

# Crisis Core: Final Fantasy VII DMW Guide

by Absolute Steve

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## || Foreword: Introduction to the FAQ ||

This document goes over the mechanics of the DMW, an important aspect for the battles you fight in Crisis Core. The first sections are not so technical, but the further you read the more complicated it gets. It's not really necessary to read all mechanics in order to play the game, but for those that like to tear games apart, a full understanding may be crucial.

This document may hold slight errors. If you can read Japanese and feel like helping, don't hesitate to send me an email. Yeah, I'm one of those rare people who reads their email.

Whichever the reason, I hope you enjoy this guide.

- Absolute Steve

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BMW SERVUS SCHWEIZ, Magglingen

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## Credits

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|| DMW (Digital Mind Wave) Info ||

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## DMW General Info:

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Digital Mind Waves or DMW is the Limit Break system in Crisis Core. During the progress of the game, more people will be added to the DMW. It is also possible to unlock summon DMW's or gain Chocobo Mode, with other creatures' DMW. These are all unlocked throughout the course of Missions. Below is a listing of what each DMW does, and when they are unlocked.

- o The DMW spins during battle in the upper left corner. One spin costs you 10 SP, which is deducted automatically. 9 SP or less means no DMW.
  - o As beautiful as the Summon FMV's are, you can skip them with circle if you are getting bored of the long sequence.
  - o When under the Curse status, the DMW reels stop working. Cursed Ring and Heike Soul grant Auto-Curse. This also means no Levels Up.
  - o Below is a flow-chart on how the DMW works. Basically it splits up into a YES/NO: It either goes in Modulating Phase, or it doesn't.

.....

DMW Spins (Costs 10 SP)

DMW Spins (Costs 10 SP)

1

## Left Image Stops

```

|                               |
|                               Right Image Stops. If it matches the
|                               Left Image, DMW enters Modulation Phase
| Modulating Phase |                               | No Picture Match |
| .-----'                               '-----.
||                               ||
|o Enters Modulating Phase          o The pictures don't match, and|
|o Center Image Stops              the middle picture stops.   |
|                               |
|                               |
|o Three numbers stop             o Now, the NUMBER Wheels stop   |
|o If 777, Zack Levels Up (Needs EXP!) and the game checks if any   |
|o If 2 numbers are the same     special statuses are awarded.   |
| between 1 and 6, that materia [See the table below]                 |
| Levels Up by 1. If 3 numbers   |
| are the same, it Levels Up by 2.   |
|                               |
|                               |
|o If all 3 Picture match, that   |
| Limit Break is performed, and   |
| Zack restores (and possibly breaks)   |
| some HP/MP/AP.   |
|                               |
|o Sometimes, Genesis Mode, Summon Mode,   |
| or Chocobo Mode are activated.   |
'====='

```

There are pictures on the reels, and there are numbers. These are completely independent from each other, and do completely different things. The pictures are for the DMW attack that can be performed, and a DMW attack will only be performed if all three pictures end up being the same.

The numbers are for levelling up (both Zack or Materia), or a neat effect:

#### NO Modulating Phase:

Numbers:	Effect:
777	Invincibility (15 Sec)
666	All Critical Hits (20 Sec)
555	Physical Guard (15 Sec)
444	0 AP Consumption
333	Magic Guard (15 Sec)
222	0 MP Consumption
111	Invincibility (15 Sec)
77*	0 MP Consumption (15 Sec)
7*7	Physical Guard (15 Sec)
*77	Magical Guard (15 Sec)
7**	0 AP Consumption (12 Sec)
*7*	0 MP Consumption (12 Sec)
**7	Endurance (20 Sec)

#### Modulating Phase:

Numbers:	Effect:
777	Zack Levels Up (with enough EXP)
2 the same #	1 Level up for equipped # Material
3 the same #	2 Levels up for equipped # Material

Example:

If you get the numbers 6+6+3 while in Modulating Phase, Materia number 6 will level up. If you get 7+2+7 while NOT in Modulating Phase, you'll gain Physical Immunity for 15 seconds.

