Final Fantasy VIII Tonberry/Tonberry King Guide

by PeTeRL90   Updated to v1.1 on Jun 7, 2004

> 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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Final Fantasy VIII
Tonberry/Tonberry King Guide
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VERSION HISTORY
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VERSION 1.0; June 1, 2004 - Should have everything done.

VERSION 1.1; June 5, 2004 - Silly me.  I forgot to add the Legal Stuff
section.





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CHAPTER 1: Introduction
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Howdy and welcome.  This is my 4th FAQ, and it's obviously Final Fantasy VIII
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based. Now why a FAQ for Final Fantasy VIII, and more importantly, why a
Tonberry one? Well, I've heard all this talk of the Tonberry GF being the
hardest one to get, but with the strategy I use, it's not very hard, and I'm
here to ease your pain. It's a cheap way to do it, but you'll get the GF
a lot quicker, and easier.

If you have any alternate strategies of your own, or any questions, do feel
free to e-mail me. Just make sure to put something like FFVIII or Tonberry
in the Subject box so I know it's not SPAM.

CHAPTER 2: Legal Stuff

CHAPTER 3: Preparing for the battles

In this section, I'll list for what you should have, and what's optional to
make this an easy experience.

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REQUIRED
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-The Lionheart for Squall.
-Decent Junctions to HP and Strength and Speed for all characters.
-A good supply of Hi-Potions and Phoenix Downs (Around 25-50) since you can't
leave or else you'll have to start over.
-The ability Recover learned.

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OPTIONAL
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-Auto-Haste

Why the Lionheart? Because the Lionheart as the most powerful Limit Break,
the Lion Heart. It'll always do 9999 damage if you have a good strength,
which will wipe out the Tonberry's quickly, and most likely the Tonberry King
out quickly.

Also, before going into battle, make sure to get Squall down to yellow HP,
so he can use his Limit Break, and also make sure at least one of your party
members has the Recover ability equipped, and the other one with Item
equipped. Also always have the person who has the Item ability equipped on
stand by. You'll see why soon.

CHAPTER 4: Strategy

I used Zell and Rinoa for this fight, but you don't have to use them, as long
as one can do over 1,000 damage or so.

You're going to have to fight 15-25 Tonberries in a row, so you'll be in here
for awhile, but this will easily shorten the time.

Once the battle starts, keep skipping to Squall's turn (if it's not his turn
already) until you get the Limit Break signal. Use it. Half of the time,
Tonberry will counter with the Everybody's Grudge attack, which will most
likely kill Squall, since he should be the only one attacking. Everybody's
Grudge damaged is calculated by the number of enemies that character has
killed, I belive. Anyways, if he counters, use a Phoenix Down, and one more
Limit Break from Squall should take out the Tonberry. Just repeat until you
face off against the Tonberry King.

Now for the Tonberry King, this can be mildly-hard, or very easy, depending if
you get the Lion Heart Finishing Move. If not, then you'll be in for a mildly
hard fight. He's got three attacks; It's Sharp!, Junk, and a physical attack.
The two you want to watch out for are It's Sharp! and Junk, since it'll knock
out Squall if it hits him, so use a Phoenix Down. If someone else gets hit,
have the person who has Recover use it, but DO NOT HEAL SQUALL AT ALL! Just
use Recover when needed, and keep using Squall's Limit Break, and he'll be
dead in no time. See, it wasn't that hard, was it?

CHAPTER 5: Toberry GF

Here are the stats for the GF.

Starting Level: 30
Already learned abilities: Magic, GF, Draw, Item, LV Down, LV Up, Eva+30%,
and Luck+50%

I highly recommend to learn at least the Shop abilities, namely Call Shop,

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Haggle, Sell High, and Fimiliar.  They're expensive, so go kill some Cactuars
to learn them quickly.




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CHAPTER 6: Credits/Thanks
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-PeTeRL90: For making this FAQ, hopefully it helped a lot of people.
-Several bands for giving me something to listen to while I wrote this.

And a huge thanks to the readers who read this, and I hope this really helped.
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