

# Final Fantasy VIII Boss Guide

by nnguyen11490

Updated to v1.2 on Jul 23, 2002

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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Fantasy VIII

Boss Guide

Version: 1.3

By: nnguyen11490

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Final Fantasy is a trade mark of Squaresoft 7

Version:

1.0 My first version

Have bosses from Disc 1-4.

I will add my optional boss section in a few days.

1.1

Added the optional boss section.

Fix title

Thanks gain Khoikn for helping me with my format.

Added a little more strategy against Omege Weapons.

Added a little more strategy against Dialbo.

1.2

Added some missing boss. sorry.

Added a lot more strategy against the Ultimecia Battle.

Deleted all spoiler.

Added a Doomtrain eventhough he's not a boss.

Chapters:

1. Intro

2. About the Author

2. Legend

3. Boss Guide
  - A. disc 1
  - B. disc 2
  - C. disc 3
  - D. disc 4
4. Optional bosses (Ultimate and Omega weapon included)
5. Credits

Introduction:

Welcome to my second FF8 FAQ. With this faq you will know where to get all GF and strategy against bosses. This faq is spoiler free so don't worry. If you notice I made a mistake please email me I'll give you credit for it. Go to my site for more guides [nnguyen11490.tripod.com](http://nnguyen11490.tripod.com).

PS. Don't email me and ask how to beat the game I won't answer it.

Legend:

Boss:

Location

HP:

AP earns:

Difficulty: 1-10

Strategy:

note :( sometime)

Boss Guide:

Disc 1

GF ALERT

Ifrit

Location: Fire Cavern

HP: 1000-1500

AP: 20

Difficulty: 1

Strategy:

Your first boss may look tough but he is really EASY. The only problem is the time limit. Just use blizzard and summon Shiva and he will go down in no time. Draw some Fire before killing him. You will get him as a GF as well as his card.

Wedge and Biggs

Location: Dollet Communication Tower

HP: 400-600 ; 500-600

AP: 8

Difficulty: 1

Strategy:

At the beginning of the battle you have to fight Biggs, and then Wedge will come. Just use thunder or use Quetzalcoatl and pound them with physical attack and heal when you need to. Eventually they'll be killed by the real boss.

GF ALERT

Elvoret

Location: Dollet Communication Tower

HP: 1500-3000

AP: 10

Difficulty: 5

Strategy:

This guy is tough. First draw Siren from him, then summon GF and hit him with your physical attack. When you start getting the damage draw cure from him and use it. Also draw doubles from him it will come handy. If you are having trouble with this guy cast double on everyone and use double thunder, fire and blizzard. Once you win you will get a new GF and a Weapon Magazine.

Note: Don't forget to draw Siren!!!

X-ATM092

Location: Dollet Communication Tower

HP: 5500+

AP: ?

Difficulty: 4

Strategy:

You got thirty min.! But don't worry that much a lot of time. Sorry I can't remember what his AP is. Ok this thing is weak against earth, water, and thunder magic. So you want to summon Quetzalcoatl and use some thunder and water magic to do serious damage. Once he goes down Zell will ask you to press L2 and R2 to escape. You will have to fight this guy at least one more time so heal up. You better thank Quetis for saving you.

Grinaldo, Raldos x3

Location: Balamb Garden Training Center

HP: 1500-8560 ; 200-2000

AP: 5 ; 1 each

Difficulty: 1

Strategy:

This battle is a cinch. First draw some protect and shell because you need it for future battles. Destroy the Raldos first because they do a lot of damage. Just summon your GF, Ifrit works best. Be sure to draw some shell from Grinaldo before finishing off. You should have no problem beating these guys. Once you defeat them some White Guy will take the girl away you'll find out who they are later in the game.

GF ALERT

Diablo (optional)

Location: Magic Lamp

HP: 8000-80000

AP: 20

Difficulty: 7

Strategy:

This guy is very helpful in the game so you must have him. Before your mission in Timber talk to headmaster Cid in front of the Garden and he will give you a magic lamp. SAVE BEFORE USING IT!!! When the battle starts draw the three??? which is demi. Stock up on demi then cast it on Diablo and he will react by casting curaga on you. Demi

can 稚 kill him but it will take 1/3 of his HP which is around 2000-5000 damage. Also try to cast blind on him, if you have it, because his physical attacks are strong. He may cast Gravija on you which take a big chunk of HP from you whole party, heal after every one. When demi doesn't do a lot of damage pound him with your physical attack. Remember that demi and Gravija can 稚 kill you so use you Limit Break the only thing that can kill you is his physical attack. When you beat him he will be your new GF and you also get his card.