DMW Menu:

=====

- o There are 2 Screens here, the Progress and the Limit Breaks/Verges Screens.
- o Limit Breaks = # times the Limit Break has been performed.
- o Limit Verges = # times there have been 2 pictures and the DMW went into the Modulating Phase, but did NOT get the Limit Break.
- o Note: Breaks/Verges have NOTHING to do with the Progress Screen. The Progress Screen involves seeing DMW memory scenes with Zack. More info below.

Progress Screen:

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```
.-----.
|Sephiroth: 4x 10%, 2x 25% ||Ifrit:      1x 100% ||Chocobo:   1x 100% |
|-----||-----||-----|
|Angeal:    4x 10%, 2x 25% ||Bahamut:     1x 100% ||Cactuar:   1x 100% |
|-----||-----||-----|
|Tseng:     4x 10%, 2x 25% ||Bahamut Fury: 1x 100% ||Tonberry:   1x 100% |
|-----||-----||-----|
|Cloud:     4x 10%, 2x 25% ||Odin:        1x 100% ||Cait Sith:  1x 100% |
|-----||-----||-----|
|Aerith:    4x 10%, 2x 25% ||Phoenix:     1x 100% ||Moogles:    1x 100% |
|-----||-----||-----|
|Cissnei:   4x 10%, 2x 25% ||Genesis:    2x 45%  ||Magic Pot:  1x 100% |
|-----'||-----'||-----|
|NOTE: Persons start at 10%, so the % always ends up at 100% completion.|
```

The percentages you see here are an indication of how many memories you have seen so far. For the main 6 characters (Sephiroth, Angeal, Tseng, Cloud, Aerith and Cissnei) you need to have seen 6 memories in total to get 100%. 4 of those memories count for 10%, and 2 count for 25%. Whenever you unlock one of these characters, they start at 10% already, which makes for 100% total.

For Genesis you only need to see 2 memories, which both count for 45%. Again, simply unlocking Genesis will also net you 10%.

For Summons and Chocobo Mode, you only need to have seen their animation once and you'll get 100%.

To increase the chances of getting certain DMW Limit Breaks, and thus a higher chance that you'll see the corresponding memories, equip the DMW Materia of your choice. DMW Materia can be bought from various shops, most notably from Research Dept. QMC + (Found in chest in Gongaga Village, Chapter 10).

If you unlock all DMW's, enter the DMW Menu to receive a Fury Ring. You only need to unlock all pictures, and % doesn't matter here.

When you complete all DMW with 100% you'll get the Genji Armor, just go into the DMW menu to check if you're close or not, and equip DMW boosting Materia for the ones you only need a little more % on.

DMW Characters:

=====

Note: ALL DMW ATTACKS ARE \*NON-ELEMENTAL\*.

DMW Name: (3x Silhouette)  
Attack Name: Chain Slash  
Unlocked: Start of the game  
Stagger: 3  
Can Critical: Yes  
Attack effect: Physical attack versus one enemy.

----- ----- ----- ----- ----- -----
Level:   1   2   3   4   5
===== == = == = == = == =
Base Strength:   48   54   60   66   76

DMW Name: Sephiroth  
Attack Name: Octaslash  
Unlocked: Start of the game  
Stagger: 4  
Can Critical: Yes  
Attack effect: 8 physical hits with Base Strength depending on the DMW Level:

----- ----- ----- ----- ----- -----
Level:   1   2   3   4   5
===== == = == = == = == =
Base Strength:   9   11   15   18   22

DMW Name: Angeal  
Attack Name: Rush Assault  
Unlocked: Start of the game  
Stagger: 4, 3, 4  
Can Critical: Yes  
Attack effect: 15 physical hits total, split up in 7 hits, 7 hits, and 1 hit.  
All hits ignore the enemy's Vitality. The Strength of the hits:

----- ----- ----- ----- ----- -----
Level:   1   2   3   4   5
