUR INFO

Low level taste - Couldn't Devour!

What it does? - N/A

Middle level taste - Couldn't Devour!

What it does? - N/A

High level taste - Couldn't Devour!

What it does? - N/A

#L0064 - MONSTER'S ATTACKS

1. (Blow up) - NEA no-name 'attack'

CM - Defeat the thing:)

#M0064 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0065 - VYSAGE

#A0065 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0065 - MONSTER'S SCAN INFO

A monster shaped like a face. Uses support magic and special attacks when attacking with Righty and Lefty together.

#C0065 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lv1 - 3031 HP

Lv100 - 21000 HP

#D0065 - MONSTER'S AP AMOUNT GIVEN

6 AP

#E0065 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Holy element

#F0065 - MONSTER'S SPECIAL INFO

None

#G0065 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Esuna, Haste

Medium level Draw List - Esuna, Haste

High level Draw List - Esuna, Haste, Bio

#H0065 - MONSTER'S DROPPED ITEMS

Low level drop - 6x M-Stone Piece, 2x Lightweight

Low level Rare drop - 6x M-Stone Piece, 6x M-Stone Piece

Middle level drop - 6x Magic Stone, 2x Lightweight

Middle level Rare drop - 6x Magic Stone, 6x Magic Stone

High level drop - 5x Wizard Stone, 4x Lightweight

High level Rare drop - 6x Lightweight, 8x Lightweight

Card drop - 1x Vysage card

#I0065 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Lightweight, 1x Lightweight

Low level Rare Mug - 1x Lightweight, 1x Lightweight

Middle level Mug - 2x Lightweight, 2x Lightweight

Middle level Rare Mug - 2x Lightweight, 2x Lightweight

High level Mug - 6x Lightweight, 6x Lightweight

High level Rare Mug - 8x Lightweight, 8x Lightweight

#J0065 - MONSTER'S CARD INFO

Cards into - Can't turn into a card!

Rarely Cards into - Can't turn into a card!

#K0065 - MONSTER'S DEVOUR INFO

Low level taste - Couldn't Devour!

What it does? - N/A

Middle level taste - Couldn't Devour!

What it does? - N/A

High level taste - Couldn't Devour!

What it does? - N/A

#L0065 - MONSTER'S ATTACKS

1. Stare - SE Status class MA - possible Confuse, Silence, Darkness and Poison statuses on affected member

CM - Higher Spr, Invincible, Confuse (nullifies Confuse) and Pain (nullifies the other statuses) on SDJ

2. Sigh - AE PA

CM - Higher Vit, Protect, Defend, Invincible, Darkness on Vysage

3. Tornado --> AE Wind class MA

CM - Higher Spr, Shell, Defend, Invincible, Silence on Vysage, Wind class magic on EDJ

4. Shell - SA Support class magic - Vysage can use it either on itself or its partner/s (if any) - Shell status on affected target

CM - Silence on Vysage, Reflect on all monsters (Vysage, Lefty, Righty), Dispel

5. Protect - SA Support class magic - Vysage can use it either on itself or its partner/s (if any) - Protect status on affected target

CM - Silence on Vysage, Reflect on all monsters (Vysage, Lefty, Righty), Dispel

6. Esuna - SA Support class magic - Vysage can use it either on itself or its partner/s (if any) - removes negative statuses done to affected target

CM - Silence on Vysage, Reflect on all monsters (Vysage, Lefty, Righty)

7. Aero - SE Wind class MA

CM - Higher Spr, Shell, Defend, Invincible, Silence on Vysage, Wind class magic on EDJ

8. Curse - SE No-Element & Status & Special class MA - Countdown & Monster count class - possible Doom status on affected member (shown by red timer above member's head) along with some No-element class magical damage - can only be used if Vysage, Lefty and Righty are all alive

CM - Higher Spr, Shell, Defend, Zombie (nullifies Doom), remove Doom by using [Remedy+, Elixir, Megalixir, Treatment], Invincible, kill either Lefty or Righty

9. (Two hand squeeze) - SE no-name & Special class PA - Monster count class - Vysage with help of Lefty and Righty will attack targetted member and deal some physical damage - can only be used if Vysage, Lefty and Righty are all alive

CM - Higher Vit, Protect, Defend, Invincible

10. Dispel - SE Status class magic - removes any helpful statuses from affected member - cannot remove Defend, Invincible, Angel Wing

CM - Invincible, Silence on Vysage

#M0065 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0066 - WENDIGO

#A0066 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0066 - MONSTER'S SCAN INFO

A strong monster, but not good at using magic. Uses powerful physical attacks relying on its strength instead.

#C0066 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 1026 HP

Lvl100 - 16000 HP

#D0066 - MONSTER'S AP AMOUNT GIVEN

2 AP

#E0066 - MONSTER'S ELEMENTAL AFFINITIES

None

#F0066 - MONSTER'S SPECIAL INFO

None

#G0066 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Berserk

Medium level Draw List - Berserk, Protect

High level Draw List - Berserk, Protect

#H0066 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Steel Orb, 1x Steel Pipe

Low level Rare drop - 1x Steel Pipe, 1x Steel Orb

Middle level drop - 2x Steel Orb, 2x Steel Pipe

Middle level Rare drop - 1x Strength Love, 3x Steel Orb

High level drop - 6x Steel Orb, 1x Strength Love

High level rare drop - 2x Black Hole, 3x Black Hole

Card drop - 1x Wendigo card

#I0066 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Steel Pipe, 1x Steel Pipe

Low level Rare Mug - 1x Steel Pipe, 1x Steel Pipe

Middle level Mug - 2x Steel Pipe, 2x Steel Pipe

Middle level Rare Mug - 2x Steel Pipe, Strength Love

High level Mug - Strength Love, 4x Steel Pipe

High level Rare Mug - 4x Steel Pipe, 4x Steel Pipe

#J0066 - MONSTER'S CARD INFO

Cards into - 1x Wendigo card

Rarely Cards into - 1x Jumbo Cactuar card

#K0066 - MONSTER'S DEVOUR INFO

Low level taste - Delicious!!!

What it does? - Restores MAX HP

Middle level taste - Delicious!!!

What it does? - Restores MAX HP

High level taste - Delicious!!!

What it does? - Restores MAX HP

#L0066 - MONSTER'S ATTACKS

1. (Punch) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible, Darkness on Wendigo

2. Arm Hug - SE Special class PA - Critical strike class - will always inflict critical damage - always hits

CM - Higher Vit, Protect, Defend, Invincible

3. Power Bomb - SE PA - always hits

CM - Higher Vit, Protect, Defend, Invincible

4. Dribble - SE PA - always hits

CM - Higher Vit, Protect, Defend, Invincible

5. Shoot - AE Special class PA - Member count & Succession class - always hits

- cannot be used if two or less members are alive - always used as a second move immediately after Wendigo uses either (Punch), Arm Hug, Power Bomb or

Dribble - if Shoot is the first move used, then Wendigo won't use second Shoot
CM - Higher Vit, Protect, Defend, Invincible, have two or less members alive

#M0066 - MONSTER'S USELESS INFO

c) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

#0067 - GUARD

#A0067 - MONSTER'S ENCOUNTER PLACES

For locations please refer to my Monster Encounter Guides.

#B0067 - MONSTER'S SCAN INFO

Prison security guard. A Galbadian soldier trained in sleep magic to capture escapees.

#C0067 - MONSTER'S HP AMOUNT AT LEVEL 1 AND LEVEL 100

Lvl - 45 HP

Lvl100 - 3040 HP

#D0067 - MONSTER'S AP AMOUNT GIVEN

1 AP

#E0067 - MONSTER'S ELEMENTAL AFFINITIES

Weak against Poison element

#F0067 - MONSTER'S SPECIAL INFO

None

#G0067 - MONSTER'S MAGIC DRAW LISTS

Low level Draw List - Sleep, Silence, Blind, Cure

Medium level Draw List - Sleep, Silence, Blind, Cura

High level Draw List - Sleep, Silence, Blind, Curaga

#H0067 - MONSTER'S DROPPED ITEMS

Low level drop - 1x Potion, 1x Phoenix Down

Low level Rare drop - 1x Remedy, 1x Remedy

Middle level drop - 1x Potion, 1x Phoenix Down

Middle level Rare drop - 1x Remedy, 1x Remedy

High level drop - 1x Potion, 1x Phoenix Down

High level Rare drop - 1x Remedy, 1x Remedy

Card drop - N/A

#I0067 - MONSTER'S MUGGED ITEMS

Low level Mug - 1x Potion, 1x Phoenix Down

Low level Rare Mug - 1x Remedy, 1x Remedy

Middle level Mug - 1x Potion, 1x Phoenix Down

Middle level Rare Mug - 1x Remedy, 1x Remedy

High level Mug - 1x Potion, 1x Phoenix Down

High level Rare Mug - 1x Remedy, 1x Remedy

#J0067 - MONSTER'S CARD INFO

Cards into - Can't turn into a card!

Rarely Cards into - Can't turn into a card!

#K0067 - MONSTER'S DEVOUR INFO

Low level taste - Couldn't Devour!

What it does? - N/A

Middle level taste - Couldn't Devour!

What it does? - N/A

High level taste - Couldn't Devour!

What it does? - N/A

#L0067 - MONSTER'S ATTACKS

1. (Sword swipe) - SE no-name PA

CM - Higher Vit, higher Eva, Protect, Defend, Invincible

2. Sleep - SE Status class magic - Sleep status on affected target

CM - Higher Spr, Reflect, Invincible, Sleep on SDJ

#M0067 - MONSTER'S USELESS INFO

a) Low levels are 1 - 19, middle 20 - 29, high 30 - 100.

=====
=====
05.) DISC 1 BOSSES - G0500
=====

----- ABBREVIATION SECTION -----

A) Considering attacks

1. ST stands for Single Target
2. AT stands for All Targets
3. NT stands for No Target
4. PA stands for physical attack
5. MA stands for magical attack

B) Considering Magic classifications

Note: This will be a bit harder. I've had to come up with a new system I hope you'll be familiar with (based somewhat on FF8's classifications)

1. Attack class magic - this is any magic that deals damage in HP to your enemies. This class is further classified into...
 - I. Fire class - Fire, Fira, Firaga
 - II. Ice class - Blizzard, Blizzara, Blizzaga
 - III. Thunder class - Thunder, Thundara, Thundaga
 - IV. Water class - Water
 - V. Wind class - Aero, Tornado
 - VI. Earth class - Quake
 - VII. Poison class - Bio
 - VIII. Holy class - Holy
 - IX. No-element class - Meteor, Ultima, Flare, Demi
 - X. Gravity class - this class doesn't exist, but technically there are several moves which are based on this element
2. Healing class magic - this is any magic that heals damage in HP to your members. Magics that fall into this category...
Cure, Cura, Curaga, Regen, Life, Full-Life

3. Status class magic - this is any magic that causes negative type/s of status/es to your members or your enemies. Magics in this category are... Meltdown, Silence, Blind, Confuse, Berserk, Sleep, Slow, Stop, Drain, Zombie, Pain, Death, Break, Dispel.
4. Support class magic - this is any magic that causes positive type/s of status/es to your members or your enemies. Magics in this category are... Double, Triple, Float, Shell, Protect, Reflect, Haste, Esuna, Aura.
5. Scan - I guess this deserves a special category.:) I can't really put it anywhere, heh.

 C) Considering special attack classes

See, some enemy's moves cannot be classified correctly in my vocab, that's why I've thought of the following classes...

1. Item class move - these are all moves when the enemy uses an item on itself (but the animation of the enemy doing so would be the one as if casting magic). Moves in this category are...
 Potion, Hi-Potion, Remedy
2. Instant-death class move - these are all moves that will cause your member to be KO-ed unless under necessary protection (correct junction, Invincible, Defend etc.). Moves in this category are...
 Death, Lv5 Death, 10000 Needles, Zantetsuken, Light Pillar
3. Special class move - these are all the moves that have a certain specificications behind them (well, it's tough to explain:)). Moves in this category are...
 Sai, It's Sharp!, Corona, Hell's Judgment, Megido Flame, Thunder Summon, Onrush, Mega Spark, Mega Pulse Cannon, Mini Pulse Cannon, Dark Flare, Mega Flare, Terra Break
4. Counterattack class move - these are all the moves that are used by certain enemies as their response to your member's attacks launched against them.
5. Desperation class move - these are all the moves that are used by certain enemies as a last ditch attempt to kill your members. Moves in this category are...
 Catoblepas' Meteor, Krysta's Ultima, Griever's Shockwave Pulsar
6. Command class move - these are all the moves that are used by certain enemies and are a cheap copies of your Command abilities.:) Moves in this category are...
 Griever's Draw, Ultimecia's Draw Apocalypse

 ----- LET US BEGIN! -----

What to do before encountering first boss???

1. Some good magic can be obtained from the enemies which stand at your

disposal now but to able to do so, you must gain a few levels for enemies to start having better magic in their draw list.

Grat - Silence, Berserk, Confuse, Sleep

T-Rexaur - Quake, Firaga

Fastitocalon-F - Water

Caterchipillar - Curaga, Slow, Stop, Thundaga

Glacial Eye - Blizzaga

You can already have Tornado spell as well, but you must get Abyss Worm card first. If you don't want this spell now, move on - but Tornado is a great spell for now to junction to Str or Mag.

2. Have Quezo and Shiva learn all junction abilities they currently have, then move onto...

a) Quezo - Card, Card Mod, El.Att.J, El.Def.J, El.Def.Jx2 (screw Med Mag-RF, it's useless)

b) Shiva - Doom (Shiva must reach Lv10), El.Att.J, El.Def.J, El.Def.Jx2

TIP: For quick AP fight Fastitocalon-Fs on Rinaul coast, you're guaranteed to receive 6 AP from every fight with them.

3. Cards! Cards! Cards!

- Do NOT miss talking to the guy in front of the elevator - he'll give you 7 cards. One of them is Gesper card. Once Quezo knows Card Mod, mod the card into Blach Hole and use it on Quistis to learn one of most used Blue Magics thru the game - Degenerator.

- Challenge the small boy running around in the Garden. He holds a Minimog card.

- Challenge either one of three Trepies and after some card battles walk away with Quistis card.

- From Trepie #1 in Cafeteria get 4x Malboro card. Mod them into Malboro Tentacle and use this item on Quistis for her to learn Bad Breath.

- If you need some quick strong cards, go to Fire cave and Card some Bombs.

4. Squall's Lionheart...

Get first ingredient for this weapon by defeating Lv20 - Lv30 T-Rexaur. Dragon Fangs are a rare drop, but it's worth it.:)

=====
BOSS FIGHT #1 - IFRIT
=====

#100 - IFRIT'S USELESS INFO

1. Boss name? --> Ifrit
2. Fought where? --> Fire Cave
3. Highest level? --> 6
4. Highest HP? --> 1068 HP at Lv 6
5. Elemental affinities? --> Weak vs Ice element, absorbs Fire element
6. AP gained? --> 20 AP
7. Mugged items? --> Has nothing
8. Dropped items? --> Very common: 3x G-Returner; Common: 4x G-Returner; Rare: 5x G-Returner; Very rare: 6x G-Returner, Ifrit card
9. Magic Draw list? --> Fire, Cure, Scan
10. Scan description? --> Fire GF; uses fire magic. It's a strong opponent, but as it is a part of Garden's exam, not impossible to defeat.
11. Special info? --> None

#101 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

First I will list the recommended members available, then what GFs to junction to that particular member.

Squall --> Shiva
Quistis --> Quezo

II. RECOMMENDED JUNCTION ABILITIES

Below lies the list of all possible junction abilities you can learn with all GFs currently at your disposal.

First is the list of junction abilities you can learn, then info on which GFs can learn this ability and finally recommended spells to put on that junction ability.

NOTE: The rest of junction abilities (ie Spd, Hit etc) I will start mentioning once you actually have the chance to learn such ability, but for now you just worry about the ones you're able to learn.

1. HP --> Quezo --> Healing class
2. Str --> Shiva --> Any attack class (best Quake or Tornado)
3. Vit --> Quezo, Shiva --> Healing class
4. Mag --> Quezo --> Any attack class (best Quake or Tornado)
5. Spr --> Shiva --> Healing class
6. El.Att.J --> Quezo, Shiva --> Ice class
7. El.Def.J --> Quezo, Shiva --> Fire class
8. El.Def.Jx2 --> Quezo, Shiva --> Fire class

III. RECOMMENDED COMMAND ABILITIES

Below is the list of recommended Command abilities for this battle.

First is the number of available slot for your command box during battle, followed by what Command ability should be junctioned for that slot. In the end you will be able to find out what GFs are able to learn that particular Command ability.

Squall
Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Item --> Any
Slot 4 --> Draw --> Any

Quistis
Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Item --> Any
Slot 4 --> Draw --> Any

IV. RECOMMENDED CHARACTER ABILITIES

Below is the list of recommended Character abilities for this battle.

First you will see the number of the slot, then what ability should be there, and lastly what GFs are able to learn that ability.

Note: You are able to have up to four character ability slots, but currently there is no way to do so. You'll have to wait until the start of disc 2.

Squall
Slot 1 --> Vit+??% --> Shiva

Slot 2 --> Spr+??% --> Shiva

Quistis

Slot 1 --> Mag+20% --> Quezo

Slot 2 --> Mag+40% --> Quezo

#102 - IFRIT'S MOVES

Below is the list of all moves this boss is capable of pulling off.

First thing listed is the name of the attack, then info on how can this attack be classified, and finally advice on what countermeasures (CM for short) you can take to lessen (nullify / or even absorb) the damage done by that type of attack.

1. Fire --> ST Fire class MA

CM --> Higher Spr, Fire class magic to El.Def.J

2. (Jump and punch) --> ST no-name PA

CM --> Higher Vit

#103 - RECOMMENDED TACTICS

Physical attacks and/or limit breaks.

--> Don't bother casting magic or summoning GFs, except if you may need healing, but I find that hard to believe. I mean - It's Ifrit you're up against and he's a big LOL of a boss.

#104 - BOSS STRATEGY!

Ifrit only knows two attacks - either casting Fire or jumping in the air and then punching one member (high probability of succeeding in landing a critical strike). Eliminate Fire threat by junctioning Fire / Fira / Firaga to El.Def.J. As far as Ifrit's PA goes, have something on Vit-J to reduce the damage.

You may choose to toy around with him a bit. :) Try various Blue magic to be used on him - Ultra Waves, Bad Breath, Fire Breath (OK, not really, but it's funny to see it used against him, hehe). Too bad no status can be inflicted on Ifrit - I'd like to see him smack himself. :)

One last thing - I know that defeating Ifrit is a major part of SeeD exam, but IMO you shouldn't really be bothered with that. Just kill him with whatever timer is there on the clock and don't pay any attention as to what your grades are going to be.

Money is not important in the game! Many very useful items can be gotten by mugging the enemies or thru playing cards - for example, get 4x Malboro Card, Card Mod them into Malboro Tentacle and use it on Quistis and... voila! Quistis knows Bad Breath. ;)

Ifrit only has 1068 HP. The member with Str-J and anything decent junctioned to Str-J would take him down with 1 attack. :)

Summon Shiva to attack Ifrit...

Ifrit: 'They have Shiva!?'

Just before Ifrit does his first physical attack...

Ifrit: 'Impudent humans!'

In middle of the battle...

Ifrit: 'Hm! Not bad for a human.'

Waste Ifrit by yourself...

Ifrit: 'For me to lose to a human...'

'Very well, I will join you.'

Waste Ifrit by Shiva...

Ifrit: 'Ugh, I underestimated Shiva.'

'Very well, I will join you.'

Victory Fanfare! Congratulations!

+++++

SPECIAL ADVERTISEMENT!!!

+++++

What to do before encountering next boss???

1. Next area Dollet is a wonderful opportunity to stock up on some good spells! You should be especially interested into:

Anaconda - Bio (!!!)

Elite Soldier - Dispel (!!!), Fire / Thunder / Ice class spells

G-Soldier - Cure / Cura / Curaga

NOTE: If you think that these suggestions of the magic you should draw mean that you'll be casting them as crazy in the upcoming boss fights, you're in for a big mistake. The main purpose of drawing the magic right now like mad is simply for better junctioning.

2. Also, next bosses ahead are an excellent chance to gain over 500 AP - yep, you heard me right, over five hundred (!) AP. Do you want the rest of the game to be easy? Yes? I thought so... so, it would be in your best interest to gain a few levels while you're around this area to be able to draw highest class spells (Firaga, Thundaga, Blizzaga, Curaga etc.)

But, but, but... no buts. So what if the enemies are going to be stronger?

There are at least four reasons why you shouldn't be afraid of doing so:

a) Likelihood of you receiving better items increases (used for refining, getting magic, weapons upgrading etc. etc.)

b) Bosses do level up as you do, but they have a level block, ie they cannot exceed a certain level, for example Ifrit - he can't exceed Lv 6 when you fight him (this doesn't apply for some boss battles, tho' - you'll be warned of such battles)

c) Higher and better spells for you to draw, thus improving your junctions

d) Having more GF abilities learned, furthermore making your gameplay easier

3. Absolutely have Ifrit learn Str+??% abilities and Str Bonus ability ASAP!!!

Then move onto El.Att.J, El.Def.J, El.Def.Jx2, Fire Mag-RF, Ammo RF. Finally, screw Mad Rush, it's useless.

=====

BOSS FIGHT #2 - BIGGS, WEDGE, ELVORET

=====

#200a - BIGGS' USELESS INFO

1. Boss name? --> Biggs

2. Fought where? --> Dollet Comm Tower

3. Highest level? --> 10

4. Highest HP? --> 705 HP at Lv 10; 467 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> 4 AP
7. Mugged items? --> 3x Elixir (only possible with GS)
8. Dropped items? --> 2x Elixir
9. Magic Draw list? --> Fire, Thunder, Blizzard, Esuna (!!!)
10. Scan description? --> A Galbadian Major. Activated the Dollet Communication Tower. Very short-tempered.
11. Special info? --> None

#200b - WEDGE'S USELESS INFO

1. Boss name? --> Wedge
2. Fought where? --> Dollet Comm Tower
3. Highest level? --> 10
4. Highest HP? --> 640 HP at Lv 10; 416 HP at Lv 1
5. Elemental affinities? --> Poison element has no effect
6. AP gained? --> 4 AP
7. Mugged items? --> 3x Cottage (only possible with GS)
8. Dropped items? --> 2x Cottage
9. Magic Draw list? --> Fire, Thunder, Blizzard, Cure
10. Scan description? --> A Galbadian soldier assigned to Dollet Communication tower. Always picked on by his superior, Major Biggs.
11. Special info? --> None

#200c - ELVORET'S USELESS INFO

1. Boss name? --> Elvoret
2. Fought where? --> Dollet Comm Tower
3. Highest level? --> 11
4. Highest HP? --> 3523 HP at Lv 11; 1563 HP at Lv 1
5. Elemental affinities? --> Poison element has no effect
6. AP gained? --> 10 AP
7. Mugged items? --> 6x G-Returner (only possible with GS)
8. Dropped items? --> Very common: 3x G-Returner; Common: 4x G-Returner; Rare: 5x G-Returner; Very rare: 6x G-Returner; 1x Weapons Mon Mar
9. Magic Draw list? --> Thunder, Cure, Double (!!!), Siren (GET IT!!!)
10. Scan description? --> A monster that lives in the abandoned Dollet Communication Tower. No one knows where it came from.
11. Special info? --> Fly Monster

#201 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit
Selphie --> Shiva
Zell --> Quezo

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit --> Healing class
2. Str --> Shiva, Ifrit --> Any attack class (best Quake or Tornado)
3. Vit --> Quezo, Shiva --> Healing class

4. Mag --> Quezo --> Any attack class (best Quake or Tornado)
5. Spr --> Shiva --> Healing class
6. El.Att.J --> Quezo, Shiva, Ifrit --> Do not junction Poison class
7. El.Def.J --> Quezo, Shiva, Ifrit --> Fire class OR Thunder class
8. El.Def.Jx2 --> Quezo, Shiva, Ifrit --> Fire class AND Thunder class

III. RECOMMENDED COMMAND ABILITIES

Squall

- Slot 1 --> Attack --> N/A
- Slot 2 --> Magic --> Any
- Slot 3 --> Draw (!!!) --> Any
- Slot 4 --> Item --> Any

Selphie

- Slot 1 --> Attack --> N/A
- Slot 2 --> Magic --> Any
- Slot 3 --> Draw (!!!) --> Any
- Slot 4 --> Item --> Any

Zell

- Slot 1 --> Attack --> N/A
- Slot 2 --> Magic --> Any
- Slot 3 --> Draw (!!!) --> Any
- Slot 4 --> Item --> Any

Draw command is very important in this battle. You can easily stock up on Esunas and Doubles. Most importantly, you'll be able to acquire Siren!

IV. RECOMMENDED CHARACTER ABILITIES

Squall

- Slot 1 --> Str+20% --> Ifrit
- Slot 2 --> Str+40% --> Ifrit

Selphie

- Slot 1 --> Vit+40% --> Shiva
- Slot 2 --> Spr+40% --> Shiva

Zell

- Slot 1 --> Mag+20% --> Quezo
- Slot 2 --> Mag+40% --> Quezo

----- #202a - BIGGS' MOVES -----

1. (Machine Gun fire) --> ST no-name PA
CM --> Higher Vit, Protect status
2. (Arm charge) --> ST no-name PA, counterattack class move - used sometimes if Biggs is physically or magically attacked
CM --> Higher Vit, Protect status, don't attack Biggs
3. Cure --> ST Healing class magic that Biggs uses either on himself or Wedge to restore small amount of HP
CM --> Kill Biggs first before Wedge
4. Thunder --> ST Thunder class MA
CM --> Higher Spr, Shell status, Reflect status, Thunder class magic on El.Def.J

#202b - WEDGE'S MOVES

-
1. (Sword swipe) --> ST no-name PA
CM --> Higher Vit, Protect status
 2. Fire --> ST Fire class MA
CM --> Higher Spr, Shell status, Reflect status, Fire class magic on El.Def.J

#202c - ELVORET'S MOVES

-
1. (Arm swipe) --> ST no-name PA
CM --> Higher Vit, Protect status
 2. Fire --> ST Fire class MA
CM --> Higher Spr, Shell status, Reflect status, Fire class magic on El.Def.J
 3. Thunder --> ST Thunder class MA
CM --> Higher Spr, Shell status, Reflect status, Thunder class magic on El.Def.J
 4. Storm Breath --> AT No-element class MA --> used every three turns
CM --> Higher Spr, Shell Status

#203 - RECOMMENDED TACTICS

Physical attacks and/or limit breaks. Well, lemme just say here that physical attacks and limit breaks will be your main form of offense when facing any boss.

--> Magic stat will play somewhat big role here. Stock up on Esunas and Doubles. Most importantly, do not forget to draw Siren. Her abilities are invaluable! Healing yourself should not be a problem, since you should have some good healing magic in your magic stock? No? Well, then the bosses will heal you instead (El.Def.J!!).:)

Use this opportunity for Selphie's Slots limit! Try to get her use Full-Cure, Wall, Rapture. The End is highly improbable to show up, but it can be done.

#204 - BOSS STRATEGY

Biggs: 'Prepare for the worst, you brats!'

Geez, we haven't even started yet, and Biggs is already bigmouthing off. Heh.:) Anyway, start by drawing Esunas. DO NOT attack Biggs yet! His attacks are weak and his magic will heal you (did you remember to put correct magic on El.Def.J?). If by any chance you get seriously hurt, heal yourself. After a few turns Wedge will join in the fun. Oh really?

Wedge: 'Major Biggs...'

'Have you finished the repairs, sir?'

'What is the enemy doing here!?!'

Biggs: 'WEDGE! Where were you!?!'

'No pay for you this month!'

Wedge: '...Should've stayed home!'

Yep, he's right. He should've stayed home.:) Now that they're two enemies to deal with, what should you do? Continue drawing Esunas until each member has 100x Esuna stocked (no more need for stupid Remedies:)). Then kick their asses

into oblivion by physical attacks (Biggs may counterattack). If you decide to plaster Wedge first...

Wedge: 'Major! We're doomed!'

Biggs: 'Stop your whining!'

Biggs will now start using Cure either on himself or Wedge. Ok, enough fun, deplete either one's HP to 0 to meet the real boss...

Biggs: 'What the...!?'

Wedge: 'Ahhhhhh!'

And depending on what members are alive, they say the following...

Zell: 'What the hell is it?'

Squall: 'What the...!?'

Selphie: 'Huh? What is it?'

OH NO! Elvoret! A biiig monster shaped shadow. May prove tough, but I'm here to prove otherwise. First start by drawing Siren! 50% of the battle is now past you. Other important spell to get hold of is Double (for you magic users), but you physical users can safely skip it.

Elvoret is a boring boss... his attack pattern is always the same - for two turns he will either physically attack somebody or cast one of two spells (Fire, Thunder). Every third turn Elvoret will use Storm Breath. Despite it's name this attack is not Thunder based, it is non-elemental, therefore only way to decrease the damage is by having higher Spr or by Shell status. Don't have any members in double digit HP and you will be fine!

Elvoret's HP is somewhat of a medium size. A couple of good strong physical attacks (Str-J by Shiva and Ifrit!!!) will take him down.

Victory Fanfare! Congratulations!

++++
SPECIAL ADVERTISEMENT!!!
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What to do before encountering next boss???

1. Well, time to beef yourself up for the upcoming battle. Time to get those 500+ AP I was talking about before. Quickly go down the elevator and save at the nearby save point.

2. If you still haven't had Quezo, Shiva and Ifrit learn their important junction abilities (ie HP-J, Str-J etc.), now is the good time to do so.

a) Quezo - Card, Card Mod, El.Att.J, El.Def.J, El.Def.Jx2 (screw Med Mag-RF, it's useless)

b) Shiva - Doom (Shiva must reach Lv10), El.Att.J, El.Def.J, El.Def.Jx2

c) Ifrit - Str+??%, Str Bonus, Fire RF, Ammo RF

d) Siren - First have her learn St.Def.Jx2, then L Mag-RF, then ST Mag-RF, then Tool-RF, then Mag+??%, then Mag Bonus, then Move-Find, then Treatment (gained at level 12)

3. Killing next boss is hard and tedious, but not impossible. There are two huge rewards if you do kill this boss.

a) Boss drops a very useful item

b) Huge amount of AP

=====
BOSS FIGHT #3 - X-ATM092

=====

#300 - X-ATM092'S USELESS INFO

1. Boss name? --> X-ATM092
2. Fought where? --> From Dollet Comm Tower onward
3. Highest level? --> 11
4. Highest HP? --> 5872 HP at Lv 11; 5072 HP at Lv 1
5. Elemental affinities? --> Weak against Thunder element, Poison element has no effect
6. AP gained? --> 50 AP (by depleting its HP to zero at least once in a single battle) OR 0 AP (if you escape when boss is (knocked down))
7. Mugged items? --> 2x Elixir (only possible with GS)
8. Dropped items? --> 1x Orihalcon OR 1x Power Wrist OR 1x Hypno Crown OR 1x Force Armlet (Note: When you kill it, you randomly receive one of the four items)
9. Magic Draw list? --> Fire, Blizzard, Cure, Protect (!)
10. Scan description? --> Galbadia's mobile attack weapon, AKA 'Black Widow'. Doesn't stop until it kills all enemies in its path.
11. Special info? --> None

#301 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit
Selphie --> Shiva, Siren
Zell --> Quezo

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit --> Healing class
2. Str --> Shiva, Ifrit --> Any attack class (best Quake or Tornado)
3. Vit --> Quezo, Shiva --> Healing class
4. Mag --> Quezo, Siren --> Any attack class (best Quake or Tornado)
5. Spr --> Shiva --> Healing class
6. El.Att.J --> Quezo, Shiva, Ifrit --> Thunder class, do not junction Poison class
7. El.Def.J --> Quezo, Shiva, Ifrit --> No magic needed
8. El.Def.Jx2 --> Quezo, Shiva, Ifrit --> No magic needed
9. St.Att.J --> Siren --> No magic needed
10. St.Def.J --> Siren --> No magic needed
11. St.Def.Jx2 --> Siren --> No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall
Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!) --> Any
Slot 4 --> Item --> Any

Selphie
Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!) --> Any

Slot 4 --> Item --> Any

Zell

Slot 1 --> Attack --> N/A

Slot 2 --> Magic --> Any

Slot 3 --> Draw (!) --> Any

Slot 4 --> Item --> Any

IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 --> Str+20% --> Ifrit

Slot 2 --> Str+40% --> Ifrit

Selphie

Slot 1 --> Vit+40% --> Shiva

Slot 2 --> Spr+40% --> Shiva

Zell

Slot 1 --> Mag+20% --> Quezo

Slot 2 --> Mag+40% --> Quezo

#302 - X-ATM092' MOVES

1. (Leg punch) --> ST no-name PA

CM --> Higher Vit, Protect status

2. Arm Crush --> ST PA

CM --> Higher Vit, Protect status

3. Clash --> AT PA

CM --> Higher Vit, Protect status

4. Ray Bomb --> AT No-element class MA --> used every five turns

CM --> Higher Spr, Shell status

Special 'moves':

1. (Knocked down) --> no-name boss move, used when boss loses about 25% of HP; boss will drop to the floor, unable to attack any longer

2. Repairing 20%, 40%, 60%, 80% --> You will see these percentages pop up once you strike down X-ATM092. Once it is 100% complete, X-ATM092's HP is restored to full and you have to knock it down again.

#303 - RECOMMENDED TACTICS

Limit breaks all the way!!!

--> Don't bother casting magic except Drawing and casting Protect and healing your members when needed. And especially don't bother casting GFs, as they're a pure waste of time.

#304 - BOSS STRATEGY!

Geez, I thought we wasted enough bosses already. Oh well, one more can't hurt.;)

1. Way with no AP...

If you still don't have relevant junction abilities, you're gonna have to fight

a bit longer. It really helps if you put Thunder class magic on El.Att.J of at least one member. Being able to inflict higher damage on the boss will prove as a major advantage to your members in this and in upcoming fights, so why not try to exploit these advantages right now as well? X-ATM092 is a good test bunny to do so.:

(Knock down) Black Widow before it is able to attack for the fifth time. If you don't succeed, you'll get Ray Bomb-ed. Keep your HP above 300. Black's (leg punch) and Arm Crush are launched against single ally and they don't deal obscene amounts of damage, if you have decent Vit-J. Clash attacks all members, so keep your HP above 300 anyway. You can Draw and cast Protect on your members (Black Widow carries Protect (stock some if you wish) - good spell for Vit-J, but you should have better spells already). Right, so you've got him (knocked down)?

Zell: 'Let's get the hell outta here!'

Squall: 'Alright, withdraw!'

Selphie: 'Hurry to the rendezvous!'

Press L2 and R2 to escape.

Do so and you're out of harms way for now. But if you fail to escape...

Zell: 'Huh? Is it repairing itself?'

Squall: 'A self-repair mechanism...?'

Selphie: 'No more!'

Oh well, you'll have to take it down again. But this time, DO hold down escape buttons! On next screen after the conversaton ends, run down. On next screen HOLD left! X-ATM092 will just barely miss you. On next screen WALK down the path, don't run! If you do, you'll have to fight Black Widow again. Next screen run to the lower right. On the bridge there is a possibility for X-ATM092 not to catch you by having to do various turns left and right until you get lost. ;) Oh well, just fight him again, I say. Now we're near the fountain. Save the damn dog or not...

Run past the car. Do NOT hide in the pub. One more screen and we're out of harms way. Gooo, Quistis!

2. Way with oh-so-much AP

Pre-requisite --> Squall with mucho high Str-J and Thundaga on El.Att.J in critical status (just so that he's able to pull off Renzokuken)

Strike 1 - When Black Widow catches you down there in the dumps, strike him down with your powered Squall. I manage to drain away all X-ATM092'S HP in a single Renzokuken. Then just attack him physically once more to (knock down) and then escape. 50 AP!

Strike 2 - When Zell comments 'I thought we already busted it up.', bust it up again for another 50 AP --> St.Def.Jx2 is now learned. Switch to L Mag-RF!

Strike 3 - On the screen where Selphie jumped down the cliff, bust up the stupid robot for third time. New 50 AP. Switch to ST Med-RF!

Strike 4 - RUN down the path for fourth busting up the annoying robot. Another 50 AP! Switch to Tool RF!

Strike 5 - On the screen where you fought first Anacondaur, meet up with robot for the fifth time for another 50 AP! Switch to Mag+20%!

Strike 6 and onward - Fight the robot on the bridge over and over. Please note that you can't access the menu for the time that you spend running around on the bridge. BUT you can 'kill' the robot as many times as you wish on the bridge (each defeat will bring 50 AP - defeat Black Widow for twelve times and Siren will learn all her GFHP+??% and SumMag+??% abilities before moving on). In case you don't want to do that, run to the fountain screen and switch to Mag+40%! Then defeat the spider for another 50 AP here to learn at least a bit of AP needed for that particular ability. Last time you can fight the thing is in front of the pub, which is also when you should kill it permanently! Deplete its HP to 0 for 6 or so times in that particular fight to finally see that damn annoyance blow up! Last 50 AP for you and a very good item.

Result: Almost every ability of your four GFs so far has been learned!

'No' Victory Fanfare! Congratulations!

++++
SPECIAL ADVERTISEMENT!!!
++++

What to do before encountering next boss???

1. Still don't have El.Att.J and El.Def.J abilities learned? Now it's the second to last time to do you whilst the enemies are still easy. Try to beef yourself up for the upcoming battles. There's an optional boss coming up, that has two great magics for you. I'll mention him later. For now, concentrate on gaining a few levels and collecting whatever loose magic you may have missed.

2. Again, info on what order I'd recommend you to have your GFs learn their abilities. This is the last time I'll be mentioning these four. From next strategy section onward only newly acquired GFs will be mentioned.

a) Quezo - Card, Card Mod, El.Att.J, El.Def.J, El.Def.Jx2 (screw Med Mag-RF, it's useless)

b) Shiva - Doom (Shiva must reach Lv10), El.Att.J, El.Def.J, El.Def.Jx2

c) Ifrit - Str+??%, Str Bonus, Fire RF, Ammo RF

d) Siren - First have her learn St.Def.Jx2, then L Mag-RF, then ST Mag-RF, then Tool-RF, then Mag+??%, then Mag Bonus, then Move-Find, then Treatment (gained at level 12)

3. Get Zell's card from Ma Dincht!!! This should add a valuable asset to your card playing hand (Ifrit, MiniMog, Quistis).

4. Next boss is an easy one, so don't fret. Good junctions are all it takes to make this battle a breeze.

=====
BOSS FIGHT #4 - GRANALDO, RALDO (3x)
=====

#400a - GRANALDO'S USELESS INFO

1. Boss name? --> Grinaldo
2. Fought where? --> Training Center
3. Highest level? --> 11
4. Highest HP? --> 1538 HP at Lv 11; 1314 HP at Lv 1
5. Elemental affinities? --> Weakness against Wind element
6. AP gained? --> 5 AP
7. Mugged items? --> 8x Wizard Stone
8. Dropped items? --> 4x Wizard Stone
9. Magic Draw list? --> Sleep, Blind (!!!), Shell (!)
10. Scan description? --> A large insect-type monster that is a survivor of some ancient race. Uses its large spikes and tail to attack.
11. Special info? --> Fly Monster

#400b - RALDO'S USELESS INFO

1. Boss name? --> Raldo
2. Fought where? --> Training Center
3. Highest level? --> 11

4. Highest HP? --> 287 HP at Lv 11; 111 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> 3 AP
7. Mugged items? --> N/A
8. Dropped items? --> 4x Wizard Stone
9. Magic Draw list? --> Fire, Thunder, Protect (!)
10. Scan description? --> May look slow due to its stone-like body, but it is actually quite fast. May appear in numbers.
11. Special info? --> None

#401 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Siren
Quistis --> Shiva, Quezo

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit --> Healing class
2. Str --> Shiva, Ifrit --> Any attack class (best Quake)
3. Vit --> Quezo, Shiva --> Healing class
4. Mag --> Quezo, Siren --> Any attack class (best Quake)
5. Spr --> Shiva --> Healing class
6. El.Att.J --> Quezo, Shiva, Ifrit --> Wind class
7. El.Def.J --> Quezo, Shiva, Ifrit --> No magic needed
8. El.Def.Jx2 --> Quezo, Shiva, Ifrit --> No magic needed
9. St.Att.J --> Siren --> Sleep
10. St.Def.J --> Siren --> No magic needed
11. St.Def.Jx2 --> Siren --> No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall
Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!) --> Any
Slot 4 --> Item --> Any

Quistis
Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!) --> Any
Slot 4 --> Item --> Any

IV. RECOMMENDED CHARACTER ABILITIES

Squall
Slot 1 --> Mag+??% --> Siren
Slot 2 --> Str+??% --> Ifrit

Quistis
Slot 1 --> Mag+40% --> Quezo
Slot 2 --> Vit+40% --> Shiva

#402a - GRANALDO'S MOVES

1. (Raldo bowling ball) --> ST no-name PA
CM --> Higher Vit, Protect status
2. (Raldo air raid) --> ST no-name PA
CM --> Higher Vit, Protect status
3. (Claw swipe) --> ST no-name PA --> is used when no Raldos are left alive
CM --> Higher Vit, Protect status

#402b - RALDO'S MOVES

1. (Claw swipe) --> ST no-name PA --> is used when Granaldo is killed
CM --> Higher Vit, Protect status

#403 - RECOMMENDED TACTICS

Physical attacks and/or limit breaks.

--> Magic stat will play somewhat big role here. Stock up on Blinds, Shells and Protects.

#404 - BOSS STRATEGY

What a relief. An easy battle. After getting annoyed to death by running into X-ATM092 over and over this is something to ease off your mind. Start by Drawing and casting Sleep on Granaldo (member with high Mag-J) or attacking Granaldo with member that has Sleep on St.Att.J. This eliminates any and all attacks.:

So Draw the desired spells, putting Granaldo to sleep as necessary. To further add insult to the boss/es, they can all be Degenerated and inflicted with various statuses.

Victory Fanfare! Congratulations!

++++
SPECIAL ADVERTISEMENT!!!
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What to do before encountering next boss???

1. Still don't have El.Att.J and El.Def.J abilities learned? Now it's the last time to do you whilst the enemies are still easy. Next boss fight is an optional one and you can safely skip it, but there are goodies hidden there if you do fight this boss...

- a chance to get 300x Holies and 300x Flares
- a new powerful card to be added to your inventory
- 4x Hero item awaits your victory

2. When you're being briefed about your first mission, DO NOT forget getting the Magical Lamp item from Cid. Even if you try to leave the screen, Cid will hand it over. Just be careful not to sell it!. Oops, it seems that you must beat that new GF first.:

=====
BOSS FIGHT #A - DIABLOS
=====

Note: This is the first boss fight in which your levels come to play, ie boss' levels will be affected by your levels.

#A00 - DIABLOS' USELESS INFO

1. Boss name? --> Diablos
2. Fought where? --> Anywhere, just use Magical Lamp
3. Highest level? --> 100
4. Highest HP? --> 80800 HP at Lv 100; 1600 HP at Lv 1
5. Elemental affinities? --> Weakness against Wind element
6. AP gained? --> 20 AP
7. Mugged items? --> Has nothing
8. Dropped items? -->
Lv 1-29: 8x G-Returner
Lv 30-100: 4x Hero, Diablos card
9. Magic Draw list? -->
Lv 1-29: Cura, Demi
Lv 30-100: Curaga, Demi, Holy (!!!), Flare (!!!)
10. Scan description? --> A mysterious GF living in another dimension. Uses a powerful gravity attack called Gravija.
11. Special info? --> Fly Monster

#A01 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit
Selphie --> Shiva, Quezo
Zell --> Siren

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit --> Healing class
2. Str --> Shiva, Ifrit --> Any attack class (best Quake)
3. Vit --> Quezo, Shiva --> Healing class
4. Mag --> Quezo, Siren --> Any attack class (best Quake)
5. Spr --> Shiva --> Healing class
6. El.Att.J --> Quezo, Shiva, Ifrit --> Wind class
7. El.Def.J --> Quezo, Shiva, Ifrit --> No magic needed
8. El.Def.Jx2 --> Quezo, Shiva, Ifrit --> No magic needed
9. St.Att.J --> Siren --> Blind (!!!)
10. St.Def.J --> Siren --> No magic needed
11. St.Def.Jx2 --> Siren --> No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall
Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!!!) --> Any
Slot 4 --> Item --> Any

Selphie
Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any

Slot 3 --> Draw (!!!) --> Any
Slot 4 --> Item --> Any

Zell

Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!!!) --> Any
Slot 4 --> Item --> Any

IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 --> Mag+20% --> Ifrit
Slot 2 --> Str+40% --> Ifrit

Selphie

Slot 1 --> Mag+20% --> Quezo
Slot 2 --> Mag+40% --> Quezo

Zell

Slot 1 --> Mag+20% --> Siren
Slot 2 --> Mag+40% --> Siren

#A02 - DIABLOS' MOVES

1. (Charge) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status
2. Demi --> ST Gravity class MA --> tears off 25% of targetted member's current HP
CM --> Shell status, Reflect status, Defend status
3. Gravija --> AT Gravity class MA --> tears off 75% of all targetted members' current HP
CM --> Shell status, Defend status
4. Curaga --> ST Healing class magic, counterattack class move --> used by Diablos if a member of your party casts Demi on Diablos from that member's magic stock
CM --> None:)

#A03 - RECOMMENDED TACTICS

Physical attacks and/or limit breaks.
--> Magic stat again be important for a while. Stock up on Holies and Flares.

Advised level for this fight is above 30. If it's less, than you will be unable to Draw Flare from Diablos! If you need a few quick levels, try somewhat fixed T-Rexaur random battle on the screen left from Save point screen.

#A04 - BOSS STRATEGY

Diablos: 'Who dares disturb my sleep?'

Let's see here. Diablos has only one attack that can kill you and that is his physical attack. How can we fix that? Use Zell (or whoever you put Siren on) to attack Diablos until he's blinded. :) Diablos blinded + none of his other

attacks can kill you = victory!

BUT first start Drawing Holies and Flares! Remember to beef up Mag-J before the battle with Diablos commences or else you'll be Drawing 4 or less Flares per turn... or none at all, if Mag-J is too low.

If a member gets KO-ed (rare chance, but it can happen), revive him/her with Phoenix Down. Once again, Demi and Graviija attacks *cannot* kill you in any way possible. Screw Demi spell - we can get it thru refining later easier.

Once each member of the party has 100x Holy and 100x Flare, unleash your limit breaks which have been aching to be used for quite some time now.:)

Diablos: 'Too much sleep... Too weak...'

Victory Fanfare! Congratulations!

++++
SPECIAL ADVERTISEMENT!!!
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What to do before encountering next boss???

1. Ah, a new GF... finally. Here's the advised order of learning...

a) Diablos - Time Mag RF, ST Mag-RF, HP-J, Mug, Darkside, Enc-Half, Enc-None, Hit-J, HP+20%, HP+40%, HP+80%

2. Go back into Balamb Garden and enter Headmaster's Office. Challenge Cid to a card game and try to win Seifer card from him.

3. Card Mod Quistis card into 3x Samantha Soul. Refine 1x Samantha Soul into 60x Triple with Diablos' Time Mag-RF. Triples are excellent boosters for Str and Mag.

4. If you already have Siren's L Mag-RF, check your items a bit. 1x Saw Blade refines into 10x Death, 1x Chef's Knife refines into 30x Death, 1x Tent refines into 10x Curaga, 1x Mesmerize Blade refines into 20x Regen and and and... Where did I get all these items from? Card playing, of course. One more reason why you should devote some time to card playing.;

5. When in first Laguna dream, make a detour in Deling and enter the sewers. Fight Red Bats there and Draw Drains from them (will prove useful for future fights). There is also a very small area in the sewers where you can run into Creeps. Draw Lifes from this monster (will prove useful for future fights).

6. If by a chance you've acquired some Curse Spikes from Tri-Face cards - 1x Curse Spike refines into 10x Pain. Pain is a great magic to junction to St.Def.J.

7. TOP TIP!!!

Challenge Watts to a card game and make sure you win his Angelo card! This card mods into 100x Elixir.

8. Have any Gayla cards? Card Mod them into 1x Mystery Fluid per 1x Gayla card. 1x Mystery Fluid refines into 10x Meltdown, best magic for Vit-J.

=====
BOSS FIGHT #5 - FAKE PRESIDENT, GEROGERO
=====

#500a - FAKE PRESIDENT'S USELESS INFO

1. Boss name? --> Fake President
2. Fought where? --> Galbadia Train
3. Highest level? --> 12
4. Highest HP? --> 778 HP at Lv 12; 52 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> 0 AP
7. Mugged items? --> Has nothing
8. Dropped items? --> N/A
9. Magic Draw list? --> Cure
10. Scan description? --> President Deling's double. Attacks in a strange way, but not very strong. However...
11. Special info? --> None

#500b - GEROGERO'S USELESS INFO

1. Boss name? --> Gerogero
2. Fought where? --> Galbadia Train
3. Highest level? --> 12
4. Highest HP? --> 3650 HP at Lv 12; 350 HP at Lv 1
5. Elemental affinities? --> Very weak against Holy element, weakness against Fire and Earth elements, Poison element has no effect
6. AP gained? --> 20 AP
7. Mugged items? --> 2x Phoenix Down
8. Dropped items? --> 8x Zombie Powder
9. Magic Draw list? --> Esuna (!), Double (!), Berserk, Zombie
10. Scan description? --> A monster that posed as President Deling. Attacks with its deformed arms and status attacks.
11. Special info? --> Undead Monster

#501 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit
Selphie --> Shiva, Quezo
Zell --> Siren, Diablos

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit, Diablos --> Healing class
2. Str --> Shiva, Ifrit --> Triple, Flare or Tornado, otherwise any attack class
3. Vit --> Quezo, Shiva --> Healing class
4. Mag --> Quezo, Siren, Diablos --> Triple, Flare or Tornado, otherwise any attack class
5. Spr --> Shiva --> Healing class
6. Hit --> Diablos --> Double
7. El.Att.J --> Quezo, Shiva, Ifrit --> Holy (!!!), Fire class (!), Earth class (!), DO NOT junction Poison class
8. El.Def.J --> Quezo, Shiva, Ifrit --> No magic needed
9. El.Def.Jx2 --> Quezo, Shiva, Ifrit --> No magic needed
10. St.Att.J --> Siren --> No magic needed
11. St.Def.J --> Siren --> Silence OR Berserk OR Pain
12. St.Def.Jx2 --> Siren --> Berserk AND Pain, Berserk AND Silence

III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!) --> Any
Slot 4 --> Item --> Any

Selphie

Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!) --> Any
Slot 4 --> Item --> Any

Zell

Slot 1 --> Mug --> Diablos
Slot 2 --> Magic --> Any
Slot 3 --> Treatment / Draw (!) --> Siren / Any
Slot 4 --> Darkside / Whatever --> Diablos / Any

IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 --> Str+20% --> Ifrit
Slot 2 --> Str+40% --> Ifrit

Selphie

Slot 1 --> Mag+20% --> Quezo
Slot 2 --> Mag+40% --> Quezo

Zell

Slot 1 --> Mug --> Diablos
Slot 2 --> Mag+40% --> Siren
Slot 3 --> HP+??% --> Diablos

----- #502a - FAKE PRESIDENT'S MOVES -----

1. (Head bash) --> ST no-name PA
CM --> Higher Vit, Protect status

----- #502b - GEROGERO'S MOVES -----

1. (Arm smash) --> ST no-name PA
CM --> Higher Vit, Protect status
2. Silence --> ST Status class MA --> Silence status on targetted member
CM --> Higher Spr, Reflect status, Silence OR Pain on St.Def.J
3. Berserk --> ST Status class MA --> Berserk status on targetted member
CM --> Higher Spr, Reflect status, Berserk on St.Def.J
4. 'Brrawghh!' --> ST No-element and Status class MA --> Slow, Curse and Blind statuses on targetted member along with some No-element class magical damage
CM --> Higher Spr, Slow AND Pain on St.Def.J
5. Dispel --> ST Status class MA --> Removes any helpful statuses from a targetted member
CM --> None

#503 - RECOMMENDED TACTICS

Physical attacks and/or limit breaks.

Advised level for this fight is above 30. If you plastered Diablos before, you should already be higher than that. If you still haven't killed Diablos, then even level 20 and above will be sufficient.

This is also the point of the game (if you're past Lv 30) when you should stop leveling up. From next boss strategy onward this section will no longer exist.

#504 - BOSS STRATEGY

Right. Easy battle again. :) But the boss is of undead type, you tell? No worries, that is actually more convenient for you.

Fake President: 'YOu...fEll...FOr...iT'
'kiLL...thE...REsisTanCE...'
'aMusING... tHIs isS AmuSinG!'

These are just little ramblings from our fake friend. All he knows is a simple physical attack. Dispose of him in any way you wish. :) Now the real boss will pop up - Gerogero. Depending on what characters are alive...

Squall: 'What the...?'
Selphie: 'Ewww! Nasty!'
Zell: '... The hell is this!?'

Easy way out: Use a Phoenix Down on Gerogero to kill him instantly. Other items that work wonders on him: X-Potion, Elixir. Bam! Quick vistory! :)

Well, if you choose to fight him fair and square, here's what to do... Have a member with Siren junctioned (in my case Zell) and put Silence (OR Pain) and Berserk on St.Def.J. If Squall gets berserked, even better, hehe. Selphie is kinda useless in this fight IMO.

Plus a good junctioned spells (Holy class, Fire class, Earth class) will do the job done way better than in case if you'd bother summoning GFs or casting magic. Gerogero is an annoying boss. Often he'll use 'Brrawghh!', a move that does damage and causes Slow, Curse and Darkness statuses. Silence and Berserk are his other two annoying attacks. If someone gets berserked, have Zell use Treatment on that member (Zell can't be affected by Berserk, cos he has it junctioned on St.Def.J). If you don't have Treatment yet, Draw and cast Esuna on affected members. Gerogero conveniently has this magic to Draw.

Gerogero also knows Dispel - I wonder why? I can rarely have Reflect now (Slots) and casting Shell and Protect on members is kinda useless cos these statuses may be dispelled.

Anyway, just pummel him hard and he'll go down. Or use a Phoenix Down. ;)

Victory Fanfare! Congratulations!

+++++
SPECIAL ADVERTISEMENT!!!
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What to do before encountering next boss???

1. There's a lot of things to be done before we move on. :)

- For starters enter Roshfall forest and fight Ochu there. Draw and stock Pains from Lv30 and above Ochus. Mug some Ochu Tentacles from them as well for Quistis' weapons.
- Go to the beach near Dollet and fight Lv30 and above Adamantoises. They have Reflect for you to Draw. Also mug them for Whispers and use this item on Quistis for her to learn White Wind, excellent Blue Magic. Other items of importance are Orihalcons (mug them), which teach a GF Vit+40% ability and Adamantines (drop items - DO NOT mug Adamantoise), which teach a GF Vit+60% ability and are used for some of character's strongest weapons.
- Fight some Wendigos and Mug Steel Pipes from them. Steel Pipes refine into Aura Stones with help of Siren's Tool-RF. Aura Stones will help you immensely.:)
- In second Laguna dream be sure to fight Lv30+ Elastoids! Draw Meltdown from them, greatest magic to be put on Vit-J. Also mug a few Laser Cannons. Use one to teach Quistis Homing Laser Blue Magic. Refine 3 of them with Ifrit's Ammo-RF into 15x Pulse ammo. Last ingredient for Squall's Lionheart!
- When fighting Vysage trio, they rarely drop Regen Ring item. 1x Regen Ring refines into 20x Full-Life with Siren's L Mag-RF. Full-Life is the best spell to put on Spr.

2. TOP TIP!!!

Enter now rebuilt Dollet and enter the pub. Challenge the guy upstairs next to the table and win this card battle! Then you'll be invited into this guys private room. Keep challenging him and win your next prize: Siren card!!! This is the greatest card so far in terms of usefulness.:) Card Mod it into 3x St.Att. item, which teaches a GF St.Att.J ability. Use them wisely on selective few GFs you have so far - but spare a single St.Att. item for now just in case. Now we're talking business. All three battle members now are able to junction magic to St.Att.J, one of most important junction abilities in the game.

3. If you haven't done so already...

Card Mod Quistis card into 3x Samantha Soul. Refine 1x Samantha Soul into 60x Triple with Diablos' Time Mag-RF. Triples are excellent boosters for Str and Mag.

4. Again some info on good magic...

If you already have Siren's L Mag-RF, check your items a bit. 1x Saw Blade refines into 10x Death, 1x Chef's Knife refines into 30x Death, 1x Tent refines into 10x Curaga, 1x Mesmerize Blade refines into 20x Regen and and and... Where did I get all these items from? Card playing, of course. One more reason why you should devote some time to card playing.;

5. Before encountering next storyline boss, it is a good idea to make a detour into Tomb of the Unknown King to fight next optional boss.

