**DISC FOUR**

**Menu at Start of Disc**
- Junction Irvine: remove Cerberus
- Junction Squall:
  - Equip Cerberus
  - Haste to Spd
- GF learning: Pandemona: Str+20%

**Kill Adel**
- One ladder in previous room
- Normal shot twice

**Time Compression Fights**
- Kill singles:
  - First form: attack
  - Second form: normal ammo
- Doubles: hit first, then shotgun
- Caterpillar:
  - Selphie casts Meltdown
  - Fire ammo

**To Ultimecia's Castle**
- Right through door, to beach
  - Draw point: Squall draws Triple
- Up chain

**Menu Outside Castle (#1)**
- Exchange:
  - Squall and Irvine
  - Squall to critical
- Heal Irvine, Selphie with potions / hi-potions
- Str Up to Squall
- Save

**Sphinxaur**
- Squall, Irvine attack (ignore summons)
- Release limit break

**Menu After Sphinxaur**
- Pandemona to learn Str+40%

**Tri-Point**
- Cross chandelier, down hatch
- Limit break
- Release Magic

### Menu Outside Castle (#2)
- Junction Squall: replace Initiative with HP+20%
- Time Mag-RF Rocket Engine to Irvine
- Save

### Trauma
- Up stairs, right door to art gallery
  - Rightmost: sleep
  - Upstairs, first on left: messenger
  - Upstairs, first round right bend: garden
  - Vivdarium / I / V
- Fight Trauma:
  - Selphie casts Meltdown
  - If Dromas appear
    - Irvine casts cure on Squall (~1200)
    - Squall attacks Dromas
  - Squall limit
- Release Item

### Into Dungeon
- North through door
- Down into dungeon, left door

### Menu Before Taking Key
- Potion Squall to ~500 (> 400!)
- Junction Selphie:
  - Replace Enc-None and HP+20% with Mag+%s

### Red Giant
- Selphie casts Meltdown
- Squall limits (keep HP > 400 with potions)
- Release resurrection

### Menu After Red Giant
- Junction Selphie: replace Mag+20% with Enc-None
- Leave castle via switch, re-enter

### Tiamat
- Over chandelier, north through door
- Across shaky bridge, door on left
- Ascend spiral
- Jump from left to bell
- Fight:
  - Selphie casts Meltdown
  - Squall limits multiple times

## Final Save Point
- Junction Irvine: remove Shiva
- Junction Squall:
  - Equip Shiva
  - Remove Ifrit, Leviathan
  - Replace HP+20% with Spr+40%
- Junction Irvine:
  - Equip Ifrit
  - Str+20%, Str+40%, Spr+40%
- Junction Selphie:
  - Equip Leviathan
  - Remove Siren
  - HP+80%, replace Enc-None with Spr+40%
- Junction Zell
  - Equip Siren (Auto-Atk)
  - Magic, Item
  - Mag+20%, Mag+40%
- Tent
- Save

## Final Battle
- Squall, Irvine, Selphie
  - Zell can Meltdown first form
- First form:
  - Aura on Squall
  - Selphie casts Meldown
  - Limit break
- Second form:
  - Shell Irvine and Selphie
  - If low HP, hero Squall
  - Aura Irvine
  - Both limit break
- Throw everything you have at the final forms