===== == = == = == = == =
Base Strength (first 7):   6   7   8   9   10
----- --- --- --- --- ---
Base Strength (next 7):   7   8   9   10   11
----- --- --- --- --- ---  (Last hit can
Base Strength (last hit):   12   18   20   24   32   inflict:
'----- --- --- --- --- '

DMW Name: Tseng  
Attack Name: Air Strike  
Unlocked: Start of Chapter 3  
Stagger: 4  
Can Critical: Yes  
Attack effect: Physical Attack versus all enemies. Strength is listed below:

----- ----- ----- ----- ----- -----
Level:   1   2   3   4   5
===== == = == = == =
Base Strength:   40   44   48   64   72

DMW Name: Cloud  
Attack Name: Meteor Shots  
Unlocked: Halfway Chapter 6  
Stagger: 4  
Can Critical: Yes  
Attack effect: Magical Attack versus all enemies. Strength is listed below:

Level:	1	2	3	4	5
Base Strength:	44	48	64	72	80

DMW Name: Aeris  
Attack Name: Healing Wave  
Unlocked: Start of Chapter 5  
Attack effect: Healing spell: Heals HP, MP and AP fully (and allows to exceed the maximum up to twice the max), and inflicts Invincibility (which lasts randomly somewhere between 3 and 20 seconds).

DMW Name: Cissnei  
Attack Name: Lucky Stars  
Unlocked: Halfway Chapter 4  
Attack effect: All attacks are critical hits for a duration of 10 - 80 seconds. The limit gauge goes up by 1 - 5 stages, depending on the level of the DMW. Lvl 1 is one stage up, Lvl 5 is five stages up.

DMW Name: Genesis  
Attack Name: Apocalypse  
Unlocked: Late Chapter 6  
Stagger: 4  
Can Critical: No  
Attack effect: Magical Attack versus all enemies. Strength is listed below:

Level:	1	2	3	4	5
Base Strength:	66	76	86	96	120

DMW Summons:

=====

DMW Name: Ifrit  
Attack Name: Hellfire  
Unlocked: Clear Mission 8-1-1  
Stagger: 4  
Can Critical: No

Attack effect: Magical Attack versus all enemies that ignores enemy's Spirit.

Level:	1	2	3	4	5
Base Strength:	52	56	60	64	77

DMW Name: Bahamut  
Attack Name: Mega Flare  
Unlocked: Clear Mission 8-1-4  
Stagger: 4  
Can Critical: No

Attack effect: Magical Attack versus all enemies that ignores enemy's Spirit.

-----	-----	-----	-----	-----
Level:	1   2   3   4   5			
=====	==  ==  ==  ==  ==			
Base Strength:	58   62   66   70   84			

DMW Name: Bahamut Fury

Attack Name: Exa Flare

Unlocked: Buy at Bone Village Commerce (unlock at Mission 7-5-3)

Stagger: 4

Can Critical: No

Attack effect: Magical Attack versus all enemies that ignores enemy's Spirit.

-----	-----	-----	-----	-----
Level:	1   2   3   4   5			
=====	==  ==  ==  ==  ==			
Base Strength:	70   74   78   82   96			

DMW Name: Odin

Attack Name: Zantetsuken

Unlocked: Clear Mission 8-1-6

Stagger: 4

Attack effect: Cuts enemies in half. (Inflicts Sudden Death to all enemies.)

DMW Name: Phoenix

Attack Name: Rebirth Flame

Unlocked: Chapter 9, Nibelheim Mystery #1. Check the Water Tower.

Stagger: 4

Can Critical: No

Attack effect: Magical Attack versus all enemies that ignores enemy's Spirit.

Casts ReRaise on Zack. Strength is listed below:

-----	-----	-----	-----	-----
Level:	1   2   3   4   5			
=====	==  ==  ==  ==  ==			
Base Strength:	48   52   56   60   78			

Chocobo Mode DMW:

=====

DMW Name: Chocobo

Attack Name: Chocobo Stomp

Unlocked: Treasure in Mission 8-4-1

Stagger: 3

Can Critical: Yes

Attack effect: Physical Attack versus all enemies that ignores Vitality.

-----	-----	-----	-----	-----
Level:	1   2   3   4   5			
=====	==  ==  ==  ==  ==			
Base Strength:	48   54   58   64   72			

DMW Name: Cactuar