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=====
BOSS FIGHT #B - SACRED --> SACRED & MINOTAUR
=====
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Note: This is the second boss fight in which your levels come to play, ie boss' levels will be affected by your levels.

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-----
#B00a - SACRED'S USELESS INFO
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1. Boss name? --> Sacred
2. Fought where? --> Tomb of the Unknown King
3. Highest level? --> 75
4. Highest HP? --> 27218 HP at Lv 75; 578 HP at Lv 1

5. Elemental affinities? --> Weakness against Wind and Poison elements, Earth element has no effect
6. AP gained? --> 20 AP
7. Mugged items? --> Has nothing
8. Dropped items? --> 8x G-Hi-Potion
9. Magic Draw list? --> Shell, Protect, Berserk, Life
10. Scan description? --> Earth GF in Tomb of the Unknown King. Recovers by the power of the earth. Attacks with a large steel orb.
11. Special info? --> None

#B00b - MINOTAUR'S USELESS INFO

1. Boss name? --> Minotaur
2. Fought where? --> Tomb of the Unknown King
3. Highest level? --> 75
4. Highest HP? --> 36375 HP at Lv 75; 855 HP at Lv 1
5. Elemental affinities? --> Weakness against Wind and Poison elements, absorbs Earth element
6. AP gained? --> 20 AP
7. Mugged items? --> Has nothing
8. Dropped items? --> 8x G-Returner, Sacred card
9. Magic Draw list? --> Shell, Protect, Berserk, Double
10. Scan description? --> Sacred's older brother. This Earth GF has healing ability, as long as his feet are on the ground.
11. Special info? --> None

#B01 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit
Quistis / Irvine --> Siren, Quezo
Zell --> Shiva, Diablos

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit, Diablos --> Holy, otherwise Healing class
2. Str --> Shiva, Ifrit --> Triple or Flare, otherwise any attack class
3. Vit --> Quezo, Shiva --> Meltdown, otherwise Healing class
4. Mag --> Quezo, Siren, Diablos --> Triple or Flare, otherwise any attack class
5. Spr --> Shiva --> Full-Life, Reflect, otherwise Healing class
6. Hit --> Diablos --> Double
7. El.Att.J --> Quezo, Shiva, Ifrit --> Wind class OR Poison class, DO NOT junction Earth class
8. El.Def.J --> Quezo, Shiva, Ifrit --> Earth class OR Float
9. El.Def.Jx2 --> Quezo, Shiva, Ifrit --> Earth class AND Float
10. St.Att.J --> Siren, any GF you used St.Att. item on --> Drain, otherwise no magic needed
11. St.Def.J --> Siren --> No magic needed
12. St.Def.Jx2 --> Siren --> No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall
Slot 1 --> Attack --> N/A

Slot 2 --> Magic --> Any
Slot 3 --> Draw --> Any
Slot 4 --> Item --> Any

Quistis / Irvine

Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Treatment / Draw --> Siren / Any
Slot 4 --> Item --> Any

Zell

Slot 1 --> Mug --> Diablos
Slot 2 --> Magic --> Any
Slot 3 --> Draw --> Any
Slot 4 --> Darkside (!!!) --> Diablos

IV. RECOMMENDED CHARACTER ABILITIES

IMPORTANT NOTE: From Gerogero onward there is so much for you to explore. Therefore I will no longer specialize specifically into which character abilities to junction for the upcoming boss fight, but I will tell you if in the area ahead there is a useful item for nabbing - like Whisper, Orihalcon and Adamantine items in last 'Special Advertisement' section.

Squall

Slot 1 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any
Slot 2 --> Str+40% --> Ifrit

Selphie

Slot 1 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any
Slot 2 --> Mag+40% --> Quezo

Zell

Slot 1 --> Mug --> Diablos
Slot 2 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any
Slot 3 --> HP+??% --> Diablos

#B02a - SACRED'S MOVES

1. (Steel orb smash) --> ST no-name PA
CM --> Higher Vit, Protect status
2. Mad Cow Special --> AT Earth class MA --> used only if Sacred and Minotaur are both alive
CM --> Higher Spr, Earth class magic on El.Def.J

Special 'moves':

1. (Earth regeneration) --> no-name boss move, by which he will restore a bit of HP to himself --> move is used as long as boss' is standing on the ground
CM --> Cast Float

#B02b - MINOTAUR'S MOVES

1. (Steel orb smash) --> ST no-name PA
CM --> Higher Vit, Protect status
2. Mad Cow Special --> AT Earth class MA --> used only if Sacred and Minotaur are both alive

CM --> Higher Spr, Shell status, Earth class magic on El.Def.J

3. Mower --> AT PA

CM --> Higher Vit, Protect status

Special 'moves':

1. (Earth regeneration) --> no-name boss move, by which he will restore a bit of HP to himself --> move is used as long as boss' is standing on the ground

CM --> Cast Float

#B03 - BOSS STRATEGY

There are two boss fights ahead of you before you can claim your next GF. First you'll have to deal with Sacred alone.

A) SACRED BOSS FIGHT

Yawn. Boring fight. Sacred only knows one puny physical attack, but it is a powerful one - have high Vit-J. You have two options now...

- either you let Sacred keep attacking you and he'll escape after a few rounds.
- or you deplete his HP as quickly as you can before he escapes for 20 AP and 8x G-Hi-Potion.

'THEY'RE PRETTY STRONG...':)

B) SACRED AND MINOTAUR BOSS FIGHT

A bit tougher fight, but not by much. This time you're off against two enemies, each one can regenerate his HP at regular intervals. Casting Float on them is a totally pointless idea, cos it wastes turns and it doesn't work that long. Start the battle by Drawing and casting Protect on your members, then cast Meltdown on Minotaur - he's your primary target. Why? Although it may seem to be a good idea to go after Sacred first as he has less HP, it's better to get rid of Minotaur first as he has Mower move, which attacks all members (have high Vit or be under Protect to lessen the damage done by Mower), and also his single-target physical attack is almost twice as powerful as Sacred's. Have the member with Diablos attacking by using Darkside command (if same member has Drain on St.Att.J, his/her HP will be restored;)). This is useful cos it deals 3x greater physical damage than by using simple physical attack. Sometimes during the fight if both Sacred and Minotaur are still alive, they can use Mad Cow Special attack. Pretty powerful Earth class attack, but easy to evade. How? Junction Float and/or Quake to El.Def.J and damage will be nullified or even absorbed. Now that you've plastered Minotaur, go after Sacred, the puny one. :) Beat him and you'll receive some items as well as two excellent cards.

If you plaster Sacred first...

Sacred: 'BRO, I LOST...'

Minotaur: 'the brothers, defeated...'

'mighty ones...'

'may we join you?'

If you plaster Minotaur first...

Minotaur: 'the rest is up to you, brother...'

Sacred: 'THE BROTHERS, DEFEATED...'

'I GUESS WE'LL JOIN YA.'

Victory Fanfare! Congratulations!

+++++
SPECIAL ADVERTISEMENT!!!
+++++

What to do before encountering next boss???

1. If you have all the ingredients for Squall's Lionheart, now it would be the time to upgrade to this awesome gunblade.:

2. Need some levels?

Fight Vysage and Co. in Lallapalloza Canyon near Dingo Desert. They also have some good magics to draw, for example Haste.

3. Draw Tornados from high level Thrustaevises found on Galbadia continent.

4. Recommended list of how should Brothers GF learn their abilities.

a) Brothers - Spr-J, Str-J, Defend, Cover, HP+20%, HP+40%, HP+80%, HP Bonus

5. MUG MUG MUG!!!

It is very advisable that you finally learn Mug character ability by Diablos before the end of disc 1!

=====
BOSS FIGHT #6 - IGUION x2
=====

#600 - IGUION'S USELESS INFO

1. Boss name? --> Iguion
2. Fought where? --> Presidential Residence
3. Highest level? --> 19
4. Highest HP? --> 1747 HP at Lv 19; 127 HP at Lv 1
5. Elemental affinities? --> Weakness against Earth and Holy elements, Poison and Fire elements have no effect
6. AP gained? --> 20 AP (10 AP per Iguion)
7. Mugged items? --> 6x G-Returner per Iguion
8. Dropped items? --> 8x G-Returner (4x per Iguion)
9. Magic Draw list? --> Cure, Esuna, Break, Carbuncle (!!!)
10. Scan description? --> A mutation of the gateway decoration. Uses Petrify attacks. Someone has given it the Reflect power.
11. Special info? --> None

#601 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Shiva, Diablos
Irvine --> Siren, Bros, Quezo

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit, Diablos, Bros --> Healing class
2. Str --> Shiva, Ifrit, Bros --> Triple, Tornado or Flare, otherwise any attack class
3. Vit --> Quezo, Shiva --> Meltdown, otherwise Healing class
4. Mag --> Quezo, Siren, Diablos --> Triple, Tornado or Flare, otherwise any

attack class

5. Spr --> Shiva, Bros --> Full-Life, Reflect, otherwise Healing class
6. Hit --> Diablos --> Double
7. El.Att.J --> Quezo, Shiva, Ifrit, Bros --> Earth class OR Holy class, DO NOT junction Fire class OR Poison class
8. El.Def.J --> Quezo, Shiva, Ifrit, Bros --> Fire class
9. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros --> Fire class
10. St.Att.J --> Siren, any GF you used St.Att. item on --> Drain, otherwise no magic needed
11. St.Def.J --> Siren --> Break
12. St.Def.Jx2 --> Siren --> Break

III. RECOMMENDED COMMAND ABILITIES

Squall

- Slot 1 --> Mug --> Diablos
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!!!) --> Any
Slot 4 --> Darkside / Item --> Diablos / Any

Irvine

- Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Treatment / Draw (!!!) --> Siren / Any
Slot 4 --> Item --> Any

IV. RECOMMENDED CHARACTER ABILITIES

Squall

- Slot 1 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any
Slot 2 --> Str+40% --> Ifrit
Slot 3 --> Mug / Whatever --> Diablos / Any

Irvine

- Slot 1 --> Whatever --> Any
Slot 2 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any

#602 - IGUION'S MOVES

1. (Claw swipe) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status
2. Resonance --> AT No-element class MA --> used only if both Iguions are alive
CM --> Higher Spr, Shell status, Defend status
3. Magma Breath --> ST Fire class and Status class MA --> Petrifying status on targetted member along with some Fire class magical damage
CM --> Higher Spr, Shell status, Defend status, Fire class magic on El.Def.J
AND Break on St.Def.J

#603 - BOSS STRATEGY

Irvine: 'Oh, I forgot to tell you...'
'For my Limit Break, Shot,'
'pull the trigger with R1.'
'Got it?'

No Irvine, I'm too thickheaded to got that. Sheez, just shut up and concentrate

on the next boss. If you followed the preparations above, Irvine is the untouchable one here.:) He can't be petrified nor is he able to take fire damage (instead he'll absorb it).

Have Irvine designated as the healer of Petrifying status in this battle, should Squall fall victim of that status. Quickly plaster one Iguion and send him meet his maker before concentrating your efforts on second Iguion. Absolutely make sure to draw Carbuncle!!! You simply can't allow yourself to miss her!!! She is the second GF with St.Def.J ability so far and you need this ability badly for the upcoming fights. Drain on St.Att.J should take care of your healing. This is especially useful with Irvine when you have him use Darkside command.

What? You don't have any of the stuff above, ie Treatment, Darkside, Mug, etc.? Well, in that case it will be tougher a bit, but not much.

You can Draw Cure from Iguions --> healing your members is guaranteed.

You can Draw Esuna from Iguions --> healing Petrifying status has been taken care of.

You can Draw Break from Iguions --> if by any chance you still don't have any Breaks, now is a good time to do so.

Absolutely Draw Carbuncle!!!

Apart from these tips, quickly kill one Iguion to eliminate annoying Resonance. Then toy around with the other Iguion, but be careful of him toying around with you, ie not forgetting to heal Petrifying status when it occurs!

This is second to last easy fight for this disc. One more boss fight before we pop in second disc.

When you're satisfied with the amount of magic you drew, kill the remaining Iguion.

Victory Fanfare! Congratulations!

++++
SPECIAL ADVERTISEMENT!!!
++++

What to do before encountering next boss???

1. MUG MUG MUG!!!

It is very advisable that you finally learn Mug character ability by Diablos before the end of disc 1!

2. Finally you have three GFs with Vit-J - Quezo, Shiva and Carbuncle.

3. Here's Carbuncle's list of recommended order for her abilities to be learnt...

a) Carbuncle - Recov Med-RF, St.Att.J, St.Def.J, St.Def.Jx2, Vit+20%, Vit+40%, Vit Bonus, HP+20%, HP+40%, Counter, Auto-Reflect

4. One of the last calls for you to go and fight Diablos, if you haven't done so yet. Flares you can draw from Lv 30+ Diablos will prove very useful in the next boss battle.

=====
BOSS FIGHT #7 - SEIFER & EDEA
=====

#700a - SEIFER'S USELESS INFO

1. Boss name? --> Seifer
2. Fought where? --> Gateway
3. Highest level? --> 20
4. Highest HP? --> 1150 HP at Lv 20; 176 HP at Lv 1
5. Elemental affinities? --> Weakness against Poison element
6. AP gained? --> 0 AP
7. Mugged items? --> 1x Hero
8. Dropped items? --> N/A
9. Magic Draw list? -->
Lv 1-19: Fire, Cure, Life
Lv 20: Fira, Cura, Life
10. Scan description? --> Decided to become a Sorceress' Knight under Edea.
Uses fire magic in conjunction with sword attacks.
11. Special info? --> None

#700b - EDEA'S USELESS INFO

1. Boss name? --> Edea
2. Fought where? --> Gateway
3. Highest level? --> 20
4. Highest HP? --> 7000 HP at Lv 20; 1300 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> 20 AP
7. Mugged items? --> 1x Elixir
8. Dropped items? --> N/A
9. Magic Draw list? -->
Lv 1-19: Cura, Dispel (!), Life, Double
Lv 20: Cura, Dispel (!), Life, Double
10. Scan description? --> A powerful sorceress and ruler of Galbadia. Her sorceress powers may be the most powerful in the world.
11. Special info? --> None

#701 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle
Irvine --> Siren, Shiva, Diablos
Rinoa --> Quezo, Bros

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit, Diablos, Bros, Carbuncle --> Healing class
2. Str --> Shiva, Ifrit, Bros --> Triple, Quake or Tornado, otherwise any attack class
3. Vit --> Quezo, Shiva, Carbuncle --> Meltdown, otherwise Healing class
4. Mag --> Quezo, Siren, Diablos, Carbuncle --> Triple, Quake or Tornado, otherwise any attack class
5. Spr --> Shiva, Bros --> Full-Life, Reflect, otherwise Healing class
6. Hit --> Diablos --> Double
7. El.Att.J --> Quezo, Shiva, Ifrit, Bros --> Poison class
8. El.Def.J --> Quezo, Shiva, Ifrit, Bros --> Flare OR Shell OR Fire class
9. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros --> Flare AND Shell; Flare AND either Fire class OR Thunder class OR Ice class
10. St.Att.J --> Siren, Carbuncle, any GF you used St.Att. item on --> Drain,

otherwise no magic needed

11. St.Def.J --> Siren, Carbuncle --> No magic needed

12. St.Def.Jx2 --> Siren, Carbuncle --> No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 --> Attack --> N/A

Slot 2 --> Magic --> Any

Slot 3 --> Draw --> Any

Slot 4 --> Item --> Any

Irvine

Slot 1 --> Mug (!!!) --> Diablos

Slot 2 --> Magic --> Any

Slot 3 --> Draw --> Any

Slot 4 --> Darkside --> Diablos

Rinoa

Slot 1 --> Attack --> N/A

Slot 2 --> Magic --> Any

Slot 3 --> Draw --> Any

Slot 4 --> Defend --> Bros

IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any

Slot 2 --> Str+40% --> Ifrit

Slot 3 --> Whatever --> Any

Irvine

Slot 1 --> Whatever --> Any

Slot 2 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any

Slot 3 --> Mug (!!!) --> Diablos

Rinoa

Slot 1 --> Whatever (advised is HP+??%) --> Any

Slot 2 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any

----- #702a - SEIFER'S MOVES -----

1. (Sword swipe) --> ST no-name PA

CM --> Higher Vit, Protect status, Defend status

2. Fira --> ST Fire class MA

CM --> Higher Spr, Shell status, Defend status, Reflect status, Fire class

magic on El.Def.J

----- #702b - EDEA'S MOVES -----

1. Astral Punch --> ST PA

CM --> Higher Vit, Protect status, Defend status

2. Firaga --> ST Fire class MA

CM --> Higher Spr, Shell status, Defend status, Reflect status, Fire class

magic on El.Def.J

3. Blizzaga --> ST Ice class MA

CM --> Higher Spr, Shell status, Defend status, Reflect status, Ice class magic on El.Def.J

4. Thundaga --> ST Thunder class MA

CM --> Higher Spr, Shell status, Defend status, Reflect status, Thunder class magic on El.Def.J

5. Dispel --> ST Status class MA --> Removes any helpful statuses from a targetted member

CM --> None

TOP TIP!!!

Did you defeat Diablos yet???

Junctioning 100x Flare and 100x Protect to El.Def.J will completely nullify the damage Edea will throw at you. How can you lose then?:)

#703 - BOSS STRATEGY

First it's Squall VS Seifer!

Seifer: 'Squall, you're mine!

Ugh, thanks, but I think I'll pass.:)

Seifer is no match for Squall, if you chose to follow my advice.;) Seifer's sword swipe will cause puny damage to you and Fira move will be absorbed.:) Mwahahaha. Anyway, don't kill Seifer too fast. Mug him for 1x Hero.

As the battle goes on...

Seifer: 'Thought I was dead, eh?'

'Not until I fulfill my dream!'

'Ugh, not bad...'

'Squall, this is it!'

If there's a chance that you're not junctioned properly or are missing anything, take a look at Seifer's Draw list --> Cura! This will help you heal yourself without wasting Healing class magic from your stock and thus making your junctions less effective.

And when defeated...

Seifer: 'I...lost...!?'

OK, we took care of Seify boy. Now who's next...? Gulp.

Rinoa: 'I can fight if I'm with you!'

'That's why I'm here!'

Irvine: 'I have to redeem myself.'

Edea: '...The accursed SeeD.'

Noooo! Not Rinoa again. Sigh. Oh well, deal with it for now. Edea's main weapon is (not-so)-vast array of magic spells - Blizzaga, Thundaga and Firaga. Now think... We drew Flares before from Diablos and we put Flares onto El.Def.J along with Protect magic. Kachink! No damage to your members if you spread out GFs with relevant abilities correctly (hint hint nudge nudge at my suggestions).

What? You don't have that? Sigh, what were you doing? Oh well, here's what you do in these cases...

a) Have Squall junction Drain on St.Att.J (you have either no GFs with such

ability yet or you have four GFs with this ability so far - Siren card TOP TIP!). Each attack Squall makes will deal damage to enemy and restore the same amount of HP to Squall's HP. Bettered strategy - have Squall use Darkside command for killer damage. This strategy is suitable for both Seifer and Edea.
b) If you don't have Drain, you'll have to rely on magic again. Edea's Draw list has Cura (heal HP of members in need) as well as Life (revive KO-ed members) for you to draw.
c) Have one member continuously cast Reflect on somebody and Edea will be wasting her turns casting Dispel on member under Reflect.:)

If Edea manages to kill one member...

Edea: 'SeeD! Is that all you've got?'
'How boring...'

And when you finally defeat her...

Edea: 'Impudent SeeDs!'

Vict... Ooops, sorry, no such thing now.:) Anyway, you've won! Congratulations!

=====
=====
06.) DISC 2 BOSSES - G0600
=====
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+++++
SPECIAL ADVERTISEMENT!!!
+++++

What to do before encountering next boss???

TOP TIP!!!
If you don't have any Silences, Blinds and such, it would be a good idea before the fight now to check that GF abilities you've learned so far. Expand your knowledge of the game. Many useful magics can be gotten from items, you just have to check it.:)

=====
BOSS FIGHT #8 - BIGGS & WEDGE 2ND ATTEMPT
=====

#800a - BIGGS' USELESS INFO

1. Boss name? --> Biggs
2. Fought where? --> Desert Prison
3. Highest level? --> 22
4. Highest HP? --> 2235 HP at Lv 22; 1467 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> 10 AP
7. Mugged items? --> 1x Regen Ring
8. Dropped items? --> 3x Elixir
9. Magic Draw list? -->
Lv 1-19: Cure, Haste (!!!), Slow, Regen (!!!)
Lv 20-22: Cura, Haste (!!!), Slow, Regen (!!!)

10. Scan description? --> He was a major during the Dollet communication tower operation, but was demoted after the operation failed. Hates SeeD.

11. Special info? --> None

#800b - WEDGE'S USELESS INFO

1. Boss name? --> Wedge

2. Fought where? --> Desert Prison

3. Highest level? --> 22

4. Highest HP? --> 2139 HP at Lv 22; 1416 HP at Lv 1

5. Elemental affinities? --> None

6. AP gained? --> 0 AP

7. Mugged items? --> 1x Strength Love

8. Dropped items? --> 8x Remedy

9. Magic Draw list? -->

Lv 1-19: Fire, Shell (!!!), Protect (!!!), Reflect (!!!)

Lv 20-22: Fira, Shell (!!!), Protect (!!!), Reflect (!!!)

10. Scan description? --> Demoted along with Biggs for his part in the Dollet communication tower operation. Unfortunately, still works under Biggs.

11. Special info? --> None

#801 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Zell --> Ifrit, Carbuncle

Selphie --> Siren, Shiva, Diablos

Quistis --> Quezo, Bros

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit, Diablos, Bros, Carbuncle --> Healing class

2. Str --> Shiva, Ifrit, Bros --> Triple, Flare, Quake or Tornado, otherwise any attack class

3. Vit --> Quezo, Shiva, Carbuncle --> Meltdown, otherwise Healing class

4. Mag --> Quezo, Siren, Diablos, Carbuncle --> Triple, Flare, Quake or Tornado, otherwise any attack class

5. Spr --> Shiva, Bros --> Full-Life, Reflect or Dispel, otherwise Healing class

6. Hit --> Diablos --> Double

7. El.Att.J --> Quezo, Shiva, Ifrit, Bros --> No magic needed

8. El.Def.J --> Quezo, Shiva, Ifrit, Bros --> Thunder class OR Fire class

9. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros --> Thunder class AND Fire class

10. St.Att.J --> Siren, Carbuncle, any GF you used St.Att. item on --> Drain OR Pain, otherwise no magic needed

11. St.Def.J --> Siren, Carbuncle --> Slow

12. St.Def.Jx2 --> Siren, Carbuncle --> Slow

III. RECOMMENDED COMMAND ABILITIES

Zell

Slot 1 --> Attack --> N/A

Slot 2 --> Magic --> Any

Slot 3 --> Draw (!!!) --> Any

Slot 4 --> Item --> Any

Selphie

Slot 1 --> Mug (!!!) --> Diablos

Slot 2 --> Magic --> Any

Slot 3 --> Draw (!!!) --> Any

Slot 4 --> Darkside --> Diablos

Quistis

Slot 1 --> Attack --> N/A

Slot 2 --> Magic --> Any

Slot 3 --> Draw (!!!) --> Any

Slot 4 --> Defend --> Bros

IV. RECOMMENDED CHARACTER ABILITIES

Zell

Slot 1 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any

Slot 2 --> Str+40% --> Ifrit

Slot 3 --> Whatever --> Any

Selphie

Slot 1 --> Whatever --> Any

Slot 2 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any

Slot 3 --> Mug (!!!) --> Diablos

Quistis

Slot 1 --> Whatever (advised is HP+??%) --> Any

Slot 2 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any

#802a - BIGGS' MOVES

1. (Machine Gun fire) --> ST no-name PA

CM --> Higher Vit, Protect status, Defend status, put Darkness on Biggs

2. (Arm charge) --> ST no-name PA

CM --> Higher Vit, Protect status, Defend status, put Darkness on Biggs

3. Cure --> ST Healing class magic that Biggs uses either on himself or Wedge to restore small amount of HP

CM --> Silence Biggs, cast Reflect on Biggs and Wedge to have this spell bounced off them onto your members

4. Thundara --> ST Thunder class MA

CM --> Silence Biggs, higher Spr, Shell status, Defend status, Thunder class magic on El.Def.J, Reflect status

5. Haste --> ST Support class magic that Biggs uses either on himself or Wedge to speed up their ATB

CM --> Silence Biggs, cast Reflect on Biggs and Wedge to have this spell bounced off them onto your members, Dispel

6. Slow --> ST Status class magic that Biggs uses on one member to slow down that member's ATB

CM --> Silence Biggs, higher Spr, Slow on St.Def.J, Reflect status

7. Regen --> ST Support class magic that Biggs uses either on himself or Wedge and allows them to regenerate 5% of their MAX HP per turn

CM --> Silence Biggs, cast Reflect on Biggs and Wedge to have this spell bounced off them onto your members, Dispel

#802b - WEDGE'S MOVES

1. (Sword swipe) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status, put Darkness on Wedge
2. Fire --> ST Fire class MA
CM --> Higher Spr, Shell status, Defend status, Reflect status, Silence Wedge,
Fire class magic on El.Def.J

#803 - BOSS STRATEGY

Biggs: 'I was demoted because of you!'
'I'm only a lieutenant now!'
'I'll get my revenge!'

... I'm speechless. And not afraid of you.:P
To get things heated up, for starters do the following --> put Silence and
Darkness on both Biggs and Wedge to make them completely harmless.

First time Wedge is attacked...

Wedge: 'O-Ouch!'
'They're always trouble...'

This fight is also last easy chance for your members to stock up on good spells
and here they are... Biggs: Regen and Haste! Wedge: Shell, Protect and Reflect!
Did you remember to put Draw onto your battle Command box??? No? Aww, that's
too bad then, you'll miss out on good opportunity.
You can Mug 1x Regen Ring from Biggs and 1x Strength Love from Wedge. Or don't
Mug them at all and choose to receive 3x Elixir and 8x Remedy.

For fun cast Confuse on Wedge and he'll attack Biggs.:)

Biggs: 'You idiot! What are you doing!'
Wedge: 'Yikes! What was I doing!?'

Cast Confuse on Biggs...

Wedge: 'Stop pickin' on us!'

Why? You're fun to pick on.:)

As Biggs' HP is depleted...

Biggs: 'We're just getting started.'

Now he'll start using Cure, Thundara, Slow, Haste and Regen. Pretty formiddable
foe at once, eh?:) Too bad he's under Silence and can't pull any of the stuff
of.:)

Defeat Biggs...

Biggs: 'What's the rank below lieutenant...?' LOL.:)

As Wedge's HP is depleted...

Wedge: 'I don't wanna be demoted!'
Wedge: Wedge is pissed off! (his physical attacks become stronger)

Defeat Wedge...

Wedge: 'W-Why?'

Victory Fanfare! Congratulations!

++++
SPECIAL ADVERTISEMENT!!!
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What to do before encountering next boss???

1. SAME TOP TIP!!! AGAIN:P

If you don't have any Silences, Blinds and such, it would be a good idea before the fight now to check that GF abilities you've learned so far. Expand your knowledge of the game. Many useful magics can be gotten from items, you just have to check it.:)

2. Crap. Biggsmeister sounded the alarm... oh well. Try to fight GIM52A and Mug few Missiles from him. Use 1x Missile on Quistis to have her learn Micro Missiles Blue Magic.

3. All the way down in Desert Prison on floor 1 there is Combat King 001 magazine for Zell.

4. TOP TIP!!! (boring one, I'm afraid...)

Are you a patient card player that *doesn't give up easily*? Then this tip is for you! Challenge the card player on 11th floor (pay 200 Gil per card game). Why should you do that, cos it seems that all he gives you are crappy Potions? Very rarely it can happen that you may receive Rosetta Stone, very useful item that teaches a GF Abilityx4. Cool! Having four character abilities already at start of disc 2? Tres cool!!! Of course, you have to persevere in playing this guy. If you have a life (which I obviously don't:D), try to nab 3x Rosetta Stone before you move on.

This is totally optional stuff to be done! If you don't wanna be bothered, then move on. I'll do my best in providing you with info that will help you get thru bosses victoriously.

=====
BOSS FIGHT #9 - ELITE SOLDIER & 2X GIM52A
=====

Note: This is the third boss fight in which your levels come to play, ie boss' levels will be affected by your levels.

#900a - ELITE SOLDIER'S USELESS INFO

1. Boss name? --> Elite Soldier
2. Fought where? --> Desert Prison
3. Highest level? --> 100
4. Highest HP? --> 2260 HP at Lv 70, 4940 HP at Lv 100
5. Elemental affinities? --> Weakness against Poison element
6. AP gained? --> 2 AP
7. Mugged items? --> Please check Elite Soldier's entry at start of guide.
8. Dropped items? --> Please check Elite Soldier's entry at start of guide.
9. Magic Draw list? -->
Lv 1-19: Fire, Thunder, Blizzard, Scan
Lv 20-29: Fira, Thundara, Blizzara, Scan
Lv 30-100: Firaga, Thundaga, Blizzaga, Dispel (!)
10. Scan description? --> An officer acting together with Galbadian soldiers. Defeat him first, before he uses recovery magic on the other soldiers.
11. Special info? --> None

#900b - GIM52A'S USELESS INFO

1. Boss name? --> GIM52A
2. Fought where? --> Desert Prison
3. Highest level? --> 100
4. Highest HP? --> 10850 HP at Lv 70, 19400 HP at LV 100
5. Elemental affinities? --> Weakness against Thunder, Earth and Water elements, Poison element has no effect
6. AP gained? --> 6 AP (3 AP per GIM52A)
7. Mugged items? --> Please check GIM52A entry at start of guide.
8. Dropped items? --> Please check GIM52A entry at start of guide.
9. Magic Draw list? -->
Lv 1-19: Haste (!), Slow (!)
Lv 20-29: Haste (!), Slow (!), Dispel (!)
Lv 30-100: Haste (!), Slow (!), Esuna (!), Dispel (!)
10. Scan description? --> A Galbadian machine that attacks with magic and missiles. The more advanced models use high-powered beams.
11. Special info? --> None

#901 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle
Quistis --> Siren, Shiva, Diablos
Rinoa --> Quezo, Bros

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit, Diablos, Bros, Carbuncle --> Healing class
2. Str --> Shiva, Ifrit, Bros --> Triple, Flare or Tornado, otherwise any attack class
3. Vit --> Quezo, Shiva, Carbuncle --> Meltdown, otherwise Healing class
4. Mag --> Quezo, Siren, Diablos, Carbuncle --> Triple, Flare or Tornado, otherwise any attack class
5. Spr --> Shiva, Bros --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Hit --> Diablos --> Double
7. El.Att.J --> Quezo, Shiva, Ifrit, Bros --> Earth class OR Water class, do NOT junction Poison class
8. El.Def.J --> Quezo, Shiva, Ifrit, Bros --> Thunder class
9. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros --> Thunder class
10. St.Att.J --> Siren, Carbuncle, any GF you used St.Att. item on --> No magic needed
11. St.Def.J --> Siren, Carbuncle --> No magic needed
12. St.Def.Jx2 --> Siren, Carbuncle --> No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!) --> Any
Slot 4 --> Item --> Any

Quistis

Slot 1 --> Mug --> Diablos
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!) --> Any
Slot 4 --> Darkside --> Diablos

Rinoa

Slot 1 --> Attack --> N/A

Slot 2 --> Magic --> Any

Slot 3 --> Draw (!) --> Any

Slot 4 --> Defend --> Bros

IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any

Slot 2 --> Str+40% --> Ifrit

Slot 3 --> Whatever --> Any

Quistis

Slot 1 --> Whatever --> Any

Slot 2 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any

Slot 3 --> Mug --> Diablos

Rinoa

Slot 1 --> Whatever (advised is HP+??%) --> Any

Slot 2 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any

#902a - ELITE SOLDIER'S MOVES

1. (Machine Gun fire) --> ST no-name PA

CM --> Higher Vit, Protect status, Defend status

2. (Arm charge) --> ST no-name PA

CM --> Higher Vit, Protect status, Defend status

3. Curaga --> ST Healing class magic that Elite Soldier uses either on himself or GIM52As to restore huge amount of HP

CM --> Cast Reflect on Elite Soldier (GIM52As can't be put under Reflect) to have this spell bounced off of them onto your members, kill Elite Soldier as soon as possible

4. Meltdown --> ST No-element class and Status class MA --> lowers Vit and Spr of targetted member to 0 as well as dealing some No-element class magical damage

CM --> Higher Spr, Shell status, Defend Status, Reflect status; to remove Vit 0 status, cast Esuna / use Treatment on inflicted member

5. Shell --> ST Support class magic that Elite Soldier uses on GIM52A to reduce magical damage done to it by 50%

CM --> Kill Elite Soldier as quickly as you can, Dispel

6. Protect --> ST Support class magic that Elite Soldier uses on GIM52A to reduce physical damage done to it by 50%

CM --> Kill Elite Soldier as quickly as you can, Dispel

7. Aura --> ST Support class magic that Elite Soldier uses on GIM52A --> effects are unknown to me, but I know that GIM52A under Aura causes higher physical damage when attacking one member

CM --> Kill Elite Soldier as quickly as you can, Dispel

#902b - GIM52A'S MOVES

1. (Dash punch) --> ST no-name PA

CM --> Higher Vit, Protect status, Defend status

2. Thundaga --> ST Thunder class MA

CM --> Higher Spr, Shell status, Defend status, Reflect status, Thunder class

magic on El.Def.J

3. Micro Missiles --> ST Gravity-class PA --> tears off 50% of targetted member's current HP, but can't ignore Protect

CM --> Protect status (halves), Defend status (nullifies)

4. Ray Bomb --> AT No-element class MA

CM --> Higher Spr, Shell status, Defend status

#903 - BOSS STRATEGY

Elite Soldier: 'You're not goin' anywhere!'

[Squall: 'Pardon me, but I think I am... and your two cars are in my way. Please remove them at your earliest convenience.']

Ouch. Elite Soldier suddenly knows a lot of moves. Yikes. Aura, Shell, Protect, Curaga, Meltdown... why only in this fight and no others? Oh well, we'll never know. Absolutely go after Elite Soldier first to eliminate his attempts of casting positive statuses on GIM52As. He has the lowest HP of the trio.

If either GIM52A gets Aura status (it'll cause him to deal higher physical damage), Dispel it. If you don't have any Dispels, check the Draw list of any enemy. Dispel! So Draw and cast it on affected GIM52A. Don't be a hero in this fight. GIM52A has a dangerous Micro Missiles move, knocking off 50% of targetted member's HP (25% if under Protect and 0% if under Defend). If your HP gets too low, heal immediately. If you brought Quistis, then lower HP is not necessarily a bad thing. Degenerator, anyone?:)

Ray Bomb move by GIM52A is very rarely used, as well as Thundaga (have Thunder class magic on El.Def.J to deal with this). Put Quake or Water on El.Att.J to waste GIM52As faster.

Victory Fanfare! Congratulations!

[Squall: 'Because you didn't remove your vehicles, I took the liberty of removing them myself.']

++++
SPECIAL ADVERTISEMENT!!!
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What to do before encountering next boss???

1. TOP TIP!!!

Alright! We're out of that annoying D-Prison. Head for Deling first. Go into Caraway's mansion and challenge him to a card game. Lose Ifrit's card to him. In his next hands it is possible that Rinoa's card may pop up. Grab it!

2. Levels, levels, levels...

If you haven't visited Lallapalloza Canyon yet, now is the good chance. You're very near it. Fight Vysages there for 1 level up per one Vysage fight.

3. Visit Deling's Junk Shop to upgrade your weapons if you haven't done so already.

4. Suggested party to send to Missile Base would be Selphie, Rinoa and Irvine.

=====
BOSS FIGHT #10 - BASE LEADER & 2X BASE SOLDIER

=====
Note: This is the fourth boss fight in which your levels come to play, ie boss' levels will be affected by your levels.

#1000a - BASE LEADER'S USELESS INFO

1. Boss name? --> Base Leader
2. Fought where? --> Missile Base
3. Highest level? --> 100
4. Highest HP? --> 4400 HP at Lv 100; 806 HP at Lv 1
5. Elemental affinities? --> Weakness against Poison element
6. AP gained? --> 2 AP
7. Mugged items? --> Very common & Common: 1x Tent; Rare & Very rare: 1x Cottage
8. Dropped items? -->
Lv 1-19: Very common: 2x Potion; Common: 1x Phoenix Down; Rare: 8x Shotgun Ammo; Very rare: 1x Cottage
Lv 20-29: Very common: 1x Potion; Common: 1x Phoenix Down; Rare: 1x Hi-Potion; Very rare: 1x Cottage
Lv 30-100: Very common: 3x Potion; Common: 1x Hi-Potion; Rare: 1x Cottage; Very rare: 1x Cottage
9. Magic Draw list? -->
Lv 1-19: Thunder, Confuse, Slow, Reflect
Lv 20-29: Thundara, Confuse, Slow, Reflect
Lv 30-100: Thundaga, Confuse, Slow, Reflect
10. Scan description? --> Galbadia Missile Base security leader. Stronger than regular Galbadian soldiers.
11. Special info? --> None

#1000b - BASE SOLDIER'S USELESS INFO

1. Boss name? --> Base Soldier
2. Fought where? --> Missile Base
3. Highest level? --> 100
4. Highest HP? --> 10400 HP at LV 100; 217 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> 2 AP (1 AP per Base Soldier)
7. Mugged items? --> Very common, Common & Very rare: 1x Hi-Potion; Rare: 8x Hi-Potion
8. Dropped items? --> Very common & Common: 1x Potion; Rare: 8x Normal Ammo; Very rare: 1x Phoenix Down
9. Magic Draw list? -->
Lv 1-19: Blizzard, Silence, Confuse
Lv 20-29: Blizzara, Silence, Confuse
Lv 30-100: Blizzaga, Silence, Confuse
10. Scan description? --> Galbadia Missile Base security soldiers. Paid a little better than regular Galbadian soldiers.
11. Special info? --> None

#1001 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Selphie --> Ifrit, Carbuncle
Irvine --> Siren, Shiva, Diablos
Rinoa --> Quezo, Bros

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit, Diablos, Bros, Carbuncle --> Holy, otherwise Healing class
2. Str --> Shiva, Ifrit, Bros --> Triple, Flare, Quake or Tornado, otherwise any attack class
3. Vit --> Quezo, Shiva, Carbuncle --> Meltdown, otherwise Healing class
4. Mag --> Quezo, Siren, Diablos, Carbuncle --> Triple, Flare, Quake or Tornado, otherwise any attack class
5. Spr --> Shiva, Bros --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Hit --> Diablos --> Double
7. El.Att.J --> Quezo, Shiva, Ifrit, Bros --> Poison class
8. El.Def.J --> Quezo, Shiva, Ifrit, Bros --> Ice class OR Thunder class
9. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros --> Ice class AND Thunder class
10. St.Att.J --> Siren, Carbuncle, any GF you used St.Att. item on --> Drain, Silence, Blind or Pain
11. St.Def.J --> Siren, Carbuncle --> Confuse (!!!)
12. St.Def.Jx2 --> Siren, Carbuncle --> Confuse (!!!)

III. RECOMMENDED COMMAND ABILITIES

Selphie

Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw --> Any
Slot 4 --> Item --> Any

Irvine

Slot 1 --> Mug --> Diablos
Slot 2 --> Magic --> Any
Slot 3 --> Draw --> Any
Slot 4 --> Darkside --> Diablos

Rinoa

Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw --> Any
Slot 4 --> Defend --> Bros

IV. RECOMMENDED CHARACTER ABILITIES

Selphie

Slot 1 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any
Slot 2 --> Str+40% --> Ifrit
Slot 3 --> Whatever --> Any

Irvine

Slot 1 --> Whatever --> Any
Slot 2 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any
Slot 3 --> Mug --> Diablos

Rinoa

Slot 1 --> Whatever (advised is HP+??%) --> Any
Slot 2 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any

#1002a - BASE LEADER' MOVES

1. (Machine Gun fire) --> ST no-name PA

CM --> Higher Vit, Protect status, Defend status, put Darkness on Base Leader

2. (Arm charge) --> ST no-name PA --> counterattack class move --> used if either Base Soldier is killed before killing Base Leader

CM --> Higher Vit, Protect status, Defend status, put Darkness on Base Leader

3. Cura --> ST Healing class magic that Base Leader uses either on himself or Base Soldiers to restore medium amount of HP --> starts to be used when one of Base Soldiers is running low on HP

CM --> Cast Reflect on Base Leader / Base Soldiers to have this spell bounced off of them onto your members, kill Base Leader as soon as possible, Silence on Base Leader

4. Thundara --> ST Thunder class MA

CM --> Higher Spr, Shell status, Defend Status, Reflect status, Thunder class magic on El.Def.J, Silence on Base Leader

5. Confuse --> ST Status class MA --> Confuse status on targetted member

CM --> Higher Spr, Reflect status, Confuse on St.Def.J, Silence Base Leader

6. Remedy --> ST Item class move that Base Leader uses either on himself or Base Soldiers to remove negative statuses done to them

CM --> Why would you want one, hehe?

Special 'moves':

1. 'Go for the weak one!' --> NT move --> when this message pops out, Base Leader and Base Soldiers will start attacking a member whose current HP is the lowest

CM --> Kill Base Leader as quickly as you can, higher Vit, Protect status, Defend status

2. 'Attack with magic!' --> NT move --> when this message pops out, Base Leader and Base Soldiers will start using magical attacks against your members

CM --> Kill Base Leader as quickly as you can, higher Spr, Shell status, Defend status, Reflect status, Thunder class and Ice class magic on El.Def.J

#1002b - BASE SOLDIER'S MOVES

1. (Sword swipe) --> ST no-name PA

CM --> Higher Vit, Protect status, Defend status

2. Blizzara --> ST Ice class MA

CM --> Higher Spr, Shell status, Defend status, Reflect status, Ice class magic on El.Def.J, Silence on Base Soldier

3. Remedy --> ST Item class move that Base Soldier uses either on himself or Base Leader / other Base Soldier to remove negative statuses done to them

CM --> Why would you want one, hehe?

4. Potion --> ST Item class move that Base Soldier uses on himself to restore 200 HP --> counterattack class move --> used sometimes if Base Soldier is attacked in any way

CM --> Why would you want one, hehe?

#1003 - BOSS STRATEGY

Base Leader: 'Time for us to get serious!'

Haven't I heard that sometime before? Luckily for you the bozos in this battle can be inflicted with various status abnormalities. :) You should especially

concentrate on Silencing Base Leader, or else he might throw Confuse at you (did you put Confuse on St.Def.J?).

Base Leader: 'Are they from Garden?'

Nice conclusion. I'm afraid I'll have to kill you now that you uncovered our identities.:) It's a good idea to waste Base Leader first, as he knows Cura and it's tiresome to waste turns depleting HP that was already depleted before (confused? I certainly am.:)). He also has the lowest HP of the bunch. On the other note, these guys tend to waste their turns a lot by using Remedies if they're inflicted with various status abnormalities. Use statuses to your advantage.

Base Soldier: 'Captain, they're too strong!'
Base Leader will start using Cura now.

Plaster left Base Soldier...
Base Soldier: 'C-Captain...'
Base Leader: 'My men! How dare you?'
I'm sorry... geez. It was self defense, I tell ya.

Kill right Base Soldier...
Base Soldier: 'Ughhh...'
Base Leader: 'My men! How dare you?'
... I don't know what to say to this gem of yours...

These guys don't have any smart spells to Draw - maybe Reflect and Confuse can spark your interest. Otherwise just kill them.

Victory Fanfare! Congratulations!

++++
SPECIAL ADVERTISEMENT!!!
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What to do before encountering next boss???

There's nothing you can do... cos the next boss is just around the corner.

=====
BOSS FIGHT #11 - BGH251F2
=====

#1100 - BGH251F2'S USELESS INFO

1. Boss name? --> BGH251F2
2. Fought where? --> Missile Base
3. Highest level? --> 22
4. Highest HP? --> 8400 HP at Lv 22; 4200 HP at Lv 1
5. Elemental affinities? --> Weakness against Thunder, Earth and Water elements, Poison element has no effect
6. AP gained? --> 10 AP
7. Mugged items? --> Has nothing
8. Dropped items? --> 1x Weapons Mon June
9. Magic Draw list? --> Shell, Protect, Stop
10. Scan description? --> Named Iron Clad for its defensive capabilities. Main cannon is more powerful than X-ATM092's Ray Bomb.
11. Special info? --> None

#1101 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Selphie --> Ifrit, Carbuncle
Irvine --> Siren, Shiva, Diablos
Rinoa --> Quezo, Bros

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit, Diablos, Bros, Carbuncle --> Holy, otherwise Healing class
2. Str --> Shiva, Ifrit, Bros --> Flare or Tornado, otherwise any attack class
3. Vit --> Quezo, Shiva, Carbuncle --> Meltdown, otherwise Healing class
4. Mag --> Quezo, Siren, Diablos, Carbuncle --> Flare or Tornado, otherwise any attack class
5. Spr --> Shiva, Bros --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Hit --> Diablos --> Double
7. El.Att.J --> Quezo, Shiva, Ifrit, Bros --> Quake, Water or Thunder class, DO NOT junction Poison class
8. El.Def.J --> Quezo, Shiva, Ifrit, Bros --> Fire class
9. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros --> Fire class
10. St.Att.J --> Siren, Carbuncle, any GF you used St.Att. item on --> Blind (!!!)
11. St.Def.J --> Siren, Carbuncle --> No magic needed
12. St.Def.Jx2 --> Siren, Carbuncle --> No magic needed

III. RECOMMENDED COMMAND ABILITIES

Selphie

Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw --> Any
Slot 4 --> Item --> Any

Irvine

Slot 1 --> Mug --> Diablos
Slot 2 --> Magic --> Any
Slot 3 --> Draw --> Any
Slot 4 --> Darkside --> Diablos

Rinoa

Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw --> Any
Slot 4 --> Defend --> Bros

IV. RECOMMENDED CHARACTER ABILITIES

Selphie

Slot 1 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any
Slot 2 --> Str+40% --> Ifrit
Slot 3 --> HP+??% --> Carbuncle

Irvine

Slot 1 --> Whatever --> Any

Slot 2 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any
Slot 3 --> HP+??% --> Diablos

Rinoa

Slot 1 --> HP+??% --> Bros

Slot 2 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any

#1102 - BGH251F2'S MOVES

1. (Chaingun fire) --> ST no-name PA

CM --> Higher Vit, Protect status, Defend status, put Darkness on BGH251F2

2. Beam Cannon --> ST No-element class MA --> used every four turns --> this attack ignores Shell status

CM --> Higher Vit, higher Spr, Defend status (halves)

Special 'moves':

1. 'Standby for beam cannon!' --> NT 'move' --> when this (and some other messages) pops up, this is a sign for you --> warning that boss' next move will be Beam Cannon

CM --> None... except killing BGH251F2 before he uses it?:)

#1103 - BOSS STRATEGY

Okay, okay, I'll get to it now.:) If you're prepared for it (and by reading my suggestions, you should:)), then this battle will be a cinch.

Well, it's time to show this behemoth who's the meaner guy. Start the battle by physically attacking the boss until it gets blinded. Voila, that takes care of that annoying (Chaingun fire). If you want to be on the safe side, Draw and Cast Protect on your party members. Don't bother casting Shell, as it's useless in this fight!

After boss takes three turns (exactly three turns!) in doing (Chaingun fire) move, you will see either of the following messages appear on the screen...

Quote 1 -- Captain: 'Stand by for beam cannon!'

Private 1: 'Yes, sir!'

Quote 2 -- Private 2: 'Setting target!'

Quote 3 -- Captain: 'Shoot 'em again!'

This is a 'warning' move, ie next move the boss will use is Beam Cannon. The only way to lower the damage done by it is by Defend command (cuts the damage by 50%). Also, when you see this message appear and if by any chance any of your members is on low HP, heal that member immediately.

Okay, so you're healed and ready to take the punishment. BAM! One Beam Cannon less.:) Remember, Beam Cannon ignores Shell status! Now boss will again use 3x (Chaingun fire) move in a row before using Beam Cannon again. This goes on and on and on...

If you successfully blind the boss, the only move you should be worried about is Beam Cannon.:) So use the freebies during the time boss is busy (Chaingun fire)-ing you to inflict severe damage on the boss.

Note: Remember not to forget to heal if needed if by chance you can't defeat the boss fast enough before he uses Beam Cannon for the second time and

onwards...

Boss nears its defeat by the number of turrets that keep blowing up as you deplete its HP. You know so by the following quotes:

Destroy 1st turret -- Private 2: 'AHHH! Captain!'

Captain: 'It's only one, don't worry!'

Destroy 3rd turret -- Private 2: 'Let's just get outta here!'

Captain: 'Can't let them seize this MRV!'

Destroy 4th turret -- Private 1: 'I can't control it!'

Captain: 'What!!!?'

Congrats, you just wasted BGH251F2.:) Ooops, what's that? The fight is not over yet... You will be greeted by 1x Elite Soldier and 2x G-Soldier, which pose no real threat really.:)

Captain: 'AWWW HOT HOT HOT!'

Private 2: 'What now, Captain?'

Private 1: 'It needs repairs, sir!'

Captain: 'We'll kill 'em first!'

Just kill them fast and painless.:D

Victory Fanfare! Congratulations!

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SPECIAL ADVERTISEMENT!!!
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What to do before encountering next boss???

1. Magic - and a good one that is.:)

- a) When fighting Grinaldo in Infirmary hallway and if Grinaldo is at a high enough level, you can Draw Pains from it! Don't miss this chance!!!
- b) When in MD Level, Draw Flares from high level Tri-Faces (Put Sleep on St.Att.J)! Don't miss this chance!!!

2. TOP TIP!!!

There's also a Bomb battle in one of B-Garden's hallways. If Bomb's level is 30 or higher, there's a slight chance that you might Mug it for Bomb Spirit - use it to teach a GF of your choice Kamikaze command, an excellent desperation choice in those annoying boss fights, when the boss just won't go down.:) Damage done to the boss when using Kamikaze is MAX HP of Kamikaze pilot x 5 (ie multiplied by five) and it can deal critical damage as well. Example: Squall has 5000 MAX HP. Use Kamikaze and you can expect either 25000 HP or 50000 HP (!) of damage.

Note: Damage done can't exceed 60000 HP.

3. TOP TIP!!!

Make Tri-Face encounters to be your benefit. Mug them for either 6x Curse Spike or in rare case 8x Curse Spike. Nab 100x Curse Spike and use Siren's Tool-RF to convert them into 1x Dark Matter (Siren HAS to be Lv 100 prior being able to do that, tho'. Dark Matter teaches Quistis Shockwave Pulsar, the strongest Blue Magic - damage done by it can exceed 9999 HP limit as well.

=====
BOSS FIGHT #12 - OILBOYLE X2
=====

#1200a - OILBOYLE'S USELESS INFO

-
1. Boss name? --> Oilboyle
 2. Fought where? --> B-Garden MD Level
 3. Highest level? --> 26
 4. Highest HP? --> 4988 HP at Lv 26; 2136 HP at Lv 1 (Oilboyles you can fight in one of later dungeons can reach Lv 100)
 5. Elemental affinities? --> Weakness against Fire element, Water element has no effect
 6. AP gained? --> 10 AP per Oilboyle
 7. Mugged items? --> 8x Fuel (4x Fuel per 1x Oilboyle)
 8. Dropped items? --> 16x Wizard Stone (8x Wizard Stone per 1x Oilboyle)
 9. Magic Draw list? -->
Lv 1-19: Esuna, Blind, Cure, Confuse
Lv 20-29: Esuna, Blind, Cura, Confuse
Lv 30-100: Esuna, Curaga, Confuse, Dispel
 10. Scan description? --> This creature lives underground. Its slimy body is full of oil. Attacks by spitting oil.
 11. Special info? --> None

#1201 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GF

Squall --> Ifrit, Carbuncle
Zell --> Siren, Shiva, Diablos
Quistis --> Quezo, Bros

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit, Diablos, Bros, Carbuncle --> Holy, otherwise Healing class
2. Str --> Shiva, Ifrit, Bros --> Triple, Flare, Quake or Tornado, otherwise any attack class
3. Vit --> Quezo, Shiva, Carbuncle --> Meltdown, otherwise Healing class
4. Mag --> Quezo, Siren, Diablos, Carbuncle --> Triple, Flare, Quake or Tornado, otherwise any attack class
5. Spr --> Shiva, Bros --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Hit --> Diablos --> Double
7. El.Att.J --> Quezo, Shiva, Ifrit, Bros --> Fire class, DO NOT junction Water class
8. El.Def.J --> Quezo, Shiva, Ifrit, Bros --> No magic needed
9. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros --> No magic needed
10. St.Att.J --> Siren, Carbuncle, any GF you used St.Att. item on --> Sleep (!!!) OR Bio OR Drain
11. St.Def.J --> Siren, Carbuncle --> Blind (!!!) OR Pain (!!!)
12. St.Def.Jx2 --> Siren, Carbuncle --> Blind (!!!) AND Pain (!!!)

III. RECOMMENDED COMMAND ABILITIES

Squall
Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw --> Any
Slot 4 --> Item --> Any

Zell

Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Treatment --> Siren
Slot 4 --> Darkside --> Diablos

Quistis

Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Item --> Any
Slot 4 --> Defend --> Bros

IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any
Slot 2 --> Str+40% --> Ifrit
Slot 3 --> HP+??% --> Carbuncle

Zell

Slot 1 --> Whatever --> Any
Slot 2 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any
Slot 3 --> HP+??% --> Diablos

Quistis

Slot 1 --> HP+??% --> Bros
Slot 2 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any

#1202 - OILBOYLE'S MOVES

1. (Suck) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status
2. Oil Shot --> ST Status class PA --> Darkness status on targetted member as well as dealing physical damage
CM --> Higher Vit, Protect status, Defend status
3. Oil Blast --> ST Gravity class PA --> counterattack class move --> used sometimes when Oilboyle is physically or magically attacked and is also close to defeat --> rips off 62,5% or targetted member's current HP
CM --> Protect status (halves), Defend status (nullifies)
4. Sonic Wave --> AT No-element class & Status class MA --> Curse status on all targetted members as well as dealing some No-element class magical damage
CM - Higher Spr, Shell status, Defend command, Pain on St.Def.

#1203 - BOSS STRATEGY

Time for the showdown. I expected these guys to have a joined move like Iguions did, but luckily they don't have it, hehe. Oilboyles are dangerous in other fields tho'! They can blind you and bestow Curse upon you, thus disabling your limit breaks.

- Cheese way No. 1: If you have Quistis in your party, simply cripple her into yellow and use her Degenerator to subdue the bosses, heheh.
Cheese way No. 2: Attack them physically with Sleep junctioned to St.Att.J. They're very vulnerable to Sleep status. Now, who said they were dangerous?
Cheese way No. 3: Shockwave Pulsar, anyone?
Cheese way No. 4: Kamikaze, anyone?

Well, in case you can't do any of the above cheese ways, you're in for a challenging fight (remember to put Fire class spells on El.Att.J!). First cast Protect on your members, if you wish. You may also cast Shell, but you'd just be wasting turns. Instead keep on attacking - a word of warning: Oilboyles are somewhat fast.

If you don't have any St.Def.J (but you really should have, as Status abilities are really important) and you get Blinded, Draw and cast Esuna on affected member - see, see, it just so happens that Oilboyles have Esuna. Oilboyles also have Cura for you to draw.

Occasionally one of them may use Sonic Wave, extremely annoying magical attack, which deals damage to all targets and can inflict Curse. Counter this by Drawing and casting Esuna on affected member/s... or rather go all out with physical attacks. You don't really need Limit Breaks for this fight.

It seems to me that Oilboyles tend to start using Oil Blast counter move more as they near their death if they get physically or magically attacked. So once an Oilboyle's HP is at about 1/3 of it remaining, use something powerful to take down that Oilboyle with a single attack - Shockwave Pulsar, Kamikaze, anything.

Victory Fanfare! Congratulations!

++++
SPECIAL ADVERTISEMENT!!!
++++

What to do before encountering next boss???

1. CCGroup Quest!!!

- a) Yep, this is the first point in the game when you can start CCGroup quest. Primary thing to be done is to win at least 20 (or more, I think) card battles. Then go to the B-Garden lobby and talk to the guy, who keeps mentioning CCGroup to you. He'll reveal himself as Jack of CCGroup and challenge you to a card game. Defeat him.
- b) Then go to screen with paths leading to cafeteria, dormitory and garage. Look for the guy that goes '.....' when you try talking to him. This is Club of CCGroup. Challenge him and beat him.
- c) Head for B-garden lobby again. Wait for two girls that like to talk one after another to stop at the B-Garden map. It appears they're Diamond duo of CCGroup. Beat them.
- d) Also head for infirmary and challenge Kadowaki (former CCGroup King) to a card game and beat her (her hand suddenly improves immensely:)).
- e) These are all CCGroup members you can beat so far.