Fake President and Gerogero  
Location: President Private Car  
HP: 100-1000 ; 500-4000  
AP: none ; 20  
Difficulty: 1  
Strategy:

The fake President is nothing to worry about. His physical attack is very weak. Just use your physical attack and he'll go down. Gerogero is kinda hard because he cause a lot of status change. But if you want to beat him fast just use 1 phoenix down and he 値1 go down. Because he 痴 an undead monster. If you want to beat him the other way or you don't 稚 have phoenix down, have a lot of esuna and remedy ready. Just summon you GF and use physical attack.

Sacred (optional)  
Location: Tomb of the Unknown King  
HP: 1000-18000  
AP: 20  
Difficulty: 2  
Strategy:

The only thing that make this battle hard is his ability to heal every 3 turns. He is fairly weak against wind magic so get those Aero and Tornado ready. Start the battle by casting Protect on everyone to reduce his strong physical attack. Summon GF and use wind magic to kill him quickly. Also junction wind magic to elemental attack to do a lot of damage.

GF ALERT

Sacred and Minotaur (optional)  
Location: Tomb of the Unknown King  
HP:1000-18000 ; 1500-30000  
AP:20 each  
Difficulty:5  
Strategy:

Before the battle junction wind magic to elemental attack and junction some earth magic to elemental defense if you have it. Remember size doesn't matter. Minotaur is harder than Sacred because he has more HP and can heal about 300 HP every 3 turn. At the beginning of the battle cast float on your party because the Brothers has a special attack called the Mad Cow Special that cause serious damage. Also cast protect on yourself to reduce their physical attack. Now kill them with wind magic physical attack and GF. When they go down you 値1 get a Sacred and Minotaur card and a GF.

GF ALERT

Iguion x2  
Location Deling City Parade  
HP: 800-2000  
AP: 5 each  
Difficulty: 2  
Strategy:

Iguions are weak against earth elemental. So use quake if you have it. But to do more damage summon Brother and you value do about 1000-3000 damage! Be sure to draw the GF Carbuncle from them. Also heal with esuna or remedy when they try to petrify you.

Note: Remember to draw Carbuncle the new GF!!! Because you need him later.

Seifer  
Location: Deling City Parade  
HP: 1000-5000  
AP: 0  
Difficulty: 2  
Strategy:

It痴 Seifer! Not to worry he is simple. There isn't a strategy against him just use GF and physical attack on him. You can also draw some good spell from him before finishing him of. All he does is use fire and physical attack.

Edea  
Location: Deling City Parade  
HP: 1000-20000  
AP:0  
Difficulty:3  
Strategy:

If you don't have Carbuncle your in trouble. If you do have him just summon him and consider you win. Because Edea use strong magic spell but when she use it on you it value go back to her. She will also use dispel to get rid of your reflect so resummon Carbuncle. Draw some strong spell from her. If you don't have Carbuncle summon your other GF and use physical attack.

Note: Try to mug her for a Royal Crown

Congrats you beat disc 1. Disc 2 is a lot harder so train a lot.

Disc 2

Wedge and Biggs  
Location: D-District Prison  
HP: 1000-2000 ; 1500-3000  
AP:0 ; 10  
Difficulty: 1  
Strategy:

These guys are a total waste of time. You should kill them with a few physical attacks. But draw a lot of spell from them before killing them. If you池e having trouble with these guy cast blind on them but there very easy.

Elite Soldier, GIM52A x2  
Location: D-District Prison  
HP: 2000-5000 ; 2000-20000  
AP: 2 ; 3 each  
Difficulty :3  
Strategy:

This battle isn't really that hard because the two GIM52A doesn't attack a lot. Kill the Elite Soldier first with your physical attack, then summon Quetzalcoatl or Brothers to beat the GIM52As also use thunder and earth magic. But be careful because their attack are very strong so heal up.

