

DISC FOUR

Kill Adel

- One ladder in previous room
- AP Ammo x 3

Menu After Time Compression

- Junction Irvine: remove Pandemona
- Junction Squall
 - Equip Pandemona
 - Remove Cerberus
 - HP+20%, Str+20%, Initiative
- Junction Irvine: Equip Cerberus (Auto-Atk)
- Hi-potion Irvine
- Switch:
 - Irvine and Squall
 - Squall and Rinoa x2 (Squall to critical)

Time Compression Fights

- Selphie casts Haste on Irvine, Squall
- Squall attacks
- Irvine uses Darkside
- Final form: Squall limit

Tri-Point

- Avoid Sphinxaur on right side
- Cross chandelier, down hatch
- Squall attacks
- Release limit break

Menu After Tri-Point

- Switch
 - Squall and Irvine
 - Irvine to critical

Tiamat

- Over chandelier, north through door
- Across shaky bridge, door on left
- Ascend spiral
- Jump from left to bell
- Fight: AP Ammo (5 shots)
- Release item

Menu At Final Door

- Junction Squall
 - Replace Enc None and Initiative
 - HP+40%, Str+40%
- Mega-potion spam

Final Battle

- First Form
 - Get Irvine
 - Aura Irvine (and Squall)
 - Demo Ammo (3 shots)
- Second Form
 - Hero Irvine
 - Aura/Shell Squall if applicable
 - AP Ammo
- Third Form
 - AP Ammo ASAP
- Fourth Form
 - Pulse Ammo, then Demo Ammo