=====
BOSS FIGHT #13 - NORG POD, LEFT ORB, RIGHT ORB, NORG
=====

Oh man... *four* boss' useless infos to be done? *dies*

#1300a - NORG POD'S USELESS INFO

- 1. Boss name? --> NORG Pod
- 2. Fought where? --> B-Garden B1 Level
- 3. Highest level? --> 27
- 4. Highest HP? --> 2000 HP at Lv 27; same for any level

5. Elemental affinities? --> Strong against Thunder element, Poison element has no effect
6. AP gained? --> Total AP is under 'NORG's useless info'
7. Mugged items? --> Has nothing
8. Dropped items? --> N/A
9. Magic Draw list? --> Cura
10. Scan description? --> A defence shelter protecting Master NORG. The shelter must be destroyed in order to attack NORG, who is inside the shelter.
11. Special info? --> None

#1300b - LEFT ORB'S USELESS INFO

1. Boss name? --> Left Orb
2. Fought where? --> B-Garden B1 Level
3. Highest level? --> 27
4. Highest HP? --> 2865 HP at Lv 27; 57 HP at Lv 1
5. Elemental affinities? --> All elements have no effect
6. AP gained? --> Total AP is under 'NORG's useless info'
7. Mugged items? --> Very common: 1x Mag Up; Common: 2x Mag Up; Rare: 3x Mag Up; Very rare: 4x Mag Up
8. Dropped items? --> none
9. Magic Draw list? -->
Lv 1-19: Thunder, Life
Lv 20-27: Thundara, Life, Bio
10. Scan description? --> NORG's support system with auto-recover functions that restore any damage. Uses attack magic.
11. Special info? --> None

#1300c - RIGHT ORB'S USELESS INFO

1. Boss name? --> Right Orb
2. Fought where? --> B-Garden B1 Level
3. Highest level? --> 27
4. Highest HP? --> 2865 HP at Lv 27; 57 HP at Lv 1
5. Elemental affinities? --> All elements have no effect
6. AP gained? --> Total AP is under 'NORG's useless info'
7. Mugged items? --> Very common: 1x Spr Up; Common: 2x Spr Up; Rare: 3x Spr Up; Very rare: 4x Spr Up
8. Dropped items? --> none
9. Magic Draw list? --> Dispel, Confuse, Slow
10. Scan description? --> NORG's support system with auto-recover functions that restore any damage. Uses status-changing attacks.
11. Special info? --> None

#1300d - NORG'S USELESS INFO

1. Boss name? --> NORG
2. Fought where? --> B-Garden B1 Level
3. Highest level? --> 27
4. Highest HP? --> 12200 HP at Lv 27; 4400 HP at Lv 1
5. Elemental affinities? --> Weakness against Wind element, Poison element has no effect
6. AP gained? --> 20 AP
7. Mugged items? --> 1x Circlet

8. Dropped items? --> 8x Wizard Stone
9. Magic Draw list? --> Shell, Protect, Esuna, Leviathan (!!!)
10. Scan description? --> Master of Balamb Garden. Opposes Headmaster Cid in trying to control Balamb Garden.
11. Special info? --> None

#1301 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF WHICH AVAILABLE GF

Squall --> Ifrit, Carbuncle
Zell --> Siren, Shiva, Diablos
Quistis --> Quezo, Bros

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit, Diablos, Bros, Carbuncle --> Holy, otherwise Healing class
2. Str --> Shiva, Ifrit, Bros --> Triple or Quake, otherwise any attack class
3. Vit --> Quezo, Shiva, Carbuncle --> Meltdown, otherwise Healing class
4. Mag --> Quezo, Siren, Diablos, Carbuncle --> Triple or Quake, otherwise any attack class
5. Spr --> Shiva, Bros --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Hit --> Diablos --> Double
7. El.Att.J --> Quezo, Shiva, Ifrit, Bros --> Aero, DO NOT junction Poison class
8. El.Def.J --> Quezo, Shiva, Ifrit, Bros --> Flare OR Water class OR Ice class OR Thunder class OR Fire class OR Poison class OR Tornado
9. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros --> Flare AND Ice class OR Full-Life and Shell
10. St.Att.J --> Siren, Carbuncle, any GF you used St.Att. item on --> Drain or Slow, otherwise no magic needed
11. St.Def.J --> Siren, Carbuncle --> Slow OR Pain
12. St.Def.Jx2 --> Siren, Carbuncle --> Slow AND Pain

III. RECOMMENDED COMMAND ABILITIES

Squall

- Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!!!) --> Any
Slot 4 --> Item --> Any

Zell

- Slot 1 --> Mug (!!!) --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Treatment --> Siren
Slot 4 --> Darkside --> Diablos

Quistis

- Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Item --> Any
Slot 4 --> Defend --> Bros

IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 --> Auto-Reflect / Whatever --> Carbuncle / Any

Slot 2 --> Str+40% --> Ifrit

Slot 3 --> HP+??% --> Carbuncle

Zell

Slot 1 --> Whatever --> Any

Slot 2 --> Spr+40% / Whatever --> Shiva / Any

Slot 3 --> HP+??% --> Diablos

Quistis

Slot 1 --> HP+??% --> Bros

Slot 2 --> Whatever --> Any

#1302a - NORG POD'S MOVES

No moves!

#1302b - LEFT ORB'S MOVES

1. Fira --> ST Fire class MA

CM --> Higher Spr, Shell status, Defend status, Reflect Status, Fire class magic on El.Def.J

2. Thundara --> ST Thunder class MA

CM --> Higher Spr, Shell status, Defend status, Reflect Status, Thunder class magic on El.Def.J

3. Bio --> ST Poison class and Status class MA --> Poison status on targetted member as well as dealing Poison class magical damage

CM --> Higher Spr, Shell status, Defend status, Reflect Status, Poison class magic on El.Def.J, Bio or Pain on St.Def.J

4. Tornado --> AT Wind class MA

CM --> Higher Spr, Shell status, Defend status, Wind class magic on El.Def.J

#1302c - RIGHT ORB'S MOVES

1. Slow --> ST Status class MA --> Slow status on targetted member

CM --> Higher Spr, Reflect Status, Auto-Haste, Slow on St.Def.J

2. Silence --> ST Status class MA --> Silence status on targetted member

CM --> Higher Spr, Reflect Status, Silence or Pain on St.Def.J

3. Dispel --> ST Status class MA --> removes any helpful statuses from targetted member

CM --> None

#1302d - NORG'S MOVES

1. Water --> ST Water class MA --> NORG can't use this anymore once you Draw Leviathan

CM --> Higher Spr, Shell status, Defend status, Reflect Status, Water class magic on El.Def.J

2. Blizzara --> ST Ice class MA

CM --> Higher Spr, Shell status, Defend status, Reflect Status, Ice class magic on El.Def.J

3. Slow --> ST Status class MA --> Slow status on targetted member
CM --> Higher Spr, Reflect Status, Auto-Haste, Slow on St.Def.J
4. Silence --> ST Status class MA --> Silence status on targetted member
CM --> Higher Spr, Reflect Status, Silence or Pain on St.Def.J
5. Protect --> ST Support class magic that NORG uses on itself to help reduce
physical damage done to him by 50%
CM --> Dispel, cast Reflect on NORG to have this spell bounced off of him onto
your members
6. Psycho Blast --> ST PA
CM --> Higher Vit, Protect status, Defend status

#1303 - BOSS STRATEGY

NORG: 'BLUE-YELLOW-RED.'
'LOTS-OF-MAGIC-WHEN-RED!'
'AS-LONG-AS-COLOR-STAYS,'
'I-WILL-ATTACK-SeeD-WITH-MAGIC.'

Talkative, aren't we? Well, time to shut you up for good.
Note: Left and Right Orb can't be destroyed no matter what you do.

When some turns take place...
NORG: 'Bujurururu...'

Speak more clearly! For starters Mug Left Orb for few Mag Up-s and Right Orb
for few Spr Up-s. Also be careful of either orb turning red. If it does, it's
no biggie... if you're junctioned properly, you can take the pain. :) It's funny
when Right Orb tries to Dispel Auto-Reflect status, but it'll miss. :)
Always make sure that the member who has Treatment on is protected against
statuses that boss can use against you (you'll know which by reading this here
FAQ:)).
Well, once you steal those items from Orbs, destroy NORG Pod. Since it doesn't
attack, it's easy. Once the Pod is history, NORG himself steps onto the field.

NORG: 'DAMN-THOSE-SeeDS!'
'THIS-IS-MY-GARDEN!'
'YOU-CAN'T-DO-AS-YOU-PLEASE!'

Better watch it or I'll stuff those words down your throat. First thing to do
is to Draw Leviathan!!! You just can't miss him... you can't afford to miss
him. Doing this will take away NORG's ability to cast Water - instead he'll now
start using Blizzara, Slow, Silence and Protect... hmmm, nothing majorly
dangerous. Mug NORG for 1x Circlet.
If you're tired with NORG, you can just use Kamikaze on him and he'll die of
painful death. :) Err, okay not really, hehehe. Truthfully, NORG is not hard.
With right junctions (heck, even if one member is junctioned properly, you can
win any battle!) the victory is yours guaranteed.

NORG: 'I'M-DONE-FOR!'
'I'M-AFRAID-OF-YOU!'
'ME-WHY-ME...?'

Victory Fanfare! Congratulations!

++++
SPECIAL ADVERTISEMENT!!!
++++

What to do before encountering next boss???

1. CCGroup Quest!!!

- a) This is the second point in the game when you can start CCGroup quest. Primary thing to be done is to win at least 20 (or more, I think) card battles. Then go to the B-Garden lobby and talk to the guy, who keeps mentioning CCGroup to you. He'll reveal himself as Jack of CCGroup and challenge you to a card game. Defeat him.
- b) Then go to screen with paths leading to cafeteria, dormitory and garage. Look for the guy that goes '.....' when you try talking to him. This is Club of CCGroup. Challenge him and beat him.
- c) Head for B-garden lobby again. Wait for two girls that like to talk one after another to stop at the B-Garden map. It appears they're Diamond duo of CCGroup. Beat them.
- d) Find Spade (the guy at beginning of the game who gave you seven cards) and challenge him to the card game. Defeat him. One more CCGroup member is behind you.
- e) You may head for infirmary and challenge Kadowaki (former CCGroup King) to a card game and beat her (her hand suddenly improves immensely).
- e) These are all CCGroup members you can beat so far.

2. Here's the recommended order in which it is advised to have Leviathan learn his abilities...

- a) Leviathan - Spr-J (absolutely learn this first, as it offers 3rd Spr-J junction so far and you need it badly), Spr+20%, Spr+40%, Spr Bonus, Supt Mag-RF, Recover, El.Att.J, Auto-Potion, GFRecov Med-RF

=====
BOSS FIGHT #14 - BGH251F2, 2ND ATTEMPT
=====

#1400 - BGH251F2'S USELESS INFO

- 1. Boss name? --> BGH251F2
- 2. Fought where? --> FH
- 3. Highest level? --> 28
- 4. Highest HP? --> 7800 HP at Lv 28; 5100 HP at Lv 1
- 5. Elemental affinities? --> Weakness against Thunder, Earth and Water elements,
Poison element has no effect
- 6. AP gained? --> 20 AP
- 7. Mugged items? --> 1x Adamantine,
- 8. Dropped items? --> Very common: 8x Running Fire; Common, Rare & Very rare: 8x Missile
- 9. Magic Draw list? --> Shell, Protect, Stop
- 10. Scan description? --> Out of control after being destroyed at the Missile Base. Can only fight for a short amount of time.
- 11. Special info? --> None

#1401 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

- Squall --> Ifrit, Carbuncle, Leviathan
- Zell --> Siren, Shiva, Diablos
- Quistis --> Quezo, Bros

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit, Diablos, Bros, Carbuncle --> Holy, otherwise Healing class
2. Str --> Shiva, Ifrit, Bros --> Triple, Flare or Tornado, otherwise any attack class
3. Vit --> Quezo, Shiva, Carbuncle --> Meltdown, otherwise Healing class
4. Mag --> Quezo, Siren, Diablos, Carbuncle, Leviathan --> Triple, Flare or Tornado, otherwise any attack class
5. Spr --> Shiva, Bros, Leviathan --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Hit --> Diablos --> Double
7. El.Att.J --> Quezo, Shiva, Ifrit, Bros, Leviathan --> Quake, Water or Thunder class, DO NOT junction Poison class
8. El.Def.J --> Quezo, Shiva, Ifrit, Bros --> No magic needed
9. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros, Leviathan --> No magic needed
10. St.Att.J --> Siren, Carbuncle, any GF you used St.Att. item on --> Blind (!!!)
11. St.Def.J --> Siren, Carbuncle --> No magic needed
12. St.Def.Jx2 --> Siren, Carbuncle --> No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall

- Slot 1 --> Attack --> N/A
- Slot 2 --> Magic --> Any
- Slot 3 --> Draw --> Any
- Slot 4 --> Recover / Item --> Leviathan / Any

Zell

- Slot 1 --> Mug (!!!) --> Diablos
- Slot 2 --> Magic --> Any
- Slot 3 --> Draw --> Any
- Slot 4 --> Darkside --> Diablos

Quistis

- Slot 1 --> Attack --> N/A
- Slot 2 --> Magic --> Any
- Slot 3 --> Draw --> Any
- Slot 4 --> Defend --> Bros

IV. RECOMMENDED CHARACTER ABILITIES

Squall

- Slot 1 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any
- Slot 2 --> Str+40% --> Ifrit
- Slot 3 --> HP+??% --> Carbuncle

Zell

- Slot 1 --> Whatever --> Any
- Slot 2 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any
- Slot 3 --> HP+??% --> Diablos

Quistis

- Slot 1 --> HP+??% --> Bros
- Slot 2 --> Vit+60% / Whatever --> Any GF you used Adamantine on / Any

1. (Chaingun fire) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status, put Darkness on BGH251F2
2. Beam Cannon --> ST No-element class MA --> unlike in first fight, Beam
Cannon is now a really crappy attack - it does crap damage and can be
countermeasured with Shell
CM --> Higher Spr, Shell status, Defend status

#1403 - BOSS STRATEGY

Zell: 'We got a big one on our hands!'
Quistis: 'Galbadia's latest weapon.'
Squall: 'Let's destroy this thing!'

Well, it's time to show this iron crap that if you mess with the best, that means you'll die like the rest. Start the battle by physically attacking the boss until it gets blinded. Voila! The boss can't touch you again.:)
Furthermore, Beam Cannon now cannot ignore Shell - even more, you don't even have to bother Shelling your members, as Beam Cannon does crap damage to targetted member. Further insult brings the fact that BGH251F2 has even less HP than when you fought it in Missile Base.
Don't forget to Mug the boss for 1x Adamantine (in case you don't have a big supply of those already, hehehe:)).
Boss on Darkness, Beam Cannon's crap damage, less HP - Victory, anyone?;

You just wasted BGH251F2. Again! Ooops, what's that? The fight is not over yet... Again! Just kidding... prepare for a surprise.

Victory Fanfare! Congratulations!

+++++
SPECIAL ADVERTISEMENT!!!
+++++

What to do before encountering next boss???

1. Magic!!!

- a) Meteor - go to Centra continent and visit the forests near Edea's house. Rarely you may run into Ruby Dragons there. If they're Lv 45+, you may Draw Meteor from them (put Sleep on St.Att.J)
- b) Flare - see above
- c) Pain - high-level Ochus have this magic
- d) Full-Life - see boss strategy #D
- e) Meltdown - visit Trabia continent and encounter Gaylas. If at high enough levels, you will be able to Draw Meltdown from them
- f) Triple - see boss strategy #C
- g) Death - visit Centra Ruins and Draw Death magic from Tonberries
- h) Haste - refine this magic from Lightweights
- i) Quake - Draw from high level T-Rex
- j) Tornado - Draw from high level Thrustaevises
- k) Ultima - 5 grans Draw Point at Shumi Village will let you stock up on these
- l) Aura - defeat Blue Dragon for Fury Fragments. 1x Fury Fragment refines into 5x Aura with Leviathan's Supt Mag-RF.

There. These are all magics you can get NOW to make your junctions top-notch and make your characters ones to be afraid of.

2. Cards!!!

a) Read previous 'Special Advertisement' to learn how to start CCGroup quest. Now is your chance to finish it for good...

--> CCGroup Queen: Do you wonder who the queen is?:) Talk to Xu - whoa! Challenge her to a card game and win! But wait! She also has Carbuncle card. Make sure you don't forget to steal it.;

--> CCGroup King: OK, now you have to be patient a bit. Go to Squall's room, stand next to the bed and choose any two of upper options. Wait until screen goes dark. If it becomes bright again (ie next day - kinda, heh), try again. Keep trying and eventually King will show up... WHAAAT? King will challenge you. Win! But wait! King also has Gilgamesh card - THE card you should be looking for. King will play you from now on only in Garden's Cockpit. So go there and challenge the King for so long until you get Gilgamesh card.

--> CCGroup Joker: He's found in Training Center. He randomly appears at the pier. Challenge him and win - he will upgrade Battle Meter (if you have it, that is). But wait! He also has Leviathan card, which of course you should steal.

b) Mayor Dobe should now hold Quezacotl card.

c) Defeat Odin at Centra Ruins to receive Odin card.

3. TOP TIP!!!

Now I guess you already have a bunch of powerful cards, which means it'd be a good time to mod some of these into items, that will make your progress easier...

IMPORTANT - Only cards you should keep for further playing are: Minotaur, Ifrit, Seifer and Diablos and some random Lv6 or Lv7 boss card (we'll waste Sacred and MiniMog for some other purpose). Safely mod all of the rest in following...

a) Zell --> 3x Hyper Wrist (Str+60%)

b) Quistis --> 3x Samantha Soul (Triples)

c) Leviathan --> 3x Doc's Code (Med Data)

d) Carbuncle --> 3x Glow-Curtain (Auto-Reflect)

e) Gilgamesh --> 10x Holy War

f) Angelo --> 100x Elixir

g) Rinoa --> 3x Magic Armlet (Spr+60%)

h) Siren --> 3x St. Atk. (St.Att.J) --> Use 1x St. Atk. item on Quezo (in case you've gotten Siren card now - in my case I've taught Quezo, Shiva and Ifrit St.Att.J cos I got Siren card way earlier)

4. TOP TIP!!!

How to get last ditch rescue? Obtain Phoenix Pinion - and Phoenix may come to your rescue sometimes.

a) Phoenix Pinion can be found in Winhill by kicking small chocobo a few times (it will say that you got Phoenix Down, but check your inventory and you'll see that you received Phoenix Pinion).

b) One Phoenix Pinion may be gotten by temporarily completing Shumi Village quest.

c) Do you have 3x Mega Phoenix? Use Siren's Tool-RF and refine 3x Mega Phoenix into 1x Phoenix Pinion.

Now that you have Phoenix Pinion in your possession, use it in any battle. From now on, when all of your members are defeated, ie KO-ed, there is a small probability that you can be revived by Rebirth Flame.

5. Complete Quistis' Blue Magic list!!!

By now the only thing missing on Quistis' Blue magic list is Ray Bomb. Hmmm, where can you get a Power Generator?

Head for Centra continent and engage Blitzes there. At high levels there is a rare possibility that you may Mug Blitz for 1x Power Generator.

Here's the info on where can you get the remaining Blue Magics in case you missed some and you don't want to be bothered by cards...

Name - Item required - Enemy to be encountered - Level of usefulness (1 being the crappiest, 5 being the best)

- a) Ultra Waves - Spider Web - Caterchipillar - 1
- b) Electrocute - Coral Fragment - Creeps, Cockatrice - 1
- c) Lv? Death - Curse Spike - Forbidden, Malboro - 2
- d) Degenerator - Black Hole - Gesper (I suggest modding its card into 1x Black Hole or Diablos card into 100x Black Hole), Wendigo - 5
- e) Aqua Breath - Water Crystal - Fastitocalon-F, Fastitocalon - 2
- f) Micro-Missiles - Missile - GIM52A (you have to wait a bit), Death Claw - 4
- g) Acid - Mystery Fluid - Gayla - 2
- h) Gatling Gun - Running Fire - SAM08G (but you have to wait a bit) - 2
- i) Fire Breath - Inferno Fang - Ruby Dragon, Hexadragon - 2
- j) Bad Breath - Malboro Tentacle - Malboro (Grandidi Forest!) - 5
- k) White Wind - Whisper - Adamantoise - 5
- l) Homing Laser - Laser Cannon - Elastoid, Belhelmel - 2
- m) Mighty Guard - Barrier - Behemoth (I'd suggest going after 10 of its cards!) - 5
- n) Shockwave Pulsar - Dark Matter (need 100x Curse Spike and Lv100 Siren) - Malboro, Forbidden - 5

6. TOP TIP!!!

Have some GFs whose abilities take forever to learn and you don't want to wait for so long or don't have a life (like me?:)). Fear not, for there is an enemy that will make your life way faster.

- a) With your mobile B-Garden head for Centra and go as close as you can to desert area (Kashkabald Desert). Get off, go thru the canyon too small for Garden to pass thru and make your way as close as you can to a small island on which a funny green thing keeps popping out of the ground. In your menu it will now read Esthar - Cactuar Island.
- b) Have Squall and Selphie (have her Strange Vision) on your team with a third one that has Diablos junctioned (high Hit-J!). Also junction Water to El.Att.J and Sleep to St.Att.J.
- c) Everything you'll fight there is Cactuars and more Cactuars.
- d) Cactuars have very high Evade stat, but they can't escape 255% Hit rate. :) And if Str-J of your members is high (recall magic tips from this section), one Cactuar will go down with one hit.
- e) Each defeated Cactuar nets you 20 AP!!! So go on a killing spree!
- f) Watch those AP come together in no time. Also make sure that you drop by this area often when you obtain new GFs in the future.

7. UFO!

- a) Go to Mandy Beach as this is the first area where UFO will appear.
- b) Enter Kash Desert as this is the second area where UFO will appear.
- c) Enter Winhill Bluffs as this is the third area where UFO will appear.
- d) This is as much as you can do for UFO quest.

8. NEW MYSTERIOUS GF...

... for which you need 666 items...

- a) 6x Malboro Tentacle --> Mug or defeat Malboro for a few of them
- b) 6x Steel Pipe --> Wendigos are your best friends.
- c) 6x Remedy+ --> Just nab together 60x Remedy. Why? Wait until disc 3.

d) Mystery item --> What is it? You'll have to wait until disc 3.

9. STATUS ATTACK!

If you still don't have Siren card, now is a good time to do so. Refer to 'Special advertisement' section before 'BOSS FIGHT #B'. Mod the card into 3x St.Att. item.

10. BONUSING AND LEVELING AT THE SAME TIME!!! TOP TIP!!!

Ifrit's Str Bonus, Brothers' HP Bonus, Carbuncle's Vit Bonus, Leviathan's Spr Bonus - what is so special about those? Here.
Choose three members to level up - I'd go with Irvine, Zell and Squall for now. Then KO Zell and Squall and go for Lallapallosa Canyon where Vysages lurk - these are greatest EXP givers so far. Junction Ifrit, Bros, Carbuncle and Leviathan to Irvine and let the games begin. Kill Vysage trios easy, fast and painless with Irvine's Flame Shot limit break.

For each level up Irvine gains he will also gain:

--> additional +30 HP at each level up
--> additional +1 Str at each level up
--> additional +1 Vit at each level up
--> additional +1 Spr at each level up

And when he reaches Lv 100, you'll have your jaw drop on the floor when you take a look at statistic values without anything junctioned to them.:

Then complete the same sequence with Zell, Squall and Quistis.

If you don't want to be bothered by leveling up too much, I guess that about 30 or so levels for every of these four members will be okay - have each member reach *at least* Lv 55.

++++
JUNCTIONING SECTION!!!
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I promised I'll make the game as easy as possible for you and the next section deals in great depth with what you should waste your time, if you choose to do so.

Here you will find the mucho needed info on what abilities should your GFs learn by now. Enjoy this step by step guide.

Step 1 --> Go to Timber and visit Pet Shop there. Buy 100x Amnesia Greens. Waste all the money on those if you have to.:

Step 2 --> Use Amnesia Greens on your GFs and make them forget all GF HP+??% abilities as well as all SumMag+??% abilities to make much needed space for new abilities.

Step 3 --> We'll deal with following three GFs a bit closer: Quezo, Shiva, Ifrit

Step 4 --> Make the three of them forget Magic, Draw, GF and Item abilities. Why? Cos you'll use the slots for learning other more useful abilities, silly.:

Note: I'd get rid of Boost and El.Def.J as well.

1. Now it's time to specialize in character abilities that increase statistics.

A) STRENGTH

--> Card Mod Zell card in 3x Hyper Wrist

--> Hyper Wrist teaches GF Str+60% character ability

--> Use 1x Hyper Wrist on Quezo, 1x Hyper Wrist on Shiva, 1x Hyper Wrist on Ifrit

B) VITALITY

--> Go fight Adamantoises at Long Horn island beaches or on the beaches on Dollet continent. Do NOT Mug them or else you won't get Adamantines.

--> Adamantine teaches GF Vit+60% character ability

--> The least amount of Adamantines you'll need is three, but it is advised that you get at least 10 (some member's best weapons require Adamantine)

--> Use 1x Adamantine on Quezo, 1x Adamantine on Shiva, 1x Adamantine on Ifrit

C) MAGIC

--> Personally I think this is a really useless stat, but anyway... you should be looking for Royal Crowns

--> Right now (or better yet, in the near future) you can only get one measly Royal Crown

--> Royal Crown teaches GF Mag+60% character ability

--> Defeat Tonberry King and it'll drop 1x Royal Crown

--> Use 1x Royal Crown on Quezo (as Quezo is junctioned to Quistis and she is more of a magic user than the physical attacker)

D) SPIRIT

--> Card Mod Rinoa card into 3x Magic Armlet

--> Magic Armlet teaches GF Spr+60% character ability

--> Use 1x Force Armlet on Quezo, 1x Force Armlet on Shiva, 1x Force Armlet on Ifrit

2. Now it's time to specialize in various helpful character abilities that increase your odds against your adversaries

A) AUTO-REFLECT

--> Card Mod Carbucle card into 3x Glow Curtain

--> Glow Curtain teaches GF Auto-Reflect character ability

--> Use 1x Glow Curtain, 1x Glow Curtain on Shiva, 1x Glow Curtain on Ifrit

FINAL SETUP OF QUEZO'S, SHIVA'S AND IFRIT'S ABILITIES

This is a short recap of what abilities would these three GFs be advised to have so far. I've taken the liberty of putting it down by numbers from 1 to 22 (22 is max number of abilities a single GF can learn). The abilities for all three are the same, except their special abilities.

I.) QUEZACOTL

1. HP-J

2. Vit-J

3. Mag-J

4. El.Att.J

5. El.Def.Jx2

6. Card

7. Card Mod

8. T Mag-RF

9. Mid Mag-RF

10. Mag+20%

11. Mag+40%

12. Str+60%

13. Vit+60%

14. Mag+60%

15. Spr+60%

16. Auto-Reflect

17. St.Att.J
18. Whatever
19. Whatever
20. Whatever
21. Whatever
22. Whatever

II.) SHIVA

1. Str-J
2. Vit-J
3. Spr-J
4. El.Att.J
5. El.Def.Jx2
6. Doom
7. Vit+20%
8. Vit+40%
9. Spr+20%
10. Spr+40%
11. Doom
12. I Mag-RF
13. Str+60%
14. Vit+60%
15. Spr+60%
16. Auto-Reflect
17. St.Att.J
18. Whatever
19. Whatever
20. Whatever
21. Whatever
22. Whatever

III.) IFRIT

1. HP-J
2. Str-J
3. El.Att.J
4. El.Def.Jx2
5. Mad Rush
6. Str+20%
7. Str+40%
8. Str Bonus
9. F Mag-RF
10. Ammo-RF
11. Str+60%
12. Vit+60%
13. Spr+60%
14. Auto-Reflect
15. St.Att.J
16. Whatever
17. Whatever
18. Whatever
19. Whatever
20. Whatever
21. Whatever
22. Whatever

This is it currently for this section type. :) More info and more tips will be available later.

Note: From this boss fight onward I'll be writing specifically which GF holds which ability that I'll be mentioning in one of boss' sections.

And finally I am finished. Phew. Drat, so much info and so not-much space. But if this info will be of any help to you, then my purpose of writing this FAQ will be complete.:)

Head for Centra Ruins now. Many mysteries await you there. And I'm here to unveil them.:)

=====
BOSS FIGHT #C - ODIN
=====

Note: This is the fifth boss fight in which your levels come to play, ie boss' levels will be affected by your levels.

Evaluation: Well, IMO Odin is a nuisance more then a help. I can't count the amount of times Odin has appeared for me when I didn't want him to (trying to Draw Meteors from Ruby Dragon). I strongly advise against getting Odin. But that's just my opinion.

If you want an unreliable source of instant defeat for your enemies, then by all means go ahead and kick Odin's ass.

#C00 ODIN'S USELESS INFO

1. Boss name? --> Odin
2. Fought where? --> Centra Ruins
3. Highest level? --> 100
4. Highest HP? --> 31000 HP at Lv 100; 1300 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> 20 AP
7. Mugged items? --> 1x Luck-J Scroll (!!!)
8. Dropped items? --> 8x G-Mega-Potion, 1x Odin card
9. Magic Draw list? --> Stop, Death, Double, Triple (!!!)
10. Scan description? --> A legendary GF that sleeps in a dungeon. Zantetsuken cuts anything that stands in its way.
11. Special info? --> None

#C01 - BOSS PREPARATIONS

Well, actually, this guy is a joke... you shouldn't even bother junctioning anything, but anyway...

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle, Leviathan
Zell / Irvine --> Siren, Shiva, Diablos
Quistis --> Quezo, Bros

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit, Diablos, Bros, Carbuncle --> Holy, otherwise Healing class
2. Str --> Shiva, Ifrit, Bros --> Ultima, Meteor, Triple, Flare, Aura, Quake or Tornado, otherwise any attack class
3. Vit --> Quezo, Shiva, Carbuncle --> Meltdown, otherwise Healing class
4. Mag --> Quezo, Siren, Diablos, Carbuncle, Leviathan --> Ultima, Meteor,

- Triple, Flare, Quake or Tornado, otherwise any attack class
5. Spr --> Shiva, Bros, Leviathan --> Full-Life, Reflect or Dispel, otherwise Healing class
 6. Hit --> Diablos --> Double
 7. El.Att.J --> Quezo, Shiva, Ifrit, Bros, Leviathan --> No magic needed
 8. El.Def.J --> Quezo, Shiva, Ifrit, Bros --> No magic needed
 9. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros, Leviathan --> No magic needed
 10. St.Att.J --> Siren, Carbuncle, Quezo, Shiva, Ifrit --> No magic needed
 11. St.Def.J --> Siren, Carbuncle --> No magic needed
 12. St.Def.Jx2 --> Siren, Carbuncle --> No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall

- Slot 1 --> Attack --> N/A
 Slot 2 --> Magic --> Any
 Slot 3 --> Draw (!!!) --> Any
 Slot 4 --> Recover / Item --> Leviathan / Any

Zell / Irvine

- Slot 1 --> Mug (!!!) --> Diablos
 Slot 2 --> Magic --> Any
 Slot 3 --> Draw (!!!) --> Any
 Slot 4 --> Darkside --> Diablos

Quistis

- Slot 1 --> Attack --> N/A
 Slot 2 --> Magic --> Any
 Slot 3 --> Draw (!!!) --> Any
 Slot 4 --> Defend --> Bros

IV. RECOMMENDED CHARACTER ABILITIES

Squall

- Slot 1 --> Vit+60% / Whatever --> Ifrit OR any GF you used Adamantine on / Any
 Slot 2 --> Str+60% / Str+??% --> Ifrit / Ifrit
 Slot 3 --> HP+??% --> Carbuncle

Zell / Irvine

- Slot 1 --> Str+60% / Vit+40% --> Shiva / Shiva
 Slot 2 --> Vit+60% / Whatever --> Shiva OR any GF you used Adamantine on / Any
 Slot 3 --> Mug (!!!) / HP+??% --> Diablos / Diablos

Quistis

- Slot 1 --> Str+60% / HP+??% --> Quezo / Bros
 Slot 2 --> Vit+60% / Whatever --> Quezo OR any GF you used Adamantine on / Any

----- #C02 - ODIN'S MOVES -----

1. Zantetsuken --> AT Instant-death class PA --> is only used if the timer runs out while your members are fighting Odin --> 100% guaranteed Death to all members, regardless of what status they're under
 CM --> None possible

----- #C03 - BOSS STRATEGY -----

So you're really going to waste Odin? Well, I'm here to assist you in doing that. First of all, Odin doesn't attack you! Use the freebies you're given to Draw Triples from Odin.:) Also stock up on Death if you haven't done so already.

Mug Odin for 1x Luck-J Scroll (this item teaches GF Luck-J ability). Well, apart from this stuff Odin is very easy. Just don't toy with him for too long.;)

I don't know why but there's no Victory Fanfare after you defeat Odin. Anyway, you've won! Congratulations.

Now feel the wrath of Odin coming out and slicing your enemies to half when you at least want him to.:P

++++
SPECIAL ADVERTISEMENT!!!
++++

What to do before encountering next boss???

1. Okay, defeating Odin removes 20 minute timer at Centra Ruins and allows you easier manipulation in obtaining your new GF, which just happens to be at the Centra Ruins - again.:) Are you ready for a bit of boredom? But the award is huge.

This next tip applies to you if you've wasted Odin.

2. Use Luck-J Scroll on Ifrit in order for him to learn Luck-J (as he's junctioned to Squall in my game). You're totally free to use that item on whatever GF you desire.

=====
BOSS FIGHT #D - TONBERRY KING
=====

Note: This is the sixth boss fight in which your levels come to play, ie boss' levels will be affected by your levels.

#D00 TONBERRY KING'S USELESS INFO

1. Boss name? --> Tonberry King
2. Fought where? --> Centra Ruins
3. Highest level? --> 100
4. Highest HP? --> 250000 HP at Lv 100; 2500 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> 20 AP
7. Mugged items? --> Has nothing
8. Dropped items? --> 1x Royal Crown
9. Magic Draw list? -->
Lv 1-19: Death, Cure, Life (!)
Lv 20-29: Death, Cura, Life (!)
Lv 30-100: Death, Curaga, Full-Life (!!!)
10. Scan description? --> The king of the Tonberries. Appears to seek revenge for all defeated Tonberries.
11. Special info? --> None

#D01 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle, Leviathan
Zell --> Siren, Shiva, Diablos
Quistis --> Quezo, Bros

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit, Diablos, Bros, Carbuncle --> Holy, otherwise Healing class
2. Str --> Shiva, Ifrit, Bros --> Ultima, Meteor, Triple, Flare, Aura, Quake or Tornado, otherwise any attack class
3. Vit --> Quezo, Shiva, Carbuncle --> Meltdown, otherwise Healing class
4. Mag --> Quezo, Siren, Diablos, Carbuncle, Leviathan --> Ultima, Meteor, Triple, Flare, Quake or Tornado, otherwise any attack class
5. Spr --> Shiva, Bros, Leviathan --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Hit --> Diablos --> Double
7. Luck --> Ifrit OR whatever GF you used Luck-J Scroll item on --> Ultima, Pain, Death, Triple or Aura
8. El.Att.J --> Quezo, Shiva, Ifrit, Bros, Leviathan --> No magic needed
9. El.Def.J --> Quezo, Shiva, Ifrit, Bros --> No magic needed
10. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros, Leviathan --> No magic needed
11. St.Att.J --> Siren, Carbuncle, Quezo, Shiva, Ifrit --> No magic needed
12. St.Def.J --> Siren, Carbuncle --> No magic needed
13. St.Def.Jx2 --> Siren, Carbuncle --> No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall
Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!!!) --> Any
Slot 4 --> Recover / Item --> Leviathan / Any

Zell / Irvine
Slot 1 --> Mug --> Diablos
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!!!) --> Any
Slot 4 --> Darkside --> Diablos

Quistis
Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!!!) --> Any
Slot 4 --> Defend --> Bros

IV. RECOMMENDED CHARACTER ABILITIES

Note: Specialize into increasing Vitality as Tonberry King's Junk is very powerful.

Squall
Slot 1 --> Vit+60% / Whatever --> Ifrit OR any GF you used Adamantine on / Any
Slot 2 --> Str+60% / Str+??% --> Ifrit / Ifrit
Slot 3 --> HP+??% --> Carbuncle

Zell / Irvine

Slot 1 --> Str+60% / Vit+40% --> Shiva / Shiva
Slot 2 --> Vit+60% / Whatever --> Shiva OR any GF you used Adamantine on / Any
Slot 3 --> Mug / HP+??% --> Diablos / Diablos

Quistis

Slot 1 --> Str+60% / HP+??% --> Quezo / Bros
Slot 2 --> Vit+60% / Whatever --> Quezo OR any GF you used Adamantine on / Any

#D02 - KING TONBERRY'S MOVES

1. (Knife stab) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status
2. It's Sharp! --> ST Special class PA --> ignores Vitality and does damage to single member by the following equation --> number of targetted member's killed enemies multiplied by 30
CM --> Protect status, Defend status
3. Junk --> AT PA --> counterattack class move --> used by the boss whenever he has been a target of either magical or physical attack for fifth, tenth, fifteenth and so on time
CM --> Higher Vit, Protect status, Defend status

#D03 - BOSS STRATEGY

Note: It is advised that you bring members that haven't killed many enemies yet, otherwise you may find yourself constantly reviving.;

First of all, to get this guy to even appear, you have to waste around 20 Tonberries, which is a tough job to do, as Tonberries have huge amount of HP. Anyway, once Tonberry King appears...

Absolutely cast Meltdown on it first. This guy has highest HP amount you ever saw so far - whopping 250000 HP at Lv100. The lower its level, the lower HP amount you'll have to deal with.

Squall and Zell (or Irvine) should be the attackers for this round. Squall Renzokukening, Zell Punch Rushing and Booyaing, Irvine Armor Shooting (use Aura Stones or Auras - for info on how to get those refer to 'Special Advertisement before #C BOSS FIGHT).

Have Quistis be the medic for this fight. Have her use Defend and all Tonberry King's attacks against her are now useless (as they're all physical attacks).

When Tonberry King knocks out either one of two members, have Quistis Draw and cast Full-Life on KO-ed member, then have her use Defend again.

It's Sharp! will usually kill targetted member unless under Protect / Defend status. However, if the targetted member has killed less than 334 enemies, then he'll still survive (providing he has 9999 HP of course).

Junk is less (or more:)) powerful than It's Sharp!. Junk is used after Tonberry King has been target of five actions and targets all members. Be under Protect to halve the damage. By the way, gravity based attacks do not work on Tonberry King and you're not able to Drain Tonberry King.

So basically - have the male members doing their limits, while Quistis is on a stand-by (by Defend command) to heal KO-ed members when necessary and then putting her under Defend again. If by a weird chance Quistis gets KO-ed, revive her immediately.

Tonberry: 'I... I'm sorry.'
Tonberry joined your party!

Note: If it looks bad for you, you can escape the battle.:)

Victory Fanfare! Congratulations!

++++
SPECIAL ADVERTISEMENT!!!
++++

What to do before encountering next boss???

Alrighty! One (or two, if you're stubborn:)) new GF.

1. Here's the recommended order in which it is advised to have Tonberry learn his abilities...

a) Tonberry - Initiative, Haggle, Sell-High, Familiar, Call Shop. Screw Move-HP Up and Auto-Potion, as they're useless.

2. Now it's time to move on with storyline bosses...

=====
BOSS FIGHT #15 - RAIJIN & 2X G-SOLDIERS
=====

Note 1: This is the seventh boss fight in which your levels come to play, ie boss' levels will be affected by your levels.

Note 2: You will have two boss fights consecutively, therefore it's vastly important to junction yourself properly now!!!

#1500 - RAIJIN'S USELESS INFO

1. Boss name? --> Raijin
2. Fought where? --> Balamb
3. Highest level? --> 100
4. Highest HP? --> 40000 HP at Lv 100; 400 HP at Lv 1
5. Elemental affinities? --> Weakness against Poison element, absorbs Thunder element
6. AP gained? --> 10 AP
7. Mugged items? --> 2x Str Up (!!!)
8. Dropped items? --> 1x Str Up
9. Magic Draw list? --> Thunder, Thundara, Shell, Protect
10. Scan description? --> Looking for Ellone with Fujin. Good at physical attacks. Tries to act cool around other people.
11. Special info? --> None

#1501 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle, Leviathan
Zell --> Siren, Shiva, Diablos
Quistis --> Quezo, Bros, Tonberry

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit, Diablos, Bros, Carbuncle --> Holy, otherwise Healing class
2. Str --> Shiva, Ifrit, Bros --> Ultima, Meteor, Triple, Flare, Aura or Quake,

otherwise any attack class

3. Vit --> Quezo, Shiva, Carbuncle --> Meltdown, otherwise Healing class
4. Mag --> Quezo, Siren, Diablos, Carbuncle, Leviathan --> Ultima, Meteor, Triple, Flare or Quake, otherwise any attack class
5. Spr --> Shiva, Bros, Leviathan --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Hit --> Diablos --> Double
7. Luck --> Ifrit OR whatever GF you used Luck-J Scroll item on --> Ultima, Pain, Death, Triple or Aura
8. El.Att.J --> Quezo, Shiva, Ifrit, Bros, Leviathan --> Poison class, DO NOT junction Thunder class or Wind class
9. El.Def.J --> Quezo, Shiva, Ifrit, Bros --> Wind class
10. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros, Leviathan --> Wind class
11. St.Att.J --> Siren, Carbuncle, Quezo, Shiva, Ifrit --> Blind, Pain, Drain or Sleep
12. St.Def.J --> Siren, Carbuncle --> No magic needed
13. St.Def.Jx2 --> Siren, Carbuncle --> No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall

- Slot 1 --> Attack --> N/A
- Slot 2 --> Magic --> Any
- Slot 3 --> Draw (!!!) --> Any
- Slot 4 --> Recover / Item --> Leviathan / Any

Zell

- Slot 1 --> Mug (!!!) --> Diablos
- Slot 2 --> Magic --> Any
- Slot 3 --> Draw (!!!) --> Any
- Slot 4 --> Darkside --> Diablos

Quistis

- Slot 1 --> Attack --> N/A
- Slot 2 --> Magic --> Any
- Slot 3 --> Draw (!!!) --> Any
- Slot 4 --> Defend --> Bros

IV. RECOMMENDED CHARACTER ABILITIES

Squall

- Slot 1 --> Vit+60% / Whatever --> Ifrit OR any GF you used Adamantine on / Any
- Slot 2 --> Str+60% / Str+??% --> Ifrit / Ifrit
- Slot 3 --> Spr+60% / HP+??% --> Ifrit / Carbuncle

Zell

- Slot 1 --> Str+60% / Vit+40% --> Shiva / Shiva
- Slot 2 --> Vit+60% / Whatever --> Shiva OR any GF you used Adamantine on / Any
- Slot 3 --> Mug (!!!) / Spr+60% / HP+??% --> Diablos / Shiva / Diablos

Quistis

- Slot 1 --> Spr+60% / Str+60% / HP+??% --> Quezo / Quezo / Bros
- Slot 2 --> Vit+60% / Whatever --> Quezo OR any GF you used Adamantine on / Any

#1502 - RAIJIN'S MOVES

1. (Pole strike) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status, put Darkness on Raijin

#1503 - BOSS STRATEGY

Zell: 'You'll pay for this, Raijin!'

Easiest thing to do is to bestow Darkness upon all bosses and Silence upon G-Soldiers. *wide grin* Who wants to mess with us now? Cast Meltdown on Raijin to nullify his Vitality or else it'll take forever to waste him.

Be sure to Mug Raijin for 2x Str Up. Or if you choose not to, you will still receive 1x Str Up once the fight ends (along with some crappy items that G-Soldiers drop).

You can bypass healing needs by junctioning Drain to St.Att.J. Each time you attack, you'll be healed. :) A nice tradeoff instead, wouldn't you agree? Plus Darkside, which will deal 3x greater physical damage.

Raijin: 'Ughhh, you got me, ya know...'

Victory Fanfare! Congratulations!

++++
SPECIAL ADVERTISEMENT!!!
++++

What to do before encountering next boss???

No hints. You immediately fall into next boss battle!

=====
BOSS FIGHT #16 - RAIJIN & FUJIN
=====

#1600a - RAIJIN'S USELESS INFO

1. Boss name? --> Raijin
2. Fought where? --> Balamb
3. Highest level? --> 29
4. Highest HP? --> 11600 HP at Lv 29; 400 HP at Lv 1
5. Elemental affinities? --> Weakness against Poison element, absorbs Thunder element
6. AP gained? --> 10 AP
7. Mugged items? --> 2x Str Up
8. Dropped items? --> 1x Str Up, 1x Combat King 002
9. Magic Draw list? --> Thunder, Thundara, Shell, Protect
10. Scan description? --> Looking for Ellone with Fujin. Good at physical attacks. Tries to act cool around other people.
11. Special info? --> None

#1600b - FUJIN'S USELESS INFO

1. Boss name? --> Fujin
2. Fought where? --> Balamb
3. Highest level? --> 29
4. Highest HP? --> 8700 HP at Lv 29; 300 HP at Lv 1
5. Elemental affinities? --> Weakness against Poison element, absorbs Wind

element

6. AP gained? --> 10 AP

7. Mugged items? --> Very common & Common: 1x Megalixir; Rare & Very rare: 1x Hero

8. Dropped items? --> 1x Megalixir

9. Magic Draw list? --> Aero, Cura, Life, Pandemona (!!!)

10. Scan description? --> Looking for Ellone under Seifer's command. Uses wind magic and attacks with Pinwheel.

11. Special info? --> None

#1601 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle, Leviathan

Zell --> Siren, Shiva, Diablos

Quistis --> Quezo, Bros, Tonberry

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit, Diablos, Bros, Carbuncle --> Holy, otherwise Healing class

2. Str --> Shiva, Ifrit, Bros --> Ultima, Meteor, Triple, Flare, Aura or Quake, otherwise any attack class

3. Vit --> Quezo, Shiva, Carbuncle --> Meltdown, otherwise Healing class

4. Mag --> Quezo, Siren, Diablos, Carbuncle, Leviathan --> Ultima, Meteor, Triple, Flare or Quake, otherwise any attack class

5. Spr --> Shiva, Bros, Leviathan --> Full-Life, Reflect or Dispel, otherwise Healing class

6. Hit --> Diablos --> Double

7. Luck --> Ifrit OR whatever GF you used Luck-J Scroll item on --> Ultima, Pain, Death, Triple or Aura

8. El.Att.J --> Quezo, Shiva, Ifrit, Bros, Leviathan --> Poison class, DO NOT junction Thunder class or Wind class

9. El.Def.J --> Quezo, Shiva, Ifrit, Bros --> Wind class

10. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros, Leviathan --> Wind class

11. St.Att.J --> Siren, Carbuncle, Quezo, Shiva, Ifrit --> Blind, Pain, Drain, Sleep

12. St.Def.J --> Siren, Carbuncle --> No magic needed

13. St.Def.Jx2 --> Siren, Carbuncle --> No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 --> Attack --> N/A

Slot 2 --> Magic --> Any

Slot 3 --> Draw (!!!) --> Any

Slot 4 --> Recover / Item --> Leviathan / Any

Zell

Slot 1 --> Mug (!!!) --> Diablos

Slot 2 --> Magic --> Any

Slot 3 --> Draw (!!!) --> Any

Slot 4 --> Darkside --> Diablos

Quistis

Slot 1 --> Attack --> N/A

Slot 2 --> Magic --> Any

Slot 3 --> Draw (!!!) --> Any
Slot 4 --> Defend --> Bros

IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 --> Vit+60% / Whatever --> Ifrit OR any GF you used Adamantine on / Any
Slot 2 --> Str+60% / Str+??% --> Ifrit / Ifrit
Slot 3 --> Spr+60% / HP+??% --> Ifrit / Carbuncle

Zell / Irvine

Slot 1 --> Str+60% / Vit+40% --> Shiva / Shiva
Slot 2 --> Vit+60% / Whatever --> Shiva OR any GF you used Adamantine on / Any
Slot 3 --> Mug (!!!) / Spr+60% / HP+??% --> Diablos / Shiva / Diablos

Quistis

Slot 1 --> Spr+60% / Str+60% / HP+??% --> Quezo / Quezo / Bros
Slot 2 --> Vit+60% / Whatever --> Quezo OR any GF you used Adamantine on / Any

----- #1602a - RAIJIN'S MOVES -----

1. (Pole strike) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status, put Darkness on Raijin
2. Hi-Potion --> ST Item class move that Raijin uses on himself when running low on HP to restore 1000 HP --> counterattack class move
CM --> Defeat Raijin:)
3. Raijin Special --> ST PA --> used by Raijin when he's running low on HP --> always deals critical damage to targetted member and always hits
CM --> Higher Vit, Protect status, Defend status, put Darkness on Raijin

----- #1602b - FUJIN'S MOVES -----

1. Tornado --> AT Wind class MA
CM --> Higher Spr, Shell status, Defend status, Wind class magic on El.Def.J
2. Aero --> ST Wind class MA
CM --> Higher Spr, Shell status, Reflect status, Defend status, Wind class magic on El.Def.J
3. Zan --> ST PA --> even under Darkness, Fujin's hit rate is extremely high
CM --> Higher Vit, Protect status, Defend status
4. Sai --> ST Special class PA --> ignores Vitality and lowers HP of targetted member to 1, always hits
CM --> None, except defeating Fujin
5. Remedy --> ST Item class move that Fujin uses either on herself or Raijin to remove negative statuses done to them
CM --> None

----- #1603 - BOSS STRATEGY -----

Raijin: 'Time to get serious, ya know!?'

Easiest thing to do is to bestow Darkness upon both of them (it's harder to Darkness Fujin, but it's possible) and thus nullifying their annoying physical attacks (however, her Zan move seems to always hit). Fujin may use Remedy to counter the negative statuses you've put on her or Raijin.

The fight usually starts by Fujin casting Tornado (take care of it and Aero by junctioning Wind magic to El.Def.J). From then on she'll continuously cast Aero or Tornado. Stop her from doing so by Drawing Pandemona!!! Now she'll start using physical attacks - Zan and Sai. Be weary of her Sai, which lowers targetted member's HP to 1 regardless of junctions. She'll start using Sai once her HP is seriously low.

Most importantly, DRAW PANDEMONA! Also Mug Fujin for 1x Megalixir.

TOP TIP --> To bypass her stupid Sai, pummel on her until her HP is very low. She'll still be casting Aero cos you haven't drawn Pandemona yet. So, when her HP is in double or single digits, Draw Pandemona and finish her off.

Cast Meltdown on both Fujin and Raijin to nullify their Vitality.

Be sure to Mug Raijin for 2x Str Up. Or if you choose not, you will still receive 1x Str Up once the fight ends.

Once Raijin's HP is about 2/3 depleted...

Raijin: 'Ouuuch! Not bad, ya know...'

... he'll use Hi-Potion on himself. But that just happens once, so it's no biggie. Do not bother with summoning GFs nor casting magic - except if trying to put a negative status upon boss/es or healing yourself.

You can bypass healing needs by junctioning Drain to St.Att.J. Each time you attack, you'll be healed. :) A nice tradeoff instead, wouldn't you agree? And couple this with Darkside command and...

Defeat Raijin first...

Raijin: 'Sorry, Fujin... they got me, ya...'

Fujin: 'I... DEFEATED...'

Defeat Fujin first...

Fujin: 'I... WITHDRAW. RAIJIN, GO.'

Raijin: 'Fujin, I lost too, ya know...'

Victory Fanfare! Congratulations!

++++
SPECIAL ADVERTISEMENT!!!
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What to do before encountering next boss???

Before heading for your next storyline boss (we'll waste another optional boss first), it would be advised of you to do the following...

1. CARD QUEEN'S QUEST

Now it would be a good time to tackle this quest (since Galbadians have retreated from Balamb). Go to Balamb's Train station and challenge the Card Queen to card battle.

--> Make sure she uses All or Diff trading rule!!! If she doesn't, just say no when prompted and retry.

--> Make sure you include Sacred and MiniMog in your playing hand along with three other crappy cards.

--> Make sure you LOSE!!! I know you don't like giving away your powerful cards, but it'll be well worth it in the end.

--> Card Queen will take both Sacred and MiniMog.

--> She will now say something about moving to a new area. If she says Dollet, yes! If anywhere else, reset and try again.

--> Go to Dollet and enter the pub. Enter second floor. Looksie! Card Queen. Chat with her and she'll mention that two new cards have been created - Kiros and Irvine. Your new primary targets!

--> Kiros card: Go to Deling and enter Shopping Arcade. There's a man in black whom you should challenge to a card game as he's holding Kiros card. Win it!
--> Irvine card: Go to FH. Enter Mayor's house and challenge Flo to a card game as she's holding Irvine card. Win it! While you're here, also challenge Dobe and win Quezacotl card from him.

2. CARDS!!!

--> Balamb Hotel's owner now holds Pandemona card. Challenge him to a card game and be sure to squeeze it from him.
--> When you visit Trabia Garden, make sure that you challenge Selphie's friend to a card game after the long story sequence at basketball yard is finished. She holds Selphie card. Make sure you steal it for your modding purposes.
--> Little brat known as Card Queen's son now holds Sacred and MiniMog cards for you to obtain back.

3. SHUMI QUEST... CONTINUED!!!

It takes some time, but I guarantee it's worth the effort. The prize you get is 1x Status Guard, your third most wanted status protection.:)

4. CHOCOBO FORESTS!

Complete Chocobo forest quest and receive Chicobo card. DO NOT mod it further, cos we'll use it later on disc 3.

5. TOP TIP!!!

Now I guess you already have a new batch of powerful cards, which means it'd be a good time to mod some of these into items, that will make your progress easier...

IMPORTANT - Only cards you should keep for further playing are: Minotaur, Sacred, Ifrit, Seifer and Chicobo. Mod all of the rest in following...

- a) MiniMog --> 100x Pet House
- b) Quezacotl --> 100x Dynamo Stone
- c) Selphie --> 3x Elem. Guard (El.Def.Jx4)
- d) Kiros --> 3x Accelerator (Auto-Haste)
- e) Irvine --> 3x Rocket Engine (Spd+40%)
- f) Odin (if you wasted him) --> 100x Dead Spirit
- g) Pandemona --> 100x Windmill

6. Here's the recommended order in which it is advised to have Pandemona learn his abilities...

- a) Pandemona - Spd-J, Initiative, Spd+20%, Spd+40%, Str+20%, Str+40%, El.Def.Jx2. Screw Absorb as it's useless.

++++
JUNCTIONING SECTION!!!
++++

I promised I'll make the game as easy as possible for you and the next section deals in great depth with what you should waste your time, if you choose to do so.

Here you will find the mucho needed info on what abilities should your GFs learn by now. Enjoy this step by step guide.

For starters use some Amnesia Greens and make Quezo forget El.Def.Jx2 - same goes for Shiva and Ifrit.

1. It's time to specialize in various helpful character abilities that increase statistics

A) SPEED

--> Card Mod Irvine card into 3x Rocket Engine

--> Rocket Engine teaches GF Spd+40% character ability

--> Use 1x Rocket Engine on Quezo, 1x Rocket Engine on Shiva, 1x Rocket Engine on Ifrit

2. It's time to specialize in various helpful character abilities that increase your odds against your adversaries

A) AUTO-HASTE

--> Card Mod Kiros card into 3x Accelerator

--> Accelerator teaches GF Auto-Haste character ability

--> Use 1x Accelerator on Quezo, 1x Accelerator on Shiva, 1x Accelerator on Ifrit

3. It's time to specialize in various helpful junction abilities that will allow you to improve your magic junctions

A) ELEMENTAL DEFENSE JUNCTION X 4

--> Card Mod Selphie card into 3x Element Guard

--> Element Guard teaches GF El.Def.Jx4 junction ability

--> Use 1x Element Guard on Quezo, 1x Element Guard on Shiva, 1x Element Guard on Ifrit

B) STATUS DEFENSE JUNCTION X 4

--> You have one Status Guard so far

--> Status Guard teaches GF St.Def.Jx4 junction ability

--> Use 1x Status Guard on any GF except Siren or Carbuncle - I recommend Quezo, as it is junctioned to Quistis in my game (and she doesn't have any St.Def.J)

FINAL SETUP OF QUEZO'S, SHIVA'S AND IFRIT'S ABILITIES

This is a short recap of what abilities would these three GFs be advised to have so far. I've taken the liberty of putting it down by numbers from 1 to 22 (22 is max number of abilities a single GF can learn). The abilities for all three are the same, except their special abilities.