BGH251F2  
HP: 4000-10000  
AP: 20  
Difficulty :7  
Strategy:

Before this battle junction some earth or thunder magic to elemental attack This battle is hard because of the time limit. The BGH251F2 weakness is thunder and earth. So summon Quetzalcoatl and use Thunder, Thundara and Thunderaga to do major damage but don't summon Brothers because there movie is very long. Watch out for it Beam Cannon it can do up to 1200 ouch! Heal after everyone and you should do fine. After you defeat it some Galbadian Soldier will come out but don't worry there very weak, just pound them with physical attack or use GF if your low on HP. You will get a Weapon Monthly Magazine when you win.

Oilboyle x2  
Location: Balamb Garden MD Level  
HP: 2000-10000  
AP: 5 each  
Difficulty:3  
Strategy:

This battle could be impossible or very easy. If you want it to be easy listen up. Before the battle junction fire magic to physical attack Use some Fire, Fira or Firaga to do big damage. Also summon Ifrit and you'll do about 3000 damage to them. When the Oilboyles attack with the status changing attack use esuna or remedy right away because if they attack again you'll receive about 4000 damage! Just Ifrit and Fire magic to kill them. Good Luck

GF ALERT

NORG  
Location: Balamb Garden MD Level  
HP:10000+  
AP:20  
Difficulty:3  
Strategy:

When the battle begin NORG is hiding in his pod. First summon Carbuncle so you don't get hurt later. Now hit the middle part of the pod until one of the orb turn blue. Use one character and attack the orb because if it turns red it will use a very strong magic on you. Just do the same thing repeatedly until NORG comes out. Now draw

Leviathan from him. He will try to hit you with blizzard magic but since you summon Carbuncle it will go back to him. Now he can only hurt you with one spell. Do the same thing as last time keep the orb blue and attacking NORG and you will win.

Note: Draw Leviathan the water GF from him!!!

BGH251F2 (again)

Location: FH(Fisherman Horizon)

HP:5000-10000

AP:20

Difficulty:1

Strategy:

It's back! But it's not as tough as last time because there's no time limit. Do the same thing by summoning Brother, Leviathan and Quetzalcoatl you shouldn't have to much problem with this thing because it doesn't attack a lot.

Raijin

Location: Balamb

HP:500-15000

AP:10

Difficulty:3

Strategy:

Raijin is very strong ya know. Start of by casting blind on him (it might not work). If blind work then this battle is a cinch. Just use physical attack and summoning GF (NOT QUETZACOATL). Don't use any Thunder magic and don't summon Quetzalcoatl because he can absorb it. As long as you don't use thunder magic or Quetzalcoatl you can not lose.

Note: Don't use thunder magic!

GF ALERT

Fujin and Raijin

Location: Balmb Hotel

HP:500-15000 ; 800-20000

AP:10 each

Difficulty:5

Strategy:

This battle is pretty hard because Blind doesn't work on Raijin or Fujin. First draw the GF Pandemona from Fujin. Then cast Protect on everyone to reduce Raijin attack. Then summon GF (NOT QUETZACOATL). Remember not to use wind or thunder magic because they will absorb it. Then pound away with physical attack and GF. Heal when Fujins' use Tornado and Raijan Special. Try to take out Raijin first because he's very strong. When Fujin get mad she might use an attack called Sai which reduce one character HP to one. Heal up and Good Luck.

Note: Draw the GF Pandemona from Fujin, and don't use any wind or thundrer magic!!!

GF ALERT

Cerebus (optional)

Location: Galbadia Garden Main Lobby

HP:5000-25000

AP: 30

Difficulty: 5

Strategy:

Cerebus the three headed dog is very helpful and tough. Before the fight have some quake junction to elemental defense and have some dispel. The good thing is that you can use demi on him to reduce his HP. Keep on using demi until he cast triple on himself use dispel or else he'll use triple quake. When demi doesn't do a lot use you GF to finish him off.

Note: Don't use thunder magic or Quetzalcoatl because he'll absorb it.

Seifer

Location: Galbadia Garden Top Floor

HP: 5000-10000

AP: 20

Difficulty: 3

Strategy:

Seifer is a little harder than last time because his physical attack. First summon Cerebus and cast protect on your party. Now use triple demi to reduce his HP when demi doesn't do a lot of damage just use triple magic spell, GF or physical attack. Just watch out for his Demon Slice. Remember to heal after this battle.

