

Final Fantasy VIII Ultima & Omega Weapon Guide

by Avenger_X

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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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AVENGER_X痴:
ULTIMA & OMEGA WEAPON FAQ

UPDATED:
INCLUDES AN ULTIMA WEAPON GUIDE. PLUS STATS ON ULTIMA & OMEGA WEAPON.

- i. Ultima Weapon
- ii. Omega Weapon

i. ULTIMA WEAPON

Ultima Weapon is in the Deep Sea Research Centre. The way to get to the bottom level is:

- On the first floor, 4 units are spent no matter what.
 - On the second floor, use 2 units to get to get down to the next floor.
 - On the third floor, spend 4 units on the monitor a little to the left of the stairs to enter the steam room.
Here, use the station to recharge 7 steam units.
Now, go back to the main room and use 1 unit to open the way to the next floor.
 - On the fourth floor, use 1 unit to get to the next floor.
 - On the fifth floor, use 1 unit to go to floor 6.
 - Here, don't let Zell operate the machinery, and spend 4 units to go straight to Ultima Weapon.
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- Once at the bottom, use the Move-Find ability to find a save point.
 - Save, and then use your remaining ten units of steam to activate the final controls.
After this, you'll engage in battle with Ultima Weapon.

NAME: Ultima Weapon

HP: 51000-160000

LV	Str	Vit	Mag	Spr	Spd	Eva		Scan Profile:
1	40	12	8	127	27	0		The strongest
10	62	28	27	130	28	1		ultimate monster.
20	87	45	48	133	50	1		It's said to be
								impossible to
								defeat.
30	110	64	69	137	50	1		
40	133	81	90	140	85	3		
50	155	99	111	143	85	3		
60	177	117	132	147	98	3		
70	197	135	152	150	109	4		
80	217	152	173	153	121	4		
90	236	171	193	157	133	5		
100	254	188	213	160	145	5		

Draw: Regen, Dispel, Ultima, Eden (GF)

Status Stats:

Death	: 0%	Poison	: 0%
Petrify	: 0%	Blind	: 0%
Mute	: 0%	Berserk	: 0%
Zombie	: 0%	Sleep	: 0%
Slow	: 0%	Stop	: 0%
Slow Death	: 0%	Slow Petrify	: 0%
Confuse	: 0%	Drain	: 0%
Gravity	: 0%		

Elemental Stats:

Fire	: 100%
Ice	: 100%
Lightning	: 100%
Earth	: 100%
Wind	: 100%
Water	: 100%
Poison	: 100%
Holy	: 100%

ATTACKS:

1. Light Pillar (9999 to one member)
2. Quake (Earth Damage to all)
3. Meteor (Strong Non-Elemental Damage to all)
4. Ultima (Strong Non-Elemental Damage to all)
5. Physical Attack

GUIDE: Ultima Weapon is no push over. With one hit kill this opponent is quick and deadly. First thing you should do in this battle is to draw Eden. After this, you'll want to cast Meltdown on him and also Aura on yourself. If a character is in trouble then use Doomtrain, for the status effects and to save your character. If you can pull it off, try using Lion Heart (limit break). If you can do it, it will be enough to defeat Ultima Weapon. Otherwise, pound it with limit breaks and GF's. Watch out for his Light pillar it is automatic death to one character (9999 damage). Revive with Full-Life. It would also help if you cast haste on the party or had a few auto-haste abilities.

ii. OMEGA WEAPON

To meet Omega you first need to get your main party to the switching point near the fountain. Have your other party, from the entrance go up the stairs, to the right and in the door, go down stairs, then pull the rope for the bell?ou should have 60 seconds to switch party to the other party, but 10 seconds is used up by Zell looking up at the bell. Switch to the other party and go in the room straight ahead. Omega is hard to miss, so just talk to him.

SUGGESTED PARTY:

Squall: Because of Lionheart Limit break only possible with the Lionheart gunblade.
Zell: Because of Duel limit break
Rinoa: Because of her combine limit breaks. Magic casting and to support the other members.

MUST HAVE GF痴:

Cerberus- For the triple magic summon. Doomtrain for the status effects attack.

ABILITIES: Have all players with magic, GF and an ability. The three necessary abilities are Defend, Revive and Recover.