I.) QUEZACOTL

1. HP-J

2. Vit-J

3. Mag-J

4. El.Att.J

5. El.Def.Jx4

6. Card

7. Card Mod

8. T Mag-RF

9. Mid Mag-RF

10. Mag+20%

11. Mag+40%

12. Str+60%

13. Vit+60%

14. Mag+60%

15. Spr+60%

16. Spd+40%

17. Auto-Haste

18. Auto-Reflect
19. St.Att.J
20. St.Def.Jx4
21. Whatever
22. Whatever

II.) SHIVA

1. Str-J
2. Vit-J
3. Spr-J
4. El.Att.J
5. El.Def.Jx4
6. Doom
7. Vit+20%
8. Vit+40%
9. Spr+20%
10. Spr+40%
11. Doom
12. I Mag-RF
13. Str+60%
14. Vit+60%
15. Spr+60%
16. Spd+40%
17. Auto-Haste
18. Auto-Reflect
19. St.Att.J
20. Whatever
21. Whatever
22. Whatever

III.) IFRIT

1. HP-J
2. Str-J
3. El.Att.J
4. El.Def.Jx4
5. Mad Rush
6. Str+20%
7. Str+40%
8. Str Bonus
9. F Mag-RF
10. Ammo-RF
11. Str+60%
12. Vit+60%
13. Spr+60%
14. Spd+40%
15. Auto-Haste
16. Auto-Reflect
17. St.Att.J
18. Whatever
19. Whatever
20. Whatever
21. Whatever
22. Whatever

=====
BOSS FIGHT #E - CERBERUS
=====

#E00 - CERBERUS' USELESS INFO

-
1. Boss name? --> Cerberus
 2. Fought where? --> G-Garden Hall
 3. Highest level? --> 30
 4. Highest HP? --> 10000 HP at Lv 30; 7100 HP at Lv 1
 5. Elemental affinities? --> Wind element has no effect, absorbs Thunder element
 6. AP gained? --> 30 AP
 7. Mugged items? --> 1x Spd-J Scroll (!!!)
 8. Dropped items? --> 8x G-Returner, 1x Cerberus card
 9. Magic Draw list? -->
Lv 1-19: Quake, Double
Lv 20-29: Quake, Double, Triple (!!!)
Lv 30: Quake, Double, Triple (!!!)
 10. Scan description? --> A 3-headed demon-dog of hell. In Triple, each of the 3 heads uses different magic. The tail is also powerful.
 11. Special info? --> None

#E01 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle, Leviathan, Pandemona
Zell --> Siren, Shiva, Diablos
Quistis --> Quezo, Bros, Tonberry

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit, Diablos, Bros, Carbuncle --> Holy, otherwise Healing class
2. Str --> Shiva, Ifrit, Bros, Pandemona --> Ultima, Meteor, Triple or Aura, otherwise any attack class
3. Vit --> Quezo, Shiva, Carbuncle --> Meltdown, otherwise Healing class
4. Mag --> Quezo, Siren, Diablos, Carbuncle, Leviathan --> Ultima, Meteor or Triple, otherwise any attack class
5. Spr --> Shiva, Bros, Leviathan --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Spd --> Pandemona --> Haste
7. Hit --> Diablos --> Double
8. Luck --> Ifrit OR whatever GF you used Luck-J Scroll item on --> Ultima, Pain, Death, Triple or Aura
9. El.Att.J --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona --> DO NOT junction Thunder class or Wind class
10. El.Def.J --> Quezo, Shiva, Ifrit, Bros, Pandemona --> Wind class OR Earth class OR Thunder class OR Flare OR Meteor OR Ultima
11. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona --> Wind class and Earth class OR Wind class and Thunder class OR Thunder class and Earth class OR Ultima
12. El.Def.Jx4 --> Quezo, Shiva, Ifrit OR whatever GF you used Elem Guard item on --> Flare, Protect, Quake, Tornado OR Thunder class, Quake, Tornado OR Ultima
13. St.Att.J --> Siren, Carbuncle, Quezo, Shiva, Ifrit --> Drain
14. St.Def.J --> Siren, Carbuncle --> Berserk or Silence or Blind or Pain
15. St.Def.Jx2 --> Siren, Carbuncle --> Berserk, Pain
16. St.Def.Jx4 --> Quezo --> Berserk, Pain and whatever else you wish

III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!!!) --> Any
Slot 4 --> Recover / Item --> Leviathan / Any

Zell / Irvine

Slot 1 --> Mug (!!!) --> Diablos
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!!!) --> Any
Slot 4 --> Darkside --> Diablos

Quistis

Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!!!) --> Any
Slot 4 --> Defend --> Bros

IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 --> Vit+60% / Whatever --> Ifrit OR any GF you used Adamantine on / Any
Slot 2 --> Str+60% / Str+??% --> Ifrit / Ifrit
Slot 3 --> Spr+60% / HP+??% --> Ifrit / Carbuncle

Zell / Irvine

Slot 1 --> Str+60% / Vit+40% --> Shiva / Shiva
Slot 2 --> Vit+60% / Whatever --> Shiva OR any GF you used Adamantine on / Any
Slot 3 --> Mug (!!!) / Spr+60% / HP+??% --> Diablos / Shiva / Diablos

Quistis

Slot 1 --> Spr+60% / Str+60% / HP+??% --> Quezo / Quezo / Bros
Slot 2 --> Vit+60% / Whatever --> Quezo OR any GF you used Adamantine on / Any

#E02 - CERBERUS' MOVES

1. Tornado --> AT Wind class MA

CM --> Higher Spr, Shell status, Defend status, Wind class magic on El.Def.J

2. Quake --> AT Earth class MA

CM --> Higher Spr, Shell status, Defend status, Earth class magic on El.Def.J

3. Thundaga --> ST Thunder class MA --> only used if Cerberus is under Triple

CM --> Higher Spr, Shell status, Reflect status, Defend status, Thunder class magic on El.Def.J

4. (Tail whip) --> ST no-name PA --> under Triple (Tail whip) deals critical damage

CM --> Higher Vit, Protect status, Defend status

5. Triple --> ST Support class magic that Cerberus uses on itself to be able to cast Thundaga, Silence, Blind and Dispel successively three times in a row --> in addition to this (Tail whip) deals critical damage

CM --> Dispel

6. Berserk --> ST Status class MA --> Berserk status on targetted member

CM --> Higher Spr, Reflect status, Berserk on St.Def.J

7. Silence --> ST Status class MA --> only used if Cerberus is under Triple --> Silence status on targetted member

CM --> Higher Spr, Reflect status, Silence or Pain on St.Def.J

8. Blind --> ST Status class MA --> only used if Cerberus is under Triple --> Darkness status on targetted member

CM --> Higher Spr, Reflect status, Blind or Pain on St.Def.J

9. Dispel --> ST Status class MA --> only used if Cerberus is under Triple --> removes any helpful statuses from targetted member

CM --> None

#E03 - BOSS STRATEGY

Quistis: 'I don't think G Garden uses GF.'

Zell: 'Do people here know GF?'

Irvine: 'Never knew about this one.'

Rinoa: 'Mr. GF, give us your power!'

Selphie: 'Is this a GF!?'

Squall: 'Ahh... let's just take it.'

Cerberus: '... PRETTY CONFIDENT.'

'LET'S SEE HOW YOU DO.'

Blah blah blah.

Cerberus has a wide array of moves at his disposal. Do not be afraid of him, he is not that tough. Always have a member on standby (in my case Quistis) and watch what Cerberus is using. If he casts Triple on himself, have Quistis (or whoever else) cast Dispel on Cerberus.

Under Triple Cerberus will be using Thundaga, Dispel, Silence and Blind and critical (Tail whip).

If not under Triple, you're looking at Berserk, Quake, Tornado and (Tail whip). As you can see, all of his moves can be rendered useless by junctioning correctly - I think I covered most aspects of what to junction so that the only damage you'll take is that of (Tail whip). Put Drain on St.Att.J (combine this by using Darkside command!) and healing your characters is taken care of.

Mug Cerberus for 1x Spd-J Scroll!!!

Draw Triples from Cerberus!!! If you're junctioned correctly, he can't even touch you - well, he can, but only by (Tail whip).

So to recap... Quake and Tornado can be absorbed (by Quake and Tornado on El.Def.J). To nullify Berserk, have Berserk on St.Def.J. Have Drain on St.Att.J. Have one member with Dispel on standby. Draw Triples like no tomorrow. Mug 1x Spd-J Scroll. Cast Dispel whenever Cerberus uses Triple on himself. Then most moves Cerberus will use will be trying to cast Triple on himself. :) When satisfied, defeat him.

When you knock off about half of his HP...

Cerberus: 'SHOW ME WHAT YOU GOT!'

Well, fulfill his wish and kick his ass.

Cerberus: 'NOT BAD... MORTALS.'

Even when defeated, you dare to mock me?

Victory Fanfare! Congratulations!

++++
SPECIAL ADVERTISEMENT!!!
++++

What to do before encountering next boss???

Alrighty! One new GF and soon we get 12th one.

1. Here's the recommended order in which it is advised to have Cerberus learn his abilities...

a) Cerberus - Spr-J, Spd-J, St.Def.J, St.Def.Jx2, St.Def.Jx4, Mag-J, St.Att.J, Spd+20%, Spd+40%, Auto-Haste, Alert. Screw Expend2x-1, as it's useless.

++++
JUNCTIONING SECTION!!!
++++

I promised I'll make the game as easy as possible for you and the next section deals in great depth with what you should waste your time, if you choose to do so.

Here you will find the mucho needed info on what abilities should your GFs learn by now. Enjoy this step by step guide.

1. It's time to specialize in various helpful junction abilities that will allow you to improve your magic junctions.

A) SPEED

--> I really advise that you Mug Cerberus for 1x Spd-J Scroll
--> Spd-J Scroll teaches GF Spd-J junction ability
--> Use Spd-J Scroll on any GF except Pandemona or Cerberus

Note: You now have 2 GFs with Spd-J junction ability and 1x Spd-J Scroll. I advise the following...

--> Put Pandemona on Squall
--> Put Cerberus on Zell
--> Use Spd-J Scroll on Quezo as it is junctioned to Quistis in my game

Now you finally have three characters that have:

1. HP-J
2. Str-J
3. Vit-J
4. Mag-J
5. Spr-J
6. Spd-J
7. Hit-J (Squall doesn't need it, and I know that Diablos and Cerberus are both junctioned to Zell, who doesn't need double Hit-J and double Abilityx3, but soon you get another GF, so just bare with me for a while)
8. El.Att.J
9. El.Def.Jx4
10. St.Att.J
11. St.Att.Jx4 (you only have two so far, one on Quezo - junctioned to Quistis, and one on Cerberus - junctioned to Zell --> only Squall still needs St.Def.Jx4, but St.Def.Jx2 will suffice so far)

FINAL SETUP OF QUEZO'S, SHIVA'S AND IFRIT'S ABILITIES

This is a short recap of what abilities would these three GFs be advised to have so far. I've taken the liberty of putting it down by numbers from 1 to 22 (22 is max number of abilities a single GF can learn). The abilities for all three are the same, except their special abilities.

I.) QUEZACOTL

1. HP-J
2. Vit-J
3. Mag-J
4. El.Att.J
5. El.Def.Jx4

6. Card
7. Card Mod
8. T Mag-RF
9. Mid Mag-RF
10. Mag+20%
11. Mag+40%
12. Str+60%
13. Vit+60%
14. Mag+60%
15. Spr+60%
16. Spd+40%
17. Auto-Haste
18. Auto-Reflect
19. St.Att.J
20. St.Def.Jx4
21. Spd-J
22. Whatever

II.) SHIVA

1. Str-J
2. Vit-J
3. Spr-J
4. El.Att.J
5. El.Def.Jx4
6. Doom
7. Vit+20%
8. Vit+40%
9. Spr+20%
10. Spr+40%
11. Doom
12. I Mag-RF
13. Str+60%
14. Vit+60%
15. Spr+60%
16. Spd+40%
17. Auto-Haste
18. Auto-Reflect
19. St.Att.J
20. Whatever
21. Whatever
22. Whatever

III.) IFRIT

1. HP-J
2. Str-J
3. El.Att.J
4. El.Def.Jx4
5. Mad Rush
6. Str+20%
7. Str+40%
8. Str Bonus
9. F Mag-RF
10. Ammo-RF
11. Str+60%
12. Vit+60%
13. Spr+60%
14. Spd+40%
15. Auto-Haste
16. Auto-Reflect
17. St.Att.J

18. Whatever
19. Whatever
20. Whatever
21. Whatever
22. Whatever

Few more bosses and we'll take care of perfect junctions. Just be patient a bit more.

=====
BOSS FIGHT #17 - SEIFER
=====

#1700 - SEIFER'S USELESS INFO

1. Boss name? --> Seifer
2. Fought where? --> G-Garden Master's Room
3. Highest level? --> 31
4. Highest HP? --> 10300 HP at Lv 31; 1300 HP at Lv 1
5. Elemental affinities? --> Weakness against Poison element
6. AP gained? --> 20 AP
7. Mugged items? --> 8x Mega-Phoenix
8. Dropped items? --> 8x Mega-Potion
9. Magic Draw list? -->
Lv 1-19: Fire, Thunder, Dispel, Haste
Lv 20-29: Fira, Thundara, Dispel, Haste
Lv 30-31: Firaga, Thundaga, Dispel, Haste
10. Scan description? --> Attacks with Edea to destroy Seed. His sword skills have been refined, and he has gained more skills.
11. Special info? --> None

#1701 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle, Leviathan, Pandemona
Zell --> Siren, Shiva, Diablos, Cerberus
Quistis --> Quezo, Bros, Tonberry

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit, Diablos, Bros, Carbuncle --> Holy, otherwise Healing class
2. Str --> Shiva, Ifrit, Bros, Pandemona, Cerberus --> Ultima, Meteor, Flare, Quake, Tornado, Triple or Aura, otherwise any attack class
3. Vit --> Quezo, Shiva, Carbuncle --> Meltdown, otherwise Healing class
4. Mag --> Quezo, Siren, Diablos, Carbuncle, Leviathan, Cerberus --> Ultima, Meteor, Flare, Quake, Tornado or Triple, otherwise any attack class
5. Spr --> Shiva, Bros, Leviathan, Cerberus --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Spd --> Pandemona, Cerberus, Quezo --> Haste
7. Hit --> Diablos, Cerberus --> Double
8. Luck --> Ifrit OR whatever GF you used Luck-J Scroll item on --> Ultima, Pain, Death, Triple or Aura
9. El.Att.J --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona --> Poison class

10. El.Def.J --> Quezo, Shiva, Ifrit, Bros, Pandemona --> Fire class
11. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona --> Fire class
12. El.Def.Jx4 --> Quezo, Shiva, Ifrit OR whatever GF you used Elem Guard item on --> Fire class
13. St.Att.J --> Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus --> Drain
14. St.Def.J --> Siren, Carbuncle, Cerberus --> No magic needed
15. St.Def.Jx2 --> Siren, Carbuncle, Cerberus --> No magic needed
16. St.Def.Jx4 --> Quezo, Cerberus --> No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall

- Slot 1 --> Attack --> N/A
- Slot 2 --> Magic --> Any
- Slot 3 --> Draw --> Any
- Slot 4 --> Recover / Item --> Leviathan / Any

Zell / Irvine

- Slot 1 --> Mug --> Diablos
- Slot 2 --> Magic --> Any
- Slot 3 --> Draw --> Any
- Slot 4 --> Darkside --> Diablos

Quistis

- Slot 1 --> Attack --> N/A
- Slot 2 --> Magic --> Any
- Slot 3 --> Item / Draw --> Any / Any
- Slot 4 --> Defend --> Bros

IV. RECOMMENDED CHARACTER ABILITIES

Squall

- Slot 1 --> Vit+60% / Whatever --> Ifrit OR any GF you used Adamantine on / Any
- Slot 2 --> Str+60% / Str+??% --> Ifrit / Ifrit
- Slot 3 --> Spr+60% / HP+??% --> Ifrit / Carbuncle

Zell / Irvine

- Slot 1 --> Str+60% / Vit+40% --> Shiva / Shiva
- Slot 2 --> Vit+60% / Whatever --> Shiva OR any GF you used Adamantine on / Any
- Slot 3 --> Mug / Spr+60% / HP+??% --> Diablos / Shiva / Diablos

Quistis

- Slot 1 --> Spr+60% / Str+60% / HP+??% --> Quezo / Quezo / Bros
- Slot 2 --> Vit+60% / Whatever --> Quezo OR any GF you used Adamantine on / Any

#1702 - SEIFER'S MOVES

1. (Sword swipe) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status
2. Demon Slice --> ST PA
CM --> Higher Vit, Protect status, Defend status
3. Fira --> ST Fire class MA
CM --> Higher Spr, Shell status, Reflect status, Defend status, Fire class magic on El.Def.J
4. Firaga --> ST Fire class MA
CM --> Higher Spr, Shell status, Reflect status, Defend status, Fire class magic on El.Def.J

5. Hi-Potion --> ST Item class move that Seifer uses on himself when running low on HP to restore 1000 HP
CM --> Defeat Seifer:)

#1703 - BOSS STRATEGY

Seifer: 'Let's go after them monsters!'

Ah, good ol' Seifer. He has some new moves, but nothing breath-taking. Take care of Fira and Firaga by having Fire class magic on El.Def.J. Take care of Demon Slice by having high Vit-J. Otherwise all he has left are (Sword swipe) and Hi-Potion.:) This time around Seifer has crap items. Mugging gets you 8x Mega-Phoenix and dropping gets you 8x Mega-Potion... yawn.

Strike Seifer a few times...

Seifer: 'Show me what you got.'
'I'll show you who's the better man!'

You or me? You're confusing me, doggone it...

After about half of his HP is gone...

Seifer: 'Ready to die, Squall?'
'Kneel before me!'

He will say this before using Demon Slice. This move can target any single member. Damage can be halved by Protect status or even nullified by Defend status.

After about 3/4 of his HP is gone...

Seifer: 'Is that all you got!?'
'I can't be beaten.'

He will start using Hi-Potion on himself. Oh well, no biggie... you can choose toying around with him for a little longer.

After about all of his HP is gone...

Seifer: 'This can't be! Why!?'

No Victory Fanfare... dammit. But you've won! Congratulations!

++++
SPECIAL ADVERTISEMENT!!!
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What to do before encountering next boss???

Well, there's not really that much to do... except maybe go collect Curse Spikes from Tri-Faces down in the lobby where you fought Cerberus. There's a fixed encounter with Tri-Faces if you run around on the stairs (where Cerberus' tail was waving before you challenged him).

=====

BOSS FIGHT #18 - SEIFER & EDEA

=====

#1800a - SEIFER'S USELESS INFO

1. Boss name? --> Seifer

2. Fought where? --> G-Garden Auditorium
3. Highest level? --> 32
4. Highest HP? --> 7400 HP at Lv 32; 1200 HP at Lv 1
5. Elemental affinities? --> Weakness against Poison element
6. AP gained? --> Together with Edea defeated --> 50 AP
7. Mugged items? --> Very common & Common: 1x Hero; Rare & Very rare: 1x Holy War
8. Dropped items? --> Very common & Common: 1x Hero; Rare & Very rare: 1x Holy War
9. Magic Draw list? -->
Lv 1-19: Fire, Thunder, Dispel, Haste
Lv 20-29: Fira, Thundara, Dispel, Haste
Lv 30-32: Firaga, Thundaga, Dispel, Haste
10. Scan description? --> Defeated once, and still trying to fight to save his pride. HP is lower due to the defeat, but skills are higher.
11. Special info? --> None

#1800b - EDEA'S USELESS INFO

1. Boss name? --> Edea
2. Fought where? --> G-Garden Auditorium
3. Highest level? --> 32
4. Highest HP? --> 16000 HP at Lv 32; 500 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> Together with Seifer defeated --> 50 AP
7. Mugged items? --> 1x Royal Crown
8. Dropped items? --> 1x Force Armlet
9. Magic Draw list? -->
Lv 1-19: Blizzard, Demi, Esuna, Alexander (!!!)
Lv 20-29: Blizzara, Demi, Esuna, Alexander (!!!)
Lv 30-32: Blizzaga, Demi, Esuna, Alexander (!!!)
10. Scan description? --> A sorceress bent on conquering the world. Hired Galbadia Garden forces to destroy SeeD, which stands in her way.
11. Special info? --> None

#1801 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle, Leviathan, Pandemona
Zell --> Siren, Shiva, Diablos, Cerberus
Quistis --> Quezo, Bros, Tonberry

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit, Diablos, Bros, Carbuncle --> Holy, otherwise Healing class
2. Str --> Shiva, Ifrit, Bros, Pandemona, Cerberus --> Ultima, Meteor, Flare, Quake, Tornado, Triple or Aura, otherwise any attack class
3. Vit --> Quezo, Shiva, Carbuncle --> Meltdown, otherwise Healing class
4. Mag --> Quezo, Siren, Diablos, Carbuncle, Leviathan, Cerberus --> Ultima, Meteor, Flare, Quake, Tornado or Triple, otherwise any attack class
5. Spr --> Shiva, Bros, Leviathan, Cerberus --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Spd --> Pandemona, Cerberus, Quezo --> Haste
7. Hit --> Diablos, Cerberus --> Double

8. Luck --> Ifrit OR whatever GF you used Luck-J Scroll item on --> Ultima, Pain, Death, Triple or Aura
9. El.Att.J --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona --> Poison class
10. El.Def.J --> Quezo, Shiva, Ifrit, Bros, Pandemona --> Fire class OR Ice class
11. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona --> Fire class and Ice class
12. El.Def.Jx4 --> Quezo, Shiva, Ifrit OR whatever GF you used Elem Guard item on --> Fire class and Ice class
13. St.Att.J --> Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus --> Drain, Sleep (!!!)
14. St.Def.J --> Siren, Carbuncle, Cerberus --> Pain or Silence or Death (!!!)
15. St.Def.Jx2 --> Siren, Carbuncle, Cerberus --> Pain and Death OR Silence and Death
16. St.Def.Jx4 --> Quezo, Cerberus --> Pain, Death, Slow

III. RECOMMENDED COMMAND ABILITIES

Squall

- Slot 1 --> Attack --> N/A
- Slot 2 --> Magic --> Any
- Slot 3 --> Draw (!!!) --> Any
- Slot 4 --> Recover / Item --> Leviathan / Any

Zell / Irvine

- Slot 1 --> Mug (!!!) --> Diablos
- Slot 2 --> Magic --> Any
- Slot 3 --> Draw (!!!) --> Any
- Slot 4 --> Darkside --> Diablos

Quistis

- Slot 1 --> Attack --> N/A
- Slot 2 --> Magic --> Any
- Slot 3 --> Item / Draw (!!!) --> Any / Any
- Slot 4 --> Defend --> Bros

IV. RECOMMENDED CHARACTER ABILITIES

Squall

- Slot 1 --> Vit+60% / Whatever --> Ifrit OR any GF you used Adamantine on / Any
- Slot 2 --> Str+60% / Str+??% --> Ifrit / Ifrit
- Slot 3 --> Spr+60% / HP+??% --> Ifrit / Carbuncle

Zell / Irvine

- Slot 1 --> Str+60% / Vit+40% --> Shiva / Shiva
- Slot 2 --> Vit+60% / Whatever --> Shiva OR any GF you used Adamantine on / Any
- Slot 3 --> Mug / Spr+60% / HP+??% --> Diablos / Shiva / Diablos

Quistis

- Slot 1 --> Spr+60% / Str+60% / HP+??% --> Quezo / Quezo / Bros
- Slot 2 --> Vit+60% / Whatever --> Quezo OR any GF you used Adamantine on / Any

----- #1802a - SEIFER'S MOVES -----

1. (Sword swipe) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status
2. Fira --> ST Fire class MA

CM --> Higher Spr, Shell status, Reflect status, Defend status, Fire class magic on El.Def.J

#1802b - EDEA'S MOVES

1. Blizzaga --> ST Ice class MA

CM --> Higher Spr, Shell status, Reflect status, Defend status, Ice class magic on El.Def.J

2. Death --> ST Status class & Instant death class MA --> KO status on targetted member

CM --> Higher Spr, Reflect status, Death on St.Def.J, Zombie status

3. Fira --> ST Fire class MA

CM --> Higher Spr, Shell status, Reflect status, Defend status, Fire class magic on El.Def.J

4. Silence --> ST Status class MA --> Silence status on targetted member

CM --> Higher Spr, Reflect status, Silence or Pain on St.Def.J

5. Slow --> ST Status class MA --> Slow status on targetted member

CM --> Higher Spr, Reflect status, Slow on St.Def.J, Auto-Haste

6. Reflect --> ST Support class magic that Edea will use on herself in order to reflect most of stockable magics

CM --> Dispel

7. Dispel --> ST Status class MA --> removes any helpful statuses from targetted member

CM --> None

8. Maelstrom --> AT Gravity class & Status class MA --> tears off 50% of every targetted member's current HP with possible infliction of Curse status

CM --> Shell status, Defend status, Aura or Pain on St.Def.J

#1803 - BOSS STRATEGY

Seifer: 'I'm the sorceress' knight.'

'You'll never...get past me.'

First you have to waste Seifer again. He is no threat, as he can only do Fira and his poor (Sword swipe). But before you knock him out, Mug him for 1x Hero or possibly 1x Holy War.

Seifer: 'I can't afford to lose.'

Excuse me, but I think you will.:)

Defeat Seifer...

Seifer: 'Ughaah!'

'... Damn, I'm disgraced.'

Now it's time to take care of Edea. She on the other hand has improved her array of moves tremendously, but... she can't kill you actually.:) As long as you're junctioned properly, you cannot die once you face off against Edea.

Edea: 'Defeated... useless fool.'

'Enough play. SeeDs must die!'

She'll start the battle by casting Maelstrom, annoying gravity based magical attack. Be sure that you have Aura or Pain on St.Def.J, otherwise your members will get Curse status. Most importantly, Maelstrom cannot kill you no matter how many times is it used.

Edea's Death magic can be rendered useless by Death on St.Def.J. Pain on St.Def.J will take care of Edea's Silence magic. If you don't have Pain, Silence will suffice.
Blizzaga magic? Fira magic? Ice class magic / Fire class magic on El.Def.J respectively. Dispel magic? Don't bother casting support class magic on you or use this to your advantage --> have one or two members junction Auto-Reflect character ability. Edea will waste many turns casting Dispel on such member/s.:)
Slow magic? No biggie. Slow on St.Def.J or junction Auto-Haste. Reflect magic? Don't bother Dispeling it...

Oh yeah, Edea is vulnerable to Sleep status.;

BUT!!! In all this fighting, do not forget to Draw Alexander!!! Then you play basketball with Edea as much as you want. Edea can be Mugged for 1x Royal Crown, but why bother? Magic sucks... well, anyway, if you don't mug it, you receive 1x Force Armlet after battle is over... Spr+40%? We already have Spr+60%...

What was that again about boss being hard? Right junctions and SeeDs live to see another day, hehehe.

However if you don't have any of this, then you're in for a tough fight... I suggest having at least one member with Drain on St.Att.J and have that member attack, attack, attack (preferably have him using Darkside - true, member'll lose some HP, but they will be restored by Drain).

When Edea is defeated...
Edea: 'A...Ahhh...'

No Victory Fanfare... dammit. But you've won! Congratulations!

=====
=====
07.) DISC 3 BOSSES - G0700
=====
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++++
SPECIAL ADVERTISEMENT!!!
++++

What to do before encountering next boss???

Alrighty! One new GF.

1. Here's the recommended order in which it is advised to have Alexander learn his abilities...

a) Alexander - Revive, High Mag-RF, Med Data, Med LV Up, Spr-J, El.Att.J, El.Def.Jx4. Spr+??% are kinda useless now...

2. If you need fast AP, head for Kashkabald Desert and fight Cactuars there. Watch those AP roll in really fast.

--> If you haven't done so already, now is a good time to have Leviathan learn his Recover ability which will be handy in next fight.:)

3. CARDS!!!

--> Challenge Edea at Edea's House to a card game. She holds Edea card, a

powerful card that must be in your inventory. Win it!

--> Give 'Girl Next Door' magazine to Zone at White Seed Ship for free and you'll receive Shiva card.

4. Now all three of your characters are able to hold 3 character abilities at once.

5. If you haven't done so already, get Tonberry GF! It will prove invaluable after next boss is defeated.

=====
BOSS FIGHT #19 - ABADON
=====

#1900 - ABADON'S USELESS INFO

1. Boss name? --> Abadon
2. Fought where? --> Great Salt Lake
3. Highest level? --> 34
4. Highest HP? --> 17010 HP at Lv 34; 510 HP at Lv 1
5. Elemental affinities? --> Weakness against Fire and Holy elements
6. AP gained? --> 40 AP
7. Mugged items? --> 1x Power Wrist
8. Dropped items? --> 10x Flare Stone
9. Magic Draw list? -->
Lv 1-19: Cure, Esuna, Dispel
Lv 20-29: Cura, Esuna, Dispel
Lv 30-34: Curaga, Esuna, Dispel, Flare (!)
10. Scan description? --> A monster born of ancient bones deep in Great Salt Lake. It's assumed that it came to life after the Great Salt Lake has dried up.
11. Special info? --> Undead Monster

#1901 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle, Leviathan, Pandemona
Zell --> Siren, Shiva, Diablos, Cerberus
Quistis --> Quezo, Bros, Tonberry, Alexander

II. RECOMMENDED JUNCTION ABILITIES

1. HP --> Quezo, Ifrit, Diablos, Bros, Carbuncle --> Regen, otherwise Healing class
2. Str --> Shiva, Ifrit, Bros, Pandemona, Cerberus --> Ultima, Meteor, Flare, Quake, Tornado, Triple or Aura, otherwise any attack class
3. Vit --> Quezo, Shiva, Carbuncle --> Meltdown, otherwise Healing class
4. Mag --> Quezo, Siren, Diablos, Carbuncle, Leviathan, Cerberus --> Ultima, Meteor, Flare, Quake, Tornado or Triple, otherwise any attack class
5. Spr --> Shiva, Bros, Leviathan, Cerberus, Alexander --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Spd --> Pandemona, Cerberus, Quezo --> Haste
7. Hit --> Diablos, Cerberus --> Double
8. Luck --> Ifrit OR whatever GF you used Luck-J Scroll item on --> Ultima, Pain, Death, Triple or Aura
9. El.Att.J --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander -->

Holy class or Fire class

10. El.Def.J --> Quezo, Shiva, Ifrit, Bros, Pandemona --> No magic needed
11. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander --> No magic needed
12. El.Def.Jx4 --> Quezo, Shiva, Ifrit OR whatever GF you used Elem Guard item on, Alexander --> No magic needed
13. St.Att.J --> Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus --> Blind (!!!)
14. St.Def.J --> Siren, Carbuncle, Cerberus --> Confuse (!!!)
15. St.Def.Jx2 --> Siren, Carbuncle, Cerberus --> Confuse and Pain
16. St.Def.Jx4 --> Quezo, Cerberus --> Confuse and Pain

III. RECOMMENDED COMMAND ABILITIES

Squall

- Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!) --> Any
Slot 4 --> Recover (!!!) / Item --> Leviathan / Any

Zell / Irvine

- Slot 1 --> Mug --> Diablos
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!) --> Any
Slot 4 --> Darkside --> Diablos

Quistis

- Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Item / Draw (!) --> Any / Any
Slot 4 --> Defend --> Bros

IV. RECOMMENDED CHARACTER ABILITIES

Squall

- Slot 1 --> Vit+60% / Whatever --> Ifrit OR any GF you used Adamantine on / Any
Slot 2 --> Str+60% / Str+??% --> Ifrit / Ifrit
Slot 3 --> Spr+60% / HP+??% --> Ifrit / Carbuncle

Zell / Irvine

- Slot 1 --> Str+60% / Vit+40% --> Shiva / Shiva
Slot 2 --> Vit+60% / Whatever --> Shiva OR any GF you used Adamantine on / Any
Slot 3 --> Mug / Spr+60% / HP+??% --> Diablos / Shiva / Diablos

Quistis

- Slot 1 --> Spr+60% / Str+60% / HP+??% --> Quezo / Bros
Slot 2 --> Vit+60% / Whatever --> Quezo OR any GF you used Adamantine on / Any
Slot 3 --> Str+60% / Whatever --> Quezo / Bros

#1902 - ABADON'S MOVES

1. (Double hand-strike) --> ST no-name PA --> always deals critical damage
CM --> Higher Vit, Protect status, Defend status
2. (Lick) --> ST no-name & Status class PA --> Curse status on targetted member along with some physical damage
CM --> Higher Vit, Protect status, Defend status, Curse on St.Def.J
3. (Stand up) --> no-name move --> is used after about three or four turns of boss (Sitting down) --> boss' Vit and Spr become immense in this form

CM --> None

4. (Sit down) --> no-name move --> is used after about three or four turns of boss (Standing up) --> boss' Vit and Spr return to normal

CM --> None

5. Esuna --> ST Support class magic that Abadon uses on itself to remove negative statuses done to it

CM --> None

6. Silence --> ST Status class MA --> Silence status on targetted member

CM --> Higher Spr, Reflect status, Silence or Pain on St.Def.J

7. Blind --> ST Status class MA --> Darkness status on targetted member

CM --> Higher Spr, Reflect status, Blind or Pain on St.Def.J

8. Confuse --> ST Status class MA --> Confuse status on targetted member

CM --> Higher Spr, Reflect status, Confuse on St.Def.J

9. Dispel --> ST Status class MA --> removes any helpful statuses from targetted member

CM --> None

#1903 - BOSS STRATEGY

Squall: 'An undead monster...'
'Use recovery-related magic and items.'

I think I somehow already knew that, but thanks for reminding me.:)

This boss battle is a piece of cake - use Elixir, Megalixir or X-Potion on Abadon (9999 HP of damage). Recover command will also do 9999 HP of damage. Repeat any suggested action twice and boss goes the way of the stone.;

If you don't have any of this, it'll be a bit harder. One thing tho': Have Confuse at St.Def.J as Abadon loves to use it on your party when (Standing up).

Boss can be bestowed with Darkness. And also... what's this? Curaga to Draw? How about casting it instead on Abadon? See, the game actually allows you to play dirty, heheh. If you get Curse, Darkness, Silence, Blind or Confuse, there's Esuna for you to draw.

Boss has set attack pattern. Three or four rounds of physical attacks, (Stand up), three or four rounds of magical attacks, (Sit down), the pattern repeats itself. Please note that Abadon's Vit and Spr are extremely high when (Standing up). It's better not to even bother attacking him.

I think I covered everything... oh yeah, Mug 1x Power Wrist from Abadon.

Victory Fanfare! Congratulations!

++++
SPECIAL ADVERTISEMENT!!!
++++

What to do before encountering next boss???

1. CARDS!!!

--> Challenge Odine to a card game. He holds Ward card, a powerful card that must be in your inventory. Win it!

--> Challenge Piet to a card game. He holds Alexander card, an important part of Card Queen quest. How about winning it?:) DO NOT mod it yet, you need this card badly.

--> Challenge Ellone to a card game. She holds Laguna card. What's so good about it, you ask? It allows you to get 100x Hero!!! How can you NOT get it?:)

Only few more cards to go!

2. TOP TIP!!!

When in Esthar Shopping mall, continuously try to enter Cheryl's Shop. After 80 or so tries you'll get 1x Rosetta Stone. Who-hooo!

3. TOP TIP!!!

At the same place continuously try to enter Esthar Shop!!!. After 20 or so tries you'll get in. It holds some good items for you to buy. :) You're interested in 5x Elixir. Buy them, but do not use them!!!

4. 13TH GUARDIAN FORCE!

Visit Tear's Point and nab Solomon Ring there. Then use it. If you have 6x Steel Pipe, 6x Remedy+ and 6x Malboro Tentacle...

5. Here's the recommended order in which it is advised to have Doomtrain learn his abilities...

a) Doomtrain - St.Def.Jx4, El.Def.Jx4, Darkside, Forbid Med-RF, Auto-Shell. Screw Absorb, as it's useless.

6. ROSETTA STONE ON WHOM?

Well, I'd say use Rosetta Stone on one of Squall's GFs. After all, Squall is the character that will waste most bosses, so it'd be really helpful to make space for one extra character ability.

--> Use Rosetta Stone on Ifrit.

++++
AAA - PERFECT JUNCTIONING SECTION, PART A
++++

The time has come to provide the best junctions now for three main party members - Zell (or Irvine), Squall and Quistis.

--> For starters, change your GF setup into following one...

Squall --> Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain

Zell --> Siren, Shiva, Alexander, Cerberus

Quistis --> Quezo, Bros, Tonberry, Diablos

But Zell doesn't have HP-J now, you say... and I say he will have it soon. :)

--> Head for Esthar's Shopping mall and enter Pet Shop there. If you have Tonberry's Familiar, it's party time. Buy as much Amnesia Greens as you can and also buy 3x HP-J, 3x Str-J, 3x Vit-J, 3x Mag-J, 3x Spr-J.

--> Right now we'll again tamper with Quezo's, Shiva's and Ifrit's abilities...

a) Have Quezo forget HP-J, Vit-J and Mag-J

b) Have Shiva forget Str-J, Vit-J and Spr-J

c) Have Ifrit forget HP-J and Str-J

--> Now let's concentrate on three other GFs... in my case Leviathan, Siren and Brothers

a) Have Leviathan learn HP-J, Str-J and Spr-J

b) Have Siren learn HP-J, Str-J, Vit-J and Spr-J

c) Have Brothers learn Vit-J and Mag-J

OVERVIEW

A) Squall

- > Leviathan will now have all five basic stat junctions
- > Carbuncle or Doomtrain take care of St.Att.J
- > Doomtrain takes care of St.Def.Jx4
- > Ifrit takes care of El.Att.J
- > Ifrit or Doomtrain take care of El.Def.Jx4
- > Pandemona has Spd-J

B) ZELL / IRVINE

- > Siren will now have all five basic stat junctions
- > Siren takes care of St.Att.J
- > Cerberus takes care of St.Def.Jx4
- > Shiva takes care of El.Att.J
- > Shiva takea care of El.Def.Jx4
- > Cerberus has Spd-J
- > Cerberus has Hit-J

C) QUISTIS

- > Brothers will now have all five basic stat junctions
- > Quezo takes care of St.Att.J
- > Quezo takes care of St.Def.Jx4
- > Quezo takes care of El.Att.J
- > Quezo takes care of El.Def.Jx4
- > Quezo has Spd-J
- > Diablos has Hit-J

I guess I don't need to feed you with info on whatever magics you need to junction.:) Anyway, I'll still get to that point again in Part B... This is it for Part A. Part B is coming up after next storyline boss/es are defeated.

After a loong story sequence you finally gain control of Squall again...

=====
BOSS FIGHT #20 - PROPAGATOR
=====

#2000 - PROPAGATOR'S USELESS INFO

1. Boss name? --> Propagator
2. Fought where? --> Ragnarok
3. Highest level? --> Storywise Lv 42, but can be Lv Up to 100
4. Highest HP? --> 5200 HP at Lv 42; 11000 HP at Lv 100; 1100 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> 5 AP
7. Mugged items? --> Very common: 6x Wizard Stone; Common: 8x Wizard Stone; Rare: 10x Wizard Stone; Very rare: 12x Wizard Stone
8. Dropped items? --> Dropped items depend on color of Propagator you defeated, but since there's four of them, it'll be waaay too confusing for me to hunt down which of them drops what.
Very common: 1x Shell Stone, 1x Death Stone, 1x Flare Stone, 1x Aura Stone
Common: 1x Protect Stone, 1x Holy Stone, 1x Meteor Stone, 1x Death Stone
Rare: 1x Aura Stone, 1x Ultima Stone, 1x Ultima Stone, 1x Ultima Stone
Very rare: 1x Death Stone, 1x Ultima Stone, 1x Ultima Stone, 1x Ultima Stone
9. Magic Draw list? -->

Lv 1-19: Thunder, Cure, Esuna, Life

Lv 20-29: Thundara, Cura, Esuna, Life

Lv 30-100: Thundaga, Curaga, Esuna, Life

10. Scan description? --> A monster living in the spaceship Ragnarok. Very violent in nature, it attacks anything that moves within the ship.

11. Special info? --> None

#2001 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain

Rinoa --> Siren, Shiva, Alexander, Cerberus

OR

Squall --> Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain

Rinoa --> Quezo, Bros, Tonberry, Diablos

Note: I'd go with second setup.

II. RECOMMENDED JUNCTION ABILITIES

Note!!! To avoid some confusion for now, take following into consideration...

GFs boxed like this [Shiva] means that they have forgotten that ability.

GFs boxed like this <Siren> means that they have learned that ability.

1. HP --> [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren> --> Holy, otherwise Healing class
2. Str --> [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren> --> Ultima, Meteor, Flare, Quake, Tornado, Triple or Aura, otherwise any attack class
3. Vit --> [Quezo], [Shiva], Carbuncle, <Siren>, <Bros> --> Meltdown, otherwise Healing class
4. Mag --> [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros> --> Ultima, Meteor, Flare, Quake, Tornado or Triple, otherwise any attack class
5. Spr --> [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren> --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Spd --> Pandemona, Cerberus, Quezo --> Haste
7. Hit --> Diablos, Cerberus --> Double
8. Luck --> Ifrit OR whatever GF you used Luck-J Scroll item on --> Ultima, Pain, Death, Triple or Aura
9. El.Att.J --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander, Doomtrain --> No magic needed
10. El.Def.J --> Quezo, Shiva, Ifrit, Bros, Pandemona --> Thunder class
11. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander --> Thunder class
12. El.Def.Jx4 --> Quezo, Shiva, Ifrit OR whatever GF you used Elem Guard item on, Alexander, Doomtrain --> Thunder class
13. St.Att.J --> Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain --> Sleep (!!!)
14. St.Def.J --> Siren, Carbuncle, Cerberus --> Silence or Blind or Pain
15. St.Def.Jx2 --> Siren, Carbuncle, Cerberus --> Silence and Blind OR Pain
16. St.Def.Jx4 --> Quezo, Cerberus, Doomtrain --> Silence and Blind OR Pain

III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw --> Any
Slot 4 --> Recover / Item --> Leviathan / Any

Rinoa

Slot 1 --> Mug --> Diablos
Slot 2 --> Magic --> Any
Slot 3 --> Draw --> Any
Slot 4 --> Darkside --> Diablos

IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 --> Vit+60% / Whatever --> Ifrit OR any GF you used Adamantine on / Any
Slot 2 --> Str+60% / Str+??% --> Ifrit / Ifrit
Slot 3 --> Spr+60% / HP+??% --> Ifrit / Carbuncle
Slot 4 --> Auto-Haste --> Ifrit OR any GF you used Accelerator on

Rinoa

Slot 1 --> Str+60% / Vit+40% --> Shiva / Shiva
Slot 2 --> Vit+60% / Whatever --> Shiva OR any GF you used Adamantine on / Any
Slot 3 --> Mug / Spr+60% / HP+??% --> Diablos / Shiva / Diablos

----- #2002 - PROPAGATOR'S MOVES -----

1. BiteBite --> ST PA --> always deals critical damage
CM --> Higher Vit, Protect status, Defend status
2. Thundaga --> ST Thunder class MA
CM --> Higher Spr, Shell status, Reflect status, Defend status, Thunder class magic on El.Def.J
3. (Punch) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status
4. Silence --> ST Status class MA --> Silence status on targetted member
CM --> Higher Spr, Reflect status, Silence or Pain on St.Def.J
5. Blind --> ST Status class MA --> Darkness status on targetted member
CM --> Higher Spr, Reflect status, Blind or Pain on St.Def.J

----- #2003 - BOSS STRATEGY -----

These guys are more of a nuisance than a real threat... if you're not junctioned correctly, then they'll be more of a threat. Thundaga can be absorbed by Thunder class magic on El.Def.J. Silence and Blind can be easily countered by Pain on St.Def.J. Render BiteBite and (Punch) useless by putting Darkness on boss or putting it to Sleep (Propagators are very vulnerable against these statuses).
Heck, they're even vulnerable to instant death. Yep, Odin can actually slice and dice a few Propagators up - not that I'm encouraging you to actually get Odin. :) Or how about Lv Down-ing these annoying guys? Tonberry's commands work wonders.

Items for mugging and dropped items are worth crap, so safely skip 'em.

Victory Fanfare! Congratulations! ... but you have to defeat Propagators in matching colors successively, otherwise they'll keep getting back to life...

+++++
SPECIAL ADVERTISEMENT!!!
+++++

What to do before encountering next boss???

1. SIDEQUESTS, SIDEQUESTS AND MORE SIDEQUESTS

UFO SIDEQUEST FINISHING TOUCHES

--> Fly to Heath Peninsula island for fourth UFO encounter. Then fly to Grandidi Forest and park Ragnarok above the Chocobo Holy Forest. Run around a bit any you'll finally be able to fight UFO. Defeat it for 1x Aegis Amulet.
--> Fly to the area where B-Garden was originally. Run around the crater and you'll encounter PuPu. Give him 5x Elixir and you'll receive 1x PuPu card. This does it for this sidequest.
--> Use 1x Aegis Amulet on Shiva (as I did in my game) or whatever GF you desire.

CARD QUEEN SIDEQUEST FINISHING TOUCHES

--> Well, just visit Card Queen again wherever she is. By now you should have Alexander card and Chicobo card, next two cards that you should LOSE to Card Queen.
--> Return to Dollet to get Alexander and Chicobo cards back from Card Queen's son.
--> Pay a visit to B-Garden. On the bench in front of the library there is sometimes a person sitting - he now holds Chubby Chocobo card. Challenge him to a card game and win that card.
--> Presidential Aide in Esthar's Presidential Palace now holds Phoenix card. A card game (victorious one, of course) will nab you this card.
--> Now lose Phoenix card to Card queen. Get Phoenix card back from Card Queen's son in Dollet.
--> Pub owner in Timber now holds Doomtrain card. Be warned tho'. He is not that strong of a player, but it may take forever for Doomtrain card to appear in his hand. Just be persistent and eventually you'll get it. El finito!

OBEL LAKE SIDEQUEST FINISHING TOUCHES

A --> Get first stone from Mr. Monkey - but first you must throw a rock that will skip many many times.
--> Second stone is on Mandy Beach.
--> Third stone is on Rinaul coast. Keep pressing action. First you'll pick up five wrong stones, and 6th one will be right one.
--> Fourth stone is located at Galbadia continent on Monterosa Plateau (somewhere above the waterfall). Keep pressing action and once you 'find a bird', defeat 2x Thrustaavis and last rock is yours.
--> Visit Obel Lake again and talk to the shadow who will 'decipher' (in a way:)) the rock for you.
--> Then visit Mordred Plains at Esthar continent and toy around with color-faced rocks.:) Prize is 1x Three Stars.

B --> Get the shadow to tell you 'Take some time off at Eldbeak Peninsula.'
--> Visit the place (it's on Trabia continent) and you'll find a stone pillar there - keep pressing action to find it. Yet again a puzzle...
--> Get 1x Luck-J Scroll on Minde Isle by pressing action when roaming around - it's somewhere in the middle.
--> Use 1x Luck-J Scroll on Shiva (as I did in my game) or whatever GF you desire.

2. CARDS ARE NOT GETTING AWAY THAT EASY!

--> Get PuPu card by feeding it 5x Elixir.

--> You'll obtain Chubby Chocobo, Phoenix and Doomtrain cards from Card Queen quest - plus of course you'll try to get back Chicobo and Alexander.:)
--> Challenge Laguna to a card game and win Squall card from him.

3. ISLAND CLOSEST TO HELL VS ISLAND CLOSEST TO HEAVEN

This is an EXP heaven - all monsters fought here are at Lv100. A single member's level up per one battle is a common thing here.

--> ICTHell is the western-most island on the world map
--> ICTHeaven is the most northeastern island on the world map (a bit north of Grandidi Forest)
--> Also, equip Enc-None party ability. ICTH islands are rich with invisible draw points containing Ultima, Triple, Meteor, Full-Life and Flare. So stock 'em up like no tomorrow.:) Junctionooooooooons...
--> Before commencing battles here, it would be a good thing to kill next optional boss Jumbo Cactuar!

+++++
BBB - PERFECT JUNCTIONING SECTION, PART B
+++++

The time has come to provide the best junctions now for three main members:
- Zell (or Irvine), Squall and Quistis.

--> If you haven't done so already, get Tonberry now from Centra Ruins (quick strategy: defeat around 20 Tonberries and then kill King Tonberry that will show up thereafter).

--> Change the junctioned GFs like this...

Squall --> Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain
Zell --> Siren, Shiva, Alexander, Cerberus
Quistis --> Quezo, Bros, Tonberry, Diablos

But Zell doesn't have HP-J now, you say... and I say he will have it soon.:)

--> Head for Esthar's Shopping mall and enter Pet Shop there. If you have Tonberry's Familiar, it's party time. Buy as much Amnesia Greens as you can and also buy 3x HP-J, 3x Str-J, 3x Vit-J, 3x Mag-J, 3x Spr-J.

--> Right now we'll again tamper with Quezo's, Shiva's and Ifrit's abilities...

- a) Have Quezo forget HP-J, Vit-J and Mag-J
- b) Have Shiva forget Str-J, Vit-J and Spr-J
- c) Have Ifrit forget HP-J and Str-J

--> Now let's concentrate on three other GFs... in my case Leviathan, Siren and Brothers

- a) Have Leviathan learn HP-J, Str-J and Spr-J
- b) Have Siren learn HP-J, Str-J, Vit-J and Spr-J
- c) Have Brothers learn Vit-J and Mag-J

OVERVIEW

A) Squall

--> Leviathan will now have all five basic stat junctions
--> Carbuncle or Doomtrain take care of St.Att.J
--> Doomtrain takes care of St.Def.Jx4
--> Ifrit takes care of El.Att.J
--> Ifrit or Doomtrain take care of El.Def.Jx4
--> Pandemona has Spd-J

B) ZELL / IRVINE

- > Siren will now have all five basic stat junctions
- > Siren takes care of St.Att.J
- > Cerberus takes care of St.Def.Jx4
- > Shiva takes care of El.Att.J
- > Shiva takea care of El.Def.Jx4
- > Cerberus has Spd-J
- > Cerberus has Hit-J

C) QUISTIS

- > Brothers will now have all five basic stat junctions
- > Quezo takes care of St.Att.J
- > Quezo takes care of St.Def.Jx4
- > Quezo takes care of El.Att.J
- > Quezo takes care of El.Def.Jx4
- > Quezo has Spd-J
- > Diablos has Hit-J

I guess I don't need to feed you with info on whatever magics you need to junction.:) Anyway, I'll still get to that point again in Part B...

Now it's time for me to tell you what magics are best to junction to all of these particular stats.

Note: I'll deal with Luck-J and Eva-J on disc four. Why? Cos I have a better solution for your junctioning needs...

HP-J

- > Drop Holy here.
- > It boosts your HP by 3800 HP.
- > Draw Holy from Elnoyle or refine Holy from Holy Stone or Moon Stone.

Str-J

- > Drop Meteor here.
- > It boosts your Str by 75 points.
- > Draw Meteor from Lv50+ Ruby Dragons.

Vit-J

- > Drop Meltdown here.
- > It boosts your Vit by 80 points.
- > Draw Meltdown from Lv40+ Gaylas.

Mag-J

- > Drop Whatever you wish here... I don't consider this stat that important... however...
- > Ultima raises Mag by 100, Triple by 70, Pain by 60, Meteor by 52 and Flare by 44 points.
- > For Ultima refer below. Draw Pain from Ochu or Elnoyle.

Spr-J

- > Drop Reflect here.
- > It boosts Spr by 70 points.
- > Draw Reflect from Adamantoise.

Spd-J

- > Drop Haste here.
- > It boosts Spd by 50 points.
- > Draw Haste from Cactuars (put them to sleep first). Refine Haste from Lightweight.

Eva-J

--> Drop Triple here.

--> Boost value is dependant a bit on what is junctioned to Spd-J.

--> Draw Triple from Odin. Refine Triple from Samantha Soul, Rocket Engine or Three Stars.

Hit-J

--> Drop Double here

--> It boosts Hit by 40 points.

--> Draw Double from Grendels.

Luck-J

--> Drop Aura here.

--> It boosts Luck by 40 points.

--> Refine Aura from Fury Fragments.

El.Att.J

--> Depends on type of enemy you're fighting.

El.Def.Jx4

--> Put Flare in Slot 1.

--> Put Life in Slot 2.

--> Put Shell in Slot 3

--> Put Full-Life in Slot 4.

--> This will get you 70% absorbtion of Fire, Ice and Thunder elements and 90% protection against other elements.

St.Att.J

--> Have one member put Sleep, second Silence and third Blind.

St.Def.Jx4

--> Put Pain in Slot 1.

--> Put Confuse in Slot 2.

--> Put Berserk in Slot 3.

--> Put Death (if not going to fight Malboro) or Sleep (if going to fight a Malboro) in Slot 4.

This is it for Part B. Part C (the one that will finally be complete) is coming up after next storyline boss/es are defeated.

Blah Bash Blah... Save Rinoa (once again, yawn) and then head for Cactuar Island... it's time to investigate what the heck that green plant thing is...

=====
BOSS FIGHT #F - JUMBO CACTUAR
=====

Note: This is the eighth boss fight in which your levels come to play, ie boss' levels will be affected by your levels.

#F00 - JUMBO CACTUAR'S USELESS INFO

1. Boss name? --> Jumbo Cactuar
2. Fought where? --> Cactuar Island
3. Highest level? --> 100
4. Highest HP? --> 330000 HP at Lv 100; 33000 HP at Lv 1
5. Elemental affinities? --> Weakness against Water element
6. AP gained? --> 20 AP

7. Mugged items? --> Very common & Common: 3x Cactus Thorn; Rare & Very rare: 4x Cactus Thorn
8. Dropped items? --> 1x Gaea's Ring
9. Magic Draw list? --> Meltdown, Demi, Tornado
10. Scan description? --> Some Cactuars live long lives and grow huge. This Jumbo Cactuar is one of those.
11. Special info? --> None

#F01 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain
Zell / Irvine --> Siren, Shiva, Alexander, Cerberus
Quistis --> Quezo, Bros, Tonberry, Diablos

II. RECOMMENDED JUNCTION ABILITIES

Note!!! To avoid some confusion for now, take following into consideration...
GFs boxed like this [Shiva] means that they have forgotten that ability.
GFs boxed like this <Siren> means that they have learned that ability.
... since we tampered with their abilities from last time. Don't know what I'm talking about? Press CTRL + F buttons at same time, then punch in *PART B* (without the asterisks!) and you'll be taken to that section.
However, please note that I'm still mentioning multiple suitable magics for each junction.