Attack Name: 1000 Needles

Unlocked: Clear Mission 10-1-3

Stagger: 3

Can Critical: No

Attack effect: 18 hits with fixed damage depending on the DMW level:

-----

Level:	1	2	3	4	5
Base Strength:	18x 300	18x 500	18x 1000	18x 1500	18x 2000

DMW Name: Tonberry  
 Attack Name: Murderous Thrust  
 Unlocked: Clear Mission 10-2-3  
 Stagger: 3  
 Can Critical: Yes  
 Attack effect: Physical Attack that ignores Vitality versus one enemy.

Level:	1	2	3	4	5
Base Strength:	52	60	64	68	78

DMW Name: Cait Sith  
 Attack Name: Courage Boost!  
 Unlocked: Treasure in Mission 8-4-3  
 Stagger: 3  
 Attack effect: Cures: Poison, Silence, Stop, and Stun.  
 Inflicts: Endurance, Barrier, Magic Barrier, 0 MP Consumption, 0 AP Consumption, Physical Guard, and Magical Guard.

DMW Name: Moogle  
 Attack Name: Moogle Power  
 Unlocked: Treasure in Mission 8-4-4  
 Attack effect: Inflicts Regen (duration is 40+ seconds).  
 Levels up all equipped materia. If DMW Lvl is 1, then all materia goes up 1 level, if DMW Lvl is 5, they all go up by 5.

DMW Name: Magic Pot  
 Attack Name: Item Mugger  
 Unlocked: Encounter Magic Pot in certain Missions. Earliest possible is Mission 10-2-3. Use Jump, Fira, Gravity, Assault Twister on it when it asks for those specific attacks, and you'll get the DMW.

Attack effect: Magic Pot will give you a certain item, depending on the level:

Level:	Obtainable Items:
Lvl 1:	Curaga Materia, Drain Materia, Graviga Materia, Libra Materia
Lvl 2:	Iron Bangle, Titanium Bangle, Carbon Bangle, Platinum Bangle
Lvl 3:	Kaiser Knuckles, Shinra Beta Plus, Royal Crown, Crystal Orb
Lvl 4:	Elixir x5, Elixir x10, Phoenix Down x1, Phoenix Down x3
Lvl 5:	Ribbon, Gold Rolling Pin x1, Gold Rolling Pin x3, Gold Rolling Pin x5

DMW Name: Miss  
 Attack Name: Dud  
 Unlocked:  
 Stagger: 3-6  
 Note: 12.5% chance of "Miss" appearing when all reels line up with Chocobo pictures.  
 Attack effect: Damages Zack and inflicts [Stun: 100].

Level:	1	2	3	4	5
Damage to Zack:	1	1	10	100	1000

Stagger:		3	3	4	5	6
		-----'	-----'	-----'	-----'	-----'
DMW Status Effect Durations (in seconds):						
=====						
Name:	Status Effect(s):	Lvl 1:	Lvl 2:	Lvl 3:	Lvl 4:	Lvl 5:
Healing Wave	Invincible	3	5	8	10	20
Lucky Star	Critical Hits	10	15	20	40	80
Courage Boost!	Endure, Barrier, MBarrier MP Cost 0, AP Cost 0 Physical Null, Magic Null	30 20 5	40 30 8	50 60 10	100 120 15	(*) (*) 30
Moogle Power	Regen	40	60	80	100	(*)
Dud	Stun	2	3	4	5	6

(\*) = Lasts until end of battle, or certain dispels.

# || DMW Mechanics ||

This section is intended to uncover the mysteries that are folded around what we know as the DMW wheels and all it's effects. It's a challenging progress, and it's not required to play the game properly. Purely educational, this section will leap into the depths of the mechanics. Up for a challenge?

DMW State Mechanics

Your "DMW State" knows five phases, through which it can switch. These phases are: LOW, NORMAL, HIGH, SKY HIGH, and HEAVENLY. As described below in Step 1, these phases are of great importance to getting a Limit Break at all. There are various things that affect your DMW State. The table below goes over all of the possibilities:

DMW State Event:	Change in State:
Performing a Limit Break	-2 to +3 (see Step 8)
Lucky Star	+1 to +4 (see DMW Characters)
Certain enemy attacks	-1 to -4
Proceed through the story (certain events)	Sets to NORMAL
Special Campaign Potion in Shinra Building	Sets to NORMAL