Seifer

Location: Galbadia Garden

HP: 1000-5000

AP: 0

Difficulty: 1

Strategy:

He's very easy because of your last battle. Use physical attack and GF to take him out. He still use his Demon Slice (danm). Heal when you need to.

GF ALERT

Edea

Location: Galbadia Garden

HP: 10000-20000

AP: 0

Difficulty: 5

Strategy:

She is a lot tougher this time because of her new attack. Begin things off by drawing the GF Alexander from her then summon Cerebus (told you he's helpful). Now cast triple demi and other strong magic. When she start using Maelstorm stop all attack and use triple esuna or remedy because if she use it again it can do twice the damage. Heal ASAP and keep on doing triple magic. If demi starting to get weak finish her off with physical attack.

Congrats you beat Disc 2

Disc 3

Abandon

Location: Obel LAke



HP: 1000-20000

AP: 40

Difficulty: 3

Strategy:

Keep in mind that he痴 an undead monster. Have Alexander Recover ability equipped and lots of cure spell. When the battle start don稚 use any physical attack instead use Alexander Recover ability which will do 9999 each time and use cure spell. When Abandon stand up that means he痴 mad so finish him off quickly.

Notes: Make sure you do all the side quest you want before fighting the next fight (optional boss section) also have three character at level 60 or higher because it won稚 be easy no more.

Fuijin and Raijin

Location: Lunatic Pandora

HP: 10000-22000 ; 10000-30000

AP: 20

Difficulty: 4

Strategy:

They池e not as hard as you think. The only thing to worried about is Raijin because his attack has increase. Begin by summoning oomtrain (optional boss section). That will make them blind, Vit 0, sleep, and other status. With them asleep it稚 be easy, just summon GF that is not wind or thunder type. If you don稚 have Doomtrain summon other GF.

Mobile Type 8

Location: Lunatic Pandora

HP: 5000-10000

AP: 20

Difficulty: 3 or 6

Strategy:

This guy can be impossible if you don稚 know what to do. Before the battle junction thunder magic to elemental attack. When the battle start summon Quetzalcoat1 and use physical attack. Mobile Type 8 will counter attack using Twin Homing Laser which will do about 1000 damage. When it spread apart that痴 your cue to stop attack and get ready to heal because it will attack with Corona which will reduce everybody HP to 1! Heal ASAP just hit it a few more time and it稚 go down.

Seifer

Location: Lunatic Pandora

HP: about 26000

AP: 40

Difficulty: 2

Strategy:

Before fighting him junction bio to elemental attack or status attack to really hurt him. If you have Odin (look at the optional boss section) he will be kill but not to worry Gilgamesh will take his place. Seifer has the best spell in the game Aura stock up at least 100. Just keep drawing Aura and heal when you need to, but you shouldn稚 because he only does about 1000 damage. When you stock up on Aura draw it and cast it on Squall to use his limit break to finish Seifer quickly. Remember to stock up on Aura.

Adel

Location: Lunatic Pandora

HP: 10000-60000

AP: 0

Difficulty: 4

Strategy:

Sorry I don't know the exact HP. When the battle begins cast regen on Rinoa because if she dies the game is over. Now if you have Zell or Irvine in your party cast Aura on them because their Limit only hits 1 person. Just remember to only attack Adel and heal Rinoa when Adel uses her HP. You can also summon Cerebus and use triple flare.

Note: Don't use holy it will only heal her.

Disc 4

The entire boss in Ultimecia Castle is optional but you should fight at least 5 and unlock magic, GF, item, save, limit break. If you want some challenge go fight Omega Weapon (refer to optional boss section).

Sphinxara

Location: Ultimecia Castle Main Hall

HP: 10000-12000

AP: 30

Difficulty: 1

Strategy:

You can't do anything but attack but you can junction blizzard to reduce damage if you want. He should be a cinch. I recommend you unlock the magic ability

Tri-Point

Location: Ultimecia Castle Wine Cellar

HP: 5000-20000

AP: 30

Difficulty: 1 or 6

Strategy:

If you listen to me this shouldn't be hard. First Junction 100 thundaga to everyone elemental defense and water or blizzard magic to elemental attack. Just use physical attack and Tri-Point will use Mega Spark but if you listen and junction 100 thundaga you should absorb it. Just attack and you will have full HP when the battle ends. Unlock the GF ability.