1. HP --> [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren> --> Holy, otherwise Healing class
2. Str --> [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren> --> Ultima, Meteor, Flare, Quake, Tornado, Triple or Aura, otherwise any attack class
3. Vit --> [Quezo], [Shiva], Carbuncle, <Siren>, <Bros> --> Meltdown, otherwise Healing class
4. Mag --> [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros> --> Ultima, Meteor, Flare, Quake, Tornado or Triple, otherwise any attack class
5. Spr --> [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren> --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Spd --> Pandemona, Cerberus, Quezo --> Haste
7. Eva --> Shiva OR whatever GF you used Aegis Amulet item on --> Triple, Ultima or Tornado
8. Hit --> Diablos, Cerberus --> Double
9. Luck --> Shiva OR whatever GF you used Luck-J Scroll item on, Ifrit OR whatever GF you used Luck-J Scroll item on --> Ultima, Pain, Death, Triple or Aura
10. El.Att.J --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander, Doomtrain --> Water class
11. El.Def.J --> Quezo, Shiva, Ifrit, Bros, Pandemona --> No magic needed
12. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander --> No magic needed
13. El.Def.Jx4 --> Quezo, Shiva, Ifrit OR whatever GF you used Elem Guard item on, Alexander, Doomtrain --> No magic needed
14. St.Att.J --> Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain --> No magic needed
15. St.Def.J --> Siren, Carbuncle, Cerberus --> No magic needed
16. St.Def.Jx2 --> Siren, Carbuncle, Cerberus --> No magic needed
17. St.Def.Jx4 --> Quezo, Cerberus, Doomtrain --> No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Draw --> Any
Slot 4 --> Darkside / Item --> Doomtrain / Any

Zell / Irvine

Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Any
Slot 3 --> Revive (!!!) --> Alexander
Slot 4 --> Whatever --> Any

Quistis

Slot 1 --> Mug --> Diablos
Slot 2 --> Magic --> Any
Slot 3 --> Item / Draw --> Any / Any
Slot 4 --> Darkside --> Diablos

Note: Do you perhaps have any Bomb Spirit (rare Mug item from Lv30+ Bombs)? Use it on GF of your choice and then junction Kamikaze command to that member.;

IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 --> Vit+60% / Whatever --> Ifrit OR any GF you used Adamantine on / Any
Slot 2 --> Str+60% / Str+??% --> Ifrit / Ifrit
Slot 3 --> Spr+60% / HP+??% --> Ifrit / Carbuncle
Slot 4 --> Auto-Haste --> Ifrit OR any GF you used Accelerator on

Zell / Irvine

Slot 1 --> Vit+40% --> Shiva
Slot 2 --> Vit+60% / Whatever --> Shiva OR any GF you used Adamantine on / Any
Slot 3 --> Vit+20% --> Shiva

Quistis

Slot 1 --> Spr+60% / Str+60% / HP+??% --> Quezo / Bros
Slot 2 --> Vit+60% / Whatever --> Quezo OR any GF you used Adamantine on / Any
Slot 3 --> Str+60% / Whatever --> Quezo / Bros

----- #F02 - JUMBO CACTUAR'S MOVES -----

1. (Leg stomp) --> ST no-name PA --> always deals critical damage
CM --> Higher Vit, Protect status, Defend status
2. Ker Plunk --> AT PA
CM --> Higher Vit, Protect status, Defend status
3. 10000 Needles --> ST Instant-Death class PA --> counterattack class move --> after Jumbo Cactuar takes damage for fifth time (then tenth, fifteenth and so on), Jumbo C. will counterattack by using this move on the member who dealt fifth strike
CM --> None, except Invincible status
4. 'Jumbo Cactuar is hesitating...' --> No-class 'move' --> Jumbo Cactuar is close to being defeated with 5% or less HP remaining
CM --> None
5. (Run away) --> No-class 'move' --> Jumbo Cactuar will run away when he has less than 2% of his HP remaining

CM --> When 'Jumbo C. is hesitating' pops on the screen, you have to take him down with multiple hit Limit Break or execute something that deals significant amount of damage - Kamikaze, Shockwave Pulsar.

#F03 - BOSS STRATEGY

Well, aren't we huge? I'm here to take you down. :) First off, Draw and cast Meltdown on Jumbo. Repeat if needed until he turns into some other color (which means he's under Vit 0 status). Now, whoever has Revive command, should never ever attack Jumbo in any way (read 'why not' below)! In my case Zell was such person - also make sure you beef up that member's Vitality!

Have the member with Aura magic (or Aura Stones, doesn't matter) cast Aura on Squall, who will be our main attacker for this boss. Keep using Renzokukens. Now pay attention... after Jumbo takes damage from five attacks (be it magical or physical), he'll counterattack by 10000 Needles against the member who executed fifth attack - in this case it'll most surely be Squall who's gonna croak. So have the member with infinity Revive command revive Squall. Then cast Aura on Squall again and repeat the process.

Of course Jumbo will not just stand there and let you pummel on him endlessly. He knows Ker Plunk - multiple-target physical attack - and (Leg stomp) - single target physical attack. But both can be rendered pretty much useless by having high Vit-J.

After Jumbo's HP is only at 5% or so remaining, he will 'start hesitating'. You'll know so by a message box that'll pop up. Now either kill Jumbo with another Renzokuken, or Duel, or Armor Shot. Heck, even Kamikaze will take him down - just make sure it's a single attack that takes down Jumbo. If you'll attack him regularly, he may (Run away) and you'll have to fight him from the beginning.

You'll receive 14th GF and 1x Gaea's Ring after you defeat him.

Victory Fanfare! Congratulations!

++++
SPECIAL ADVERTISEMENT!!!
++++

What to do before encountering next boss???

Got 14th GF yet, but haven't tackled any leftover sidequests? Refer to 'Special advertisement' section before BossFight #F and get your basic info on them.

1. Here's the recommended order in which it is advised to have Cactuar learn his abilities...

a) Cactuar - Eva-J, Luck-J, Initiative, Defend, Kamikaze, Eva+30%, Luck+50%, screw Move HP-Up, Expend2x-1 and Auto-Potion, since they're useless.

2. TOP TIP!!!

Excellent! Cactuar holds all five Bonus abilities.

So junction following Bonus abilities: HP (Cactuar, Bros), Str (Cactuar, Ifrit), Vit (Cactuar, Carbuncle) and Spr (Cactuar, Leviathan).

Cactuar on one member + (Ifrit + Bros + Carbuncle + Leviathan on other member) + fighting Lv 100 monsters on ICTHell/Heaven = strong characters

Just make sure you don't get accidentally killed. :)

Leveling up to Lv 100 with Bonus abilities junctioned is recommended a lot. The end result will be a single character with HP stat of at least 6000 HP (without

anything junctioned to HP-J) and Str, Vit and Spr moving somewhere around 120 for each respective junction ability.

3. Now head for the lower left corner of the world map and you'll see a mysterious island with strange structure on it. Get above it and press Action button...

=====
BOSS FIGHT #G - BAHAMUT
=====

Note: This is the ninth boss fight in which your levels come to play, ie boss' levels will be affected by your levels.

#G00 - BAHAMUT'S USELESS INFO

1. Boss name? --> Bahamut
2. Fought where? --> Deep Sea Research Center
3. Highest level? --> 100
4. Highest HP? --> 90000 HP at Lv 100; 10800 HP at Lv 1
5. Elemental affinities? --> Strong against Poison element, Thunder and Wind elements have no effect
6. AP gained? --> 40 AP
7. Mugged items? --> 1x Hyper Wrist
8. Dropped items? --> 1x Hyper Wrist, 1x Bahamut card
9. Magic Draw list? --> Flare, Curaga, Full-Life (!!!), Dispel
10. Scan description? --> Called the King of GF; its Mega Flare ignores all defence, giving a powerful blo Gives assistance freely to those who show their power.

Note: Yep, there's a typo in its Scan screen.

11. Special info? --> Fly Monster

#G01 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain

Zell / Irvine --> Siren, Shiva, Alexander, Cerberus

Quistis --> Quezo, Bros, Tonberry, Diablos, Cactuar

II. RECOMMENDED JUNCTION ABILITIES

Note!!! To avoid some confusion for now, take following into consideration...

GFs boxed like this [Shiva] means that they have forgotten that ability.

GFs boxed like this <Siren> means that they have learned that ability.

... since we tampered with their abilities from last time. Don't know what I'm talking about? Press CTRL + F buttons at same time, then punch in *PART B* (without the asterisks!) and you'll be taken to that section.

However, please note that I'm still mentioning multiple suitable magics for each junction.

1. HP --> [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren> --> Holy, otherwise Healing class
2. Str --> [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren> --> Ultima, Meteor, Flare, Quake, Triple or Aura, otherwise any attack class
3. Vit --> [Quezo], [Shiva], Carbuncle, <Siren>, <Bros> --> Meltdown, otherwise

Healing class

4. Mag --> [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros> --> Ultima, Meteor, Flare, Quake or Triple, otherwise any attack class
5. Spr --> [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren> --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Spd --> Pandemona, Cerberus, Quezo --> Haste
7. Eva --> Cactuar, Shiva OR whatever GF you used Aegis Amulet item on --> Triple, Ultima or Tornado
8. Hit --> Diablos, Cerberus --> Double
9. Luck --> Cactuar, Shiva OR whatever GF you used Luck-J Scroll item on, Ifrit OR whatever GF you used Luck-J Scroll item on --> Ultima, Pain, Death, Triple or Aura
10. El.Att.J --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander, Doomtrain --> DO NOT junction Poison, Thunder or Wind class
11. El.Def.J --> Quezo, Shiva, Ifrit, Bros, Pandemona --> Thunder class OR Wind class
12. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander --> Thunder class and Wind class
13. El.Def.Jx4 --> Quezo, Shiva, Ifrit OR whatever GF you used Elem Guard item on, Alexander, Doomtrain --> Thunder class and Wind class
14. St.Att.J --> Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain --> Blind (!!!)
15. St.Def.J --> Siren, Carbuncle, Cerberus --> Stop
16. St.Def.Jx2 --> Siren, Carbuncle, Cerberus --> Stop
17. St.Def.Jx4 --> Quezo, Cerberus, Doomtrain --> Stop

III. RECOMMENDED COMMAND ABILITIES

Squall

- Slot 1 --> Attack --> N/A
- Slot 2 --> Recover / Magic --> Leviathan / Any
- Slot 3 --> Draw (!!!) --> Any
- Slot 4 --> Darkside / Item --> Doomtrain / Any

Zell / Irvine

- Slot 1 --> Attack --> N/A
- Slot 2 --> Magic --> Any
- Slot 3 --> Draw (!!!) --> Any
- Slot 4 --> Revive --> Alexander

Quistis

- Slot 1 --> Attack --> N/A
- Slot 2 --> Magic / Defend --> Any / Cactuar OR Bros
- Slot 3 --> Item / Draw (!!!) --> Any / Any
- Slot 4 --> Darkside --> Diablos

IV. RECOMMENDED CHARACTER ABILITIES

Squall

- Slot 1 --> Vit+60% / Whatever --> Ifrit OR any GF you used Adamantine on / Any
- Slot 2 --> Str+60% / Str+??% --> Ifrit / Ifrit
- Slot 3 --> Spr+60% / HP+??% --> Ifrit / Carbuncle
- Slot 4 --> Auto-Haste --> Ifrit OR any GF you used Accelerator on

Zell / Irvine

- Slot 1 --> Spr+60% / Vit+40% --> Shiva / Shiva
- Slot 2 --> Vit+60% / Whatever --> Shiva OR any GF you used Adamantine on / Any
- Slot 3 --> Str+60% / Str+??% --> Shiva / Shiva

Quistis

Slot 1 --> Spr+60% / Str+60% / HP+??% --> Quezo / Bros
Slot 2 --> Vit+60% / Whatever --> Quezo OR any GF you used Adamantine on / Any
Slot 3 --> Str+60% / Whatever --> Quezo / Bros

#G02 - BAHAMUT'S MOVES

1. (Claw swipe) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status
2. Thundaga --> ST Thunder class MA
CM --> Higher Spr, Shell status, Reflect status, Defend status, Thunder class magic on El.Def.J
3. Tornado --> AT Wind class MA
CM --> Higher Spr, Shell status, Defend status, Wind class magic on El.Def.J
4. Stop --> ST Status class MA --> Stop status on targetted member
CM --> Higher Spr, Reflect status, Stop on St.Def.J, Auto-haste
5. Mega Flare --> AT Special class MA --> ignores Spr
CM --> Shell status, Defend status

#G03 - BOSS STRATEGY

To get this guy to appear, you have to move closer to the core *when the light is not shining*!

- > Pick 'It's not our will to fight' option first.
- > Defeat Ruby Dragon.
- > Pick 'Never' option.
- > Defeat Ruby Dragon.
- > Then pick *hidden third option*!
- > Let's go!

Bahamut: 'I am...Bahamut.'
Squall: 'The Great GF...Bahamut.'
Bahamut: '...GF? I...?'
'Using my powers...'
'...it is you humans...I fear...'

To get rid of his (Claw swipe), put Darkness on Bahamut. Thundaga and Tornado can be absorbed by having Thunder class magic and Wind class magic junctioned to El.Def.J. Stop can be rendered useless by having Stop on St.Def.J. But Mega Flare packs a punch against your members. Therefore it is advised you cast Shell upon your members to halve the damage done by Mega Flare (IMO Shell lasts roughly 16 rounds, which is more than enough time to waste Bahamut). So basically... Put Darkness on Bahamut, Shell on all members, cast Meltdown on Bahamut, Aura on Squall, proceed with Renzokukens, heal immediately after Mega Flare is used. Word of warning: Do not forget to heal after you've been struck with Mega Flare - Bahamut is capable if using it two times in a row! For an optional boss Bahamut doesn't have that much HP - three decent Renzos (of course, put Vit 0 on Bahamut first!) and we got ourselves 15th GF.:) It doesn't matter to Mug Bahamut in this battle... you get same item.

Defeat Bahamut...
Bahamut: 'Have you seen the light...?'

Victory Fanfare! Congratulations!

++++
SPECIAL ADVERTISEMENT!!!

+++++

What to do before encountering next boss???

Got 15th GF yet, but haven't tackled any leftover sidequests? Refer to 'Special advertisement' section before Boss Fight #F and get your basic info on them - this is one of the last chances for you to do so...

1. Here's the recommended order in which it is advised to have Bahamut learn his abilities...

a) Bahamut - Mug, Rare Item, Auto Protect.

--> Screw Move HP-Up and Expendx2-1, as they're useless.

2. TOP TIP!!!

I know you're itching to tackle next optional boss, but I really strongly advise against it. Here's why...

--> Curse Spikes from Tri-Faces will provide Luck-J for every member.

--> Curse Spikes from Tri-Faces will provide Abilityx4 for every member.

--> Curse Spikes from Tri-Faces will provide Ultimas for every member.

--> Ruby Dragons will provide raising member's MAX HP.

--> Barriers from Behemoths will provide Eva-J for every member.

--> Behemoths will provide raising member's Mag statistic (for you magic users).

Once Ultima Weapon is R.I.P., all these enemies are gone and you have to find them randomly (especially Behemoth is really rare). Still wanna waste such a great power source?:)

Eden? No problem, you can get her in final dungeon.

But anyway, FAQ is FAQ and I have to take care of the guy...

3. 100x MEGALIXIR!

Card Mod Bahamut card into 100x Megalixir. Your healing needs are now officially over.

4. ROSETTA STONE TIP!!!

Before getting down there, I'd advise you to at least collect 100x Curse Spike. Siren must be at Lv 100. Then use Tool-RF to refine 100x Curse Spike into 1x Dark Matter. Now with same ability refine 1x Dark Matter into 1x Shaman Stone. Now wait until you get Eden!!!

=====
BOSS FIGHT #H - ULTIMA WEAPON
=====

Note: This is the tenth boss fight in which your levels come to play, ie boss' levels will be affected by your levels.

#H00 - ULTIMA WEAPON'S USELESS INFO

1. Boss name? --> Ultima Weapon
2. Fought where? --> Deep Sea Deposit
3. Highest level? --> 100
4. Highest HP? --> 160000 HP at Lv 100; 51100 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> 100 AP
7. Mugged items? --> 1x Three Stars

8. Dropped items? --> 100x Ultima Stone, 1x Eden card
9. Magic Draw list? --> Regen, Dispel, Ultima (!!!), Eden (!!!)
10. Scan description? --> The strongest, ultimate monster. It's said to be impossible to defeat.
11. Special info? --> None

#H01 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain
Zell / Irvine --> Siren, Shiva, Alexander, Cerberus, Bahamut
Quistis --> Quezo, Bros, Tonberry, Diablos, Cactuar

II. RECOMMENDED JUNCTION ABILITIES

Note!!! To avoid some confusion for now, take following into consideration...
GFs boxed like this [Shiva] means that they have forgotten that ability.
GFs boxed like this <Siren> means that they have learned that ability.
... since we tampered with their abilities from last time. Don't know what I'm talking about? Press CTRL + F buttons at same time, then punch in *PART B* (without the asterisks!) and you'll be taken to that split section.
However, please note that I'm still mentioning multiple suitable magics for each junction.

1. HP --> [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren> --> Holy, otherwise Healing class
2. Str --> [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren> --> Ultima, Meteor, Flare, Quake, Tornado, Triple or Aura, otherwise any attack class
3. Vit --> [Quezo], [Shiva], Carbuncle, <Siren>, <Bros> --> Meltdown, otherwise Healing class
4. Mag --> [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros> --> Ultima, Meteor, Flare, Quake, Tornado or Triple, otherwise any attack class
5. Spr --> [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren> --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Spd --> Pandemona, Cerberus, Quezo --> Haste
7. Eva --> Cactuar, Shiva OR whatever GF you used Aegis Amulet item on --> Triple, Ultima or Tornado
8. Hit --> Diablos, Cerberus --> Double
9. Luck --> Cactuar, Shiva OR whatever GF you used Luck-J Scroll item on, Ifrit OR whatever GF you used Luck-J Scroll item on --> Ultima, Pain, Death, Triple or Aura
10. El.Att.J --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander, Doomtrain --> No magic needed
11. El.Def.J --> Quezo, Shiva, Ifrit, Bros, Pandemona --> Earth class
12. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander --> Earth class
13. El.Def.Jx4 --> Quezo, Shiva, Ifrit OR whatever GF you used Elem Guard item on, Alexander, Doomtrain --> Earth class
14. St.Att.J --> Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain --> No magic needed
15. St.Def.J --> Siren, Carbuncle, Cerberus --> No magic needed
16. St.Def.Jx2 --> Siren, Carbuncle, Cerberus --> No magic needed
17. St.Def.Jx4 --> Quezo, Cerberus, Doomtrain --> No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 --> Attack --> N/A
Slot 2 --> Recover / Magic --> Leviathan / Any
Slot 3 --> Draw (!!!) --> Any
Slot 4 --> Item (!!!) --> Any

Zell / Irvine

Slot 1 --> Mug --> Bahamut
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!!!) --> Any
Slot 4 --> Revive (!!!) --> Alexander

Quistis

Slot 1 --> Attack --> N/A
Slot 2 --> Magic / Defend --> Any / Cactuar OR Bros
Slot 3 --> Item (!!!) --> Any
Slot 4 --> Draw (!!!) --> Any

IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 --> Vit+60% / Whatever --> Ifrit OR any GF you used Adamantine on / Any
Slot 2 --> Str+60% / Str+??% --> Ifrit / Ifrit
Slot 3 --> Spr+60% / HP+??% --> Ifrit / Carbuncle
Slot 4 --> Auto-Haste / Spr+??% --> Ifrit OR any GF you used Accelerator on / Leviathan

Zell / Irvine

Slot 1 --> Spr+60% / Vit+40% --> Shiva / Shiva
Slot 2 --> Vit+60% / Whatever --> Shiva OR any GF you used Adamantine on / Any
Slot 3 --> Str+60% / Str+??% --> Shiva / Shiva
Slot 4 --> Auto-Haste / Spr+??% --> Cerberus, Shiva OR any GF you used Accelerator on / Shiva

Quistis

Slot 1 --> Spr+60% / Str+60% / HP+??% --> Quezo / Bros
Slot 2 --> Vit+60% / Whatever --> Quezo OR any GF you used Adamantine on / Any
Slot 3 --> Str+60% / Whatever --> Quezo / Bros

----- #H02 - ULTIMA WEAPON'S MOVES -----

1. (Sword swipe) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status
2. Quake --> AT Earth class MA
CM --> Higher Spr, Shell status, Float status, Defend status, Earth class magic on El.Def.J
3. Meteor --> AT No-element class MA
CM --> Higher Spr, Shell status, Defend status
4. Gravija --> AT Gravity class MA --> tears off 75% of all targetted members' current HP
CM --> Shell status, Defend status
5. Light Pillar --> ST Instant-Death class PA --> ignores Vit --> always deals 9999 HP of damage
CM --> None, except Invincible status

----- #H03 - BOSS STRATEGY -----

To get this guy to appear, you have to reach the bottom of Deep Sea Deposit with at least 10 RSP remaining to operate final machine...

Ultima Weapon's main offensive lies in his speed - therefore, for you to keep up with him (or even outrun him), it is advised that you have Spd-J on all three members with that are going to fight Ultima Weapon. Pandemona has Spd-J, Cerberus has Spd-J. You also should have 1x Spd-J which you Mugged from Cerberus. Don't have any of those? Then you either have two options...

--> Either you return here later on disc 4 when you'll have three members with Spd-J and kick Ultima Weapon's ass.

--> You kick his ass now, but it's going to be a bit harder, since Ultima Weapon likes to cheat a bit.:)

First off, make absolutely sure that all of your members have Item Command ability junctioned. They must be able to revive KO-ed members at any given time. Also junction Quake to El.Def.J to absorb Earth damage.

So the battle has started. Note that Ultima Weapon is extremely fast and if you have poor Spd-J (or none at all), you may get your early The End. Ultima Weapon is known to be able to use his Light Pillar twice in a succession (maybe more, but that has yet to happen to me) and if you're left without means to revive your members, then it's The End of the line for you. Don't rely on Phoenix to come and rescue you often. Rebirth Flame may kick in once or twice, but third time is highly unlikely.

Once you initiate the battle with Ultima Weapon, cast Shell on all members. Then cast Meltdown on Ultima Weapon. (Sword swipe) can be rendered useless by having high Vit-J (refer above for what to junction). Quake should not touch you at all since you prolly have Quake on El.Def.J (right?:)).

High Spr will take care of Meteor a bit - in tandem with Shell damage will be greatly reduced. Graviija's damage will be halved by Shell on your members - and hopefully bring them into yellow status when you can unleash Limit Breaks - have Squall Renzokukening, Zell Punch Rushing and Booyaing, Irvine Armor Shoting - the usual way of wasting any boss.

As soon as Light Pillar is used on any of your members, revive that member immediately. Don't bother casting Curaga on your members, heal with help of Megalixirs instead when needed.

If you want to play extra bit safe (that is, Ultima Weapon can use Meteor right after Graviija was casted and Meteor can potentially KO a member or two), defeat Ultima Weapon with casting Aura on Squall when he's not in critical and have only him Renzokukening, whilst other two members are on a standby and act as supporters / medics - they will heal / revive Squall or themselves when needed and provide Aura status for Squall.

In all that speed, there are three things to consider...

--> DRAW EDEN! You can't afford to miss this GF.

--> Draw Ultima magic if you feel daring (or if you're under Invincible status)

--> Do not Mug Ultima Weapon, cos you only get crappy 1x Three Stars (I'm not that much of a magic user, as you prolly guessed already). Instead it's better for you to receive 100x Ultima Stone Ultima Weapon drops when defeated. You'll also receive Eden card.

So in a nutshell...

Quake on El.Def.J, Shell on all members, Meltdown on Ultima Weapon, Aura on Squall, Renzokuken, Renzokuken, Renzokuken, immediate revival of KO-ed members takes priority, heal with items (Megalixirs from Bahamut card!!!) after Graviija is used. Phew... anything else?:)

Ultima Weapon is suddenly not 'the strongest, ultimate monster'... But you haven't faced greatest foe yet...

Victory Fanfare! Congratulations!

++++
SPECIAL ADVERTISEMENT!!!
++++

What to do before encountering next boss???

Got 16th GF yet, but haven't tackled any leftover sidequests? Refer to 'Special advertisement' section before Boss Fight #F and get your basic info on them - this is one of the last chances for you to do so...

1. Here's the recommended order in which it is advised to have Eden learn her abilities...

a) Eden - GFAb1 Med-RF, Darkside, Luck+50%, Eva+30%.
--> Screw Mad Rush and Expendx3-1, cos they're useless.

2. Well, so you really did waste Ultima Weapon? Now all those wonderful fixed encounters are gone... I feel for you... many good things could be found in those fixed encounters...

3. ROSETTA STONE TIP!!! (continued)

Now that you have GFAb1 Med-RF, refine 1x Shaman Stone from before into 1x Rosetta Stone. Use this item on Quezo (or any other GF you wish - just make sure that the third member learns Abilityx4) to have all battling members be able to junction up to four character abilities.

USE THIS TIP AS A FUTURE REFERENCE ON WHERE TO FIND AN EASY SOURCE OF ROSETTA STONES!

4. From now, I'll take it that you didn't waste Ultima Weapon and you want to get Eden in final dungeon... But in case you got her anyway, junction her to Squall. For now I'll mark Eden like this --> *Eden* --> that means that I did not get her, but you did and I include her info anyway.

5. DEFEAT CCGROUP ON BOARD BALAMB GARDEN IF YOU WANT AN EASY GAME!!!

6. CARD MOOOOOOOOD MANIA!!!

This game couldn't be completed without you (just kidding on that one:)). Your card count should now hold all Lv8, Lv9 and Lv10 cards plus Pupu card. Or in other case... If you followed my recommendation, then you're only missing *Odin* and *Eden* card. Have no fret, we can get them back on disc 4. It's modding time! Now I'll include all info on which rare cards to mod and what they mod into...

PuPu --> 1x Hungry Cookpot
Chicobo --> 100x Gysahl Greens
Angelo --> 100x Elixir
Gilgamesh --> 10x Holy War
MiniMog --> 100x Pet House
Chubby Chocobo --> 100x LuvLuv G
Quezacotl --> 100x Dynamo Stone
Shiva --> 100x North Wind
Ifrit --> 3x Elem Atk
Siren --> 3x Status Atk
Carbuncle --> 3x Glow Curtain
Diablos --> 100x Black Hole
Leviathan --> 3x Doc's Code

Odin --> 100x Dead Spirit
Pandemona --> 100x Windmill
Cerberus --> 100x Lightweight
Alexander --> 3x Moon Curtain
Phoenix --> 3x Phoenix Spirit
Bahamut --> 100x Megalixir
Doomtrain --> 3x Status Guard
Eden --> 3x Monk's Code
Ward --> 3x Gaea's Ring
Kiros --> 3x Accelerator
Laguna --> 100x Hero
Selphie --> 3x Elem Guard
Quistis --> 3x Samantha Soul
Irvine --> 3x Rocket Engine
Zell --> 3x Hyper Wrist
Rinoa --> 3x Magic Armlet
Edea --> 3x Royal Crown

--> The cards remaining in your hand are Sacred, Minotaur, Seifer and Squall and a random Lv6 or Lv7 boss card. Of course, feel free to include any other rare card in your hand if you don't feel like modding it.

Let's get out of this mess finally and teach Lunatic Pandora a thing or six...

=====
BOSS FIGHT #21 - RAIJIN & FUJIN
=====

#2100a - RAIJIN'S USELESS INFO

1. Boss name? --> Raijin
2. Fought where? --> Lunatic Pandora
3. Highest level? --> 43
4. Highest HP? --> 22200 HP at Lv 43; 5400 HP at Lv 1
5. Elemental affinities? --> Weakness against Poison element, absorbs Thunder element
6. AP gained? --> 12 AP
7. Mugged items? --> 1x Power Wrist
8. Dropped items? --> Very common: 3x Str Up; Common: 4x Str Up; Rare: 5x Str Up; Very rare: 6x Str Up
9. Magic Draw list? -->
Lv 1-19: Thunder, Protect, Shell
Lv 20-29: Thunder, Thundara, Protect, Shell
Lv 30-43: Thundara, Thundaga, Protect, Shell
10. Scan description? --> Works with Fujin and Seifer. Still relies on his strength, but can now use support magic as well.
11. Special info? --> None

#2100b - FUJIN'S USELESS INFO

1. Boss name? --> Fujin
2. Fought where? --> Lunatic Pandora
3. Highest level? --> 43
4. Highest HP? --> 17900 HP at Lv 43; 5300 HP at Lv 1
5. Elemental affinities? --> Weakness against Poison element, absorbs Wind element

6. AP gained? --> 8 AP
7. Mugged items? --> 2x Megalixir
8. Dropped items? --> 1x Megalixir
9. Magic Draw list? -->
Lv 1-19: Aero, Cure, Life
Lv 20-29: Aero, Cura, Life
Lv 30-43: Aero, Curaga, Full-Life, Tornado
10. Scan description? --> Assisting Seifer inside Lunatic Pandora. Uses support magic, as well as attack magic.
11. Special info? --> None

#2101 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain, *Eden*
Zell / Irvine --> Siren, Shiva, Alexander, Cerberus, Bahamut
Quistis --> Quezo, Bros, Tonberry, Diablos, Cactuar

II. RECOMMENDED JUNCTION ABILITIES

Note!!! To avoid some confusion for now, take following into consideration...
GFs boxed like this [Shiva] means that they have forgotten that ability.
GFs boxed like this <Siren> means that they have learned that ability.
... since we tampered with their abilities from last time. Don't know what I'm talking about? Press CTRL + F buttons at same time, then punch in *PART B* (without the asterisks!) and you'll be taken to that section.
However, please note that I'm still mentioning multiple suitable magics for each junction.

1. HP --> [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren> --> Holy, otherwise Healing class
2. Str --> [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren> --> Ultima, Meteor, Flare, Quake, Triple or Aura, otherwise any attack class
3. Vit --> [Quezo], [Shiva], Carbuncle, <Siren>, <Bros> --> Meltdown, otherwise Healing class
4. Mag --> [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros> --> Ultima, Meteor, Flare, Quake or Triple, otherwise any attack class
5. Spr --> [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren> --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Spd --> Pandemona, Cerberus, Quezo, *Eden* --> Haste
7. Eva --> Cactuar, *Eden*, Shiva OR whatever GF you used Aegis Amulet item on --> Triple, Ultima or Tornado
8. Hit --> Diablos, Cerberus, *Eden* --> Double
9. Luck --> Cactuar, Shiva OR whatever GF you used Luck-J Scroll item on, Ifrit OR whatever GF you used Luck-J Scroll item on --> Ultima, Pain, Death, Triple or Aura
10. El.Att.J --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander, Doomtrain --> Poison class, DO NOT junction Thunder class or Wind class
11. El.Def.J --> Quezo, Shiva, Ifrit, Bros, Pandemona --> Wind class
12. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander --> Wind class
13. El.Def.Jx4 --> Quezo, Shiva, Ifrit OR whatever GF you used Elem Guard item on, Alexander, Doomtrain --> Wind class
14. St.Att.J --> Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain --> Sleep (!!!)
15. St.Def.J --> Siren, Carbuncle, Cerberus --> Confuse OR Pain
16. St.Def.Jx2 --> Siren, Carbuncle, Cerberus --> Confuse and Pain

17. St.Def.Jx4 --> Quezo, Cerberus, Doomtrain--> Confuse and Pain

III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 --> Attack --> N/A
Slot 2 --> Recover / Magic --> Leviathan / Any
Slot 3 --> Darkside / Draw --> Doomtrain / Any
Slot 4 --> Item --> Any

Zell / Irvine

Slot 1 --> Mug --> Bahamut
Slot 2 --> Magic --> Any
Slot 3 --> Draw --> Any
Slot 4 --> Revive --> Alexander

Quistis

Slot 1 --> Mug / Attack --> Diablos / N/A
Slot 2 --> Magic / Defend --> Any / Cactuar OR Bros
Slot 3 --> Item --> Any
Slot 4 --> Darkside --> Diablos

IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 --> Vit+60% / Whatever --> Ifrit OR any GF you used Adamantine on / Any
Slot 2 --> Str+60% / Str+??% --> Ifrit / Ifrit
Slot 3 --> Spr+60% / HP+??% --> Ifrit / Carbuncle
Slot 4 --> Auto-Haste / Spr+??% --> Ifrit OR any GF you used Accelerator on / Leviathan

Zell / Irvine

Slot 1 --> Spr+60% / Vit+40% --> Shiva / Shiva
Slot 2 --> Vit+60% / Whatever --> Shiva OR any GF you used Adamantine on / Any
Slot 3 --> Str+60% / Str+??% --> Shiva / Shiva
Slot 4 --> Auto-Haste / Spr+??% --> Cerberus, Shiva OR any GF you used Accelerator on / Shiva

Quistis

Slot 1 --> Spr+60% / Str+60% / HP+??% --> Quezo / Bros
Slot 2 --> Vit+60% / Whatever --> Quezo OR any GF you used Adamantine on / Any
Slot 3 --> Str+60% / Whatever --> Quezo / Bros
Slot 4 --> Auto-Haste / Mag+60% --> Quezo OR any GF you used Accelerator on / Quezo

----- #2102a - RAIJIN'S MOVES -----

1. (Pole strike) --> ST no-name PA

CM --> Higher Vit, Protect status, Defend status, put Darkness on Raijin

2. (Powered-up fist blow) --> ST no-name PA

CM --> Higher Vit, Protect status, Defend status

3. Aura --> ST Support class magic that Raijin uses on himself to be able to execute Raijin Special --> under Aura Raijin's Str is doubled

CM --> Dispel, cast Reflect on Raijin to have this spell bounced off him onto your party members

4. Raijin Special --> ST PA --> used by Raijin when he casts Aura on himself

--> always deals critical damage to targetted member and always hits

CM --> Higher Vit, Protect status, Defend status

#2102b - FUJIN'S MOVES

1. Tornado --> AT Wind class MA
CM --> Higher Spr, Shell status, Defend status, Wind class magic on El.Def.J
2. Meteor --> AT No-element class MA
CM --> Higher Spr, Shell status, Defend status
3. Pain --> ST Status class MA --> Darkness, Silence and Poison statuses on targetted member
CM --> Higher Spr, Reflect status, Blind on St.Def.J will nullify Darkness, Silence on St.Def.J will nullify Silence, Bio on St.Def.J will nullify Poison, Pain on St.Def.J will nullify all three statuses
4. Sai --> ST Special class PA --> ignores Vit and lowers HP of targetted member to 1 --> always hits
CM --> None, except defeating Fujin
5. Zan --> ST PA --> always hits
CM --> Higher Vit, Protect status, Defend status
6. Metsu --> AT PA --> always hits
CM --> Higher Vit, Protect status, Defend status
7. Regen --> ST Support class magic that Fujin uses either on herself or Raijin to help restore lost HP at regular intervals
CM --> Dispel, cast Reflect on Fujin and/or Raijin to have this spell bounced off them onto your party members
8. Haste --> ST Support class magic that Fujin uses either on herself or Raijin to speed up her / Raijin's ATB bar
CM --> Dispel, cast Reflect on Fujin and/or Raijin to have this spell bounced off them onto your party members
9. Confuse --> ST Status class MA --> Confuse status on targetted member
CM --> Higher Spr, Reflect status, Confuse on St.Def.J
10. Slow --> ST Status class MA --> Slow status on targetted member
CM --> Higher Spr, Reflect status, Slow on St.Def.J. Auto-Haste
11. Blind --> ST Status class MA --> Darkness status on targetted member
CM --> Higher Spr, Reflect status, Blind or Pain on St.Def.J

#2103 - BOSS STRATEGY

Raijin: 'See, just like I said, ya know?'

Fujin: '.....'

[Squall: 'Hey! That's my line!']

Bobo the clown strikes again... with a help from Bozo the clown... Fujin's arsenal of attacks has vastly improved since last encounter - Pain (Pain on St.Def.J), Confuse (Confuse on St.Def.J), Meteor (high Sor), Metsu (high Vit), Regen, Haste... whoa! My kind of tough woman.;

On the other hand, Raijin's attacks haven't vastly improved - he loses Hi-Potion, but now knows Aura. He also gains a new physical attack - an animation shows Raijin powering up his fist and then jumping a target member punching him and at same time releasing the energy gathered in his fist in a big explosion. As usual, cast Meltdown on Fujin and Raijin first.

When Fujin wastes a few turns...

Fujin: 'DECISION.'

'DESTROY. HELP, SEIFER.'

She will now use Meteor. This is the only time in entire fight when she uses it.

When Raijin 'wastes' a few turns...

Raijin: 'Time to get serious, ya know!?'

He will now cast Aura on himself...

Raijin: 'Prepare yourself for defeat!'

And immediately afterward he'll execute Raijin Special. From now on he is able to Raijin Special you any time he wishes - he doesn't have to be under Aura status. Be vary, tho' - for the duration of Aura Raijin Special is twice as powerful.

So take care that your HP is high (high Spr, high Vit) when Fujin uses Meteor. To prevent Raijin from Raijin Special-izing into you five much, throw Reflect at him before he Aura-s himself.:

Raijin and Fujin are extremely vulnerable to Sleep, so use this to your advantage. It's a good thing to assign one member as a medic for this fight - have this member on a standby. If Fujin uses Sai, you will immediately have a member available to do the necessary healing. Zan and Metsu (beefed up version of Zan) aren't that dangerous - or at least nothing that high Vit couldn't take care of.

Beat Raijin at about 50% of his HP remaining...

Raijin: 'Not bad, Squall!'

'I can see why you're Seifer's rival!'

Beat Raijin at about 25% of his HP remaining...

Raijin: 'Whoa... Wow!'

'No wonder Seifer fears ya!'

Mug Fujin for 2x Megalixir - otherwise she drops 1x Megalixir.

If you Mug Raijin, you'll get 1x Power Wrist - otherwise he drops few Str Up items, which is IMO a better bounty to look for.

Send final greetings to Raijin...

Raijin: 'I... I lost again, ya know...'

Send final greetings to Fujin...

Fujin: 'CALLOUS...'

[Squall: 'That'll teach you stealing my lines.']

Victory Fanfare! Congratulations!

+++++

SPECIAL ADVERTISEMENT!!!

+++++

What to do before encountering next boss???

My last infinity remainder for you to tackle leftover sidequests in case you still have some open? Refer to 'Special advertisement' section before Boss Fight #F and get your basic info on them - this is one of the last chances for you to do so...

Note that something will prevent you from entering any towns on disc 4!

=====
BOSS FIGHT #22 - MOBILE TYPE 8, LEFT PROBE, RIGHT PROBE
=====

#2200a - MOBILE TYPE 8'S USELESS INFO

1. Boss name? --> Mobile Type 8
2. Fought where? --> Lunatic Pandora
3. Highest level? --> 41
4. Highest HP? --> 42300 HP at Lv 41; 30300 HP at Lv 1
5. Elemental affinities? --> Weakness against Thunder element
6. AP gained? --> 40 AP
7. Mugged items? --> Very common: 2x Laser Cannon (Lv 1-19) or 1x Laser Cannon (Lv 20+); Common: 2x Laser Cannon; Rare: 3x Laser Cannon; Very rare: 4x Laser Cannon
8. Dropped items? --> Very common: 2x Laser Cannon; Common: 2x Laser Cannon; Rare: 3x Laser Cannon; Very rare: 4x Laser Cannon
9. Magic Draw list? -->
Lv 1-19: Fire, Blizzard, Thunder, Flare
Lv 20-29: Fira, Blizzara, Thundara, Flare
Lv 30-41: Firaga, Blizzaga, Thundaga, Flare
10. Scan description? --> Its beam and laser attacks go far beyond the damage of any modern weapons.
11. Special info? --> Fly Monster

#2200b - LEFT PROBE'S USELESS INFO

1. Boss name? --> Left Probe
2. Fought where? --> Lunatic Pandora
3. Highest level? --> 41
4. Highest HP? --> 9100 HP at Lv 41; 5100 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> N/A
7. Mugged items? --> Very common & Common: 2x Vit Up; Rare & Very rare: 4x Vit Up
8. Dropped items? --> N/A
9. Magic Draw list? -->
Lv 1-19: Cure, Esuna
Lv 20-29: Cura, Esuna
Lv 30-41: Curaga, Esuna
10. Scan description? --> Mobile Type 8's left shoulder. Acts on its own as a machine. Has auto-recovery and attack functions.
11. Special info? --> Fly Monster

#2200c - RIGHT PROBE'S USELESS INFO

1. Boss name? --> Right Probe
2. Fought where? --> Lunatic Pandora
3. Highest level? --> 41
4. Highest HP? --> 9100 HP at Lv 41; 5100 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> N/A
7. Mugged items? --> Very common & Common: 2x Str Up; Rare & Very rare: 4x Str Up
8. Dropped items? --> N/A
9. Magic Draw list? -->
Lv 1-19: Cure, Demi
Lv 20-29: Cura, Demi

Lv 30-41: Curaga, Demi

10. Scan description? --> Mobile Type 8's right shoulder. Acts on its own as a machine. Has auto-recovery and attack functions.

11. Special info? --> Fly Monster

#2201 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain, *Eden*

Zell / Irvine --> Siren, Shiva, Alexander, Cerberus, Bahamut

Quistis --> Quezo, Bros, Tonberry, Diablos, Cactuar

II. RECOMMENDED JUNCTION ABILITIES

Note!!! To avoid some confusion for now, take following into consideration...

Gfs boxed like this [Shiva] means that they have forgotten that ability.

Gfs boxed like this <Siren> means that they have learned that ability.

... since we tampered with their abilities from last time. Don't know what I'm talking about? Press CTRL + F buttons at same time, then punch in *PART B* (without the asterisks!) and you'll be taken to that section.

However, please note that I'm still mentioning multiple suitable magics for each junction.

1. HP --> [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren> --> Holy, otherwise Healing class

2. Str --> [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren> --> Ultima, Meteor, Flare, Quake, Triple, Tornado or Aura, otherwise any attack class

3. Vit --> [Quezo], [Shiva], Carbuncle, <Siren>, <Bros> --> Meltdown, otherwise Healing class

4. Mag --> [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros> --> Ultima, Meteor, Flare, Quake, Tornado or Triple, otherwise any attack class

5. Spr --> [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren> --> Full-Life, Reflect or Dispel, otherwise Healing class

6. Spd --> Pandemona, Cerberus, Quezo, *Eden* --> Haste

7. Eva --> Cactuar, *Eden*, Shiva OR whatever GF you used Aegis Amulet item on --> Triple, Ultima or Tornado

8. Hit --> Diablos, Cerberus, *Eden* --> Double

9. Luck --> Cactuar, Shiva OR whatever GF you used Luck-J Scroll item on, Ifrit OR whatever GF you used Luck-J Scroll item on --> Ultima, Pain, Death, Triple or Aura

10. El.Att.J --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander, Doomtrain --> Thunder class

11. El.Def.J --> Quezo, Shiva, Ifrit, Bros, Pandemona --> No magic needed

12. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander --> No magic needed

13. El.Def.Jx4 --> Quezo, Shiva, Ifrit OR whatever GF you used Elem Guard item on, Alexander, Doomtrain --> No magic needed

14. St.Att.J --> Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain --> No magic needed

15. St.Def.J --> Siren, Carbuncle, Cerberus --> No magic needed

16. St.Def.Jx2 --> Siren, Carbuncle, Cerberus --> No magic needed

17. St.Def.Jx4 --> Quezo, Cerberus, Doomtrain --> No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 --> Attack --> N/A
Slot 2 --> Recover / Magic --> Leviathan / Any
Slot 3 --> Darkside / Draw --> Doomtrain / Any
Slot 4 --> Item --> Any

Zell / Irvine

Slot 1 --> Mug --> Bahamut
Slot 2 --> Magic --> Any
Slot 3 --> Draw --> Any
Slot 4 --> Revive --> Alexander

Quistis

Slot 1 --> Mug / Attack --> Diablos / N/A
Slot 2 --> Magic / Defend --> Any / Cactuar OR Bros
Slot 3 --> Item --> Any
Slot 4 --> Darkside --> Diablos

IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 --> Vit+60% / Whatever --> Ifrit OR any GF you used Adamantine on / Any
Slot 2 --> Str+60% / Str+??% --> Ifrit / Ifrit
Slot 3 --> Spr+60% / HP+??% --> Ifrit / Carbuncle
Slot 4 --> Auto-Haste / Spr+??% --> Ifrit OR any GF you used Accelerator on / Leviathan

Zell / Irvine

Slot 1 --> Spr+60% / Vit+40% --> Shiva / Shiva
Slot 2 --> Vit+60% / Whatever --> Shiva OR any GF you used Adamantine on / Any
Slot 3 --> Str+60% / Str+??% --> Shiva / Shiva
Slot 4 --> Auto-Haste / Spr+??% --> Cerberus, Shiva OR any GF you used Accelerator on / Shiva

Quistis

Slot 1 --> Spr+60% / Str+60% / HP+??% --> Quezo / Bros
Slot 2 --> Vit+60% / Whatever --> Quezo OR any GF you used Adamantine on / Any
Slot 3 --> Str+60% / Whatever --> Quezo / Bros
Slot 4 --> Auto-Haste / Mag+60% --> Quezo OR any GF you used Accelerator on / Quezo

#2202a - MOBILE TYPE 8'S MOVES

1. (Laser whip) --> ST no-name PA --> used in *MOBILE ON, SUPPORT OFF*
CM --> Higher Vit, Protect status, Defend status
2. Corona --> AT Special class PA --> first move used when boss changes into *MOBILE OFF, SUPPORT ON* --> ignores Vit --> brings every member's HP down to 1
CM --> None, except Invincible status
3. Megido Flame --> AT Special class & No-element MA --> last move used before boss returns to *MOBILE ON, SUPPORT OFF* --> ignores Spr
CM --> Shell status, Defend status

Special 'moves':

1. 'Mobile Weaponry attack mode ON' & 'Support Weaponry attack mode OFF' --> Mobile Type 8 will be the one doing the attacks for a few turns. Attacking Mobile Type 8 will result in Mobile Type 8 countering with Twin Homing Laser.
2. 'Mobile Weaponry attack mode OFF' & 'Support Weaponry attack mode ON' --> Mobile Type 8 will now discontinue the attacks for a while. But don't get cocky.

First attack used will be Corona which drops everybody's HP to 1 - heal immediately or Probes will strike you down. Last attack used before modes change again will be Megido Flame. Attacking any Probe in this mode will result in that Probe countering by Homing Laser.

#2202b - LEFT PROBE'S MOVES

1. (Spin dash) --> ST no-name PA --> used in *MOBILE OFF, SUPPORT ON*
CM --> Higher Vit, Protect status, Defend status
2. Homing Laser --> ST No-element MA --> counterattack class move --> used whenever you attack Left Probe when boss is in *MOBILE OFF, SUPPORT ON*
CM --> Higher Spr, Shell status, Defend status
3. Twin Homing Laser --> AT No-element MA --> joined counterattack class move --> used in conjunction with Right Probe whenever Mobile Type 8 is attacked when in *MOBILE ON, SUPPORT OFF*
CM --> Higher Spr, Shell status, Defend status

#2202c - RIGHT PROBE'S MOVES

1. (Spin dash) --> ST no-name PA --> used in *MOBILE OFF, SUPPORT ON*
CM --> Higher Vit, Protect status, Defend status
2. Homing Laser --> ST No-element MA --> counterattack class move --> used whenever you attack Right Probe when boss is in *MOBILE OFF, SUPPORT ON*
CM --> Higher Spr, Shell status, Defend status
3. Twin Homing Laser --> AT No-element MA --> joined counterattack class move --> used in conjunction with Left Probe whenever Mobile Type 8 is attacked when in *MOBILE ON, SUPPORT OFF*
CM --> Higher Spr, Shell status, Defend status

#2203 - BOSS STRATEGY

'Mobile Weaponry attack mode ON'
'Support Weaponry attack mode OFF'

Pay attention to these messages. Whenever you'll attack Mobile Type 8 during this mode, you'll get countered by Twin Homing Laser. So use these few turns to Mug 2x Str Up from Right Probe and 2x Vit Up from Left Probe. All attacks used in this mode will be boss' weak (Laser whip).

After a few turns...

'Mobile Weaponry attack mode OFF'
'Support Weaponry attack mode ON'

Now be careful. Have all members at standby. First thing launched at you will be Corona - all members' HP drops to measly 1 HP. Heal at once (Megalixir helps a lot). After Corona dealt it's damage, it's time that you concentrate on Mobile Type 8 that just split itself. Don't attack any Probe or it'll counter with Homing Laser. Cast Meltdown on Mobile Type 8 for starters. Then (of course:)) cast Aura on Squall and let him unleash a good Renzo or two (boss' Vit is somewhat low, so make sure you abuse that).

If boss still lives, make yourself weary of Megido Flame (it ignores Spr), another dangerous move that Mobile Type 8 uses before switching modes. Members

Lv 30-45: Firaga, Thundaga, Blizzaga, Aura (!!!)

10. Scan description? --> To retain his pride as a Sorceress' Knight, he is determined to win. His skills are even more deadly.

11. Special info? --> None

#2301 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain, *Eden*

Zell / Irvine --> Siren, Shiva, Alexander, Cerberus, Bahamut

Quistis --> Quezo, Bros, Tonberry, Diablos, Cactuar

II. RECOMMENDED JUNCTION ABILITIES

Note!!! To avoid some confusion for now, take following into consideration...

GFs boxed like this [Shiva] means that they have forgotten that ability.

GFs boxed like this <Siren> means that they have learned that ability.

... since we tampered with their abilities from last time. Don't know what I'm talking about? Press CTRL + F buttons at same time, then punch in *PART B* (without the asterisks!) and you'll be taken to that section.

However, please note that I'm still mentioning multiple suitable magics for each junction.

1. HP --> [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren> --> Holy, otherwise Healing class
2. Str --> [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren> --> Ultima, Meteor, Flare, Quake, Triple, Tornado or Aura, otherwise any attack class
3. Vit --> [Quezo], [Shiva], Carbuncle, <Siren>, <Bros> --> Meltdown, otherwise Healing class
4. Mag --> [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros> --> Ultima, Meteor, Flare, Quake, Tornado or Triple, otherwise any attack class
5. Spr --> [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren> --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Spd --> Pandemona, Cerberus, Quezo, *Eden* --> Haste
7. Eva --> Cactuar, *Eden*, Shiva OR whatever GF you used Aegis Amulet item on --> Triple, Ultima or Tornado
8. Hit --> Diablos, Cerberus, *Eden* --> Double
9. Luck --> Cactuar, Shiva OR whatever GF you used Luck-J Scroll item on, Ifrit OR whatever GF you used Luck-J Scroll item on --> Ultima, Pain, Death, Triple or Aura
10. El.Att.J --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander, Doomtrain --> Poison class
11. El.Def.J --> Quezo, Shiva, Ifrit, Bros, Pandemona --> Fire class
12. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander --> Fire class
13. El.Def.Jx4 --> Quezo, Shiva, Ifrit OR whatever GF you used Elem Guard item on, Alexander, Doomtrain --> Fire class
14. St.Att.J --> Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain --> No magic needed
15. St.Def.J --> Siren, Carbuncle, Cerberus --> No magic needed
16. St.Def.Jx2 --> Siren, Carbuncle, Cerberus --> No magic needed
17. St.Def.Jx4 --> Quezo, Cerberus, Doomtrain --> No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 --> Attack --> N/A
Slot 2 --> Recover / Magic --> Leviathan / Any
Slot 3 --> Draw (!!!) --> Any
Slot 4 --> Darkside / Item --> Doomtrain / Any

Zell / Irvine

Slot 1 --> Mug --> Bahamut
Slot 2 --> Magic --> Any
Slot 3 --> Draw (!!!) --> Any
Slot 4 --> Revive --> Alexander

Quistis

Slot 1 --> Mug / Attack --> Diablos / N/A
Slot 2 --> Magic / Defend --> Any / Cactuar OR Bros
Slot 3 --> Draw (!!!) --> Any
Slot 4 --> Darkside --> Diablos

IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 --> Vit+60% / Whatever --> Ifrit OR any GF you used Adamantine on / Any
Slot 2 --> Str+60% / Str+??% --> Ifrit / Ifrit
Slot 3 --> Spr+60% / HP+??% --> Ifrit / Carbuncle
Slot 4 --> Auto-Haste / Spr+??% --> Ifrit OR any GF you used Accelerator on / Leviathan

Zell / Irvine

Slot 1 --> Spr+60% / Vit+40% --> Shiva / Shiva
Slot 2 --> Vit+60% / Whatever --> Shiva OR any GF you used Adamantine on / Any
Slot 3 --> Str+60% / Str+??% --> Shiva / Shiva
Slot 4 --> Auto-Haste / Spr+??% --> Cerberus, Shiva OR any GF you used Accelerator on / Shiva

Quistis

Slot 1 --> Spr+60% / Str+60% / HP+??% --> Quezo / Bros
Slot 2 --> Vit+60% / Whatever --> Quezo OR any GF you used Adamantine on / Any
Slot 3 --> Str+60% / Whatever --> Quezo / Bros
Slot 4 --> Auto-Haste / Mag+60% --> Quezo OR any GF you used Accelerator on / Quezo

#2302 - SEIFER'S MOVES

1. (Sword swipe) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status
2. Firaga --> ST Fire class MA
CM --> Higher Spr, Shell status, Reflect status, Defend status, Fire class magic on El.Def.J
3. Bloodfest --> AT PA --> will be used more often as Seifer nears his defeat
CM --> Higher Vit, Protect status, Defend status
4. Flare --> ST No-element class MA
CM --> Higher Spr, Shell status, Reflect status, Defend status

#2303 - BOSS STRATEGY

Seifer's third attempt at trying to show you who's better and also the saddest. This is the easiest boss on disc 3. Heh. Just make sure that you have four

following things...

--> You didn't get Odin!

--> You have Draw command junctioned

--> You have high Vit

--> You have Fire class magic on El.Def.J

First stock up on Aura. This is the only fight in whole game that you can Draw Aura from an enemy, so don't miss it. Once you have 100x Aura for each member, Draw and cast Aura on your members and then pummel Seifer into oblivion. Firaga and Bloodfest are nothing to be afraid of.:)

When Seifer is finally defeated...

Seifer: 'Is this...the end...?'

Special note: In case you got Odin, following will happen...

As soon as battle starts, Odin will attempt to Zantetsuken Seifer...

Squall: 'Odin...!?!'

Seifer: 'Hah, I won't go down that easy.'

'Show me what you got, Squall!'

'Let me add another scar for ya!'

Then halfway thru the fight...

Gilgamesh: 'You gave me the 4th one...'

'Huh? Was it you...?'

'Then dodge my sword!'

'Eat this!!!'

Seifer: 'Ergwahhhh!!!'

Gilgamesh: 'Where is the dimensional interval...?'

Victory Fanfare! Congratulations!

=====
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08.)

DISC 4 BOSSES - G0800
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++++
SPECIAL ADVERTISEMENT!!!
++++

What to do before encountering next boss???

This is it. Final battles await your heroes. What? We have to save Rinoa again? Darn it, when will she learn not to fall into trouble??? Ah well, this is just an excuse to waste next boss...

=====
BOSS FIGHT #24 - ADEL & RINO
=====

#2400a - ADEL'S USELESS INFO

1. Boss name? --> Adel
2. Fought where? --> Lunatic Pandora
3. Highest level? --> 46
4. Highest HP? --> 51000 HP at Lv 46; 6000 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> N/A
7. Mugged items? --> 1x Samantha Soul (!!!)
8. Dropped items? --> N/A
9. Magic Draw list? -->
Lv 1-19: Fire, Thunder, Blizzard
Lv 20-29: Fira, Thundara, Blizzara
Lv 30-46: Firaga, Thundaga, Blizzaga
10. Scan description? --> Esthar's ruler before Laguna and company confined her. Released by Ultimecia, and regaining strength.
11. Special info? --> None

#2400b - RINOA'S USELESS INFO

1. Boss name? --> Rinoa
2. Fought where? --> Lunatic Pandora
3. Highest level? --> 46
4. Highest HP? --> 9036 HP at Lv 46; 6021 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> N/A
7. Mugged items? --> 8x Megalixir (!!!)
8. Dropped items? --> N/A
9. Magic Draw list? --> Esuna, Dispel, Regen
10. Scan description? --> Rinoa is being junctioned by Adel. Immobile, because Adel is absorbing her powers. Can be released by defeating Adel.
11. Special info? --> None

#2401 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain, *Eden*
Zell / Irvine --> Siren, Shiva, Alexander, Cerberus, Bahamut
Quistis --> Quezo, Bros, Tonberry, Diablos, Cactuar

II. RECOMMENDED JUNCTION ABILITIES

Note!!! To avoid some confusion for now, take following into consideration...
GFs boxed like this [Shiva] means that they have forgotten that ability.
GFs boxed like this <Siren> means that they have learned that ability.
... since we tampered with their abilities from last time. Don't know what I'm talking about? Press CTRL + F buttons at same time, then punch in *PART B* (without the asterisks!) and you'll be taken to that section.
However, please note that I'm still mentioning multiple suitable magics for each junction.

