

DISC FOUR

Kill Adel

- One ladder in previous room
- Normal shot twice

Time Compression Fights

- Kill singles:
 - First form: Irvine and Squall attack
 - Second form: normal ammo
- Doubles: shotgun ammo
- Caterpillar:
 - Selphie casts Meltdown
 - Fire ammo

To Ultimecia's Castle

- Right through door, to beach
- Up chain

Menu Outside Castle (#1)

- Exchange:
 - Squall and Irvine
 - Squall to critical
- Heal Irvine, Selphie with hi-potions

Sphinxaur

- Squall, Irvine attack (ignore summons)
- Release Limit Break

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

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
- Release Item

Outside Ultemacia's Door

- 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%
- Megalixir

Final Battle

- Squall, Irvine, Selphie
 - Zell can Meltdown first form if he comes into the party
- First form:
 - Meltdown
 - Haste, shell, everyone; aura Squall and Irvine
 - Squall limit breaks
- Second form:
 - Selphie casts Meltdown
 - Irvine limit breaks
- Third form:
 - Megalixir following Shockwave Pulsar
 - Anyone casts meltdown
 - Re-establish aura, if necessary (probably not)
 - Squall and Irvine limit break
- Fourth form:
 - Heros on Squall, Irvine after HP reduced to 1
 - Cast meltdown
 - Squall and Irvine limit break
 - When talking starts, switch to Fight for Squall, Irvine; Blizzaga from Selphie