### Step 1: DMW Activation Chance

As you may know from the previous section, you can either get a Modulating Phase from the DMW or.. not. What deals with this, exactly? The answer is quite simple. Depending on your current DMW state, you have a certain chance to enter

the Modulating Phase. The chances are laid out in the table below, have a look:

State:   Activation Chance:		For those wondering why these %'s don't add up to 100%, the answer is simple. These are individual chances. Simply said, if you're in SKY HIGH state then you have a 7.8% chance of activating a Modulating Phase, whenever the DMW is spinning.
LOW	2.3%	100%, the answer is simple. These are individual
NORMAL	4.7%	chances. Simply said, if you're in SKY HIGH state
HIGH	6.3%	then you have a 7.8% chance of activating a
SKY HIGH	7.8%	Modulating Phase, whenever the DMW is spinning.
HEAVENLY	18.8%	

'-----' After Step 1, head to Step 2.

#### Step 2: Summon Mode Activation Chance

This covers the chances of activating Summon Mode. The pre-requisite is that, of course, you have obtained at least one Summon picture. The chances for entering Summon Mode are in the table below:

Base Activation Rate = 12.5%   Over the initial chance at Step 1 comes now a different chance. If you have a Summon Materia		
Materia Level:   (+3.1% per Lvl)	equipped, this chance may be upped. Please do	note, that this is the chance of entering the
1	15.6%	Summon Mode. It's not yet certain if you get
2	18.7%	a Summon Limit Break or not.
3	21.8%	
4	24.9%	Success: Go to Step 5.
5	28.0%	Failure: Go to Step 3.

'-----'

#### Step 3: Chocobo Mode Activation Chance

This covers the chances of activating Chocobo Mode. The pre-requisite is that, of course, you have obtained at least one Chocobo picture. The chances for entering Chocobo Mode are in the table below:

NOTE: In certain special battles (Sephiroth/Genesis for example), you can not trigger Chocobo Mode.

Base Activation Rate = 9.4%   If Step 2 fails, the game checks the chances to enter Chocobo Mode. Equipping a relevant		
Materia Level:   (+3.1% per Lvl)	Materia will increase your chances, where relevant Materia relates to Chocobo Materia,	
1	12.5%	and possibly regular Summon Materia as well.
2	15.6%	
3	18.7%	Success: Go to Step 5, AND see NOTE below.
4	21.8%	Failure: Go to Step 4.
5	24.9%	

'-----' NOTE: There is a 12.5% chance that "Miss" will be activated as Limit Break.

#### Step 4: Genesis Mode Activation Chance

This covers the chances of activating Genesis Mode. The pre-requisite is that, of course, you have obtained Genesis' picture. The chances for entering Genesis Mode are in the table below:

Base Activation Rate = 12.5%   If Step 3 (and thus also Step 2) fails, the	

-----	game will perform a check to see if it can
Materia Level:  (+3.1% per Lvl)	enter Genesis Mode. This check is based off
===== =====  %'s as usual,	
1   9.4%	
2   12.5%	
3   15.6%	Go to Step 5.
4   18.7%	
5   21.8%	
----- -----	

#### Step 5: Limit Break Selection Process

---

This step is more of a "hub". Depending on Steps 2-5, the next step varies. If you don't go into Summon, Chocobo or Genesis Mode, you go into Normal Mode, which includes all regular Limit Breaks, excluding of course Genesis.

Normal Mode = Step 6a  
 Genesis Mode = Step 6b  
 Summon Mode = Step 7b  
 Chocobo Mode = Step 7c