1. HP --> [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren> --> Holy, otherwise Healing class
2. Str --> [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren> --> Ultima, Meteor, Flare, Triple, Tornado or Aura, otherwise any attack class
3. Vit --> [Quezo], [Shiva], Carbuncle, <Siren>, <Bros> --> Meltdown, otherwise Healing class

4. Mag --> [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros> --> Ultima, Meteor, Flare, Tornado or Triple, otherwise any attack class
5. Spr --> [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren> --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Spd --> Pandemona, Cerberus, Quezo, *Eden* --> Haste
7. Eva --> Cactuar, *Eden*, Shiva OR whatever GF you used Aegis Amulet item on --> Triple, Ultima or Tornado
8. Hit --> Diablos, Cerberus, *Eden* --> Double
9. Luck --> Cactuar, Shiva OR whatever GF you used Luck-J Scroll item on, Ifrit OR whatever GF you used Luck-J Scroll item on --> Ultima, Pain, Death, Triple or Aura
10. El.Att.J --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander, Doomtrain --> No magic needed
11. El.Def.J --> Quezo, Shiva, Ifrit, Bros, Pandemona --> Earth class
12. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander --> Earth class
13. El.Def.Jx4 --> Quezo, Shiva, Ifrit OR whatever GF you used Elem Guard item on, Alexander, Doomtrain --> Earth class
14. St.Att.J --> Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain --> No magic needed
15. St.Def.J --> Siren, Carbuncle, Cerberus --> No magic needed
16. St.Def.Jx2 --> Siren, Carbuncle, Cerberus --> No magic needed
17. St.Def.Jx4 --> Quezo, Cerberus, Doomtrain --> No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall

- Slot 1 --> Attack --> N/A
- Slot 2 --> Recover / Magic --> Leviathan / Any
- Slot 3 --> Draw --> Any
- Slot 4 --> Darkside / Item --> Doomtrain / Any

Zell / Irvine

- Slot 1 --> Mug (!!!) --> Bahamut
- Slot 2 --> Magic --> Any
- Slot 3 --> Draw --> Any
- Slot 4 --> Revive --> Alexander

Quistis

- Slot 1 --> Mug (!!!) / Attack --> Diablos / N/A
- Slot 2 --> Magic / Defend --> Any / Cactuar OR Bros
- Slot 3 --> Draw --> Any
- Slot 4 --> Darkside --> Diablos

IV. RECOMMENDED CHARACTER ABILITIES

Special Tip: Concentrate on beefing up Spirit!!!

Squall

- Slot 1 --> Vit+60% / Whatever --> Ifrit OR any GF you used Adamantine on / Any
- Slot 2 --> Auto-Shell / Str+60% / Str+??% --> Ifrit OR any GF you used Moon Curtain on / Ifrit / Ifrit
- Slot 3 --> Spr+60% / HP+??% --> Ifrit / Carbuncle
- Slot 4 --> Auto-Haste / Spr+??% --> Ifrit OR any GF you used Accelerator on / Leviathan

Zell / Irvine

- Slot 1 --> Spr+60% / Vit+40% --> Shiva / Shiva
- Slot 2 --> Vit+60% / Whatever --> Shiva OR any GF you used Adamantine on / Any
- Slot 3 --> Auto-Shell / Str+60% / Str+??% --> Shiva OR any GF you used Moon

Curtain on / Shiva / Shiva
Slot 4 --> Auto-Haste / Spr+??% --> Cerberus, Shiva OR any GF you used
Accelerator on / Shiva

Quistis

Slot 1 --> Spr+60% / Str+60% / HP+??% --> Quezo / Bros
Slot 2 --> Vit+60% / Whatever --> Quezo OR any GF you used Adamantine on / Any
Slot 3 --> Auto-Shell / Str+60% / Whatever --> Quezo OR any GF you used Moon
Curtain on / Quezo / Bros
Slot 4 --> Auto-Haste / Mag+60% --> Quezo OR any GF you used Accelerator on /
Quezo

#2402a - ADEL'S MOVES

1. (Drain) --> ST Status class MA --> Adel will continuously (Drain) Rinoa's HP
--> once HP is drained, Adel will use one of her attacks --> if Rinoa's HP
reaches 0 during the fight, it's Game Over
CM --> Cast Cure, Cura, Curaga, Regen on Rinoa, use Recover command on Rinoa
2. Meteor --> AT No-element class MA
CM --> Higher Spr, Shell status, Defend status
3. Quake --> AT Earth class MA
CM --> Higher Spr, Shell status, Defend status, Earth class magic on El.Def.J
4. Flare --> ST No-element class MA
CM --> Higher Spr, Shell status, Reflect status, Defend status
5. Energy Bomber --> ST AP --> always deals critical damage
CM --> Higher Vit, Protect status, Defend status
6. 'Magical powers are concentrated on Adel!' --> NT move --> when this message
pops up, this is your alarm --> next attack Adel will execute is Ultima
CM --> None
7. Ultima --> AT No-element class MA --> will be used in a few turns after
'Magical powers are concentrated on Adel!' message popped up
CM --> Higher Spr, Shell status, Defend status

#2402b - RINOA'S MOVES

No moves!

#2403 - BOSS STRATEGY

Zell: 'Gotta save Rinoa!'
Quistis: 'We're saving Rinoa!'
Selphie: 'We have to save Rinoa!'
Squall: 'Just go for Adel!'

Many people seem to come to an unconquerable obstacle when facing Adel, but in
all truth it's all about strategy and right junctions. For junctions please
refer to the above humongous chunk of info on junctions of this part of FAQ,
and for strategy - it's all in here.

To start, we'll first take care of ourselves. Do you have Auto-Shell character
ability junctioned? No? In that case, cast Shell on all members at start of
battle. Shell lasts for 16 turns (my rough estimate) and will last for more
than enough time for us to kill Adel. On the other hand, Auto-Shell lasts
forever.:)

Next thing to do would be to cast Regen on your members. Healing for the fight

has been taken care of. Now we'll take care of Rinoa. Draw and cast Regen on her, then Shell her as well - doing so will halve (Drain) damage that Adel keeps using on Rinoa and for every (Drain) Adel will pull off successfully, Regen will kick in. Every time when Adel (Drain)-s Rinoa, Adel will immediately execute one of following attacks:

Meteor will *always* be first attack used - halve the damage by Shell

Quake - Quake on El.Def.J will heal you:)

Flare - halve the damage by Shell (do not be under Reflect or else Flare might bounce back at Rinoa)

Energy Bomber - halve the damage by Protect, nullify the damage by Defend... but in all seriousness you shouldn't worry about this attack as it's rarely used

If somehow you still get crippled to low HP after some of these attacks, use items to heal. Do not take chances that you might just pull it off. Better play safe than sorry.

After few turns pass, 'Magical powers are concentrated on Adel!'. You'll also see visual change in Adel's stance. If you're low on HP, use recovery items (Bahamut card!) to restore lost HP. Don't heal with magic, cos it won't be as much effective since you're Shelled. After some time passes again, Adel will unleash Ultima, her strongest attack - but you've made it thru (Shell status will halve the damage for you:))!

Then Adel will return to usual pattern - (Drain) on Rinoa, then throwing one of the above four attacks, then 'Magical powers...', Ultima, etc.

If Rinoa's Regen wears off (it doesn't last into infinity), cast Regen again. You can't afford to lose cos of such careless mistake.

Now to really show Adel how stuff should be done...

Cast Meltdown on Adel, then Aura on Zell / Irvine (whoever you have in your party). When Zell starts Dueling, only use Punch Rush and Booya. Do not use multiple target hits (My Final Heaven and such). Same goes for Irvine. Flame Shot, Scatter Shot and Hyper Shot are no-no. Armor Shot is a perfect choice - with Irvine's high Str-J Adel will face her doom in no time. Squall is not a character whose limits are recommended to use for this fight - Fated Circle and Blasting Zone are not your friends...

If you feel daring a bit, Mug Rinoa for 8x Megalixir.

Adel carries 1x Samantha Soul.

No items are dropped after the battle, so you might as well Mug these.

Adel is defeated!

Victory Fanfare! Congratulations!

++++
SPECIAL ADVERTISEMENT!!!
++++

What to do before encountering next boss???

There's not much you can do except reorganizing your junctions a bit.

Ultimate junctions are coming up in a while. We have to swim thru two more boss fights, then obtain Eden who is the GF to look for...

=====
BOSS FIGHT #25 - 11x SORCERESS

=====
Note: You will now face 11 Sorceresses.

First 6 are the same and I'll refer to them as Sorceress A.

Second 4 are the same and I'll refer to them as Sorceress B.

11th Sorceress is a unique one and I'll refer to her as Sorceress C.

#2500a - SORCERESS A'S USELESS INFO

1. Boss name? --> Sorceress
2. Fought where? --> Commencement Room
3. Highest level? --> 45 (fixed level)
4. Highest HP? --> 3390 HP at Lv 45
5. Elemental affinities? --> None
6. AP gained? --> 0 AP
7. Mugged items? --> Very common: 1x Meteor Stone; Common, Rare & Very rare: 1x Ultima Stone
8. Dropped items? --> Very common: 1x Flare Stone; Common: 1x Holy Stone; Rare: 1x Meteor Stone; Very rare: 1x Ultima Stone
9. Magic Draw list? --> Firaga, Thundaga, Blizzaga
10. Scan description? --> Sorceress from beyond time who appeared due to Time Compression. Uses magic, but it is not very powerful.
11. Special info? --> None

#2500b - SORCERESS B'S USELESS INFO

1. Boss name? --> Sorceress
2. Fought where? --> Commencement Room
3. Highest level? --> 45 (fixed level)
4. Highest HP? --> 4496 HP at Lv 45
5. Elemental affinities? --> None
6. AP gained? --> 0 AP
7. Mugged items? --> Very common: 1x Meteor Stone; Common, Rare & Very rare: 1x Ultima Stone
8. Dropped items? --> Very common: 1x Flare Stone; Common: 1x Holy Stone; Rare: 1x Meteor Stone; Very rare: 1x Ultima Stone
9. Magic Draw list? --> Haste, Double
10. Scan description? --> Sorceress from beyond time who appeared due to Time Compression. Uses magic, but it is not very powerful.
11. Special info? --> None

#2500c - SORCERESS C'S USELESS INFO

1. Boss name? --> Sorceress
2. Fought where? --> Commencement Room
3. Highest level? --> 45 (fixed level)
4. Highest HP? --> 32498 HP at Lv 45
5. Elemental affinities? --> None
6. AP gained? --> 55 AP
7. Mugged items? --> Very common: 1x Meteor Stone; Common, Rare & Very rare: 1x Ultima Stone
8. Dropped items? --> Very common: 1x Flare Stone; Common: 1x Holy Stone; Rare: 1x Meteor Stone; Very rare: 1x Ultima Stone
9. Magic Draw list? --> Flare, Holy

10. Scan description? --> Sorceress from beyond time who appeared due to Time Compression. Uses magic, but it is not very powerful.

11. Special info? --> None

#2501 - BOSS PREPARATIONS

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain, *Eden*

Zell / Irvine --> Siren, Shiva, Alexander, Cerberus, Bahamut

Quistis --> Quezo, Bros, Tonberry, Diablos, Cactuar

II. RECOMMENDED JUNCTION ABILITIES

Note!!! To avoid some confusion for now, take following into consideration...

GFs boxed like this [Shiva] means that they have forgotten that ability.

GFs boxed like this <Siren> means that they have learned that ability.

... since we tampered with their abilities from last time. Don't know what I'm talking about? Press CTRL + F buttons at same time, then punch in *PART B* (without the asterisks!) and you'll be taken to that section.

However, please note that I'm still mentioning multiple suitable magics for each junction.

1. HP --> [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren> --> Holy, otherwise Healing class
2. Str --> [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren> --> Ultima, Meteor, Triple or Aura, otherwise any attack class
3. Vit --> [Quezo], [Shiva], Carbuncle, <Siren>, <Bros> --> Meltdown, otherwise Healing class
4. Mag --> [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros> --> Ultima, Meteor or Triple, otherwise any attack class
5. Spr --> [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren> --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Spd --> Pandemona, Cerberus, Quezo, *Eden* --> Haste
7. Eva --> Cactuar, *Eden*, Shiva OR whatever GF you used Aegis Amulet item on --> Triple, Ultima or Tornado
8. Hit --> Diablos, Cerberus, *Eden* --> Double
9. Luck --> Cactuar, Shiva OR whatever GF you used Luck-J Scroll item on, Ifrit OR whatever GF you used Luck-J Scroll item on --> Ultima, Pain, Death, Triple or Aura
10. El.Att.J --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander, Doomtrain --> No magic needed
11. El.Def.J --> Quezo, Shiva, Ifrit, Bros, Pandemona --> Earth class OR Thunder class OR Ice class OR Wind class OR Fire class
12. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander --> Earth class and Thunder class OR Earth class and Ice class OR Earth class and Wind class OR Earth class and Fire class OR Thunder class and Ice class OR Thunder class and Wind class OR Thunder class and Fire class OR Ice class and Wind class OR Ice class and Fire class OR Wind class and Fire class
13. El.Def.Jx4 --> Quezo, Shiva, Ifrit OR whatever GF you used Elem Guard item on, Alexander, Doomtrain --> Ummm, any combo of the five classe a bit up:), but otherwise Flare, Quake, Tornado and Protect
14. St.Att.J --> Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain --> Silence
15. St.Def.J --> Siren, Carbuncle, Cerberus --> No magic needed
16. St.Def.Jx2 --> Siren, Carbuncle, Cerberus --> No magic needed
17. St.Def.Jx4 --> Quezo, Cerberus, Doomtrain --> No magic needed

III. RECOMMENDED COMMAND ABILITIES

Squall

Slot 1 --> Attack --> N/A
Slot 2 --> Recover / Magic --> Leviathan / Any
Slot 3 --> Draw --> Any
Slot 4 --> Darkside / Item --> Doomtrain / Any

Zell / Irvine

Slot 1 --> Mug --> Bahamut
Slot 2 --> Magic --> Any
Slot 3 --> Draw --> Any
Slot 4 --> Revive --> Alexander

Quistis

Slot 1 --> Mug / Attack --> Diablos / N/A
Slot 2 --> Magic / Defend --> Any / Cactuar OR Bros
Slot 3 --> Draw --> Any
Slot 4 --> Darkside --> Diablos

IV. RECOMMENDED CHARACTER ABILITIES

Special Tip: Concentrate on beefing up Spirit!!!

Squall

Slot 1 --> Vit+60% / Whatever --> Ifrit OR any GF you used Adamantine on / Any
Slot 2 --> Auto-Shell / Str+60% / Str+??% --> Ifrit OR any GF you used Moon
Curtain on / Ifrit / Ifrit
Slot 3 --> Spr+60% / HP+??% --> Ifrit / Carbuncle
Slot 4 --> Auto-Haste / Spr+??% --> Ifrit OR any GF you used Accelerator on /
Leviathan

Zell / Irvine

Slot 1 --> Spr+60% / Vit+40% --> Shiva / Shiva
Slot 2 --> Vit+60% / Whatever --> Shiva OR any GF you used Adamantine on / Any
Slot 3 --> Auto-Shell / Str+60% / Str+??% --> Shiva OR any GF you used Moon
Curtain on / Shiva / Shiva
Slot 4 --> Auto-Haste / Spr+??% --> Cerberus, Shiva OR any GF you used
Accelerator on / Shiva

Quistis

Slot 1 --> Spr+60% / Str+60% / HP+??% --> Quezo / Bros
Slot 2 --> Vit+60% / Whatever --> Quezo OR any GF you used Adamantine on / Any
Slot 3 --> Auto-Shell / Str+60% / Whatever --> Quezo OR any GF you used Moon
Curtain on / Quezo / Bros
Slot 4 --> Auto-Haste / Mag+60% --> Quezo OR any GF you used Accelerator on /
Quezo

----- #2502a - SORCERESS A'S MOVES -----

Note: All six Sorceresses A know (Telekinetic punch) and Esuna. However, each particular Sorceress A knows only one specific magic. These magics are listed in the exact order as the Sorceresses A keep pouring down.

1. (Telekinetic punch) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status

2. Fire --> ST Fire class MA
 CM --> Higher Spr, Shell status, Reflect status, Defend status, Fire class magic on El.Def.J

3. Thunder --> ST Thunder class MA
 CM --> Higher Spr, Shell status, Reflect status, Defend status, Thunder class magic on El.Def.J

4. Fira --> ST Fire class MA
 CM --> Higher Spr, Shell status, Reflect status, Defend status, Fire class magic on El.Def.J

5. Blizzara --> ST Ice class MA
 CM --> Higher Spr, Shell status, Reflect status, Defend status, Ice class magic on El.Def.J

6. Thundara --> ST Thunder class MA
 CM --> Higher Spr, Shell status, Reflect status, Defend status, Thunder class magic on El.Def.J

7. Aero --> ST Wind class MA
 CM --> Higher Spr, Shell status, Reflect status, Defend status, Wind class magic on El.Def.J

8. Esuna --> ST Support class magic that Sorceress A uses in herself or Sorceress B to remove negative statuses done to them
 CM --> Put Silence on Sorceress A

9. (Summon next Sorceress) --> NT move --> this is actually a move --> put Poison on any Sorceress and when you kill her 'friend', you'll see that poisoned Sorceress takes Poison damage before next Sorceress is summoned
 CM --> None

 #2502b - SORCERESS B'S MOVES

Note: All four Sorceresses B know (Telekinetic punch). However, each particular Sorceress B knows one or two specific magics. These magics are listed in the exact order as the Sorceresses B keep pouring down.

1. (Telekinetic punch) --> ST no-name PA
 CM --> Higher Vit, Protect status, Defend status

2. Double --> ST Support class magic that first and fourth Sorceress B use on themselves to be able to cast Thundaga (first Sorceress B) and Flare (fourth Sorceress B) successively two times in a row
 CM --> Dispel

3. Thundaga --> ST Thunder class MA
 CM --> Higher Spr, Shell status, Reflect status, Defend status, Thunder class magic on El.Def.J

4. Quake --> AT Earth class MA
 CM --> Higher Spr, Shell status, Defend status, Earth class magic on El.Def.J

5. Meltdown --> ST No-element and Status class MA --> lowers Vit and Spr of targetted member to 0 as well as dealing some No-element class magical damage
 CM --> Higher Spr, Shell status, Reflect status, Defend status; to remove Vit 0 status, cast Esuna / use Treatment on inflicted member

6. Meteor --> AT No-element class MA
 CM --> Higher Spr, Shell status, Defend status

7. Flare --> ST No-element class MA
 CM --> Higher Spr, Shell status, Reflect status, Defend status

8. (Summon next Sorceress) --> NT move --> this is actually a move --> put Poison on any Sorceress and when you kill her 'friend', you'll see that poisoned Sorceress takes Poison damage before next Sorceress is summoned
 CM --> None

 #2502c - SORCERESS C'S MOVES

1. (Creepy touch) --> ST no-name PA --> counterattack class move --> is used by Sorceress C whenever she's attacked during the time when she is *not* counting down to Ultima --> always deals critical damage
CM --> Higher Vit, Protect status, Defend status
2. 5 - 4 - 3 - 2 - 1 --> NT move --> when these numbers start popping up at the screen, this is a warning for you --> next attack used will be Ultima --> during countdown Sorceress C won't counterattack
CM --> None
3. Ultima --> AT No-element class MA
CM --> Higher Spr, Shell status, Defend status

#2503 - BOSS STRATEGY

This be easy fight until you get to 11th Sorceress.:)
First Sorceress knows (Telekinetic punch), Fire and Esuna - no problem.
Second Sorceress knows (Telekinetic punch), Thunder and Esuna - no problem.
Third Sorceress knows (Telekinetic punch), Fira and Esuna - no problem.
Fourth Sorceress knows (Telekinetic punch), Blizzara and Esuna - no problem.
Fifth Sorceress knows (Telekinetic punch), Thundara and Esuna - no problem.
Sixth Sorceress knows (Telekinetic punch), Aero and Esuna - no problem.
Seventh Sorceress knows (Telekinetic punch), Double and Thundaga - no problem.
Eight Sorceress knows (Telekinetic punch), Quake and Meltdown - kill her fast!
Ninth Sorceress knows (Telekinetic punch) and Meteor - kill her fast.
Tenth Sorceress knows (Telekinetic punch), Double and Flare - kill her fast.

And now a true boss emerges from beyond time... err, what the heck IS this, anyway? *shivers* Don't attack this Sorceress yet! Instead wait for her to start counting down to Ultima. Before she actually does that, use the opportunity you're given to heal HP you might have lost from fights with previous Sorceresses. If you attack this Sorceress before she starts counting down, she'll counterattack by (Creepy touch). Once the countdown begins, she's all yours. Meltdown on Sorceress, Aura on Squall and Renzokuken all the way. If counter reaches 2 and Sorceress is still not defeated, heal (if not done so already) and take the Ultima punishment - I'll make sure it'll be me next time waving goodbye, hehehe. Now again wait a bit for countdown to start. Then finally kill her and good riddance to this boring fight.:)

No Victory Fanfare will sound after the fight! Congratulations!

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SPECIAL ADVERTISEMENT!!!
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What to do before encountering next boss???

Ahhh, we're finished with Sorceresses for a while. Now it's time to get Eden (in case you listened to my advice and you didn't get her before) or just kill some bosses off in final dungeon.

1. TOP TIP!!!

Did you miss Drawing any GF? Now it's your second chance to get those GFs back. Following GFs can be found in final dungeon...

--> Pandemona, Leviathan, Alexander, Siren, Cerberus, Carbuncle and Eden

Let's get it on, shall we? Ignore the three portals you see to the left of the

chain for now and head into the castle. Let's square off first boss that can be found just up the stairs...

=====

BOSS FIGHT #26 - SPHINXAUR, SPHINXARA AND FRIENDS

=====

Note: You must defeat Sphinxaur first. Then Sphinxara will appear. Sphinxara is able to summon Jelleye, then Forbidden, then Tri-Face.

#2600a - SPHINXAUR'S USELESS INFO

1. Boss name? --> Sphinxaur
2. Fought where? --> Ultimecia Castle - Hall
3. Highest level? --> 50
4. Highest HP? --> 10000 HP at Lv 50; same for any level
5. Elemental affinities? --> Weakness against Holy element
6. AP gained? --> Check for joined AP under Sphinxara's section
7. Mugged items? --> 1x Elixir
8. Dropped items? --> Has nothing.
9. Magic Draw list? -->
Lv 1-19: Fire, Thunder, Blizzard, Cure
Lv 20-29: Fira, Thundara, Blizzara, Cura
Lv 30-50: Firaga, Thundaga, Blizzaga, Curaga
10. Scan description? --> Protects the hall of Ultimecia Castle. Defeated many enemies whose abilities were sealed.
11. Special info? --> None

#2600b - SPHINXARA'S USELESS INFO

1. Boss name? --> Sphinxara
2. Fought where? --> Ultimecia Castle - Hall
3. Highest level? --> 50
4. Highest HP? --> 10000 HP at Lv 50; same for any level
5. Elemental affinities? --> Weakness against Holy element
6. AP gained? --> 30 AP
7. Mugged items? --> Has nothing
8. Dropped items? --> Very common & Common: 1x Megalixir; Rare & Very rare: 2x Megalixir
9. Magic Draw list? -->
Lv 1-19: Fire, Thunder, Blizzard, Cure
Lv 20-29: Fira, Thundara, Blizzara, Cura
Lv 30-50: Firaga, Thundaga, Blizzaga, Curaga
10. Scan description? --> Sphinx's true form. Attack tactics change completely in this form. Summons other monsters and uses Doom.
11. Special info? --> None

#2601 - BOSS PREPARATIONS

NOTE 001: This is last 'Boss preparations' section where you will be able to see all possible junctions GFs can learn and their recommended setups which can still get you thru the final boss.

I. RECOMMENDED JUNCTIONING OF AVAILABLE GFS

Squall --> Ifrit, Carbuncle, Leviathan, Pandemona, Doomtrain, *Eden*
Zell / Irvine --> Siren, Shiva, Alexander, Cerberus, Bahamut
Quistis --> Quezo, Bros, Tonberry, Diablos, Cactuar

II. RECOMMENDED JUNCTION ABILITIES

Note!!! To avoid some confusion for now, take following into consideration...
GFs boxed like this [Shiva] means that they have forgotten that ability.
GFs boxed like this <Siren> means that they have learned that ability.
... since we tampered with their abilities from last time. Don't know what I'm
talking about? Press CTRL + F buttons at same time, then punch in *PART B*
(without the asterisks!) and you'll be taken to that section. However, please
note that I'm still mentioning multiple suitable magics for each junction.

1. HP --> [Quezo], [Ifrit], Diablos, Bros, Carbuncle, <Leviathan>, <Siren> --> Regen, otherwise Healing class
2. Str --> [Shiva], [Ifrit], Bros, Pandemona, Cerberus, <Leviathan>, <Siren> --> Ultima, Meteor, Triple, Quake, Tornado or Aura, otherwise any attack class
3. Vit --> [Quezo], [Shiva], Carbuncle, <Siren>, <Bros> --> Meltdown, otherwise Healing class
4. Mag --> [Quezo], Siren, Diablos, Carbuncle, Leviathan, Cerberus, <Bros> --> Ultima, Meteor, Quake, Tornado or Triple, otherwise any attack class
5. Spr --> [Shiva], Bros, Leviathan, Cerberus, Alexander, <Leviathan>, <Siren> --> Full-Life, Reflect or Dispel, otherwise Healing class
6. Spd --> Pandemona, Cerberus, Quezo, *Eden* --> Haste
7. Eva --> Cactuar, *Eden*, Shiva OR whatever GF you used Aegis Amulet item on --> Triple, Ultima or Tornado
8. Hit --> Diablos, Cerberus, *Eden* --> Double
9. Luck --> Cactuar, Shiva OR whatever GF you used Luck-J Scroll item on, Ifrit OR whatever GF you used Luck-J Scroll item on --> Ultima, Pain, Death, Triple or Aura
10. El.Att.J --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander, Doomtrain --> Holy class
11. El.Def.J --> Quezo, Shiva, Ifrit, Bros, Pandemona --> Thunder class OR Ice class OR Fire class
12. El.Def.Jx2 --> Quezo, Shiva, Ifrit, Bros, Leviathan, Pandemona, Alexander --> Thunder class and Ice class OR Thunder class and Fire class OR Ice class and Fire class
13. El.Def.Jx4 --> Quezo, Shiva, Ifrit OR whatever GF you used Elem Guard item on, Alexander, Doomtrain --> Fire class, Ice class and Thunder class
14. St.Att.J --> Siren, Carbuncle, Quezo, Shiva, Ifrit, Cerberus, Doomtrain --> No magic needed
15. St.Def.J --> Siren, Carbuncle, Cerberus --> Pain OR Death OR Confuse
16. St.Def.Jx2 --> Siren, Carbuncle, Cerberus --> Pain and Confuse
17. St.Def.Jx4 --> Quezo, Cerberus, Doomtrain --> Slow, Pain, Sleep, Confuse

III. RECOMMENDED COMMAND ABILITIES

Squall

- Slot 1 --> Attack --> N/A
Slot 2 --> Recover / Magic --> Leviathan / Any
Slot 3 --> Draw --> Any
Slot 4 --> Darkside / Item --> Doomtrain / Any

Zell / Irvine

- Slot 1 --> Mug --> Bahamut
Slot 2 --> Magic --> Any
Slot 3 --> Draw --> Any
Slot 4 --> Revive --> Alexander

Quistis

Slot 1 --> Mug / Attack --> Diablos / N/A
Slot 2 --> Magic / Defend --> Any / Cactuar OR Bros
Slot 3 --> Draw --> Any
Slot 4 --> Darkside --> Diablos

IV. RECOMMENDED CHARACTER ABILITIES

Squall

Slot 1 --> Vit+60% / Whatever --> Ifrit OR any GF you used Adamantine on / Any
Slot 2 --> Str+60% / Str+??% --> Ifrit / Ifrit
Slot 3 --> Spr+60% / HP+??% --> Ifrit / Carbuncle
Slot 4 --> Auto-Haste / Spr+??% --> Ifrit OR any GF you used Accelerator on / Leviathan

Zell / Irvine

Slot 1 --> Spr+60% / Vit+40% --> Shiva / Shiva
Slot 2 --> Vit+60% / Whatever --> Shiva OR any GF you used Adamantine on / Any
Slot 3 --> Str+60% / Str+??% --> Shiva / Shiva
Slot 4 --> Auto-Haste / Spr+??% --> Cerberus, Shiva OR any GF you used Accelerator on / Shiva

Quistis

Slot 1 --> Spr+60% / Str+60% / HP+??% --> Quezo / Bros
Slot 2 --> Vit+60% / Whatever --> Quezo OR any GF you used Adamantine on / Any
Slot 3 --> Str+60% / Whatever --> Quezo / Bros
Slot 4 --> Auto-Haste / Mag+60% --> Quezo OR any GF you used Accelerator on / Quezo

----- #2602a - SPHINX AUR'S MOVES -----

1. Thundaga --> ST Thunder class MA
CM --> Higher Spr, Shell status, Reflect status, Defend status, Thunder class magic on El.Def.J
2. Firaga --> ST Fire class MA
CM --> Higher Spr, Shell status, Reflect status, Defend status, Fire class magic on El.Def.J
3. Blizzaga --> ST Ice class MA
CM --> Higher Spr, Shell status, Reflect status, Defend status, Ice class magic on El.Def.J

----- #2602b - SPHINXARA'S MOVES -----

1. Doom --> ST Status class MA --> Doom status on targetted member --> once the red timer above member's head reaches 0, that member is KO-ed
CM --> Higher Spr, to heal Doom status use Remedy+ or Elixir or Megalixir or Treatment
2. Slow --> ST Status class MA --> Slow status on targetted member
CM --> Higher Spr, Reflect status, Slow on El.Def.J, Auto-Haste
3. Sleep --> ST Status class MA --> Sleep status on targetted member
CM --> Higher Spr, Reflect status, Sleep on El.Def.J
4. Zombie --> ST Status class MA --> Zombie status on targetted member
CM --> Higher Spr, Reflect status, Zombie on El.Def.J
5. Magic Summon --> NT move --> Sphinxara will first summon Jelleye - defeat it --> then Sphinxara summons Forbidden - defeat it --> then Sphinxara summons

Tri-Face - defeat it --> no more monsters
CM --> None

#2603 - BOSS STRATEGY

This boss can be found by taking the stairs up. It's impossible to miss him.
Let's get it on!

First part of the boss is not hard at all. All he knows is Firaga, Thundaga and Blizzaga. With right junctions on El.Def.J he can't touch you right now. Mug Sphinxaur for 1x Elixir. Once you waste Sphinxaur's 10000 HP, his head will 'explode'. Meet Sphinxara (argh, stupid names).

Sphinxara has 10000 HP as well, so kill it in a quick way. Doom shouldn't bother you too much, since you have some time before it kicks in and kills you (TIP: Have all members under Zombie and Sphinxara will only be using Doom, which will miss on your members).

If you want a bit of AP, wait until Sphinxara does Magic Summon. First monster to appear will be Jelleye - piece of cake. Second monster to appear will be Forbidden. May be dangerous if you don't kill it fast after it starts using Iai Blow (have Holy on El.Att.J). Third monster will be Tri-Face. Mug a few Curse Spikes if you wish and then waste it.

If Sphinxara succeeds in Dooming one member, he will start to use Slow, Zombie (let him cast it on Doomed member and... where did the timer go? Did it split somewhere?;) and Sleep. No biggie with right junctions, eh?
Well, enough of this chitchat, send him see his maker...

Victory Fanfare! Congratulations!

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SPECIAL ADVERTISEMENT!!!
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THERE'S LOTS TO BE DONE.

Introducing final section in...

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CCC - PERFECT JUNCTIONING SECTION, PART C
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1. TOP TIP!!!

Did you miss Drawing any GF? Right now it's your second chance to get those GFs back. Following GFs can be found in final dungeon...

--> Pandemona, Leviathan, Alexander, Siren, Cerberus, Carbuncle and Eden

2. Now that you have defeated Sphinxaur, unlock Draw ability!

--> Go thru the doors behind Sphinxaur.

--> Walk on the chandelier and fall in room below.

--> Go thru the doors in the back.

--> Go up the stairs.

--> WALK over the bridge and pick up Armory key on the bridge, then enter the door on the left of the screen.

--> Start climbing up the clock tower.

--> On one screen you will see a bell hanging and swinging from one side to another.

--> Stand as close as you can to the bell and when it comes close, press action. Squall will jump on the bell and thus be able to reach the other side.

--> Here Tiamat awaits your party.
--> Before commencing battle, make sure you have Draw junctioned!!!
--> Start battle, Draw Eden from Tiamat and get the hell outta there. It IS possible to escape from this battle!
--> Name Eden and get out of Ultimecia's Castle.
--> Go on the chain and jump thru the middle portal.
--> You'll end up on Centra continent.
--> Find nearby Chocobo Forest and do whatever you have to get a Chocobo.
--> Ride the Chocobo past Centra Ruins, then go into the sea and 'board' Centra continent again near the place where you destroyed G-Garden on end of disc 2. Then ride toward Kashkabald Desert to find Ragnarok.
--> Aboard the Ragnarok CCGroup members will greet you. Wohooo!

3. CCGroup members will hold ALL of rare cards except PuPu. They have all cards - it doesn't matter if you modded it, lost it or forgot to get it - the card you're looking for will be in their hands.

--> Only Diamond girls hold cards that are exclusive to Card Queen - left Diamond girl plays them more often

4. Here's the recommended order in which it is advised to have Eden learn her abilities...

a) Eden - GFAb1 Med-RF, Darkside, Luck+50%, Eva+30%.

--> Screw Mad Rush and Expendx3-1, cos they're useless.

PERFECT JUNCTIONS - START!

Okay, gals and guys, this is it. I must now take trouble into describing what is the best setup for your junctioning needs...

1. First thing we shall discuss is Statistic junctions - you know, HP, Str and like...

A) HP - Item that teaches this is HP-J Scroll.

--> No problem! It can be found in Esthar's Pet Shop!

B) Str - Item that teaches this is Str-J Scroll.

--> No problem! It can be found in Esthar's Pet Shop!

C) Vit - Item that teaches this is Vit-J Scroll.

--> No problem! It can be found in Esthar's Pet Shop!

D) Mag - Item that teaches this is Mag-J Scroll.

--> No problem! It can be found in Esthar's Pet Shop!

E) Spr - Item that teaches this is Spr-J Scroll.

--> No problem! It can be found in Esthar's Pet Shop!

F) Spd - Item that teaches this is Spd-J Scroll.

--> Refine 2x Spd Up in 1x Spd-J with of GFAb1 Med-RF

--> Refine 5x Rocket Engine in 1x Spd Up with Forbid Med-RF

--> Refine 1x Hundred Needles in 1x Spd Up with Forbid Med-RF

--> Refine 1x Irvine card in 3x Rocket Engine with Card Mod

--> Refine 100x Cactus Thorn in 1x Hundred Needles with GFAb1 Med-RF

--> Get Cactus Thorns by defeating Cactuars

--> By all means do it thru the way of cards.

--> Ten Irvine cards later you should have missing 3x Spd-J Scroll.

--> Or if you want to be completely independent on multiple GFs, I suggest you strive for 6x Spd-J Scroll.

G) Eva - Item that teaches this is Aegis Amulet.

--> Refine 50x Barrier in 1x Aegis Amulet with GFAb1 Med-RF

--> The only consistent supply of Barriers are Behemoths. But dammit - they're really rare. But wait!!!

--> Fixed encounter in Deep Sea Deposit is at your disposal in case you haven't defeated Ultima Weapon yet.

--> 1x Behemoth has 2x Barrier for Mugging. Behemoths are extremely vulnerable to Silence and Death - use this to your advantage.

--> Although it may seem boring, persevere and (not-so)-soon you will have 4x Aegis Amulet you need for four other members.

--> I suggest you strive for 6x Aegis Amulet for complete independence.

H) Hit - There is no item that teaches this.

--> GFs with Eva-J are Diablos, Cerberus and Eden

--> Hit-J is not so important anyway (except when fighting Cactuars)

--> Squall and Selphie can have 255% Hit rate without junctions

I) Luck - Item that teaches this is Luck-J Scroll.

--> Refine 1x Dark Matter in 1x Luck-J Scroll with GFAb1 Med-RF

--> Refine 2x Luck Up in 1x Luck-J Scroll with GFAb1 Med-RF

--> Refine 100x Curse Spike into 1x Dark Matter with Tool-RF (Siren Lv100)

--> Luck-J are hard to come by, so just forget them. :) Concentrate on where can you get a good supply of Curse Spikes.

--> Again fixed encounter in Deep Sea Deposit comes to your rescue.

--> 1x Tri-Face has 6x Curse Spike (or rarely 8x Curse Spike) for Mugging. Tri-Faces are extremely vulnerable to Sleep. Use this knowledge to your advantage.

--> Although it may seem boring, persevere and (not-so)-soon you will have 5x Dark Matter you need for five other members.

--> I suggest you strive for 6x Dark Matter for complete independence.

2. Now let's take care of Elemental stuff...

A) Elemental Attack - Item that teaches this is Elem Atk.

--> Refine 1x Ifrit card in 3x Elem Atk with Card Mod

--> Then simply get Ifrit card back from some CCGroup member and Card Mod it again

--> You now have 6x Elem Atk

B) Elemental Defensex4 - Item that teaches this is Elem Guard.

--> Refine 1x Selphie card in 3x Elem Guard with Card Mod

--> Then simply get Selphie card back from some CCGroup member and Card Mod it again

--> You now have 6x Elem Guard

3. And finally let's take care of Status stuff

A) Status Attack - Item that teaches this is Status Atk

--> Refine 1x Siren card in 3x Status Atk with Card Mod

--> Then simply get Siren card back from some CCGroup member and Card Mod it again

--> You now have 6x Status Atk

B) Status Defensex4 - Item that teaches this is Status Guard

--> Refine 1x Doomtrain card in 3x Status Guard with Card Mod

--> Then simply get Doomtrain card back from some CCGroup member and Card Mod it again

--> You now have 6x Status Guard

WHAT NEXT?

1. Buy a bunch-o of Amnesia Greens (Tonberry's Call Shop).
2. Make Quezo, Shiva and Ifrit forget *all* abilities except their unique ones.
3. Now do the following...
 - a) Use 1x HP-J Scroll on Quezo, 1x HP-J Scroll on Shiva, 1x HP-J Scroll on Ifrit
 - b) Use 1x Str-J Scroll on Quezo, 1x Str-J Scroll on Shiva, 1x Str-J Scroll on Ifrit
 - c) Use 1x Vit-J Scroll on Quezo, 1x Vit-J Scroll on Shiva, 1x Vit-J Scroll on Ifrit
 - d) Use 1x Mag-J Scroll on Quezo, 1x Mag-J Scroll on Shiva, 1x HP-J Scroll on Ifrit
 - e) Use 1x Spr-J Scroll on Quezo, 1x Spr-J Scroll on Shiva, 1x HP-J Scroll on Ifrit
 - f) Use 1x Spd-J Scroll on Quezo, 1x Spd-J Scroll on Shiva, 1x HP-J Scroll on Ifrit
 - g) Use 1x Aegis Amulet on Quezo, 1x Aegis Amulet on Shiva, 1x Aegis Amulet on Ifrit
 - h) Use 1x Luck-J Scroll on Quezo, 1x Luck-J Scroll on Shiva, 1x Luck-J Scroll on Ifrit
 - i) Use 1x Elem Atk on Quezo, 1x Elem Atk on Shiva, 1x Elem Atk on Ifrit
 - k) Use 1x Elem Guard on Quezo, 1x Elem Guard on Shiva, 1x Elem Guard on Ifrit
 - l) Use 1x Status Atk on Quezo, 1x Status Atk on Shiva, 1x Status Atk on Ifrit
 - m) Use 1x Status Guard on Quezo, 1x Status Guard on Shiva, 1x Status Guard on Ifrit

--> With remaining 3x 'Something' I suggest you wait a bit longer.

RESULT: Quezo, Shiva and Ifrit will now single handedly provide all junctioning slots for a single character you will junction them to.

--> Junction Quezo to Squall

--> Junction Shiva to Quistis

--> Junction Ifrit to Zell or Irvine - they're both good members to have

PERFECT JUNCTIONS - MIDDLE!

Junctioning magic has been taken care of, now it would be time to take a look what Commands are best to have.

A) Squall

- Slot 1 - Attack
- Slot 2 - Item
- Slot 3 - Recover
- Slot 4 - Revive

B) Quistis

- Slot 1 - Attack
- Slot 2 - Magic
- Slot 3 - Treatment
- Slot 4 - Revive

C) Zell / Irvine

Slot 1 - Attack
Slot 2 - Item
Slot 3 - Recover
Slot 4 - Treatment

I find this to be the best setup. You have two characters at any time that can do the reviving (Revive command), two characters at any time that can do the healing (Recover command), two characters at any time that can remove negative statuses (Treatment command), two characters that will make battles easier with help of items (Item command) and one member that will assist the two attackers by making life for enemies harder (Magic command).

How to get more Recover commands?

--> Item that teaches Recover is Healing Ring.
--> Refine 100x Whisper in 1x Healing Ring with GFAb1 Med-RF.
--> The only consistent source of Whispers are Adamantoises.
--> It's possible to Mug 3x Whisper from 1x Adamantoise.
--> Get 100x Whisper. Or better yet, strive to get at least three more Healing Rings.
--> We want to have a single GF junctioned that will have everything you need for one single member.

How to get more Revive commands?

--> Item that teaches Revive is Phoenix Spirit.
--> Refine 1x Phoenix card in 3x Phoenix Spirit with Card Mod.

How to get more Treatment commands?

--> Item that teaches Treatment is Med Kit.
--> Refine 100x Dragon Fang in 1x Med Kit with GFAb1 Med-RF.
--> The pretty consistent source of Dragon Fangs are Blue Dragons.
--> Get 100x Dragon Fang for 1x Med Kit. Or better yet, strive to get at least three more Med Kits.
--> We want to have a single GF junctioned that will have everything you need for one single member.

WHAT NEXT?

- a) Use 1x Healing Ring on Quezo, 1x Healing Ring on Shiva, 1x Healing Ring on Ifrit
- b) Use 1x Phoenix Spirit on Quezo, 1x Phoenix Spirit on Shiva, 1x Phoenix Spirit on Ifrit
- c) Use 1x Med Kit on Quezo, 1x Med Kit on Shiva, 1x Med Kit on Ifrit

RESULT: Quezo, Shiva and Ifrit will now single handedly provide all command abilities you'll ever need.

PERFECT JUNCTIONS - FINISH!

All that's left are most recommended character / party abilities.

Do you have three Abilityx4 already?

--> By my game Ifrit has already received Rosetta Stone (the one from Cheryl's Shop in Esthar) - Ifrit is now junctioned to Zell
--> Additional Rosetta Stone can be found in Ultimecia's Castle. Use this Rosetta Stone on Quezo - Quezo is junctioned to Squall

--> If you don't have anymore Rosetta Stones, go hunting after 100x Curse Spike again. Refer to recipe below...

100x Curse Spike [Tool-RF (Siren Lv 100!)] 1x Dark Matter [Tool-RF] 1x Shaman Stone [GFAb1 Med-RF] 1x Rosetta Stone

... then use this newly acquired Rosetta Stone on Shiva

RESULT: Quezo, Shiva and Ifrit are now perfect GFs with perfect abilities setup. By now they should have 17 slots filled + their unique abilities.

RECOMMENDED CHARACTER ABILITIES

Squall / Quistis / Zell

Slot 1 - Auto-Haste (the most important of them all)

Slot 2 - Whatever (maybe Str+60%)

Slot 3 - Whatever (maybe Vit+60%)

Slot 4 - Whatever (maybe Spr+60%)

Really, it's hard for me to decide on what would be the best setup...

A) Auto-Haste

--> Item that teaches this is Accelerator

--> Refine 1x Kiros card in 3x Accelerator with Card Mod

--> Then simply get Kiros card back from some CCGroup member

B) Str+60%

--> Item that teaches this is Hyper Wrist

--> Refine 1x Zell card in 3x Hyper Wrist Atk with Card Mod

--> Then simply get Zell card back from some CCGroup member

C) Vit+60%

--> Item that teaches this is Adamantine

--> Refine 1x Minotaur card in 10x Adamantine with Card Mod

--> Then simply get Minotaur card back from some CCGroup member

D) Spr+60%

--> Item that teaches this is Magic Armlet

--> Refine 1x Rinoa card in 3x Magic Armlet with Card Mod

--> Then simply get Rinoa card back from some CCGroup member

WHAT NEXT?

a) Use 1x Accelerator on Siren, 1x Accelerator on Diablos, 1x Accelerator on Cerberus (but he already knows Auto-Haste:))

b) Use 1x Hyper Wrist on Siren, 1x Hyper Wrist on Diablos, 1x Hyper Wrist on Cerberus

c) Use 1x Adamantine on Siren, 1x Adamantine on Diablos, 1x Adamantine on Cerberus

d) Use 1x Magic Armlet on Siren, 1x Magic Armlet on Diablos, 1x Magic Armlet on Cerberus

RESULT: Siren, Diablos and Cerberus will act as support GFs.

--> Junction Siren to Squall

--> Junction Diablos to Zell

--> Junction Cerberus to Quistis

Now your characters are finally set... Eeerm, not really... you still need the info on what magic to junction where... Ooops.:)

PERFECT JUNCTIONS - PIT STOP!

A) Magic to junction on HP
TOP PICK - Holy (I have Regen)

B) Magic to junction on Str
TOP PICK - Ultima (I have Meteor)

C) Magic to junction on Vit
TOP PICK - Meltdown

D) Magic to junction on Mag
TOP PICK - Quake or Tornado (I have Flare)

E) Magic to junction on Spr
TOP PICK - Reflect

F) Magic to junction on Spd
TOP PICK - Haste

G) Magic to junction on Eva
TOP PICK - Triple

H) Magic to junction on Hit
TOP PICK - Double

I) Magic to junction on Luck
TOP PICK - Aura

J) Magic to junction on El.Att.J
TOP PICK - Depends on the type of enemy you're going to fight

K) Magic to junction on El.Def.Jx4
TOP PICK - Flare + Meteor + Full-Life + Life
Note: Even though I have only Ultima here, I don't wanna be bothered explaining why... I dunno, maybe I like it that way...

M) Magic to junction on St.Att.J
TOP PICK - Sleep, Blind, Silence
Note: To my knowledge every enemy is vulnerable to at least one of these statuses (except Malboro:)).

N) Magic to junction on St.Def.Jx4
TOP PICK 1 - Pain, Sleep, Confuse, Berserk (when fighting Malboro)
TOP PICK 2 - Pain, Confuse, Berserk, Death (when not fighting Malboro)

=====
TOP TIP!!!

--> Don't waste Aura magic, but waste Aura Stones instead.
--> Buy a bunch of Power Wrists at Esthar's Pet Shop and use Tool-RF to refine 1x Power Wrist in 10x Aura Stone.
--> Now your junctions will no longer hurt.

There's a certain recommended order in which it is advised to kill the bosses inside Ultimecia Castle.
So far we've killed Sphinxara and unlocked Draw.

Next easiest target is Tri-Point.

=====
BOSS FIGHT #27 - TRI-POINT
=====

#2700 - TRI-POINT'S USELESS INFO

1. Boss name? --> Tri-Point
2. Fought where? --> Ultimecia Castle - Wine Cellar
3. Highest level? --> 51
4. Highest HP? --> 22400 HP at Lv 51; 2400 HP at Lv 1
5. Elemental affinities? --> Very weak against Fire and Ice elements (weakness changes during the fight if Tri-Point is attacked with respective means of assault), absorbs Thunder element
6. AP gained? --> 30 AP
7. Mugged items? --> Has nothing
8. Dropped items? --> 1x Rocket Engine
9. Magic Draw list? --> Haste, Tornado, Blind, Siren (!!!)
10. Scan description? --> A living weapon Ultimecia made out of a dragon. Fire or ice are its weak points, but they change when attacked.
11. Special info? --> Fly Monster

#2701 - BOSS PREPARATIONS

I. GFS JUNCTIONED

Squall --> Quezo, Siren
Quistis --> Shiva, Cerberus
Zell / Irvine --> Ifrit, Diablos

Huh? Where are all the others? Simple. I do not need them anymore.:)

II. JUNCTION ABILITIES

1. HP --> Quezo, Shiva, Ifrit --> Holy
2. Str --> Quezo, Shiva, Ifrit --> Ultima
3. Vit --> Quezo, Shiva, Ifrit --> Meltdown
4. Mag --> Quezo, Shiva, Ifrit --> Quake or Tornado
5. Spr --> Quezo, Shiva, Ifrit --> Reflect
6. Spd --> Quezo, Shiva, Ifrit --> Haste
7. Eva --> Quezo, Shiva, Ifrit --> Triple
8. Hit --> Diablos, Cerberus --> Double
9. Luck --> Quezo, Shiva, Ifrit --> Aura
10. El.Att.J --> Quezo, Shiva, Ifrit --> Fire class (two members) or Ice class (one member), DO NOT junction Thunder class
11. El.Def.J --> Quezo, Shiva, Ifrit --> Thunder class
12. El.Def.Jx2 --> Quezo, Shiva, Ifrit --> Thunder class
13. El.Def.Jx4 --> Quezo, Shiva, Ifrit --> Flare, Meteor, Full-Life, Life
14. St.Att.J --> Quezo, Shiva, Ifrit --> No magic needed
15. St.Def.J --> Quezo, Shiva, Ifrit --> No magic needed
16. St.Def.Jx2 --> Quezo, Shiva, Ifrit --> No magic needed
17. St.Def.Jx4 --> Quezo, Shiva, Ifrit --> Pain, Sleep, Confuse, Berserk

III. COMMAND ABILITIES

Squall

Slot 1 --> Attack --> N/A
Slot 2 --> Item / Draw --> Siren / Siren
Slot 3 --> Recover --> Quezo
Slot 4 --> Revive --> Quezo

Quistis

Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Cerberus
Slot 3 --> Treatment --> Shiva
Slot 4 --> Revive --> Shiva

Zell / Irvine

Slot 1 --> Attack --> N/A
Slot 2 --> Item --> Diablos
Slot 3 --> Recover --> Ifrit
Slot 4 --> Treatment --> Ifrit

Note: In case you forgot to Draw Siren, junction Draw command to Squall.

IV. CHARACTER ABILITIES

Squall

Slot 1 --> Auto-Haste --> Siren
Slot 2 --> Str+60% --> Siren
Slot 3 --> Vit+60% --> Siren
Slot 4 --> Spr+60% --> Siren

Quistis

Slot 1 --> Auto-Haste --> Cerberus
Slot 2 --> Str+60% --> Cerberus
Slot 3 --> Vit+60% --> Cerberus
Slot 4 --> Spr+60% --> Cerberus

Zell / Irvine

Slot 1 --> Auto-Haste --> Diablos
Slot 2 --> Str+60% --> Diablos
Slot 3 --> Vit+60% --> Diablos
Slot 4 --> Spr+60% --> Diablos

#2702 - TRI-POINT'S MOVES

1. (Claw swipe) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status
2. Scan --> ST 'MA' --> Tri-Point will use Scan on whatever member he plans to attack next with Onrush
CM --> None
3. Mega Spark --> AT Thunder class & Special class MA --> counterattack class move --> Tri-Point will counter any attack of yours by using Mega Spark --> this attack ignores Spr --> for additional info look in the strategy
CM --> Shell status, Defend status, Thunder class magic on El.Def.J
4. Onrush --> ST Special class PA --> ignores Vit --> Tri-Point will use this on the member he scanned previously
CM --> Protect status, Defend status

#2703 - BOSS STRATEGY

Tri-Point: 'USING ELEMENTAL ATTACKS.'
'WHATEVER I DON'T LIKE, I DON'T USE.'

Yadda yadda yadda. For one of final bosses he sure has low HP.

Quick victory way:

Just keep attacking him. Even though he'll Mega Spark you for every attack you use at him, you'll absorb the damage, cos we have Thunder class magic on El.Def.J. 7 or 8 good physical attacks will kiss Tri-Point goodbye.

Professional victory way (ie, you come to Tri-Point later with more seals unlocked):

Scan Tri-Point first and check what he is weak against. If it's Fire element, have a member with Fire class magic on El.Att.J attack Tri-Point. This will shift Tri-Point's weakness to Ice element. So now have the member with Ice class magic on El.Att.J attack Tri-Point. This will shift Tri-Point's weakness to Fire element... see the pattern? Follow the flow and you will never see Mega Spark.

Mega Spark will be used if any harm is done to Tri-Point and doesn't include the right element that Tri-Point is currently weak against. Mega Spark ignores Spr and can deal tremendous amount of damage, but Thunder class magic on El.Def.J will be your best friend.:

If any member gets Scanned, cast Protect on that member immediately. Or else the following Onrush is sure to KO that member - Onrush ignores Vit.

Draw Siren if you don't have her already.

Anything else I've forgotten? Don't think so... so wave this boss goodbye.

Victory Fanfare! Congratulations!

Unlock Magic seal!

Now head for Red Giant's residence...

=====
BOSS FIGHT #28 - RED GIANT
=====

#2800 - RED GIANT'S USELESS INFO

1. Boss name? --> Red Giant
2. Fought where? --> Ultimecia Castle - Prison Cell
3. Highest level? --> 52
4. Highest HP? --> 30000 HP at Lv 52; same for any level
5. Elemental affinities? --> None
6. AP gained? --> 30 AP
7. Mugged items? --> Has nothing
8. Dropped items? --> 1x Diamond Armor
9. Magic Draw list? --> Demi, Pandemona (!!!)
10. Scan description? --> A giant machine powered by magic. Its high defensive

power makes it difficult to damage, except with magic or GF.

11. Special info? --> None

#2801 - BOSS PREPARATIONS

I. GFS JUNCTIONED

Squall --> Quezo, Siren
Quistis --> Shiva, Cerberus
Zell / Irvine --> Ifrit, Diablos

Huh? Where are all the others? Simple. I do not need them anymore.:)

II. JUNCTION ABILITIES

1. HP --> Quezo, Shiva, Ifrit --> Holy
2. Str --> Quezo, Shiva, Ifrit --> Ultima
3. Vit --> Quezo, Shiva, Ifrit --> Meltdown
4. Mag --> Quezo, Shiva, Ifrit --> Quake or Tornado
5. Spr --> Quezo, Shiva, Ifrit --> Reflect
6. Spd --> Quezo, Shiva, Ifrit --> Haste
7. Eva --> Quezo, Shiva, Ifrit --> Triple
8. Hit --> Diablos, Cerberus --> Double
9. Luck --> Quezo, Shiva, Ifrit --> Aura
10. El.Att.J --> Quezo, Shiva, Ifrit --> No magic needed
11. El.Def.J --> Quezo, Shiva, Ifrit --> No magic needed
12. El.Def.Jx2 --> Quezo, Shiva, Ifrit --> No magic needed
13. El.Def.Jx4 --> Quezo, Shiva, Ifrit --> Flare, Meteor, Full-Life, Life
14. St.Att.J --> Quezo, Shiva, Ifrit --> Blind (!!!)
15. St.Def.J --> Quezo, Shiva, Ifrit --> No magic needed
16. St.Def.Jx2 --> Quezo, Shiva, Ifrit --> No magic needed
17. St.Def.Jx4 --> Quezo, Shiva, Ifrit --> Pain, Sleep, Confuse, Berserk

III. COMMAND ABILITIES

Squall
Slot 1 --> Attack --> N/A
Slot 2 --> Item / Draw --> Siren / Siren
Slot 3 --> Recover --> Quezo
Slot 4 --> Revive --> Quezo

Quistis
Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Cerberus
Slot 3 --> Treatment --> Shiva
Slot 4 --> Revive --> Shiva

Zell / Irvine
Slot 1 --> Attack --> N/A
Slot 2 --> Item --> Diablos
Slot 3 --> Recover --> Ifrit
Slot 4 --> Treatment --> Ifrit

Note: In case you forgot to Draw Pandemona, junction Draw command to Squall.

IV. CHARACTER ABILITIES

Squall

Slot 1 --> Auto-Haste --> Siren
Slot 2 --> Str+60% --> Siren
Slot 3 --> Vit+60% --> Siren
Slot 4 --> Spr+60% --> Siren

Quistis

Slot 1 --> Auto-Haste --> Cerberus
Slot 2 --> Str+60% --> Cerberus
Slot 3 --> Vit+60% --> Cerberus
Slot 4 --> Spr+60% --> Cerberus

Zell / Irvine

Slot 1 --> Auto-Haste --> Diablos
Slot 2 --> Str+60% --> Diablos
Slot 3 --> Vit+60% --> Diablos
Slot 4 --> Spr+60% --> Diablos

#2802 - RED GIANT'S MOVES

1. (Sword strike) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status, put Darkness on Red Giant
2. Gigantic Sword --> AT PA
CM --> Higher Vit, Protect status, Defend status, put Darkness on Red Giant
3. (Lose sword) --> NT 'move' --> when Red Giant's HP falls below 9000, he loses his sword
CM --> None
4. (Punch) --> ST no-name PA --> used when Red-Giant loses his sword
CM --> Higher Vit, Protect status, Defend status

#2803 - BOSS STRATEGY

Red Giant's ramblings...

If you use a physical attack on him...

'GWahaHA! PPhysical attacKS? USEleSS!'

If you use a magical attack on him...

'THat magic is useleSS!'

If you use a GF against him...

'THat GF is a waste of tiME!'

If you use Demi on him...

'Urgh! N-NO more DEMI, pleaSE...!!!'

Weeeeell, whaddaya know? It just so happens that Red Giant has Demi for Drawing. But more luckily we have Magic command unlocked from our last fight. Meltdown on Red Giant and he will no longer possess that huge Vit and Spr. Furthermore, he gets so easily Darknessed. How can he land a successful strike then? Keep pummeling on now helpless Red Giant (he'll even lose his slicer) and you win!