Try to have Recover on Rinoa, Defend on Squall and Revive on Zell. Make sure each person in your party has some full-life spells.

AUTO-ABILITIES: Auto- haste and Auto Protect are handy for this battle.

TIP: Try and have Squall and Zell痴 Strength stats at 255.

All other stats should also be high- Vitality and Spirit should be in the 120痴 and have 9,999 hp.

If you have the luck junction ability, equip 100 aura or triple top it.

This will ensure that Omegas physical attacks miss you. Make sure you equip 100 Deaths to each member of your party痴 status defenses.

Junction 100 Meltdowns to their Vitality and 100 Full-life痴 to their Spirit. 100 Haste痴 to their Speed, 100 triple or Aura to their

Luck or Evasion. And use either Meteor or Ultima for Strength and Magic (Preferably 100 on each character).

THE BATTLE:

NAME: Omega Weapons

HP: 115105-1161000

LV	Str	Vit	Mag	Spr	Spd	Eva	Scan Profile:
1	67	61	70	121	61	0	Stronger than
10	113	65	128	125	61	1	Ultima Weapon, Omega
20	163	70	193	131	61	1	Weapon is the
30	213	76	255	136	61	2	strongest monster.
40	255	81	255	142	61	2	It is bad luck to
50	255	86	255	136	61	3	run into this
60	255	92	255	153	61	3	monster.
70	255	97	255	158	61	4	
80	255	102	255	164	61	4	
90	255	108	255	169	61	5	
100	255	113	255	175	61	5	

Draw: Flare, Holy, Meteor, Ultima

Status Stats:

Death	: 0%	Poison	: 0%
Petrify	: 0%	Blind	: 0%
Mute	: 0%	Berserk	: 0%
Zombie	: 0%	Sleep	: 0%
Slow	: 0%	Stop	: 0%
Slow Death	: 0%	Slow Petrify	: 0%
Confuse	: 0%	Drain	: 0%
Gravity	: 0%		

Elemental Stats:

Fire	:-100%
Ice	:-100%
Lightning	:-100%
Earth	:-100%
Wind	:-100%
Water	:-100%
Poison	:-100%
Holy	:-100%

Omega Weapon will use these attacks in this order:

1. LV.5 Death
2. Meteor
3. Medigo Flame (9998 damage to all)
4. Gravija (3/4 of HP damage to all)
5. Terra Break (Omega痴 limit break)
6. Ultima
7. Meteor
8. Light Pillar (9999 damage to one character)
9. Repeats all the above the steps

As soon as the battle begins summon Doomtrain and Cerberus, Doomtrain will casts slow and vitality 0 on Omega.

Now that your party has triple cast aura on everyone and begin using limit breaks. Omega

will cast LV.5 Death on your party but it will miss.

Keep attacking. Now he will use meteor. Keep Squall and Zell using their limit breaks and get Rinoa to completely heal your party by using the triple effect to cast Curaga on everyone. Make sure you池e at full health and have 9,999 hp, because Omega痴 next attack - Medigo Flame does 9998 damage to all your party. Keep hitting him with limit breaks.

Don't worry about Graviija because it will do 0 damage because you are on 1 hp. After Graviija quickly heal the whole party.

Get Squall to use Defend or who ever has it and hopefully someone will have auto protect and if possible cast regen on you party.

Next Omega uses Terra Break because Squall used Defend he will take no damage but the other players will probably be killed.

Not to worry, Just get squall go to magic and cast 2 full-life spells, 1 for Zell and 1 for Rinoa.

If aura has run out cast it again. Now that Rinoa and Zell have been revived they no longer have the ability to use triple magic

so you could summon Cerberus again or get Squall to cast triple on both of them, since he can still do double and triple magic.

Keep using your limit breaks to belt Omega. Next he uses Ultima but you值1 survive and should be still close to full-health.

Keep pummeling him with Limit breaks but beware now he uses Meteor. Heal and keep belting him. After this he will cast Light

Pillar, revive who ever is killed quickly.

After Light Pillar he will repeat all his attacks over.

After the second Terra break in battle, you should have been able to defeat him. And remember, always use your limit breaks between Omega痴 attacks.

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