Krysta

Location: Ultimecia Castle Balcony

HP: 15000+

AP: 20

Difficulty: 1 or 5

Strategy:

Krysta is very easy if you listen and unlock the GF ability. Just use GF instead of physical attack. Because if you use physical attack it will counter attack so just summon GF and you'll find him. He will cast Ultima when he dies so be careful. Release the Resurrection.

Trauma

Location: Ultimecia Castle Art Gallery  
HP: 10000-40000  
AP: 30  
Difficulty: 3  
Strategy:

Start by summoning Doomtrain to weaken Trauma. Next cast Tornado or use Pandemona for big damage. Just use wind magic and GF to take him out quickly. Also kill the annoying Dromas. You should unlock the limit break command.

Red Giant  
Location: Ultimecia Castle Prison Cell  
HP: 15000-31000  
AP: 30  
Difficulty: 3  
Strategy:

Start out by summoning Doomtrain or cast meltdown to weaken his defense. Doomtrain cause blind, sleep, Vit 0. Keep on summoning GF to kill him quick or you can cast Aura on Squall to kill him faster. Watch out for his physical attack. Unlock the item command.

Gargantua  
Location: Ultimecia Castle Armory  
HP: about 20000  
AP: 42  
Difficulty: 3  
Strategy:

Sorry there is no tip for this guy. He start out underground just use physical attack to kill the hands and head. Then he will came up. Now stop attacking because he will use a counter attack like Tri-Point and Krysta. Just keep on summoning GF and use magic to hurt it. But the problem is that Gargantua can cast berserk on you and make you keep on attacking him. Use esuna and remedy to cure. I will try to find more about him. Unlock the Save ability.

Catoblepas  
Location: Ultimecia Castle Treasure Vault  
HP: 23000+  
AP: 30  
Difficulty: 3  
Strategy:

Catoblepas kinda look like Behemel. They both have the same weakness so before going in to battle junction earth to elemental attack and thunder to you elemental defense also have Brother ready. Just use quake, physical attack, meteor, Brother and you should kill him in about 4-8 turn. He isn't very hard because he always use thundaga. Release the draw ability.

Tiamat  
Location: Ultimecia Castle Clock Tower  
HP: about 80000  
AP: 30  
Difficulty: 3  
Strategy:

Before the battle have some Aura and junction Cerebus auto hast to

Squall also make sure you don't 稚 junction fire or thunder magic to elemental attack. When the battle begins cast Aura on Squall and keep on using his limit break. You have to destroy Tiamat quickly before he done charging his Dark Flare attack. Have another member cast haste on everybody and cast meltdown on Tiamat to reduce his defense. You can tell when Dark Flare is complete when he done spelling it. If you to slow and he use Dark Flare heal immediately because it does about 7500 to your party. Remember speed is the key to win. Unlock you last command and get ready.

Preparation: Have at least 3 member at level 70-100. Have Squall ultimate weapon the Lionheart (go to my Weapon Upgrading Guide). Spread out GF evenly and have you 3 strongest character have at least 20 Aura each. Refine the Bahamut card into 100 Megalixer. This is what Squall stat should be

HP: 9000-9999  
STR: 200+  
SPD: 90+ with auto haste  
SPR: 80+  
Elem. Def.: 100 Ultima

The other should be near it. Use your 3rd strongest member as a healer and the other for casting Aura. Now you 池 ready. Good Luck

Ultimecia 1st  
Location: Ultimecia Castle Master Room  
HP: 40000-80000  
AP: 0  
Difficulty: 3  
Strategy:

Her first form is simple. But you don't 稚 have your all your strongest character no prob just kill the weak ones don't 稚 worry they 值 be replace by your other characters keep on doing that until you get your strongest characters. Ok when you have your strongest characters summon Cerebus and cast regen on your self because the battle are nonstop. Now use Aura on Squall and use triple demi to do the damage. Remember Edea attack Maelstorm well Ultimecia know it to. Use Megalixer after each one. Don't 稚 worry you have 100. She should die after 2 Renzoukuken.