Draw Pandemona if you don't have him already.

Victory Fanfare! Congratulations!

Unlock Limit Break seal!

Pick up the key you see and unlock the door you came thru.
In Art Gallery look at pictures 'VIVIDARIUM', 'VIGIL', 'INTERVIGILIUM'.
Then examine the big picture and answer...

VIVIDARIUM ET INTERVIGILIUM ET VIATOR

Now Trauma will appear behind you...

=====
BOSS FIGHT #29 - TRAUMA & DROMA(S)
=====

#2900a - TRAUMA'S USELESS INFO

1. Boss name? --> Trauma
2. Fought where? --> Ultimecia Castle - Art Gallery
3. Highest level? --> 56
4. Highest HP? --> 34114 HP at Lv 56; 5555 HP at Lv 1
5. Elemental affinities? --> Weakness against Wind element
6. AP gained? --> 30 AP
7. Mugged items? --> Has nothing
8. Dropped items? --> 1x Elem Atk
9. Magic Draw list? --> Meltdown, Leviathan (!!!)
10. Scan description? --> Ultimecia gave partial life to this weapon of the future. Pulse Cannon destroys any enemies in its way.
11. Special info? --> Fly Monster

#2900b - DROMA'S USELESS INFO

1. Boss name? --> Droma
2. Fought where? --> Ultimecia Castle - Art Gallery
3. Highest level? --> 56
4. Highest HP? --> 3128 HP at Lv 56; 1010 HP at Lv 1
5. Elemental affinities? --> Weakness against Wind element
6. AP gained? --> 0 AP
7. Mugged items? --> 2x Meteor Stone
8. Dropped items? --> 1x Elem Atk (note: This is not same Elem Atk as the one you receive from Trauma!)
9. Magic Draw list? --> Esuna, Dispel
10. Scan description? --> Born from Trauma, a small support machine. Despite its small size, uses Pulse Cannon just like Trauma.
11. Special info? --> Fly Monster

#2901 - BOSS PREPARATIONS

I. GFS JUNCTIONED

Squall --> Quezo, Siren
Quistis --> Shiva, Cerberus
Zell / Irvine --> Ifrit, Diablos

Huh? Where are all the others? Simple. I do not need them anymore.:)

II. JUNCTION ABILITIES

1. HP --> Quezo, Shiva, Ifrit --> Holy
2. Str --> Quezo, Shiva, Ifrit --> Ultima
3. Vit --> Quezo, Shiva, Ifrit --> Meltdown
4. Mag --> Quezo, Shiva, Ifrit --> Quake or Tornado
5. Spr --> Quezo, Shiva, Ifrit --> Reflect
6. Spd --> Quezo, Shiva, Ifrit --> Haste
7. Eva --> Quezo, Shiva, Ifrit --> Triple
8. Hit --> Diablos, Cerberus --> Double
9. Luck --> Quezo, Shiva, Ifrit --> Aura
10. El.Att.J --> Quezo, Shiva, Ifrit --> Wind class
11. El.Def.J --> Quezo, Shiva, Ifrit --> No magic needed
12. El.Def.Jx2 --> Quezo, Shiva, Ifrit --> No magic needed
13. El.Def.Jx4 --> Quezo, Shiva, Ifrit --> Flare, Meteor, Full-Life, Life
14. St.Att.J --> Quezo, Shiva, Ifrit --> No magic needed
15. St.Def.J --> Quezo, Shiva, Ifrit --> No magic needed
16. St.Def.Jx2 --> Quezo, Shiva, Ifrit --> No magic needed
17. St.Def.Jx4 --> Quezo, Shiva, Ifrit --> Pain, Sleep, Confuse, Berserk

III. COMMAND ABILITIES

Squall

- Slot 1 --> Attack --> N/A
- Slot 2 --> Item / Draw --> Siren / Siren
- Slot 3 --> Recover --> Quezo
- Slot 4 --> Revive --> Quezo

Quistis

- Slot 1 --> Attack --> N/A
- Slot 2 --> Magic --> Cerberus
- Slot 3 --> Treatment --> Shiva
- Slot 4 --> Revive --> Shiva

Zell / Irvine

- Slot 1 --> Attack --> N/A
- Slot 2 --> Item --> Diablos
- Slot 3 --> Recover --> Ifrit
- Slot 4 --> Treatment --> Ifrit

Note: In case you forgot to Draw Leviathan, junction Draw command to Squall.

IV. CHARACTER ABILITIES

Squall

- Slot 1 --> Auto-Haste --> Siren
- Slot 2 --> Str+60% --> Siren
- Slot 3 --> Vit+60% --> Siren
- Slot 4 --> Spr+60% --> Siren

Quistis

- Slot 1 --> Auto-Haste --> Cerberus
- Slot 2 --> Str+60% --> Cerberus
- Slot 3 --> Vit+60% --> Cerberus
- Slot 4 --> Spr+60% --> Cerberus

Zell / Irvine

- Slot 1 --> Auto-Haste --> Diablos
- Slot 2 --> Str+60% --> Diablos
- Slot 3 --> Vit+60% --> Diablos
- Slot 4 --> Spr+60% --> Diablos

#2902a - TRAUMA'S MOVES

1. (Create Droma) --> NT 'move' --> Trauma will first create two Dromas
CM --> None
2. Drain --> ST Status & Special class MA --> Desperation class move --> when Trauma runs out of HP, he will start using Drain on any Dromas that you haven't killed yet --> he will use Drain every time you knock his HP down to 0 --> he won't be able to Drain if no Dromas are alive
CM --> None, except defeating Trauma:)
3. (Spin slap) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status
4. Mega Pulse Cannon --> AT No-element & Special class MA --> ignores Spr --> ignores Shell --> 3x times more powerful than Mini Pulse Cannon --> only Defend can halve the damage done by this attack --> this attack is used by Trauma when two Dromas are wasted --> he will use it again before creating two new Dromas
CM --> Defend status

#2902b - DROMA'S MOVES

1. (Head bonk) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status
2. Mini Pulse Cannon --> ST No-element & Special class MA --> ignores Spr --> ignores Shell --> 3x times less powerful than Mega Pulse Cannon --> only Defend can halve the damage done by this attack
CM --> Defend status

#2903 - BOSS STRATEGY

Now that Magic and Limit Break seals are open...

Quick victory way:

Meltdown on Trauma, Aura on Squall, Renzo on Trauma (repeat if needed), victory is yours.

Professional victory way:

There's not much strategy involved here, except if you want to see all the attacks... At start of battle Trauma will create two Dromas. You may kill them if you wish, but I advise against it - Mega Pulse Cannon hurts. Instead pummel on Trauma with physical attacks. Once his life is beginning to fade, he will start Draining Dromas, eventually killing them in the process. Get ready for Mega Pulse Cannon - heal if you need to! Now Trauma will attack you physically three times in a row before again using Mega Pulse Cannon. Then he will again create two Dromas (he may do so infinity times) and pattern starts to repeat itself. Dromas are not very dangerous by itself, but they are quite fast - do not underestimate them. Understood so far? Then waste Trauma!

Draw Leviathan if you don't have him already.

Victory Fanfare! Congratulations!

Unlock Command seal!

Lesse now... how about wasting Krysta next?

Head to where you fought Sphinxaur and change your party. With other party now head for the room below chandelier and touch the green party-switch point in right of the screen.

'Lever has been depressed.' --> that means that chandelier won't fall down now. Switch to primary party again. Walk over the chandelier and face Krysta...

=====

BOSS FIGHT #30 - KRYSTA

=====

#3000a - KRYSTA'S USELESS INFO

1. Boss name? --> Krysta
2. Fought where? --> Ultimecia Castle - Terrace
3. Highest level? --> 55
4. Highest HP? --> 16000 HP at Lv 55; 5200 HP at Lv 1
5. Elemental affinities? --> Immune against Ice element
6. AP gained? --> 30 AP
7. Mugged items? --> Has nothing
8. Dropped items? --> 1x Elem Guard
9. Magic Draw list? --> Holy, Carbuncle (!!!)
10. Scan description? --> Born of a jewel in Ultimecia's Castle. Responds quickly to attacks. Counter-attacks immediately.
11. Special info? --> Fly Monster

#3001 - BOSS PREPARATIONS

I. GFS JUNCTIONED

Squall --> Quezo, Siren
Quistis --> Shiva, Cerberus
Zell / Irvine --> Ifrit, Diablos

Huh? Where are all the others? Simple. I do not need them anymore.:)

II. JUNCTION ABILITIES

1. HP --> Quezo, Shiva, Ifrit --> Holy
2. Str --> Quezo, Shiva, Ifrit --> Ultima
3. Vit --> Quezo, Shiva, Ifrit --> Meltdown
4. Mag --> Quezo, Shiva, Ifrit --> Quake or Tornado
5. Spr --> Quezo, Shiva, Ifrit --> Reflect
6. Spd --> Quezo, Shiva, Ifrit --> Haste
7. Eva --> Quezo, Shiva, Ifrit --> Triple
8. Hit --> Diablos, Cerberus --> Double
9. Luck --> Quezo, Shiva, Ifrit --> Aura
10. El.Att.J --> Quezo, Shiva, Ifrit --> Ice class
11. El.Def.J --> Quezo, Shiva, Ifrit --> No magic needed
12. El.Def.Jx2 --> Quezo, Shiva, Ifrit --> No magic needed
13. El.Def.Jx4 --> Quezo, Shiva, Ifrit --> Flare, Meteor, Full-Life, Life
14. St.Att.J --> Quezo, Shiva, Ifrit --> No magic needed
15. St.Def.J --> Quezo, Shiva, Ifrit --> No magic needed

- 16. St.Def.Jx2 --> Quezo, Shiva, Ifrit --> No magic needed
- 17. St.Def.Jx4 --> Quezo, Shiva, Ifrit --> Pain, Sleep, Confuse, Berserk

III. COMMAND ABILITIES

Squall

- Slot 1 --> Attack --> N/A
- Slot 2 --> Item / Draw --> Siren / Siren
- Slot 3 --> Recover --> Quezo
- Slot 4 --> Revive --> Quezo

Quistis

- Slot 1 --> Attack --> N/A
- Slot 2 --> Magic --> Cerberus
- Slot 3 --> Treatment --> Shiva
- Slot 4 --> Revive --> Shiva

Zell / Irvine

- Slot 1 --> Attack --> N/A
- Slot 2 --> Item --> Diablos
- Slot 3 --> Recover --> Ifrit
- Slot 4 --> Treatment --> Ifrit

Note: In case you forgot to Draw Carbuncle, junction Draw command to Squall.

IV. CHARACTER ABILITIES

Squall

- Slot 1 --> Auto-Haste --> Siren
- Slot 2 --> Str+60% --> Siren
- Slot 3 --> Vit+60% --> Siren
- Slot 4 --> Spr+60% --> Siren

Quistis

- Slot 1 --> Auto-Haste --> Cerberus
- Slot 2 --> Str+60% --> Cerberus
- Slot 3 --> Vit+60% --> Cerberus
- Slot 4 --> Spr+60% --> Cerberus

Zell / Irvine

- Slot 1 --> Auto-Haste --> Diablos
- Slot 2 --> Str+60% --> Diablos
- Slot 3 --> Vit+60% --> Diablos
- Slot 4 --> Spr+60% --> Diablos

----- #3002 - KRYSTA'S MOVES -----

1. (Counter rocket) --> ST no-name PA --> counterattack class move --> Krysta will counterattack whenever she's hit by your members in any way (note: Krysta has two different (Counter rocket) animations, which one is used depends on type (magical, physical) of attack Krysta has received)
CM --> Higher Vit, Protect status, Defend status
2. (Dashing strike) --> ST no-name PA --> always deals critical damage if it connects
CM --> Higher Vit, Protect status, Defend status
3. (Dashing slap) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status
4. Ultima --> AT No-element class MA --> desperation class move --> used by

Krysta as a last attempt to kill your members

#3003 - BOSS STRATEGY

Quick victory way:

Meltdown on Krysta, take the (Counter rocket) punishment, Aura on Squall, Renzo on Krysta (guaranteed to go down in one Renzo), take Ultima punishment, victory is yours.

Professional victory way:

Krysta is poor in the field of offense, but counterattacks are where her real strength lies. Any type of damage to Krysta will prompt her to launch a devastating (Counter rocket) at the member who attacked her last. Luckily for you Krysta has extremely low HP. Few good attacks and she's a goner. Take note however to be at a so-so high HP when Krysta bites the dust (I'm talking about Ultima) - you don't want to die just as you have won, right?

Draw Carbuncle if you don't have her already.

Victory Fanfare! Congratulations!

Unlock Item seal!

You should have Armory key already. So return to Flood Gate and unlock the doors on the right to face Gargantua.

=====
BOSS FIGHT #31 - VYSAGE, LEFTY, RIGHTY, GARGANTUA
=====

#3100 - GARGANTUA'S USELESS INFO

1. Boss name? --> Gargantua
2. Fought where? --> Ultimecia Castle - Armory
3. Highest level? --> 54
4. Highest HP? --> 15400 HP at Lv 54; 10100 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> 42 AP (12 AP are given by defeating Vysage Trio)
7. Mugged items? --> Has nothing
8. Dropped items? --> 1x Magic Armlet
9. Magic Draw list? --> Bio, Quake, Reflect, Cerberus (!!!)
10. Scan description? --> A large monster, but it mainly uses magic to attack. Physical attacks anger it, and may counter-attack.
11. Special info? --> None

#3101 - BOSS PREPARATIONS

I. GFS JUNCTIONED

Squall --> Quezo, Siren

Quistis --> Shiva, Cerberus
Zell / Irvine --> Ifrit, Diablos

Huh? Where are all the others? Simple. I do not need them anymore.:)

II. JUNCTION ABILITIES

1. HP --> Quezo, Shiva, Ifrit --> Regen
2. Str --> Quezo, Shiva, Ifrit --> Ultima
3. Vit --> Quezo, Shiva, Ifrit --> Meltdown
4. Mag --> Quezo, Shiva, Ifrit --> Demi
5. Spr --> Quezo, Shiva, Ifrit --> Reflect
6. Spd --> Quezo, Shiva, Ifrit --> Haste
7. Eva --> Quezo, Shiva, Ifrit --> Triple
8. Hit --> Diablos, Cerberus --> Double
9. Luck --> Quezo, Shiva, Ifrit --> Aura
10. El.Att.J --> Quezo, Shiva, Ifrit --> Holy class
11. El.Def.J --> Quezo, Shiva, Ifrit --> Earth class OR Wind class
12. El.Def.Jx2 --> Quezo, Shiva, Ifrit --> Earth class and Wind class
13. El.Def.Jx4 --> Quezo, Shiva, Ifrit --> Flare, Meteor, Full-Life, Life
14. St.Att.J --> Quezo, Shiva, Ifrit --> No magic needed
15. St.Def.J --> Quezo, Shiva, Ifrit --> No magic needed
16. St.Def.Jx2 --> Quezo, Shiva, Ifrit --> No magic needed
17. St.Def.Jx4 --> Quezo, Shiva, Ifrit --> Pain, Sleep, Confuse, Berserk

III. COMMAND ABILITIES

Squall

- Slot 1 --> Attack --> N/A
Slot 2 --> Item / Draw --> Siren / Siren
Slot 3 --> Recover --> Quezo
Slot 4 --> Revive --> Quezo

Quistis

- Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Cerberus
Slot 3 --> Treatment --> Shiva
Slot 4 --> Revive --> Shiva

Zell / Irvine

- Slot 1 --> Attack --> N/A
Slot 2 --> Item --> Diablos
Slot 3 --> Recover --> Ifrit
Slot 4 --> Treatment --> Ifrit

Note: In case you forgot to defeat Cerberus, junction Draw command to Squall.

IV. CHARACTER ABILITIES

Squall

- Slot 1 --> Auto-Haste --> Siren
Slot 2 --> Str+60% --> Siren
Slot 3 --> Vit+60% --> Siren
Slot 4 --> Spr+60% --> Siren

Quistis

- Slot 1 --> Auto-Haste --> Cerberus
Slot 2 --> Str+60% --> Cerberus
Slot 3 --> Vit+60% --> Cerberus
Slot 4 --> Spr+60% --> Cerberus

Zell / Irvine
Slot 1 --> Auto-Haste --> Diablos
Slot 2 --> Str+60% --> Diablos
Slot 3 --> Vit+60% --> Diablos
Slot 4 --> Spr+60% --> Diablos

#3102 - GARGANTUA'S MOVES

1. Counter Twist --> ST PA --> counterattack class move --> Gargantua will counterattack whenever he's hit by any of your member's physical attack --> always deals critical damage
CM --> Higher Vit, Protect status, Defend status
2. (Power punch) --> ST no-name PA --> always deals critical damage
CM --> Higher Vit, Protect status, Defend status
3. Evil-Eye --> AT No-element & Status class MA --> Slow and Curse statuses on all targetted members along with some No-Element class magical damage
CM --> Higher Spr, Shell status, Defend status, Pain and Slow on El.Def.J, Auto-Haste (nullifies Slow)
4. Quake --> AT Earth class MA
CM --> Higher Spr, Shell status, Defend status, Earth class magic on El.Def.J
5. Demi --> ST Gravity class MA --> tears off 25% of targetted member's current HP
CM --> Shell status, Reflect status, Defend status
6. Silence --> ST Status class MA --> Silence status on targetted member
CM --> Higher Spr, Reflect status, Silence on St.Def.J
7. Berserk --> ST Status class MA --> Berserk status on targetted member
CM --> Higher Spr, Reflect status, Berserk on St.Def.J

#3103 - BOSS STRATEGY

Quick victory way:

Meltdown on Gargantua, Aura on Squall, Renzo on Gargantua (guaranteed to go down in one Renzo), victory is yours.

Professional victory way:

Do not attack Gargantua physically or you'll quickly feel the wrath of Counter Twist. With no protection Evil-Eye is a really annoying attack (Curse and Slow). Have Esunas and / or Remedies at hand to heal this statuses. Berserk and Silence are also two annoyances that you should be careful of, should you not possess right junctions. At least be protected against Berserk. Quake is no biggie, just have Quake on El.Def.J.
Counting all this, Gargantua may seem to be a hard enemy... but take a look at its HP. BAM BAM BAM! Dead Gargantua!

Draw Cerberus if you don't have him already.

Victory Fanfare! Congratulations!

Unlock Ressurrection seal!

Remember the fountain in the courtyard? Examine it from left side to find

Treasure Vault key. Our next target is Catoblepas...
For him to appear you must make all four coffins to be open...

=====
BOSS FIGHT #32 - CATOBLEPAS
=====

#3200 - CATOBLEPAS' USELESS INFO

1. Boss name? --> Catoblepas
2. Fought where? --> Ultimecia Castle - Treasure Room
3. Highest level? --> 57
4. Highest HP? --> 38500 HP at Lv 57; 10500 HP at Lv 1
5. Elemental affinities? --> Weakness against Earth and Water elements, absorbs Thunder element
6. AP gained? --> 30 AP
7. Mugged items? --> Has nothing
8. Dropped items? --> 1x Status Atk
9. Magic Draw list? --> Meteor, Alexander (!!!)
10. Scan description? --> Uses magic as well as physical attacks. Its skill with Thunder magic allows it to increase damage.
11. Special info? --> None

#3201 - BOSS PREPARATIONS

I. GFS JUNCTIONED

Squall --> Quezo, Siren
Quistis --> Shiva, Cerberus
Zell / Irvine --> Ifrit, Diablos

Huh? Where are all the others? Simple. I do not need them anymore.:)

II. JUNCTION ABILITIES

1. HP --> Quezo, Shiva, Ifrit --> Holy
2. Str --> Quezo, Shiva, Ifrit --> Ultima
3. Vit --> Quezo, Shiva, Ifrit --> Meltdown
4. Mag --> Quezo, Shiva, Ifrit --> Tornado
5. Spr --> Quezo, Shiva, Ifrit --> Reflect
6. Spd --> Quezo, Shiva, Ifrit --> Haste
7. Eva --> Quezo, Shiva, Ifrit --> Triple
8. Hit --> Diablos, Cerberus --> Double
9. Luck --> Quezo, Shiva, Ifrit --> Aura
10. El.Att.J --> Quezo, Shiva, Ifrit --> Earth class OR Water class, DO NOT junction Thunder class
11. El.Def.J --> Quezo, Shiva, Ifrit --> Thunder class
12. El.Def.Jx2 --> Quezo, Shiva, Ifrit --> Thunder class
13. El.Def.Jx4 --> Quezo, Shiva, Ifrit --> Flare, Meteor, Full-Life, Life
14. St.Att.J --> Quezo, Shiva, Ifrit --> Blind (!!!)
15. St.Def.J --> Quezo, Shiva, Ifrit --> No magic needed
16. St.Def.Jx2 --> Quezo, Shiva, Ifrit --> No magic needed
17. St.Def.Jx4 --> Quezo, Shiva, Ifrit --> Pain, Sleep, Confuse, Berserk

III. COMMAND ABILITIES

Squall

Slot 1 --> Attack --> N/A
Slot 2 --> Item / Draw --> Siren / Siren
Slot 3 --> Recover --> Quezo
Slot 4 --> Revive --> Quezo

Quistis

Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Cerberus
Slot 3 --> Treatment --> Shiva
Slot 4 --> Revive --> Shiva

Zell / Irvine

Slot 1 --> Attack --> N/A
Slot 2 --> Item --> Diablos
Slot 3 --> Recover --> Ifrit
Slot 4 --> Treatment --> Ifrit

Note: In case you forgot to draw Alexander, junction Draw command to Squall.

IV. CHARACTER ABILITIES

Squall

Slot 1 --> Auto-Haste --> Siren
Slot 2 --> Str+60% --> Siren
Slot 3 --> Vit+60% --> Siren
Slot 4 --> Spr+60% --> Siren

Quistis

Slot 1 --> Auto-Haste --> Cerberus
Slot 2 --> Str+60% --> Cerberus
Slot 3 --> Vit+60% --> Cerberus
Slot 4 --> Spr+60% --> Cerberus

Zell / Irvine

Slot 1 --> Auto-Haste --> Diablos
Slot 2 --> Str+60% --> Diablos
Slot 3 --> Vit+60% --> Diablos
Slot 4 --> Spr+60% --> Diablos

----- #3202 - CATOBLEPAS' MOVES -----

1. (Claw swipe) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status, put Darkness on Catoblepas
2. Deadly Horn --> ST PA --> always deals critical damage if it connects
CM --> Higher Vit, Protect status, Defend status, put Darkness on Catoblepas
3. Thundaga --> ST Thunder class MA
CM --> Higher Spr, Shell status, Defend status, Thunder class magic on El.Def.J
4. Thunder Summon --> AT Thunder class & Special class MA --> ignores Spr -->
this attack is used after Catoblepas uses Thundaga three times
CM --> Shell status, Defend status, Thunder class magic on El.Def.J
5. Meteor --> AT No-element class MA --> desperation class move --> used by
Catoblepas as a last attempt to kill your members
CM --> Higher Spr, Shell status, Defend status

----- #3103 - BOSS STRATEGY -----

Quick victory way:

Meltdown on Catoblepas, Aura on Squall, Renzo on Catoblepas (repeat if needed), take Meteor punishment, victory is yours.

Professional victory way:

Put Darkness on Catoblepas and his Deadly Horn and (Claw swipe) will hardly make contact. As far as Thundaga and Thunder Summon attacks go... Thunder class magic on El.Def.J. And he also has low Vit making him look even more puny. Meteor? Shell your members before defeating Catoblepas. Counting all this, I think we have next dead boss...

Draw Alexander if you don't have him already.

Victory Fanfare! Congratulations!

Unlock Save seal!

Now head for clock tower... it's time to take care of Tiamat. You know the way from before.

=====
BOSS FIGHT #33 - TIAMAT
=====

#3300 - TIAMAT'S USELESS INFO

1. Boss name? --> Tiamat
2. Fought where? --> Ultimecia Castle - Clock Tower
3. Highest level? --> 58
4. Highest HP? --> 89600 HP at Lv 58; 21200 HP at Lv 1
5. Elemental affinities? --> Strong against Fire and Thunder element, Wind element has no effect
6. AP gained? --> 30 AP
7. Mugged items? --> Has nothing
8. Dropped items? --> 1x Status Guard
9. Magic Draw list? --> Flare, Eden (!!!)
10. Scan description? --> Used to be a GF. Became a monster under Ultimecia's power. Its Dark Flare destroys all enemies.
11. Special info? --> Fly Monster

#3301 - BOSS PREPARATIONS

I. GFS JUNCTIONED

Squall --> Quezo, Siren
Quistis --> Shiva, Cerberus
Zell / Irvine --> Ifrit, Diablos

Huh? Where are all the others? Simple. I do not need them anymore.:)

II. JUNCTION ABILITIES

1. HP --> Quezo, Shiva, Ifrit --> Holy
2. Str --> Quezo, Shiva, Ifrit --> Ultima
3. Vit --> Quezo, Shiva, Ifrit --> Meltdown
4. Mag --> Quezo, Shiva, Ifrit --> Tornado
5. Spr --> Quezo, Shiva, Ifrit --> Reflect
6. Spd --> Quezo, Shiva, Ifrit --> Haste
7. Eva --> Quezo, Shiva, Ifrit --> Triple
8. Hit --> Diablos, Cerberus --> Double
9. Luck --> Quezo, Shiva, Ifrit --> Aura
10. El.Att.J --> Quezo, Shiva, Ifrit --> DO NOT junction Fire class, Thunder class or Wind class
11. El.Def.J --> Quezo, Shiva, Ifrit --> Flare
12. El.Def.Jx2 --> Quezo, Shiva, Ifrit --> Flare and Shell
13. El.Def.Jx4 --> Quezo, Shiva, Ifrit --> Flare, Meteor, Full-Life, Life
14. St.Att.J --> Quezo, Shiva, Ifrit --> No magic needed
15. St.Def.J --> Quezo, Shiva, Ifrit --> No magic needed
16. St.Def.Jx2 --> Quezo, Shiva, Ifrit --> No magic needed
17. St.Def.Jx4 --> Quezo, Shiva, Ifrit --> Pain, Sleep, Confuse, Berserk

III. COMMAND ABILITIES

Squall

- Slot 1 --> Attack --> N/A
- Slot 2 --> Item / Draw --> Siren / Siren
- Slot 3 --> Recover --> Quezo
- Slot 4 --> Revive --> Quezo

Quistis

- Slot 1 --> Attack --> N/A
- Slot 2 --> Magic --> Cerberus
- Slot 3 --> Treatment --> Shiva
- Slot 4 --> Revive --> Shiva

Zell / Irvine

- Slot 1 --> Attack --> N/A
- Slot 2 --> Item --> Diablos
- Slot 3 --> Recover --> Ifrit
- Slot 4 --> Treatment --> Ifrit

Note: In case you forgot to draw Eden, junction Draw command to Squall.

IV. CHARACTER ABILITIES

Squall

- Slot 1 --> Auto-Haste --> Siren
- Slot 2 --> Str+60% --> Siren
- Slot 3 --> Vit+60% --> Siren
- Slot 4 --> Spr+60% --> Siren

Quistis

- Slot 1 --> Auto-Haste --> Cerberus
- Slot 2 --> Str+60% --> Cerberus
- Slot 3 --> Vit+60% --> Cerberus
- Slot 4 --> Spr+60% --> Cerberus

Zell / Irvine

- Slot 1 --> Auto-Haste --> Diablos
- Slot 2 --> Str+60% --> Diablos
- Slot 3 --> Vit+60% --> Diablos

Slot 4 --> Spr+60% --> Diablos

#3302 - TIAMAT'S MOVES

1. D - A - R - KF - LA - RE --> NT 'move' --> countdown to Dark Flare attack
CM --> None
2. Dark Flare --> AT Multi-element class & Special class MA --> ignores Spr -->
this attack is used after Tiamat finishes his countdown --> this magic carries
Fire, Ice and Thunder elements
CM --> Shell status, Defend status, Flare and Protect on El.Def.J (will nullify
the damage)

#3303 - BOSS STRATEGY

Quick victory way:

Meltdown on Tiamat, Aura on Squall, Renzo on Tiamat (repeat if needed), take
Dark Flare punishment (in case you don't defeat him fast enough), victory is
yours.

Professional victory way:

This battle is one of the easiest in the whole game. Simply junction Flare and
Protect magics on El.Def.J and you will nullify the damage done by Dark Flare.
So it's just a matter of patience before Tiamat bites the dust...

Draw Eden if you don't have her already.

Victory Fanfare! Congratulations!

Maybe we could tackle strongest boss now...

=====
BOSS FIGHT #I - OMEGA WEAPON
=====

#I00 - OMEGA WEAPON'S USELESS INFO

1. Boss name? --> Omega Weapon
2. Fought where? --> Ultimecia Castle - Chapel
3. Highest level? --> 100
4. Highest HP? --> 1161000 HP at Lv 100; 111105 HP at Lv 1
5. Elemental affinities? --> Absorbs all elements
6. AP gained? --> 250 AP
7. Mugged items? --> Has nothing
8. Dropped items? --> 1x Three Stars
9. Magic Draw list? --> Flare, Holy, Meteor, Ultima
10. Scan description? --> Stronger than Ultima Weapon, Omega Weapon is the
strongest monster. It is bad luck to run into this monster.
11. Special info? --> None

#I01 - BOSS PREPARATIONS

I. GFS JUNCTIONED

Squall --> Quezo, Siren, Carbuncle
Quistis / Zell --> Shiva, Cerberus, Bros
Irvine --> Ifrit, Diablos, Cactuar, Alexander

II. JUNCTION ABILITIES

1. HP --> Quezo, Shiva, Ifrit --> Holy
2. Str --> Quezo, Shiva, Ifrit --> Ultima
3. Vit --> Quezo, Shiva, Ifrit --> Meltdown
4. Mag --> Quezo, Shiva, Ifrit --> Tornado
5. Spr --> Quezo, Shiva, Ifrit --> Full-Life
6. Spd --> Quezo, Shiva, Ifrit --> Haste
7. Eva --> Quezo, Shiva, Ifrit --> Triple
8. Hit --> Diablos, Cerberus --> Double
9. Luck --> Quezo, Shiva, Ifrit --> Aura
10. El.Att.J --> Quezo, Shiva, Ifrit --> DO NOT junction any attack class
11. El.Def.J --> Quezo, Shiva, Ifrit --> No magic needed
12. El.Def.Jx2 --> Quezo, Shiva, Ifrit --> No magic needed
13. El.Def.Jx4 --> Quezo, Shiva, Ifrit --> No magic needed
14. St.Att.J --> Quezo, Shiva, Ifrit --> No magic needed
15. St.Def.J --> Quezo, Shiva, Ifrit --> Death (!!!)
16. St.Def.Jx2 --> Quezo, Shiva, Ifrit --> Death (!!!)
17. St.Def.Jx4 --> Quezo, Shiva, Ifrit --> Death (!!!)

III. COMMAND ABILITIES

Squall

Slot 1 --> Attack --> N/A
Slot 2 --> Item --> Siren
Slot 3 --> Recover --> Quezo
Slot 4 --> Revive --> Quezo

Quistis / Zell

Slot 1 --> Attack --> N/A
Slot 2 --> Magic --> Cerberus
Slot 3 --> Defend --> Bros
Slot 4 --> Revive --> Shiva

Irvine

Slot 1 --> Attack --> N/A
Slot 2 --> Item --> Diablos
Slot 3 --> Recover --> Ifrit
Slot 4 --> Defend --> Cactuar

IV. CHARACTER ABILITIES

Squall

Slot 1 --> Auto-Haste / HP+??% (if your HP doesn't reach 9999 HP)--> Siren / Carbuncle
Slot 2 --> Str+60% --> Siren
Slot 3 --> Vit+60% --> Siren
Slot 4 --> Spr+60% --> Siren

Quistis / Zell

Slot 1 --> Auto-Haste / HP+??% (if your HP doesn't reach 9999 HP)--> Cerberus / Bros
Slot 2 --> Str+60% --> Cerberus

Slot 3 --> Vit+60% --> Cerberus
Slot 4 --> Spr+60% --> Cerberus

Irvine

Slot 1 --> Auto-Haste / HP+??% (if your HP doesn't reach 9999 HP)--> Diablos /
Diablos
Slot 2 --> Str+60% --> Diablos
Slot 3 --> Med Data --> Alexander
Slot 4 --> Spr+60% --> Diablos

#I02 - OMEGA WEAPON'S MOVES

1. Lv5 Death --> AT Instant-death class MA --> KO status on targetted members whose level is a multiple of 5
CM --> Be at level that is not multiple of 5, Death on St.Def.J, Zombie status
2. Meteor --> AT No-element class MA
CM --> Higher Spr, Shell status, Defend status
3. Megido Flame --> AT Special class PA --> ignores Vit --> always deals 9998 HP of damage to all targetted members regardless of junctions
CM --> Have all characters at 9999 HP before this attack is used
4. Gravija --> AT Gravity class MA --> tears off 75% of all targetted members' current HP
CM --> Shell status, Defend status
5. Terra Break --> AT Special class PA --> ignores Vit --> hits are randomly distributed among targetted members
CM --> Protect status, Defend status
6. Ultima --> AT No-element class MA
CM --> Higher Spr, Shell status, Defend status
7. Light Pillar --> ST Instant-Death class PA --> ignores Vit --> always deals 9999 HP of damage
CM --> None, except Invincible status
8. (Swipe) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status

#I03 - BOSS STRATEGY

Writing a strategy for this behemoth is something hard. While I do find Omega easy and I now beat him without invincibility items with ease, it might be hard for the others... Hopefully I'll be able to assist you in defeating this sucker.

1. Your MAX HP must be 9999 HP.
2. If your junctions are not as the one mentioned above, leave and return later. Defend command is invaluable.
3. Have a decent supply of Megalixirs. Get those from Bahamut card.
4. You must have Death on St.Def.J if you're at levels that are multiple of 5.
5. Get rid of any elemental magic you might have on El.Att.J.
6. Aura Stones will assist you greatly. Do not waste Aura magic!
7. Turn the battle speed to medium. You're gonna need that time!
8. Make sure you have 100x AP Ammo.
9. Squall's and Irvine's Str-J should exceed 220 - preferably 255.
10. Have Eva-J at least at 25% - that way you won't be bothered much by Omega's physical potshots (especially concentrate on Irvine for this strategy).

That would be it. Now here's the strategy.

I bet you've noticed the rope hanging down from ceiling on right stairway and a strange cloud in Chapel room. That be Omega.:) Have the other party pull the rope. 58 seconds timer will start. Once you gain control of other party again, quickly move to nearby party switch point and switch to the team that will fight Omega.

Quickly run to Chapel. Omega is there, waiting for you... Commence battle!

First thing to consider is that Omega's attack pattern is a fixed one! Only exception are his physical attacks which are randomly thrown here and there during this fixed attack pattern.

Not counting physical attacks here's how Omega's pattern looks like...

- > Lv5 Death
- > Meteor
- > Megido Flame
- > Gravija
- > Terra Break
- > Ultima
- > Light Pillar
- > Meteor
- > Megido Flame
- > Ad infinitum

So how can we deal with this pattern and still make it thru?

A) LV5 DEATH

When you commence battle with Omega, his first 'serious' attack will be Lv5 Death. Death on St.Def.J will take care of this.

B) METEOR

Will be used after Lv5 Death. Since it's no-element class magic, only high Spr and Shell status will cut the damage - but if Spr status is high, you shouldn't even be bothered.:)

--> After the animation is finished, do the following: have Squall use 1x Megalixir to heal to full health, have Quistis (or Zell) cast Meltdown on Omega. Irvine is at standby.

C) MEGIDO FLAME

Will be used after Meteor. Your health must be at 9999 HP. If it's a single digit lower, such member is KO-ed.

--> All three members will now be at 1 HP. Have Squall unleash Renzokuken, have Irvine open Armor Shot at Omega, have Quistis use Shockwave Pulsar (have Zell use Duel).

D) GRAVIJA

Will be used after Megido Flame. Good thing about Gravija is that it can't kill you no matter how hard you try.:) Member with 1 HP will take zero (0) damage from Gravija.

--> Have Squall unleash Renzokuken, have Irvine use Defend, have Quistis use Defend (same if using Zell).

E) TERRA BREAK

Will be used after Gravija. This is Omega's most fearsome attack - which is actually quite easy to 'bypass'. Since Quistis and Irvine are Defending from Omega's last move, they will survive. Why? Because Terra Break is physical attack and Defend will totally nullify the damage. Terra Break does 12 hits (I think so) and they are randomly distributed among your members.

--> Chances are Squall was KO-ed - have Quistis (same if using Zell) cast Life on Squall, have Irvine use 1x Mega-Potion (will restore 2000 HP to all

members).

--> Squall somehow survived - have Squall unleash Renzokuken, have Quistis use Shockwave Pulsar (if using Zell have him unleash Duel), have Irvine use 1x Mega-Potion (will restore 2000 HP to all members).

F) ULTIMA

Will be used after Terra Break. Since it's no-element class magic, only high Spr and Shell status will cut the damage - but if Spr status is high, you shouldn't even be bothered. :) Ultima shouldn't cause more than 1200 damage to a single member - meaning they will still be in yellow.

--> Have Squall unleash Renzokuken, have Quistis cast Shockwave Pulsar (if using Zell start Dueling), have Irvine open Armor Shot.

G) LIGHT PILLAR

Will be used after Ultima. If you're not Invincible, there's nothing you can do to survive Light Pillar. One member is sure to get KO-ed.

--> If Squall was KO-ed - have Quistis (same if using Zell) Revive Squall, have Irvine use 1x Megalixir.

--> If Quistis (or Zell) was KO-ed - have Squall Revive Quistis (or Zell), have Irvine use 1x Megalixir.

--> If Irvine was KO-ed - have Quistis (same if using Zell) Revive Irvine, have Squall use 1x Megalixir.

H) METEOR

Will now be used after Light Pillar. Since it's no-element class magic, only high Spr and Shell status will cut the damage - but if Spr status is high, you shouldn't even be bothered. :)

--> Have Squall use 1x Megalixir to heal to full health, have Quistis (same if using Zell) and Irvine on standby.

I) MEGIDO FLAME

Will be used after Meteor. Your health must be at 9999 HP. If it's a single digit lower, such member is KO-ed.

--> All three members will now be at 1 HP. Have Squall unleash Renzokuken, have Irvine open Armor Shot at Omega, have Quistis use Shockwave Pulsar (have Zell use Duel).

J) AND SO ON UNTIL OMEGA'S MISERABLE DEFEAT

But it will take quite a long time, since he has over one million HP and he won't split so fast as you want him to. :)

If you're not 100% guaranteed to win with this strategy without ever again needing Invincibility items...

Victory Fanfare! Congratulations!

Only final bosses await their defeat!

TOP TIP!!!

Card Mod 1x Alexander card in 3x Moon Curtain. Then distribute Moon Curtains: use them on Siren, Cerberus and Diablos.

=====
BOSS FIGHT #34 - ULTIMECIA, GRIEVER, ULTIMECIA-GRIEVER, FINAL ULTIMECIA
=====

Note: There's six targets in total that you can face during this boss battle. I'll be in touch with all of them... let's just begin, since I want to already finish this.:)

#3400a - ULTIMECIA'S USELESS INFO

1. Boss name? --> Ultimecia
2. Fought where? --> Ultimecia Castle - Master Room
3. Highest level? --> 65
4. Highest HP? --> 43000 HP at Lv 65, 4600 HP at Lv1
5. Elemental affinities? --> Weakness against Poison element, Holy element has no effect
6. AP gained? --> N/A
7. Mugged items? --> Has nothing
8. Dropped items? --> N/A
9. Magic Draw list? --> Haste, Slow, Reflect, Demi
10. Scan description? --> A sorceress trying to change the world by compressing time and taking power from all sorceresses.
11. Special info? --> None

#3400b - GRIEVER'S USELESS INFO

1. Boss name? --> Griever
2. Fought where? --> Ultimecia Castle - Master Room
3. Highest level? --> 65
4. Highest HP? --> 115950 HP at Lv 65, 16750 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> N/A
7. Mugged items? --> Has nothing
8. Dropped items? --> N/A
9. Magic Draw list? --> Bio, Quake, Tornado
10. Scan description? --> In Squall's mind, the strongest GF. Through Ultimecia's power, continues fighting without vanishing.
11. Special info? --> Fly Monster

#3400c - ULTIMECIA'S USELESS INFO

1. Boss name? --> Ultimecia
2. Fought where? --> Ultimecia Castle - Master Room
3. Highest level? --> 65
4. Highest HP? --> 176250 HP at Lv 65, 13050 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> N/A
7. Mugged items? --> Has nothing
8. Dropped items? --> N/A
9. Magic Draw list? --> Firaga, Thundaga, Blizzaga
10. Scan description? --> Ultimecia junctioned to Griever. A powerful monster that combines Ultimecia's and Griever's forces.
11. Special info? --> Fly Monster

#3400d - HELIX'S USELESS INFO

1. Boss name? --> Helix
2. Fought where? --> Ultimecia Castle - Master Room
3. Highest level? --> 65
4. Highest HP? --> 30000 HP at Lv 65, 4400 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> N/A
7. Mugged items? --> Has nothing
8. Dropped items? --> N/A
9. Magic Draw list? --> Esuna, Dispel
10. Scan description? --> Ultimecia's magic power amplifier. By combining the 2 amplifiers, her power can be increased greatly...
11. Special info? --> Fly Monster

#3400e - ULTIMECIA'S USELESS INFO

1. Boss name? --> Ultimecia
2. Fought where? --> Ultimecia Castle - Master Room
3. Highest level? --> 65
4. Highest HP? --> 278900 HP at Lv 65, 16500 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> N/A
7. Mugged items? --> Has nothing
8. Dropped items? --> N/A
9. Magic Draw list? --> Flare, Holy
10. Scan description? --> Ultimecia, transformed to absorb all time and space. Absorbing all existence as we speak.
11. Special info? --> Fly Monster

#3400f - ULTIMECIA'S USELESS INFO

1. Boss name? --> Ultimecia
2. Fought where? --> Ultimecia Castle - Master Room
3. Highest level? --> 65
4. Highest HP? --> 21500 HP at Lv 65, 2300 HP at Lv 1
5. Elemental affinities? --> None
6. AP gained? --> N/A
7. Mugged items? --> Has nothing
8. Dropped items? --> N/A
9. Magic Draw list? --> Apocalypse
10. Scan description? --> The point from which Ultimecia's power generates. Casts the ultimate magic through power generated here.
11. Special info? --> Fly Monster

#3301 - BOSS PREPARATIONS

I. GFS JUNCTIONED

Squall --> Quezo, Siren
Quistis --> Shiva, Cerberus
Zell / Irvine --> Ifrit, Diablos

II. JUNCTION ABILITIES

1. HP --> Quezo, Shiva, Ifrit --> Regen

2. Str --> Quezo, Shiva, Ifrit --> Ultima
3. Vit --> Quezo, Shiva, Ifrit --> Meltdown
4. Mag --> Quezo, Shiva, Ifrit --> Tornado
5. Spr --> Quezo, Shiva, Ifrit --> Reflect
6. Spd --> Quezo, Shiva, Ifrit --> Haste
7. Eva --> Quezo, Shiva, Ifrit --> Triple
8. Hit --> Diablos, Cerberus --> Double
9. Luck --> Quezo, Shiva, Ifrit --> Aura
10. El.Att.J --> Quezo, Shiva, Ifrit --> Poison class, DO NOT junction Holy class
11. El.Def.J --> Quezo, Shiva, Ifrit --> Flare
12. El.Def.Jx2 --> Quezo, Shiva, Ifrit --> Flare and Shell
13. El.Def.Jx4 --> Quezo, Shiva, Ifrit --> Flare, Meteor, Full-Life, Life
14. St.Att.J --> Quezo, Shiva, Ifrit --> No magic needed
15. St.Def.J --> Quezo, Shiva, Ifrit --> Pain
16. St.Def.Jx2 --> Quezo, Shiva, Ifrit --> Pain
17. St.Def.Jx4 --> Quezo, Shiva, Ifrit --> Pain, Sleep, Confuse, Berserk

III. COMMAND ABILITIES

Squall

- Slot 1 --> Attack --> N/A
- Slot 2 --> Item --> Siren
- Slot 3 --> Recover --> Quezo
- Slot 4 --> Revive --> Quezo

Quistis

- Slot 1 --> Attack --> N/A
- Slot 2 --> Magic --> Cerberus
- Slot 3 --> Treatment --> Shiva
- Slot 4 --> Revive --> Shiva

Zell / Irvine

- Slot 1 --> Attack --> N/A
- Slot 2 --> Item --> Diablos
- Slot 3 --> Recover --> Ifrit
- Slot 4 --> Treatment --> Ifrit

IV. CHARACTER ABILITIES

Squall

- Slot 1 --> Auto-Haste --> Siren
- Slot 2 --> Str+60% --> Siren
- Slot 3 --> Auto-Shell --> Siren
- Slot 4 --> Spr+60% --> Siren

Quistis

- Slot 1 --> Auto-Haste --> Cerberus
- Slot 2 --> Str+60% --> Cerberus
- Slot 3 --> Auto-Shell --> Cerberus
- Slot 4 --> Spr+60% --> Cerberus

Zell / Irvine

- Slot 1 --> Auto-Haste --> Diablos
- Slot 2 --> Str+60% --> Diablos
- Slot 3 --> Auto-Shell --> Diablos
- Slot 4 --> Spr+60% --> Diablos

-
1. Maelstrom --> AT Gravity class & Status class MA --> tears off 62,5% of every targetted member's current HP with possible infliction of Curse status
CM --> Shell status, Defend status, Aura or Pain on St.Def.J
 2. Tornado --> AT Wind class MA
CM --> Higher Spr, Shell status, Defend status, Wind class magic on El.Def.J
 3. Quake --> AT Earth class MA
CM --> Higher Spr, Shell status, Defend status, Earth class magic on El.Def.J
 4. Bio --> ST Poison class & Status class MA --> Poison status on targetted member along with some Poison class magical damage
CM --> Higher Spr, Shell status, Reflect status, Defend status, Poison class magic on El.Def.J, Pain or Bio on St.Def.J to nullify Poison status
 5. Blizzaga --> ST Ice class MA
CM --> Higher Spr, Shell status, Reflect status, Defend status, Ice class magic on El.Def.J
 6. Thundaga --> ST Thunder class MA
CM --> Higher Spr, Shell status, Reflect status, Defend status, Thunder class magic on El.Def.J
 7. Holy --> ST Holy class MA
CM --> Higher Spr, Shell status, Reflect status, Defend status, Holy class magic on El.Def.J
 8. Meltdown --> ST No-element and Status class MA --> lowers Vit and Spr of targetted member to 0 as well as dealing some No-element class magical damage
CM --> Higher Spr, Shell status, Defend Status, Reflect status; to remove Vit 0 status, cast Esuna / use Treatment on inflicted member
 9. Double --> ST Support class magic that Ultimecia will cast on herself in order to be able to cast magic spells successively two times in a row
CM --> Dispel, cast Reflect on Ultimecia to have this spell bounced off her onto your party members
 10. Dispel --> ST Status class MA --> Removes any helpful statuses from a targetted member
CM --> None
 11. 'Absorbed into time...' --> NT 'move' --> if one of your members is KO-ed for too long, Ultimecia will use this move to remove KO-ed member
CM --> revive KO-ed members ASAP

#3402b - GRIEVER'S MOVES

1. Doom --> ST Status class MA --> Doom status on targetted member --> once the red timer above member's head reaches 0, that member is KO-ed
CM --> Higher Spr, to heal Doom status use Remedy+ or Elixir or Megalixir or Treatment
2. Pain --> ST Status class MA --> Darkness, Silence and Poison statuses on targetted member
CM --> Higher Spr, Reflect status, Blind on St.Def.J will nullify Darkness, Silence on St.Def.J will nullify Silence, Bio on St.Def.J will nullify Poison, Pain on St.Def.J will nullify all three statuses
3. Triple --> ST Support class magic that Griever will cast on himself in order to be able to cast magic spells successively three times in a row
CM --> Dispel, cast Reflect on Griever to have this spell bounced off him onto your party members
4. 'Absorbed into time...' --> NT 'move' --> if one of your members is KO-ed for too long, Griever will use this move to remove KO-ed member
CM --> revive KO-ed members ASAP
5. (Blow away stocked magic) --> ST move --> every so often Griever will blow away randomly selected magic from randomly selected member's magic stock --> if junctioned magic is blown away, that junction no longer exists (for example,

you have Regen on HP-J; Regen is blown away and HP-J will drop to basic level - as if nothing was junctioned)

CM --> defeat Griever as quickly as you can

6. (Claw swipe) --> ST no-name PA

CM --> Higher Vit, Protect status, Defend status

7. Graviija --> AT Gravity class MA --> tears off 75% of all targetted members' current HP

CM --> Shell status, Defend status

8. Draw --> ST Command class move --> Griever will draw any type of magic from targetted member's magic stock and cast it immediately afterwards - attack class magic on your members, support and healing class magic on himself

CM --> None, except having no magic at all:)

9. Flare --> ST No-element class MA

CM --> Higher Spr, Shell status, Reflect status, Defend status

10. Shockwave Pulsar --> AT No-element class MA --> desperation class move --> somewhere in the middle of the battle Griever will start using this attack --> if you kill Griever before he even uses it for the first time, he will use Shockwave Pulsar as a last attempt to defeat your members

CM --> Higher Spr, Shell status, Defend status

#3402c - ULTIMECIA'S MOVES

1. (Helix summon) --> NT 'move' --> one Helix will appear --> after two Helixes appear, Ultimecia gains access to Great Attractor, Ultima and Meteor

CM --> None

2. Great Attractor --> AT Special class PA --> ignores Vit

CM --> Protect status, Defend status

3. Holy --> ST Holy class MA

CM --> Higher Spr, Shell status, Reflect status, Defend status, Holy class magic on El.Def.J

4. Meteor --> AT No-element class MA

CM --> Higher Spr, Shell status, Defend status

5. Ultima --> AT No-element class MA

CM --> Higher Spr, Shell status, Defend status

6. 'Absorbed into time...' --> NT 'move' --> if one of your members is KO-ed for too long, Ultimecia will use this move to remove KO-ed member

CM --> revive KO-ed members ASAP

7. (GF lethal strike) --> ST no-name & Instant-death class move --> if you try summoning a GF at this battle phase, there is a possibility that this GF will be KO-ed

CM --> don't summon any GF

8. Dispel --> ST Status class MA --> Removes any helpful statuses from a targetted member

CM --> None

9. (Lower body fall off) --> NT 'move' --> once you knock away about 65% of this Ultimecia's form, she will lose lower part of the body --> Helixes will also disappear --> Ultimecia now gains access to Quake and Tornado

10. Tornado --> AT Wind class MA

CM --> Higher Spr, Shell status, Defend status, Wind class magic on El.Def.J

11. Quake --> AT Earth class MA

CM --> Higher Spr, Shell status, Defend status, Earth class magic on El.Def.J

12. (Claw swipe) --> ST no-name PA --> always deals critical damage

CM --> Higher Vit, Protect status, Defend status

#3402d - HELIX'S MOVES

1. (Double laser) --> ST no-name PA --> counterattack class move --> is used by Helix sometimes when your member attacks it in any way
CM --> Higher Vit, Protect status, Defend status

#3402e - ULTIMECIA'S MOVES

1. Flare --> ST No-element class MA
CM --> Higher Spr, Shell status, Reflect status, Defend status
2. Holy --> ST Holy class MA
CM --> Higher Spr, Shell status, Reflect status, Defend status, Holy class magic on El.Def.J
3. Dispel --> ST Status class MA --> Removes any helpful statuses from a targetted member
CM --> None
4. 'Absorbed into time...' --> NT 'move' --> if one of your members is KO-ed for too long, Ultimecia will use this move to remove KO-ed member
CM --> revive KO-ed members ASAP
5. Meteor --> AT No-element class MA
CM --> Higher Spr, Shell status, Defend status
6. Ultima --> AT No-element class MA
CM --> Higher Spr, Shell status, Defend status
7. (Single claw swipe) --> ST no-name PA
CM --> Higher Vit, Protect status, Defend status
8. (Double claw swipe) --> ST no-name PA --> always deals critical damage
CM --> Higher Vit, Protect status, Defend status
9. (Blow away stocked magic) --> ST move --> every so often Ultimecia will blow away randomly selected magic from randomly selected member's magic stock --> if junctioned magic is blown away, that junction no longer exists (for example, you have Regen on HP-J; Regen is blown away and HP-J will drop to basic level - as if nothing was junctioned)
CM --> defeat Ultimecia as quickly as you can
10. (GF lethal strike) --> ST no-name & Instant-death class move --> if you try summoning a GF at this battle phase, there is a possibility that this GF will be KO-ed
CM --> do not summon any GF
11. Hell's Judgement --> AT Special class MA --> ignores Spr --> will drop HP of every targetted member to 1 regardless of junctions
CM --> None, except Invincible status
12. (Lower Ultimecia appear) --> NT 'move' --> once around 70% of this Ultimecia form's HP is gone, lower part of Ultimecia will become exposed --> next move by upper part of Ultimecia will be 'Draw Apocalypse'
CM --> None
13. Draw Apocalypse --> ST Command class move --> Once lower part of Ultimecia is exposed, some turns will pass before Ultimecia uses this move
CM --> Destroy lower part of Ultimecia before she has a chance to 'Draw Apocalypse'
14. Apocalypse --> AT No-element class MA
CM --> Higher Spr, Shell status, Defend status

#3402f - ULTIMECIA'S MOVES

No moves! Except for being guilty to appear.:)

#3403 - BOSS STRATEGY

If I never see any more sorceresses, it'll be too soon. Junctioning properly will prove mightily useful in this first part of the fight. Almost everything can be absorbed, however... If Ultimecia uses Double on herself, Dispel it. If Ultimecia uses Maelstrom, be sure to have Aura or Pain on St.Def.J so that you won't be inflicted with Curse as well. If a character of yours gets Vit 0-ed, Esuna or Treatment will take care of it. Anyway, Ultimecia is not too strong and will fall quickly...

Ultimecia: 'The most powerful GF...'
'...You shall...'
'...SUFFER...!'
'HAHAHA...'

Oh boy, I have to defeat a ring of mine? Draw is pretty annoying as Griever can steal some useful magic from you - only way to prevent him from doing that is defeating him quickly and swiftly. (Blow away stocked magic) is even more annoying as it can seriously screw up your junctions if say Ultima gets blown away... Doom will be countered by Treatment, Elixir or Megalixir - no biggie. If Griever Triples himself, Dispel it ASAP!
If you don't have high enough Spr (that would mean that you're worried about your HP), make sure you keep 'em up most of the time. Casting Shell will help tremendously. Again, assign one member to be a medic for this fight.
You'll see a change in background when Griever is about to use Shockwave Pulsar (if you defeat him before he is even able to use it, Shockwave Pulsar will be used as a desperation move)...

Ultimecia: 'The GF's true power...'
'Allow me...'
'To show you...!'
'Griever! Make them bleed!'

I really hope you listened to my advice and you have at least a decent Spr-J... or else it's sure you'll be wiped out by Shockwave Pulsar. Anyway, you know the drill... Meltdown on Griever, Aura on Squall, Renzo on Griever (might need three or four if no finisher appears), take Shockwave Pulsar punishment and sayonara to Griever...

Ultimecia: 'I shall junction myself...'
'...Unto Griever!'

Oh man, it's still not over... This form of Ultimecia is rather dangerous if you dawdle around too long. If you let two Helixes appear, Ultimecia will start using Great Attractor every other turn. She also gains access to Ultima and Meteor. So why would you joke around and be pummelled endlessly...
If Great Attractor is imminent, cast Protect on your members to halve the damage you'll suffer. Basically it's again - Meltdown on Ultimecia, Aura on Squall, Renzo on Ultimecia and sayonara... oh, only half of it is gone... oh well, another Renzo and...

Griever: 'Rghaah...'

Will you just die finally? Man, how much longer will you keep coming back?

Ultimecia: 'I am Ultimecia.'
'Time shall compress...'
'...All existence denied.'

Well, this is it. Truly the final boss of final bosses. This is the simplest strategy for her defeat... Hell's Judgment is her cheapshot move to bring

everyone down to 1 HP. Have every member at standby until she uses Hell's Judgment. Then have two members unleash their limits, whilst third one heals with 1x Megalixir. Then be on standby again until next Hell's Judgment is used - have Squall and Irvine use their limits and heal with Quistis. Repeat until 300000 of Ultimecia's HP is gone...

Sometime during the fight lower part of Ultimecia will become exposed. If you don't kill it, upper part will Draw Apocalypse and will then use it against your members - it's just a beefed up version of Ultima - nothing serious for your junctions.

When you waste last ounce of Ultimecia's HP

Ultimecia: 'Reflect on your...'
'Childhood...'

She has more HP to lose...

Ultimecia: 'Your sensation...'
'Your words...'
'Your emotions...'

Still more...

Ultimecia: 'Time...'
'It will not wait...'

And more...

Ultimecia: 'No matter...'
'...how hard you hold on.'
'It escapes you...'

More...

Ultimecia: 'And...'

Congratulations! You've beaten the game!!!

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09.) MONSTER ENCOUNTER - G0900
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WORLD ENCOUNTER GUIDE

DISC 1

1. FIRE CAVERN

- 1x Buel
- 1x Bomb
- 2x Red Bat
- 2x Bomb
- 2x Red Bat + 1x Bomb + 1x Buel
- 2x Bomb + 2x Red Bat
- 1x Ifrit (boss)

2. DOLLET CITY (during SeeD exam)

- a) Streets inside the city
 - 1x G-Soldier
 - 2x G-Soldier

- 3x G-Soldier
- 1x Elite Soldier
- 1x X-ATM092 (boss)
- 1x Elite Soldier + 1x G-Soldier

b) Bridge

- 1x G-Soldier
- 2x G-Soldier
- 3x G-Soldier
- 1x X-ATM092 (boss)

c) Mountain hideout

- 1x G-Soldier
- 2x G-Soldier
- 3x G-Soldier
- 1x Elite Soldier + 2x G-Soldier
- 1x Anacondaaur
- 2x Anacondaaur
- 1x Geezard
- 1x X-ATM092 (boss)

d) Comms Tower

- 1x G-Soldier
- 1x Elite Soldier + 1x G-Soldier
- 1x Biggs + 1x Wedge (boss)
- 1x Elvoret (boss)

e) Just outside Comms Tower

- 1x X-ATM092 (boss)

3. BALAMB GARDEN TRAINING CENTER

- 1x Grat
- 2x Grat
- 3x Grat
- 1x T-Rexaur
- 1x Granaldo + 3x Raldo (boss)

4. TIMBER FOREST (Laguna's first dream)

- 1x Funguar
- 3x Funguar
- 2x Funguar + 1x Geezard

5. TIMBER CITY (during Galbadia's occupation)

- 1x G-Soldier
- 2x G-Soldier
- 3x G-Soldier
- 1x Elite Soldier
- 2x Elite Soldier
- 1x Elite Soldier + 1x G-Soldier

6. LUNATIC PANDORA (Laguna's second dream)

- 1x Esthar Soldier
- 2x Esthar Soldier
- 3x Esthar Soldier
- 1x Esthar Soldier + 1x Esthar Soldier (cyborg)
- 1x Esthar Soldier (cyborg)
- 2x Esthar Soldier (cyborg)
- 1x Gesper
- 2x Gesper
- 1x Gesper + 2x Esthar Soldier

- 1x Elastoid

NOTE: Most of the screens inside Lunatic Pandora have two random battles that you keep switching between. For example, at the screen with save point you'll always run either into [2x Gesper] or [1x Esthar Soldier (cyborg)] battle.

7. TOMB OF THE UNKNOWN KING

- 2x Blobra

- 1x Armadodo

- 2x Armadodo

- 1x Buel

- 2x Buel

- 1x Forbidden

- 1x Forbidden + 1x Buel

- 1x Blobra + 1x Buel

- 1x Sacred (boss)

- 1x Sacred + 1x Minotaur (boss)

8. DELING CITY SEWERS

a) Stairs section

- 1x Creeps

- 2x Creeps

- 1x Grand Mantis + 2x Creeps

b) Down in the dumps

- 1x Creeps

- 2x Creeps

- 1x Grand Mantis

- 1x Red Bat

- 2x Red Bat

- 3x Red Bat

- 4x Red Bat

- 2x Red Bat + 2x Creeps

DISC 2

1. WINHILL VILLAGE (Laguna's third dream)

- 1x Caterchipillar

- 1x Caterchipillar + 1x Bite Bug

2. D-DISTRICT PRISON

a) When running around on the floors

- 1x GIM52A

- 1x GIM47N

- 1x Thrustaevis

- 1x Wendigo

- 1x Guard

- 2x Guard

- 1x Guard + 2x GIM47N

- 2x Guard + 2x GIM47N

- 2x Thrustaevis

b) Near the door with sand behind it

- 1x Guard

- 2x Guard

- 1x GIM52A

- 2x Geezard

c) On the top two floors

- 1x GIM47N

- 1x GIM47N + 1x Guard

- 1x Belhelmel + 2x Geezard
- 2x GIM52A
- 2x GIM52A + 1x Elite Soldier (boss)

3. GALBADIA MISSILE BASE

a) On the catwalk

- 1x G-Soldier
- 2x G-Soldier
- 1x Thrustaevis
- 1x Geezard
- 1x SAM08G + 1x G-Soldier
- 1x Base Soldier (say 'Let's fight!' to the soldier that wants your help)

b) Area with two maintenance soldiers

- 1x G-Soldier
- 2x G-Soldier
- 1x Belhelmel
- 1x SAM08G + 1x Geezard
- 1x SAM08G + 1x G-Soldier (escape from soldier that wants your help)

c) Missile base exterior

- 1x BGH251F2 (boss)
- 1x Elite Soldier + 2x G-Soldier

4. BALAMB GARDEN (during NORG's Anger)

a) Front Gate

- 1x T-Rexaur
- 2x Grat
- 1x Caterchipillar
- 2x Caterchipillar + 1x Bomb
- 1x Caterchipillar + 1x Grat (fixed battle)

b) Interior of Balamb Garden

- 4x Bite Bug
- 1x T-Rexaur
- 1x Glacial Eye
- 1x Bomb
- 2x Glacial Eye + 1x Bomb

c) Hallway to Infirmary

- 1x Granaldo (fixed battle)
- 2x Bite Bug
- 1x Caterchipillar

d) Quad

- 1x Glacial Eye + 1x Bomb (fixed battle)
- 2x Bite Bug
- 2x Glacial Eye
- 1x Glacial Eye + 1x Caterchipillar
- 1x Grat + 1x Bomb + 1x Bite Bug

e) Hallway to Cafeteria

- 1x Bomb (one of them is a fixed battle)
- 1x T-Rexaur

f) Hallway to Dormitory

- 1x Caterchipillar (one of them is a fixed battle)
- 1x Grat

g) Hallway to Garage

- 1x Grendel (fixed battle)
- 1x Glacial Eye
- 2x Glacial Eye + 1x Bite Bug

h) Hallway to Training Center

- 1x T-Rexaur (one of them is a fixed battle)
- 2x Bomb

i) Training Center

- 1x Grat
- 2x Grat
- 3x Grat
- 1x T-Rexaur

j) Hallway to Library

- 1x Grat (one of them is a fixed battle)
- 1x Caterchipillar + 1x Grat

k) MD Level - pipe section

- 1x Geezard
- 2x Geezard
- 3x Geezard

l) MD Level - middle section

- 1x Geezard
- 2x Geezard + 1x Blood Soul
- 1x Buel
- 1x Tri-Face

m) MD Level - lower section (Oilboyle room)

- 1x Tri-Face
- 2x Blobra
- 2x Blobra + 1x Blood Soul
- 2x Oilboyle (boss)

5. FISHERMANS HORIZON (during Galbadia's occupation)

- 1x SAM08G
- 2x GIM47N + 1x Elite Soldier
- 2x G-Soldier
- 2x G-Soldier + 1x Elite Soldier (fixed battle)
- 1x BGH251F2 (boss)

6. CENTRA RUINS

a) Second, third and fourth screen

- 1x Tonberry
- 1x Tonberry King (boss)

b) From sixth screen onward

- 2x Red Bat + 1x Forbidden
- 1x Forbidden + 1x Buel
- 1x Bomb + 1x Red Bat + 1x Armadodo
- 1x Forbidden
- 1x Blobra + 1x Bomb
- 1x Odin (boss)

7. BALAMB GARDEN (during Garden Clash)

a) Quad

- 1x Paratrooper
- 2x Paratrooper
- 1x SAM08G + 2x Paratrooper

- 1x GIM52A + 1x Paratrooper

b) Interior of Balamb Garden

- 2x GIM52A

- 1x SAM08G

- 1x Elite Soldier + 1x G-Soldier + 1x Paratrooper

c) Balamb Garden classroom

- 4x Paratrooper (fixed battle)

8. GALBADIA GARDEN (during Garden Clash)

a) Gymnasium

- 3x Slapper

- 4x Slapper

b) Hallway

- 1x Creeps

- 2x Jellee

- 2x Jellee + 1x Creeps

- 2x GIM52A

c) Stairs screens (example: screen with Fujin and Raijin)

- 2x Creeps

- 2x Creeps + 1x Blitz

- 1x Tri-Face

- 1x G-Soldier

d) Athletic Track

- 1x Jellee

- 1x SAM08G

- 1x Elite Soldier + 1x G-Soldier

- 1x Death Claw

e) Hall

- 1x Death Claw

- 1x Tri-Face

- 1x Cerberus (boss)

DISC 3

1. TRABIA CANYON (Laguna's fourth dream)

- 1x Mesmerize

- 1x Bite Bug

- 1x Mesmerize + 2x Bite Bug

- 1x Ruby Dragon (fixed battle)

2. GREAT SALT LAKE

- 1x Vysage

- 1y Vysage + 1x Lefty + 1x Righty

- 1x Lefty + 1x Righty

- 2x Lefty + 2x Righty

- 1x Abadon (boss)

3. LUNATIC PANDORA LABORATORY (Laguna's fifth dream)

- 1x Esthar Soldier

- 1x Gesper + 1x Esthar Soldier + 1x Esthar Soldier (cyborg)

- 1x Elastoid + 1x Esthar Soldier + 1x Esthar Soldier (cyborg)

- 2x Esthar Soldier

- 2x Esthar Soldier (cyborg)

4. ESTHAR CITY (Lunatic Pandora crossing)

- 1x SAM08G
- 2x SAM08G
- 1x GIM52A
- 2x GIM52A
- 1x G-Soldier
- 2x G-Soldier
- 1x Elite Soldier
- 1x Elite Soldier + 1x G-Soldier
- 1x Elite Soldier + 2x G-Soldier
- 1x Elite Soldier + 1x G-Soldier + 1x GIM52A
- 1x GIM52A + 1x SAM08G
- 1x GIM52A + 1x G-Soldier
- 1x SAM08G + 1x Elite Soldier
- 1x SAM08G + 1x G-Soldier
- 2x GIM52A + 1x Elite Soldier

5. LUNATIC PANDORA (while exploring it with Zell)

a) Caves screens near Elevator 1

- 1x GIM52A
- 1x GIM52A + 1x Elite Soldier
- 1x SAM08G
- 1x Elite Soldier
- 1x G-Soldier
- 2x G-Soldier
- 1x Elite Soldier + 1x G-Soldier
- 1x Elite Soldier + 2x G-Soldier
- 1x GIM52A + SAM08G

b) Glassed-off catwalk near Elevator 1

- 1x G-Soldier
- 2x G-Soldier

c) Glassed off catwalk near Elevator 2

- 1x GIM52A
- 2x GIM52A
- 2x G-Soldier

d) Glassed off catwalk near Elevator 3

- 1x Elite Soldier
- 1x SAM08G
- 1x SAM08G + 1x G-Soldier

e) Elevator lobby

- 1x G-Soldier
- 3x G-Soldier
- 2x SAM08G

6. TEARS POINT (monsters appear only with Lunatic Pandora above it)

- 1x Torama + 3x Turtapod
- 1x Behemoth + 2x Imp
- 1x Iron Giant
- 1x Iron Giant + 1x Torama

7. ESTHAR CITY (inside the city after the Lunar Cry)

- 1x Elnoyle
- 1x Behemoth
- 1x Iron Giant
- 1x Turtapod
- 2x Turtapod

- 1x Torama
- 1x Imp
- 1x Torama + 1x Turtapod
- 1x Torama + 1x Imp
- 1x Imp + 1x Turtapod
- 1x Iron Giant + 1x Imp

8. LUNATIC PANDORA (while exploring it with Squall and co.)

a) Caves screens

- 1x Turtapod
- 1x Torama + 1x Turtapod
- 1x Elnoyle
- 1x Behemoth
- 1x Iron Giant
- 1x Torama
- 1x Imp
- 1x Imp + 1x Torama

b) Screen where Ragnarok broke in

- 1x Turtapod
- 3x Turtapod

c) Glassed-off catwalk near Elevator 1

- 1x Imp
- 1x Turtapod + 1x Imp

d) Glassed off catwalk near Elevator 2

- 1x Turtapod
- 1x Torama + 2x Imp
- 1x Iron Giant

e) Glassed off catwalk near Elevator 3

- 1x Imp
- 1x Imp + 1x Torama

f) Elevator lobby

- 1x Behemoth
- 1x Imp + 2x Turtapod

9. BATTLESHIP ISLAND

a) Top level before confronting Bahamut

- 1x Anacondaaur
- 1x Anacondaaur + 2x Blood Soul
- 1x Anacondaaur + 1x Bomb + 1x Buel

b) Top level after Bahamut's defeat

- 1x Anacondaaur + 1x Blood Soul
- 1x Anacondaaur + 1x Buel
- 1x Buel + 1x Bomb + 1x Blood Soul
- 1x Ruby Dragon + 1x Bomb

c) Middle levels

- 1x Grendel
- 2x Grendel
- 1x Bomb
- 1x Tri-Face
- 1x Grendel + 1x Bomb
- 1x Grendel + 1x Imp
- 2x Bomb + 1x Torama

- d) RSP resupply room
- 1x Oilboyle + 1x Bomb
- 1x Blue Dragon + 1x Imp
- 1x Bomb + 2x Imp

- e) Deep Sea Deposit
- 1x Tri-Face
- 1x Grendel + 1x Imp
- 1x Behemoth
- 1x Ruby Dragon
- 2x Iron Giant
- 1x Elnoyle

ULTIMECIA'S CASTLE ENCOUNTER GUIDE

Main Hall

- 1x Mesmerize + 1x Belhelmel
- 1x Blobra
- 2x Anacondaaur
- 2x Blobra + 1x Buel

Main Hall (Sphinxaur screen)

- 1x Caterchipillar
- 1x Caterchipillar + 1x Cockatrice
- 1x Snow Lion + 1x Glacial Eye
- 1x Geezard + 1x Fastitocalon + 1x Cockatrice

Chandelier screen

- No encounters?

Passageway (leads to Elevator hall; has a Save in it)

- 1x Tonberry
- 1x Creeps
- 1x Grand Mantis + 1x Cockatrice
- 1x Torama + 2x Jelleeye

Elevator Hall

- 1x Vysage + 1x Lefty + 1x Righty
- 1x Chimera
- 1x Cactuar
- 1x Abyss Worm + 1x Creeps

Passageway (in front of Treasure Rm)

- 2x Blobra
- 1x Behemoth
- 1x Oilboyle
- 1x Armadodo + 1x Turtapod

Treasure Rm

- 1x Abyss Worm
- 1x Vysage + 2x Turtapod
- 2x Turtapod
- 1x Blue Dragon

Stairway Hall (leading from starting Hall to Passageway in front of Treasure Rm)

- 1x Ochu
- 1x Wendigo

- 1x Tri-Face
- 1x Jelleye + 1x Caterchipillar

Passageway (from Hall to Main Hall)

- 1x Ruby Dragon
- 1x Abyss Worm
- 2x Grand Mantis
- 2x Wendigo

Grand Hall

- 2x Fastitocalon-F + 1x Fastitocalon
- 1x Grat
- 1x Grat + 1x Geezard
- 1x Hexadragon + 1x Bomb

Courtyard

- 1x Adamantoise + 1x Torama
- 1x T-Rexaur
- 2x Raldo
- 1x Abyss Worm + 1x Lefty + 1x Righty

Master Room

- 1x Tonberry
- 1x Oilboyle
- 2x Torama

Outside of clock tower when going over the clock's pointers

- No encounters?

Clock's mechanism room

- 1x Malboro
- 1x Bite Bug
- 2x Bite Bug
- 1x Iron Giant + 2x Imp

Tiamat battle area

- 1x Grat + 1x Anacondaaur
- 1x Tri-Face
- 1x Snow Lion
- 2x Chimera

Clock Tower (bell area)

- 1x Abyss Worm + 2x Imp
- 1x Hexadragon
- 1x Tonberry
- 2x Creeps

Clock Tower (middle portion)

- 2x Creeps
- 1x Buel
- 1x Forbidden + 1x Vysage
- 1x Tonberry
- 1x Death Claw
- 1x Grinaldo + 2x Raldo

Clock Tower (invisible Save area)

- 1x Belhelmel
- 1x Belhelmel + 2x Blood Soul
- 1x Armadodo + 1x Blitz
- 1x Iron Giant + 1x Buel

Bridge area

- No encounters? (need to doublecheck)

Chapel

- 1x Elnoyle
- 1x Blue Dragon + 1x Lefty + 1x Righty
- 2x Mesmerize
- 1x Grendel + 1x Jelleye

Passageway (leading to barred door you need to play the organ for)

- 1x Gayla
- 1x Blitz + 1x Wendigo
- 1x Forbidden + 1x Adamantoise

Storage Room

- 1x Geezard
- 1x Geezard + 1x Grendel
- 1x Hexadragon
- 1x Oilboyle + 1x Gayla

Waterway (left part)

- 3x Fastitocalon-F
- 2x Fastitocalon-F + 1x Chimera
- 1x Granaldo + 2x Bite Bug
- 2x Tri-Face

Note: Here's also [1x Bomb + 1x Adamantoise] battle, but me forget where.:)

Somewhere in the waterway...

Waterway (right part)

- 1x Grand Mantis
- 1x Fastitocalon
- 1x Anacondaaur + 1x Snow Lion
- 1x Gayla + 1x Caterchipillar

Prison

- 1x Elnoyle
- 2x Red Bat
- 4x Red Bat
- 1x Cockatrice + 1x Armadodo

Armory

- 2x Raldo + 1x Mesmerize
- 1x Funguar + 1x Turtapod + 1x Raldo

Stairway Hall (leading from Art Gallery to Floodgate)

- 1x Grand Mantis + 1x Thrustaevis
- 1x Bomb
- 1x Iron Giant
- 1x Thrustaevis

Art Gallery (Trauma screen)

- 1x Buel + 1x Mesmerize
- 1x Belhelmel
- 1x Cactuar + 2x Blood Soul
- 1x Grat + 1x Armadodo

Art Gallery (catwalk section)

- 1x T-Rexaur

- 1x Death Claw + 1x Anacondaaur
- 2x Belhelmel
- 2x Glacial Eye + 1x Grendel

Art Gallery (stairs section)

- 1x Blue Dragon
- 1x Glacial Eye
- 1x Behemoth
- 2x Cactuar + 1x Bomb

Stairway Hall (leading to Art Gallery)

- 1x Forbidden + 2x Blood Soul
- 1x Gayla + 2x Red Bat
- 1x Wendigo + 2x Creeps

Balcony (Krysta screen)

- 1x Jellee + 1x Blood Soul
- 1x Thrustaevis
- 1x Thrustaevis + 2x Jellee

Wine Cellar

- 4x Red Bat
- 1x Funguar
- 2x Funguar + 1x Blitz
- 1x Malboro

WORLDMAP ENCOUNTER GUIDE

A - BALAMB CONTINENT

1. ALCAULD PLAINS (green fields)

- 1x Bite Bug
- 2x Bite Bug
- 3x Bite Bug
- 1x Glacial Eye

2. ALCAULD PLAINS (forest)

- 1x T-Rexaur
- 1x Caterchipillar
- 1x Caterchipillar + 2x Bite Bug

3. ALCAULD PLAINS (small portion of beach)

- 2x Fastitocalon-F

4. ALCAULD PLAINS (mountain section)

- 1x Glacial Eye
- 2x Glacial Eye

5. RAHA CAPE (green fields)

- 1x Bite Bug
- 2x Bite Bug
- 3x Bite Bug
- 1x Glacial Eye

6. GAULG MOUNTAINS (mountain section)

- 1x Glacial Eye

- 2x Glacial Eye

7. RINAUL COAST (beach section)

- 2x Fastitocalon-F

8. RINAUL COAST (green fields - couple of islands south from Balamb count as Rinaul Coast)

- 1x Bite Bug

- 2x Bite Bug

- 3x Bite Bug

- 1x Glacial Eye

9. RINAUL COAST (forest - on one of the aforementioned islands)

- 1x T-Rexaur

- 1x Caterchipillar

- 1x Caterchipillar + 2x Bite Bug

B - TRABIA CONTINENT

1. VIENNE MOUNTAINS (rocky terrain on Mordred P. side)

- 1x Glacial Eye

- 1x Bite Bug

- 1x Gayla

- 1x Glacial Eye + 1x Bite Bug

- 1x Glacial Eye + 1x Gayla

2. VIENNE MOUNTAINS (hug the cliffs on Mordred P. side)

- 1x Glacial Eye + 1x Gayla

- 1x Glacial Eye + 1x Bite Bug

- 1x Gayla

3. VIENNE MOUNTAINS (on the cliffs)

- 1x Cockatrice

- 2x Cockatrice

4. VIENNE MOUNTAINS (hug the cliffs on Trabia C. side)

- 1x Gayla

- 2x Gayla

5. VIENNE MOUNTAINS (rocky terrain on Trabia C. side)

- 1x Mesmerize

- 2x Mesmerize

- 1x Mesmerize + 1x Gayla + 1x Bite Bug

6. VIENNE MOUNTAINS (snowy terrain)

- 1x Gayla

- 2x Gayla

- 1x Bite Bug

- 4x Bite Bug

7. VIENNE MOUNTAINS (forest terrain)

- 1x Mesmerize + 1x Gayla

- 1x Mesmerize + 2x Gayla

- 1x Ochu

8. THOR PENINSULA (snowy terrain)

- 1x Gayla

- 2x Gayla

- 1x Bite Bug
- 4x Bite Bug

9. THOR PENINSULA (rocky terrain)

- 1x Mesmerize
- 2x Mesmerize
- 1x Mesmerize + 1x Gayla + 1x Bite Bug

10. THOR PENINSULA (beach terrain)

- 1x Fastitocalon
- 3x Fastitocalon-F

11. THOR PENINSULA (hug snowy-based mountains)

- 3x Bite Bug
- 1x Gayla + 1x Mesmerize
- 1x Gayla

12. HEATH PENINSULA (snowy terrain)

- 1x Gayla
- 2x Gayla
- 1x Bite Bug
- 4x Bite Bug

13. HEATH PENINSULA (rocky terrain)

- 1x Mesmerize
- 2x Mesmerize
- 1x Mesmerize + 1x Gayla + 1x Bite Bug

14. HEATH PENINSULA (beach terrain)

- 1x Fastitocalon
- 3x Fastitocalon-F

15. HEATH PENINSULA (hug snowy-based mountains)

- 3x Bite Bug
- 1x Gayla + 1x Mesmerize
- 1x Gayla

16. TRABIA CRATER (snowy terrain)

- 1x Gayla
- 2x Gayla
- 1x Bite Bug
- 4x Bite Bug

17. TRABIA CRATER (rocky terrain)

- 1x Mesmerize
- 2x Mesmerize
- 1x Mesmerize + 1x Gayla + 1x Bite Bug

18. TRABIA CRATER (forest terrain)

- 1x Mesmerize + 1x Gayla
- 1x Mesmerize + 2x Gayla
- 1x Ochu

19. TRABIA CRATER (snowy forest terrain)

- 2x Bite Bug + 1x Gayla
- 2x Bite Bug
- 1x Blue Dragon
- 2x Bite Bug + 1x Snow Lion

20. TRABIA CRATER (hug rocky-based mountains)

- 1x Gayla
- 2x Gayla

21. TRABIA CRATER (hug snowy-based mountains)

- 3x Bite Bug
- 1x Gayla
- 1x Gayla + 1x Mesmerize

22. ALBATROSS ARCHIPELAGO (green terrain)

- 1x Bite Bug
- 2x Bite Bug
- 3x Bite Bug
- 1x Glacial Eye

23. BIKA SNOWFIELD (snowy terrain)

- 1x Gayla
- 2x Gayla
- 1x Bite Bug
- 4x Bite Bug

24. BIKA SNOWFIELD (snowy forest terrain)

- 2x Bite Bug + 1x Gayla
- 2x Bite Bug
- 1x Blue Dragon
- 2x Bite Bug + 1x Snow Lion

25. BIKA SNOWFIELD (rocky terrain)

- 1x Mesmerize
- 2x Mesmerize
- 1x Mesmerize + 1x Gayla + 1x Bite Bug

26. BIKA SNOWFIELD (hug snowy-based mountains)

- 3x Bite Bug
- 1x Gayla
- 1x Gayla + 1x Mesmerize

27. BIKA SNOWFIELD (hug rocky-based mountains)

- 1x Gayla
- 2x Gayla

28. SORBALD SNOWFIELD (hug snowy-based mountains)

- 3x Bite Bug
- 1x Gayla
- 1x Gayla + 1x Mesmerize

29. SORBALD SNOWFIELD (snowy terrain)

- 1x Gayla
- 2x Gayla
- 1x Bite Bug
- 4x Bite Bug

30. SORBALD SNOWFIELD (rocky terrain)

- 1x Mesmerize
- 2x Mesmerize
- 1x Mesmerize + 1x Gayla + 1x Bite Bug

31. HAWKWIND PLAINS (beach terrain)

- 1x Fastitocalon
- 3x Fastitocalon-F

32. HAWKWIND PLAINS (snowy terrain)
- 1x Gayla
 - 2x Gayla
 - 1x Bite Bug
 - 4x Bite Bug
 - 1x Mesmerize + 1x Snow Lion
33. HAWKWIND PLAINS (rocky terrain)
- 1x Mesmerize
 - 2x Mesmerize
 - 1x Mesmerize + 1x Gayla + 1x Bite Bug
34. HAWKWIND PLAINS (hug snowy-based mountains)
- 3x Bite Bug
 - 1x Gayla
 - 1x Gayla + 1x Mesmerize
35. HAWKWIND PLAINS (hug rocky-based mountains)
- 1x Gayla
 - 2x Gayla
36. HAWKWIND PLAINS (snowy forest terrain)
- 2x Bite Bug + 1x Gayla
 - 2x Bite Bug
 - 1x Blue Dragon
 - 2x Bite Bug + 1x Snow Lion
37. HAWKWIND PLAINS (forest terrain)
- 1x Mesmerize + 1x Gayla
 - 1x Mesmerize + 2x Gayla
 - 1x Ochu
38. ELDBEAK PENINSULA (snowy terrain)
- 1x Gayla
 - 2x Gayla
 - 1x Bite Bug
 - 4x Bite Bug
39. ELDBEAK PENINSULA (rocky terrain)
- 1x Mesmerize
 - 2x Mesmerize
 - 1x Mesmerize + 1x Gayla + 1x Bite Bug
40. ELDBEAK PENINSULA (hug snowy-based mountains)
- 3x Bite Bug
 - 1x Gayla
 - 1x Gayla + 1x Mesmerize
41. WINTER ISLAND (snowy terrain)
- 1x Mesmerize
 - 2x Mesmerize
 - 1x Snow Lion
42. WINTER ISLAND (rocky terrain)
- 1x Mesmerize
 - 1x Mesmerize + 1x Forbidden
 - 1x Forbidden
 - 1x Ochu
43. WINTER ISLAND (beach terrain)

- 2x Fastitocalon-F
- 1x Fastitocalon-F + 1x Fastitocalon

44. WINTER ISLAND (hug snowy-based mountains)

- 2x Mesmerize
- 2x Mesmerize + 1x Snow Lion
- 1x Blue Dragon
- 1x Gayla + 1x Mesmerize

45. WINTER ISLAND (south-west part of Winter Island - snowy terrain)

- 1x Snow Lion
- 1x Gayla + 1x Mesmerize
- 1x Gayla + 1x Forbidden

46. WINTER ISLAND (south-west part of Winter Island - hug snowy mountains)

- 1x Forbidden
- 2x Forbidden

C - GALBADIA CONTINENT

1. SHENAND HILL (beach section)

- 1x Fastitocalon-F
- 1x Fastitocalon-F + 1x Lefty + 1x Righty

2. SHENAND HILL (hug the cliffs on brown patch)

- 1x Vysage + 1x Lefty + 1x Righty

3. SHENAND HILL (hug the cliff on green patch)

- 1x Righty + 1x Blood Soul
- 1x Lefty

4. SHENAND HILL (brown patches a bit away of Shenand H.)

- 1x Cockatrice + 1x Blood Soul

5. SHENAND HILL (green terrain close to Obel Lake counts as this area)

- 1x Thrustaevis
- 2x Thrustaevis
- 1x Thrustaevis + 1x Geezard
- 1x Funguar

6. SHENAND HILL (on cliffs)

- 1x Grendel
- 2x Grendel

7. SHENAND HILL (brown terrain close to Obel Lake)

- 1x Geezard
- 2x Geezard

8. WINHILL BLUFFS (green terrain)

- 1x Vysage
- 1x Lefty + 1x Righty
- 1x Blood Soul

9. WINHILL BLUFFS (hug the cliffs)

- 1x Righty + 1x Blood Soul
- 1x Lefty

10. WINHILL BLUFFS (beach terrain)

- 1x Fastitocalon-F
 - 1x Fastitocalon-F + 1x Lefty + 1x Righty
11. WINHILL BLUFFS (hugging the cliffs close to Dingo D. counts as this area)
- 1x Vysage + 1x Lefty + 1x Righty
12. WINHILL BLUFFS (walking on brown terrain a bit away from same cliffs)
- 1x Cockatrice + 1x Blood Soul
13. WINHILL BLUFFS (on cliffs)
- 1x Grendel
 - 2x Grendel
14. HUMPHREY ARCHIPELAGO (green terrain)
- 1x Vysage
 - 1x Lefty + 1x Righty
 - 1x Blood Soul
15. HUMPHREY ARCHIPELAGO (beach terrain)
- 1x Fastitocalon-F
 - 1x Fastitocalon-F + 1x Lefty + 1x Righty
16. HUMPHREY ARCHIPELAGO (on cliffs)
- 1x Grendel
 - 2x Grendel
17. LALLAPALOOZA CANYON (hug the cliffs)
- 1x Vysage + 1x Lefty + 1x Righty
 - 1x Thrustaevis + 1x Geezard
18. LALLAPALOOZA CANYON (brown terrain a bit away from the cliffs)
- 1x Cockatrice + 1x Blood Soul
 - 1x Belhelmel + 1x Geezard
 - 1x Belhelmel + 1x Blood Soul
19. LALLAPALOOZA CANYON (part of green terrain close to Obel Lake counts as this area)
- 1x Thrustaevis
 - 2x Thrustaevis
 - 1x Thrustaevis + 1x Geezard
 - 1x Funguar
20. LALLAPALOOZA CANYON (on cliffs)
- 1x Grendel
 - 2x Grendel
 - 1x Wendigo
 - 2x Thrustaevis
21. LALLAPALOOZA CANYON (brown terrain close to Obel Lake)
- 1x Geezard
 - 2x Geezard
22. DINGO DESERT (desert terrain)
- 3x Fastitocalon-F
 - 1x Fastitocalon
 - 1x Abyss Worm
 - 2x Fastitocalon-F + 1x Fastitocalon
 - 1x Fastitocalon-F + 2x Fastitocalon
 - 1x Chimera

23. DINGO DESERT (brown terrain)
 - 1x Belhelmel + 1x Geezard
 - 1x Belhelmel + 1x Blood Soul

24. DINGO DESERT (beach terrain)
 - 2x Fastitocalon-F
 - 3x Fastitocalon-F

25. GREAT PLAINS OF GALBADIA (desert terrain)
 - 3x Fastitocalon-F
 - 1x Fastitocalon
 - 1x Abyss Worm
 - 2x Fastitocalon-F + 1x Fastitocalon
 - 1x Fastitocalon-F + 2x Fastitocalon
 - 1x Chimera

26. GREAT PLAINS OF GALBADIA (brown terrain)
 - 1x Belhelmel + 1x Geezard
 - 1x Belhelmel + 1x Blood Soul

27. GREAT PLAINS OF GALBADIA (beach terrain)
 - 2x Fastitocalon-F
 - 3x Fastitocalon-F

28. GREAT PLAINS OF GALBADIA (green terrain)
 - 1x Thrustaevis
 - 2x Thrustaevis
 - 1x Thrustaevis + 1x Geezard
 - 1x Funguar

29. GREAT PLAINS OF GALBADIA (hug the cliffs in darkness)
 - 1x Thrustaevis
 - 1x Thrustaevis + 1x Geezard

30. GREAT PLAINS OF GALBADIA (beach terrain in darkness)
 - 2x Fastitocalon-F

31. GREAT PLAINS OF GALBADIA (brown terrain in darkness)
 - 1x Wendigo
 - 2x Wendigo
 - 1x Geezard
 - 1x Wendigo + 1x Geezard + 1x Blood Soul

32. GREAT PLAINS OF GALBADIA (green terrain in darkness)
 - 1x Geezard
 - 1x Thrustaevis
 - 2x Thrustaevis

33. GREAT PLAINS OF GALBADIA (on cliffs in darkness)
 - 1x Thrustaevis + 1x Geezard
 - 2x Geezard

34. WILBURN HILL (hug the cliffs)
 - 1x Geezard

35. WILBURN HILL (on cliffs)
 - 1x Wendigo
 - 2x Thrustaevis

36. WILBURN HILL (green terrain)

- 1x Thrustaevis
- 2x Thrustaevis
- 1x Thrustaevis + 1x Geezard
- 1x Funguar

37. WILBURN HILL (brown terrain)

- 1x Belhelmel + 1x Geezard
- 1x Belhelmel + 1x Blood Soul

38. WILBURN HILL (hug the cliffs in darkness)

- 2x Geezard + 1x Funguar
- 3x Geezard

39. WILBURN HILL (on cliffs in darkness)

- 1x Thrustaevis + 1x Geezard
- 2x Geezard

40. REM ARCHIPELAGO (green terrain)

- 1x Thrustaevis
- 2x Thrustaevis
- 1x Thrustaevis + 1x Geezard
- 1x Funguar

41. REM ARCHIPELAGO (hug the cliffs)

- 1x Geezard
- 3x Geezard

42. REM ARCHIPELAGO (on cliffs)

- 1x Wendigo
- 2x Thrustaevis

43. GOTLAND PENINSULA (green terrain in darkness)

- 1x Thrustaevis
- 2x Thrustaevis
- 1x Geezard

44. GOTLAND PENINSULA (green terrain)

- 1x Thrustaevis
- 2x Thrustaevis
- 1x Thrustaevis + 1x Geezard
- 1x Funguar

45. GOTLAND PENINSULA (beach terrain in darkness)

- 2x Fastitocalon-F

46. GOTLAND PENINSULA (brown terrain in darkness)

- 1x Wendigo
- 2x Wendigo
- 1x Geezard
- 1x Wendigo + 1x Geezard + 1x Blood Soul

47. MONTEROSA PLATEAU (brown terrain in darkness)

- 1x Wendigo
- 2x Wendigo
- 1x Geezard
- 1x Wendigo + 1x Geezard + 1x Blood Soul

48. MONTEROSA PLATEAU (hug the cliffs in darkness)

- 1x Thrustaevis + 1x Geezard
- 1x Thrustaevis

49. MONTEROSA PLATEAU (brown terrain)

- 1x Thrustaevis + 2x Geezard
- 1x Belhelmel + 1x Geezard
- 1x Belhelmel + 1x Blood Soul

50. MONTEROSA PLATEAU (green terrain)

- 1x Blood Soul

51. MONTEROSA PLATEAU (hug the cliffs)

- 1x Thrustaevis + 1x Geezard
- 1x Thrustaevis + 2x Blood Soul

52. MONTEROSA PLATEAU (on cliffs)

- 1x Wendigo
- 2x Thrustaevis

53. MONTEROSA PLATEAU (green terrain close to Obel Lake)

- 1x Thrustaevis
- 2x Thrustaevis
- 1x Thrustaevis + 1x Geezard
- 1x Funguar

54. MONTEROSA PLATEAU (forest area - must hug the nearby cliff)

- 1x Grendel

55. YAULNY CANYON (part of brown terrain close to G-Garden counts as this area)

- 1x Thrustaevis + 2x Geezard
- 1x Belhelmel + 1x Geezard
- 1x Belhelmel + 1x Blood Soul

56. YAULNY CANYON (green terrain)

- 1x Thrustaevis
- 2x Thrustaevis
- 1x Thrustaevis + 1x Geezard
- 1x Funguar

57. YAULNY CANYON (hug the cliffs)

- 1x Geezard
- 3x Geezard

58. YAULNY CANYON (on cliffs)

- 1x Wendigo
- 1x Anaconda + 2x Geezard

59. YAULNY CANYON (forest area)

- 1x Wendigo
- 1x Cockatrice + 2x Funguar
- 1x Ochu

60. YAULNY CANYON (beach terrain)

- 2x Fastitocalon-F
- 3x Fastitocalon-F

61. HASBERRY PLAINS (green terrain)

- 1x Geezard
- 2x Geezard

62. HASBERRY PLAINS (hug the cliffs)

- 1x Geezard

- 2x Geezard + 1x Anacondaaur

63. HASBERRY PLAINS (on cliffs)

- 1x Anacondaaur
- 2x Geezard + 1x Anacondaaur

64. HASBERRY PLAINS (beach terrain)

- 2x Adamantoise
- 3x Fastitocalon-F

65. HASBERRY PLAINS (forest terrain)

- 3x Funguar
- 1x Wendigo + 1x Funguar + 1x Anacondaaur

66. MALGO PENINSULA (green terrain)

- 1x Geezard
- 2x Geezard + 1x Anacondaaur

67. ROSHFALL FOREST (green terrain)

- 1x Thrustaevis
- 2x Thrustaevis
- 1x Thrustaevis + 1x Geezard
- 1x Funguar

68. ROSHFALL FOREST (beach terrain)

- 2x Fastitocalon-F
- 3x Fastitocalon-F

69. ROSHFALL FOREST (forest terrain)

- 1x Wendigo
- 1x Cockatrice + 2x Funguar
- 1x Ochu
- 2x Anacondaaur

70. MANDY BEACH (green terrain)

- 1x Thrustaevis
- 2x Thrustaevis
- 1x Thrustaevis + 1x Geezard
- 1x Funguar

71. MANDY BEACH (beach terrain)

- 2x Fastitocalon-F
- 3x Fastitocalon-F

72. OBEL LAKE (green terrain)

- 1x Thrustaevis
- 2x Thrustaevis
- 1x Thrustaevis + 1x Geezard
- 1x Funguar

73. OBEL LAKE (forest terrain)

- 1x Wendigo
- 1x Cockatrice + 2x Funguar
- 1x Ochu

74. LANKER PLAINS (green terrain)

- 1x Thrustaevis
- 2x Thrustaevis
- 1x Thrustaevis + 1x Geezard
- 1x Funguar

75. LANKER PLAINS (beach terrain)

- 2x Fastitocalon-F
- 3x Fastitocalon-F

76. NANCHUCKET ISLAND (green terrain)

- 1x Thrustaevis
- 2x Thrustaevis
- 1x Thrustaevis + 1x Geezard
- 1x Funguar

77. NANCHUCKET ISLAND (beach terrain)

- 2x Fastitocalon-F
- 3x Fastitocalon-F

78. HOLY GLORY CAPE (green terrain)

- 1x Geezard
- 2x Geezard

79. HOLY GLORY CAPE (beach terrain)

- 2x Adamantoise
- 3x Fastitocalon-F

80. HOLY GLORY CAPE (on cliffs)

- 1x Anacondaaur
- 2x Geezard + 1x Anacondaaur

81. LONG HORN ISLAND (green terrain)

- 1x Geezard
- 2x Geezard

82. LONG HORN ISLAND (beach terrain)

- 2x Adamantoise
- 3x Fastitocalon-F

83. ISLAND CLOSEST TO HELL

- 1x T-Rexaur
- 1x Blue Dragon
- 1x Hexadragon
- 1x Grendel
- 2x Grendel
- 1x Malboro
- 1x Ruby Dragon

D - CENTRA CONTINENT

1. LOLESTERN PLAINS (rocky terrain)

- 1x Jelleeye
- 2x Jelleeye
- 1x Jelleeye + 2x Geezard

2. LOLESTERN PLAINS (hug the mountains)

- 1x Jelleeye
- 1x Jelleeye + 1x Blitz

3. ALMAJ MOUNTAINS (rocky terrain a bit further from Almaj M.)

- 1x Jelleeye
- 2x Jelleeye

- 1x Jelleeye + 2x Geezard

4. ALMAJ MOUNTAINS (hug the mountains)

- 1x Jelleeye

- 1x Jelleeye + 1x Blitz

5. ALMAJ MOUNTAINS (closer part of four forests)

- 1x Blitz

- 1x Grand Mantis + 2x Geezard

- 1x Grand Mantis

- 1x Death Claw

- 1x Blitz + 1x Geezard

- 1x Ruby Dragon

6. LENOWN PLAINS (rocky terrain)

- 1x Jelleeye

- 2x Jelleeye

- 1x Jelleeye + 2x Geezard

7. LENOWN PLAINS (further part of forests covering Lenown P. and Almaj M.)

- 1x Blitz

- 1x Grand Mantis + 2x Geezard

- 1x Grand Mantis

- 1x Death Claw

- 1x Blitz + 1x Geezard

- 1x Ruby Dragon

8. LENOWN PLAINS (beach terrain)

- 3x Fastitocalon-F

- 2x Fastitocalon-F + 1x Fastitocalon

- 1x Fastitocalon-F + 2x Fastitocalon

9. CAPE OF GOOD HOPE (rocky terrain)

- 1x Jelleeye

- 2x Jelleeye

- 1x Jelleeye + 2x Geezard

10. CAPE OF GOOD HOPE (beach terrain)

- 3x Fastitocalon-F

- 2x Fastitocalon-F + 1x Fastitocalon

- 1x Fastitocalon-F + 2x Fastitocalon

11. YORN MOUNTAINS (part of beach terrain)

- 3x Fastitocalon-F

- 2x Fastitocalon-F + 1x Fastitocalon

- 1x Fastitocalon-F + 2x Fastitocalon

12. YORN MOUNTAINS (rocky terrain a bit further from Yorn M.)

- 1x Jelleeye

- 2x Jelleeye

- 1x Jelleeye + 2x Geezard

13. YORN MOUNTAINS (hug the mountains)

- 1x Jelleeye

- 1x Jelleeye + 1x Blitz

14. CENTRA CRATER (rocky terrain)

- 1x Jelleeye

- 2x Jelleeye

- 1x Jelleeye + 2x Geezard

15. CENTRA CRATER (beach terrain)

- 3x Fastitocalon-F
- 2x Fastitocalon-F + 1x Fastitocalon
- 1x Fastitocalon-F + 2x Fastitocalon

16. SERENGETTI PLAINS (rocky terrain)

- 1x Jelleye
- 2x Jelleye
- 1x Jelleye + 2x Geezard

17. SERENGETTI PLAINS (beach terrain)

- 3x Fastitocalon-F
- 2x Fastitocalon-F + 1x Fastitocalon
- 1x Fastitocalon-F + 2x Fastitocalon

18. SERENGETTI PLAINS (forest terrain)

- 1x Blitz
- 1x Grand Mantis + 2x Geezard
- 1x Grand Mantis
- 1x Death Claw
- 1x Blitz + 1x Geezard
- 1x Ruby Dragon (is it possible???)

19. NECTAR PENINSULA (rocky terrain)

- 1x Jelleye
- 2x Jelleye
- 1x Jelleye + 2x Geezard

20. NECTAR PENINSULA (hug the mountains)

- 1x Jelleye
- 1x Jelleye + 1x Blitz

21. POCCARAHI ISLAND (rocky terrain)

- 1x Jelleye
- 2x Jelleye
- 1x Jelleye + 2x Geezard

E - ESTHAR CONTINENT BEFORE LUNAR CRY

1. GREAT PLAINS OF ESTHAR (hug the cliffs below Grandidi Forest)

- 1x Hexadragon
- 1x Caterchipillar
- 1x Glacial Eye + 1x Gayla
- 1x Glacial Eye + 1x Bite Bug

2. GREAT PLAINS OF ESTHAR (actual plains:))

- 1x Mesmerize
- 2x Mesmerize
- 3x Mesmerize
- 1x Malboro

3. GREAT PLAINS OF ESTHAR (small part of Esthar City counts as this area)

- 1x Bite Bug
- 2x Bite Bug
- 1x Glacial Eye
- 1x Gayla

4. ABADAN PLAINS (part of land close to Tears Point counts as Abadan P.)

- 1x Mesmerize
- 2x Mesmerize
- 3x Mesmerize
- 1x Malboro

5. SOLLET MOUNTAINS (part of plains close to Sollet M. counts as it)

- 1x Mesmerize
- 2x Mesmerize
- 3x Mesmerize
- 1x Malboro

6. SOLLET MOUNTAINS (hug the cliffs of Sollet M.)

- 1x Hexadragon
- 1x Caterchipillar
- 1x Glacial Eye + 1x Gayla
- 1x Glacial Eye + 1x Bite Bug

7. NORTES MOUNTAINS (part of plains close to Nortes M. counts as it)

- 1x Mesmerize
- 2x Mesmerize
- 3x Mesmerize
- 1x Malboro

8. NORTES MOUNTAINS (hug the cliffs of Nortes M.)

- 1x Hexadragon
- 1x Caterchipillar
- 1x Glacial Eye + 1x Gayla
- 1x Glacial Eye + 1x Bite Bug

9. WEST COAST (plains part)

- 1x Mesmerize
- 2x Mesmerize
- 3x Mesmerize
- 1x Malboro

10. WEST COAST (hugging some cliffs will count as West Coast)

- 1x Hexadragon
- 1x Caterchipillar
- 1x Glacial Eye + 1x Gayla
- 1x Glacial Eye + 1x Bite Bug

11. WEST COAST (small part of Esthar City counts as this area)

- 1x Bite Bug
- 2x Bite Bug
- 1x Glacial Eye
- 1x Gayla

12. GREAT SALT LAKE (part of plains close to GSL counts as it)

- 1x Mesmerize
- 2x Mesmerize
- 3x Mesmerize
- 1x Malboro

13. GREAT SALT LAKE (hug the cliffs close to GSL)

- 1x Hexadragon
- 1x Caterchipillar
- 1x Glacial Eye + 1x Gayla
- 1x Glacial Eye + 1x Bite Bug

14. GREAT SALT LAKE (small part of Esthar City counts as this area)

- 1x Bite Bug
- 2x Bite Bug
- 1x Glacial Eye
- 1x Gayla

15. ESTHAR CITY (plains part around the city)

- 1x Mesmerize
- 2x Mesmerize
- 3x Mesmerize
- 1x Malboro

16. ESTHAR CITY (walking on the red / blue streets)

- 1x Bite Bug
- 2x Bite Bug
- 1x Glacial Eye
- 1x Gayla

F - ESTHAR CONTINENT AFTER LUNAR CRY

1. ISLAND CLOSEST TO HEAVEN

- 1x Tri-Face
- 1x Malboro
- 1x Ochu
- 1x Chimera
- 1x Cockatrice (part of the cliff nearest to ICTHeaven counts as it)
- 2x Cockatrice (part of the cliff nearest to ICTHeaven counts as it)

2. GRANDIDI FOREST (beach)

- 1x Fastitocalon + 2x Fastitocalon-F
- 1x Fastitocalon + 1x Fastitocalon-F
- 1x Fastitocalon-F

3. GRANDIDI FOREST (forest)

- 1x Malboro
- 1x Hexadragon
- 3x Mesmerize
- 1x Mesmerize + 1x Caterchipillar
- 1x Forbidden + 1x Cockatrice

4. GRANDIDI FOREST (cliffs sections surrounding the forest)

- 1x Cockatrice
- 2x Cockatrice
- 1x Hexadragon

5. GRANDIDI FOREST (one island belongs to this section)

- 1x Glacial Eye
- 1x Bite Bug
- 1x Gayla + 1x Glacial Eye
- 1x Gayla + 2x Bite Bug

6. MILLEFEUILLE ARCHIPELAGO (couple of islands)

- 1x Bite Bug
- 1x Gayla
- 1x Bite Bug + 1x Glacial Eye
- 1x Glacial Eye

7. MILLEFEUILLE ARCHIPELAGO (part of easternmost beach counts)

- 1x Fastitocalon + 2x Fastitocalon-F
- 1x Fastitocalon + 1x Fastitocalon-F
- 1x Fastitocalon-F

8. FULCURA ARCHIPELAGO

- 1x Glacial Eye
- 1x Bite Bug
- 1x Gayla + 1x Glacial Eye
- 1x Gayla + 2x Bite Bug

9. GREAT PLAINS OF ESTHAR (part of cliffs south of Grandidi Forest)

- 1x Forbidden
- 1x Forbidden + 2x Cockatrice
- 1x Cockatrice + 1x Ruby Dragon

10. GREAT PLAINS OF ESTHAR (hug the cliffs below Grandidi Forest)

- 2x Turtapod
- 1x Torama + 2x Turtapod

11. GREAT PLAINS OF ESTHAR (actual plains:))

- 1x Imp
- 3x Imp
- 1x Torama
- 1x Torama + 1x Imp
- 1x Behemoth
- 1x Iron Giant

12. ABADAN PLAINS (actual plains)

- 1x Bomb
- 2x Bomb
- 1x Jelleye
- 2x Jelleye
- 1x Bomb + 2x Jelleye

13. ABADAN PLAINS (part of land close to Tears Point counts as Abadan P.)

- 1x Imp
- 3x Imp
- 1x Torama
- 1x Torama + 1x Imp
- 1x Behemoth
- 1x Iron Giant

14. SOLLET MOUNTAINS (part of plains close to Sollet M. counts as it)

- 1x Imp
- 3x Imp
- 1x Torama
- 1x Torama + 1x Imp
- 1x Behemoth
- 1x Iron Giant

15. SOLLET MOUNTAINS (hug the cliffs of Sollet M.)

- 2x Turtapod
- 1x Torama + 2x Turtapod

16. SOLLET MOUNTAINS (on the cliffs)

- 1x Forbidden
- 1x Forbidden + 2x Cockatrice
- 1x Cockatrice + 1x Ruby Dragon

17. NORTES MOUNTAINS (part of plains close to Nortes M. counts as it)

- 1x Imp
- 3x Imp
- 1x Torama
- 1x Torama + 1x Imp
- 1x Behemoth
- 1x Iron Giant

18. NORTES MOUNTAINS (hug the cliffs of Nortes M.)

- 2x Turtapod
- 1x Torama + 2x Turtapod

19. NORTES MOUNTAINS (on the cliffs)

- 1x Forbidden
- 1x Forbidden + 2x Cockatrice
- 1x Cockatrice + 1x Ruby Dragon

20. WEST COAST (plains part)

- 1x Imp
- 3x Imp
- 1x Torama
- 1x Torama + 1x Imp
- 1x Behemoth
- 1x Iron Giant

21. WEST COAST (hugging some cliffs will count as West Coast)

- 2x Turtapod
- 1x Torama + 2x Turtapod

22. WEST COAST (some of the cliffs count as West Coast)

- 1x Forbidden
- 1x Forbidden + 2x Cockatrice
- 1x Cockatrice + 1x Ruby Dragon

23. GREAT SALT LAKE (part of plains close to GSL counts as it)

- 1x Imp
- 3x Imp
- 1x Torama
- 1x Torama + 1x Imp
- 1x Behemoth
- 1x Iron Giant

24. GREAT SALT LAKE (hug the cliffs close to GSL)

- 2x Turtapod
- 1x Torama + 2x Turtapod

25. GREAT SALT LAKE (walk on the cliffs above GSL)

- 1x Forbidden
- 1x Forbidden + 2x Cockatrice
- 1x Cockatrice + 1x Ruby Dragon

26. MINDE ISLAND

- 1x Bomb
- 2x Bomb
- 1x Jelleye
- 2x Jelleye
- 1x Bomb + 2x Jelleye

27. MORDRED PLAINS

- 1x Glacial Eye + 1x Gayla
- 1x Glacial Eye

- 1x Gayla
- 1x Bite Bug
- 1x Bite Bug + 1x Glacial Eye

28. MORDRED PLAINS (hug the cliffs)

- 1x Gayla
- 1x Glacial Eye + 1x Bite Bug
- 1x Gayla + 1x Glacial Eye

29. MORDRED PLAINS (on cliffs)

- 1x Cockatrice
- 2x Cockatrice

30. ESTHAR CITY (plains part around the city)

- 1x Imp
- 3x Imp
- 1x Torama
- 1x Torama + 1x Imp
- 1x Behemoth
- 1x Iron Giant

31. ESTHAR CITY (walking on the red / blue streets)

- 1x Turtapod
- 1x Imp + 1x Turtapod
- 2x Imp
- 2x Torama
- 1x Iron Giant
- 1x Elnoyle

32. CACTUAR ISLAND

- 1x Cactuar
- 2x Cactuar
- 3x Cactuar
- 4x Cactuar

33. KASHKABALD DESERT (rocky terrain)

- 1x Jelleeye
- 1x Grand Mantis
- 1x Blitz
- 1x Grand Mantis + 1x Blitz

34. KASHKABALD DESERT (desert area)

- 1x Chimera
- 1x Cactuar
- 2x Cactuar
- 1x Abyss Worm
- 1x Abyss Worm + 2x Cactuar

35. KASHKABALD DESERT (hug the mountains closest to Cactuar I.)

- 1x Grand Mantis
- 1x Grand Mantis + 1x Blitz

36. TALLE MOUNTAINS (hug the mountains)

- 1x Grand Mantis
- 1x Grand Mantis + 1x Blitz

37. TALLE MOUNTAINS (rocky terrain, just a bit away from Talle M.)

- 1x Jelleeye
- 1x Grand Mantis
- 1x Blitz

- 1x Grand Mantis + 1x Blitz

38. TALLE MOUNTAINS (desert terrain, just a bit away from Talle M.)

- 1x Chimera
- 1x Cactuar
- 2x Cactuar
- 1x Abyss Worm
- 1x Abyss Worm + 2x Cactuar

39. TALLE MOUNTAINS (forest area near Chocobo Forest)

- 1x Blitz + 2x Jelleeye
- 2x Bomb
- 2x Bomb + 1x Grand Mantis
- 2x Grand Mantis

40. TALLE MOUNTAINS (beach area)

- 1x Fastitocalon-F
- 3x Fastitocalon-F
- 1x Adamantoise
- 2x Adamantoise
- 1x Adamantoise + 1x Fastitocalon-F + 1x Fastitocalon

41. SHALMAL PENINSULA (rocky terrain)

- 1x Jelleeye
- 1x Grand Mantis
- 1x Blitz
- 1x Grand Mantis + 1x Blitz

42. SHALMAL PENINSULA (forest area near Chocobo Forest)

- 1x Blitz + 2x Jelleeye
- 2x Bomb
- 2x Bomb + 1x Grand Mantis
- 2x Grand Mantis

43. SHALMAL PENINSULA (hug the mountains)

- 1x Grand Mantis
- 1x Grand Mantis + 1x Blitz

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10.) PAST REVISIONS - G1000
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- Version 1.2 (15th August 2003)
Just an addition of few sites that can host the guide.
- Version 1.1
Fixed few stuffs here and there. Added all item-related stuff.
- Version 1.0 (20th January 2003)
20th January is the day this guide was awakened on GameFAQs server. Yipee!

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11.) CREDITS - G1100

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1. Companies

- Squaresoft: they created this game
- Sony: for making PSX

2. Internet sites

- GameFAQs [www.gamefaqs.com]: for hosting my guide
- Neoseeker [www.neoseeker.com]: for hosting my guide
- Final Fantasy Vault [vault.ign.com/ffvault.html]: for hosting my guide
- www.squarehybrid.com: for hosting my guide

3. People

- Shay W.: for telling me about atomic Wedge's extra move.
- NateDawg: for telling me of three encounters
- Ringworm: for telling me of one encounter in Ulty's castle
- rebirth flame 2002, tsubasa_khi, Psilite & essentialism: for filling in
missing devours of
few monsters
- KADFC: for spotting a mistake in NORG battle
- WispsOfTime: for telling me that Elnoyle can be carded

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12.) CONTACT INFO - G1200

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1. Send your comments, ideas for improvements, additional info, correction of mistakes I may have made, and anything else via e-mail at:

lifearmor (at) gmail (dot) com

2. Split Infinity's Contributor page

<http://www.gamefaqs.com/features/recognition/6434.html>

3. Split Infinity's Homepage

<http://kolardamir.com>

<http://splitinfinity.50megs.com>

Yours truly,
Split Infinity

End of Document