Greiver  
Location: Ultimecia Castle Master Room  
HP: 100000+  
AP: 0  
Difficulty: 4  
Strategy:

Yes that 痴 the Ultimate GF you 池 fighting. Greiver isn't 稚 that tough until you take half of his HP. Start out by cast Meltdown on him and do the same thing Aura and Squall. Also use triple tornado because he 痴 floating. When he 痴 almost dead he will use an attack called Shockwave Pulsar which can do about 7000 to your party! Simply use Megalixer or triple curaga to heal. He should go down fast.

Ultimecia+Greiver  
Location: Ultimecia Castle Master Room  
HP: 200000-800000  
AP: 0  
Difficulty: 5

Strategy:

800000 HP!!!!!! It痴 will take some time before it值1 go down. Use the Aura on Squall and triple strong magic like meteor, tornado, and ultima. Don稚 forget to use meltdown to make it weaker. When it has about half of it HP it will use a spell called Great Attractor so use Megalixer ASAP. When her lower half fall down that means it痴 almost dead. Destroy it quickly. Congrats you beat the game...NOT!!!

Ultimecia

Location: Space

HP: 300000-1000000

AP: 0

Difficulty: 6

Strategy:

It痴 the final battle! This time she has huge amount of HP and very powerful spell. I hope you still got some Aura left you值1 need it. Ok this time don稚 hesitate to use Megalixer. Have two members as the healer because Squall is doing nothing but limit. Every 3 or 4 turn she值1 use a spell called Hell Judgment (which is the 3 strongest spell in the game) it值1 reduce your party HP to one! Use Megalixer right away. Or else she值1 use Ultima or Meteor. Have 1 member use triple Ultima, Meteor and other strong spell. When you take about 1/3 of her HP she值1 draw a spell called Apocolypse from her lower half. That痴 your key to stop attacking and start healing because on her next turn she值1 use the spell. You can also draw and cast Apocolypse on her do big damage. If she starts talking that means she痴 almost down so finish her quick. CONGRAT YOU BEAT THE GAME , ENJOY THE ENDING.

Note: Ultimecia is not the hardest boss if you want a challenge go fight Omega Weapon.

Optional Boss:

GF ALERT

Doomtrain (not a boss)

Location: Solom Ring

HP: 0

AP: 0

Difficulty: 0

Strategy:

You don稚 fight Doomtrain but I just want to put how to get him. You need 6x Steel Pipe, 6x Remedy+, 6x Marlboro Tentacles, 1 Solom Ring. Go to Tears Point and pick up the Solom Ring before the Lunatic Pandora Box thing comes. Now go to the Galbadia forest to fight Wedigos to get steel pipe, Wedigo are gorilla creature. Next fly to the Island Closest to Heaven to meet Marlboro. If you can稚 defeat them try to mug them. Now have Alexander learn the Med LV Up ability and go buy 60 remedies to make 6 remedy+.

GF ALERT

Jumbo Cactaur

Location: Cactuar Island

HP: about 600000

AP: 20

Difficulty: 5

You'll find a desert island with a green thing moving that痴  
Jumbo Cactuar. Before the fight have the GF Leviathan, also have at  
least 10 Aura and junction 100 water to everyone elemental attack. Use  
meltdown on him if you have it, if you don't draw it and cast it. Now  
use Aura on Squall and you'll be doing about 60000 or 140000 if  
Lionheart comes up. Also use Leviathan to do 9000+ each time. When he  
gets mad he'll use an attack called 10000 needles which will instantly  
kill a member Revive right away. When he say Cactuar is hesitating STOP  
ALL ATTACK .If you attack him he'll run and you have to fight him again  
just have Squall use a final limit and have Leviathan ready.

Odin

Location: Centra Ruin

HP: 2000-40000

AP: ?

Difficulty: 1

Strategy:

Odin is pretty easy but watch the timer. Odin will not attack you  
through out the entire battle. Just Attack and draw some triple before  
killing him. You can also mug him for a very rare item Luck-J scroll.  
Once you'll beat him he will appear randomly in battle and will cause  
instant death. He will never appear in boss fight. Sorry I forgot the  
AP.

GF ALERT

Tornberry King

Location: Centra Ruin

HP: 100000+

AP: ?

Difficulty: 5

Strategy:

After getting Odin go back to Centra Ruin and fight 20 Tornberries  
Then the Tornberry King will replace the last Tornberry. There isn't  
any trick to beat him so just do Aura on Squall to kill him quickly and  
heal whenever he use his Junk Attack. Once you beat him, he'll join  
your party. Sorry can't remember the AP.

GF ALERT

Bahamut

Location: Hidden Research Center

HP: 50000+

AP: 40

Difficulty: 4

Strategy:

First Summon Doomtrain to make him weaker and blind (sometime).  
If he's blind then you won't get hurt by his physical attack. Now cast  
Aura on Squall and hope that Lionheart will come out because it'll kill  
him with one hit. Bahamut will use his Mega Flare attack which will do  
about 6000 damage to your party!! Ouch!! Heal right away. He will  
sometime use stop on you so get esuna and remedy ready. After the fight  
he will join you and you'll get his card which can be refine into 100  
Megalixer.

GF ALERT

## Ultima Weapon

Location: Hidden Research Center Deposit

HP: 100000

AP: 100000+

Difficulty: 8

Strategy:

Ultima Weapon has the ultimate GF Eden. Eden can do up to 30000 at level 36 so you know you want him. First draw Eden from Ultima then cast meltdown on him. Then cast Aura on Squall and pray that Lionheart comes up because 1 or 2 Lionheart will kill him. Have 1 member as the earlier because Ultima Beam can instantly kill a member. Just do Limit and heal when Ultima beam and hopefully you<sup>値</sup> survive. Congrat for beating the 2 hardest boss in the game. When you win you<sup>値</sup> get 100 Ultima Stone and A new GF and also his card.

## Omega Weapon

Preparation: This is the hardest boss in the game even harder than the final boss. Have Squall Ultimate Weapon Lionheart, junction 100 death to your three strongest member stat. defense. Have three strongest member have at least 20 Auras. Change Gilgamesh card into 10 Holy Wars to make your party invincible or Laguna card to 100 Hero Drinks to make 1 person invincible. This should be Squall stat.

HP: 9999

STR: 255

SPD: 100+ Auto Haste

VIT:100+

SPR: 100+

Have your 3 member HP 9999, junction 100 triple to Squall speed. If you think you<sup>池</sup> ready go fight him.

Location: Take your real party and go to the fountain and switch with your dummy party. Take the dummy to the right door. You should see a string and a switch spot. Pull the string of the spell and quickly switch with your real party. Take your real party to the north door and get ready for the hardest fight ever.

## Omega Weapon

Attack:

Lv5 Death: kill your party if you didn<sup>稚</sup> junction 100 death to stat. defense.

Demi: ½ of a member HP

Omega Beam: 15000+ to your party

Meteor: 2000 to party

Physical attack: about 2000 damage

Omega Beam: Instantly kill a member

Torture Beam/Flare reduce every body HP to 1

Elemental Defense: He can Absorb all elemental

HP: 100000-1500000

AP:?

Difficulty: 10

Strategy: He will use L5 Death at the beginning of the battle, which can kill your party in one hit if you didn<sup>稚</sup> junction 100 death to elemental defense. Before using Holy Wars or Hero cast Aura on you party. Now you can use a Holy War which make your party invisible or use Hero on Squall. Now have Squall summon Cerebus and have one

character use triple meteor and have the other one keep on summoning Eden. Don't use any other magic because he absorb it. Have Squall using limit only. It take a few Lionheart this time. When Aura ran out and you still are invincible have Squall use triple meteor. Always cast Aura on Squall and make him invincible, so he can heal the other. Omega has the second strongest attack in the game (Lionheart is the strongest) Omega Beam. It can kill your whole party!!! If any character dies revive him quickly. Also use a Megalixer when he uses Torture Beam. Just keep using limit, triple meteor, Eden, recast Hero or Holy War, and heal when you need to and victory will be you.  
CONGRATULATION YOU BEAT THE HARDEST BOSS IN THE GAME!!!

Note: Look in you tutorial you see a Proof of Omega. It proofs that you beat the hardest monster in the game.

Credits:

Thank you Square for making this game.  
And I want to thank myself for writing this.  
Thanks neoseeker, gamefaqs, and psxcodez for putting up my faq.  
Thank to whoever's reading this.

If you notice I did something wrong please email me I'll give you credit.  
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