Now is a good time to include a note about the Limit Break appearance modifier. This modifier is shown when you open the menu, and looks like [x1], [x6], and it will appear under the specific Limit Breaks. By standard, all Limit Breaks have an equal chance of appearing - when you get a Limit Break at all. You can increase your chances for a certain Limit Break by equipping DMW Materia. If one of your Limits gets a modifier of [x4], this means it is 4 times more likely to show up than a Limit Break with a [x1] modifier. If you also have an other Limit Break with a [x2] modifier, then the [x4] modifier will generally only appear 2 times more often than \*that\* Limit Break.

In other words, these modifiers do not increase your chance to get \*a\* Limit Break, but the increase the chance that you get a \*specific\* Limit Break of your choice. It is therefore useless to boost all these modifiers, as you'll end up with the exact same chances (if you would have them all at [x5], the effect would be the same as if they were all [x1], just so you know).

NOTE: Summon and Chocobo DMW Materia, as can be seen under Step 2+3, increase not only their own Limit Break (Magic Pot, for example), but they also increase the chances of activating their mode.

#### DMW Rate Modifiers:

---

.-----.	.-----.	.-----.
Cause of State Change:	Modified Limit Break:	Modifier Change(*)
===== ===== =====		
Equipping a DMW Materia	Limit that is boosted	+ [Summed Levels
	by the Materia	of Materia +4]
----- ----- -----		
"Heightened emotions have	Event Specific	+4
affected the DMW"	(see the table below)	
----- ----- -----		
Triggering the affected	The Triggered Limit	50% chance being
Limit Break	Break	set to default
----- ----- -----		
Proceed with story (at	All Limit Breaks	Sets to default
certain events)		
----- ----- -----		
Shinra Campaign Potion	All Limit Breaks	Sets to default
from the Shinra Lady		

'-----'  
(\*)NOTE: Summed Levels = All \*specific\* DMW Materia Levels added up.  
(Lucky Star Lvl 1 + Lucky Star MASTER = Lvl 6)

Example #1: Your Cissnei's default is [x1], and you equip a Lucky Star Materia, which is Level 1. Since the Level is 1, you fill this in to the formula: + [1 + 4] = +5. You get an increase of +5, and you were by default at [x1]. so that gets you to [x6] now.

Example #2: You do everything in Example #1, but you decide to equip another Lucky Star Materia, also Level 1. This makes the formula:  
+ [2 + 4] = +6. This gives you a [x7], since your default was [x1]. As you can see, the boost is much smaller than the initial boost, because of the four free points you get.

Event Specific:

-----

Emotional DMW Affecting Event (chronological order):	Affected DMW (+4):
=====	=====
Entering Tamblin Fort	Angeal
Leaving Tamblin Fort	Sephiroth
First Meeting with Cissnei	Cissnei
Hearing Sephiroth's Past at Mako Reactor No.5	Angeal
Visiting the highway at Street 0	Aeris
Before fighting Bahamut Fury	Aeris
First meeting with Cloud	Cloud
Second Floor of the Modeoheim Bathhouse	Tseng & Cloud
Selling Flowers with Aeris at the park in the slums	Aeris
After phonecall from Aeris in Nibelheim	Aeris
Before fighting Sephiroth	Sephiroth
After escaping from the Shinra Mansion Sample Pods	Angeal
After parting with Cissnei on the Nibel Plains	Cissnei
Seeing an Angeal-like person at Gongaga	Angeal
'-----'	'-----'

Step 6a: Limit Break Memory Activation (Normal Mode)

===== =====  
Sometimes during the DMW, you will see scenes that represent Zack's memories. This section covers the chances that a memory activates. A "Character Unique" memory is a scene that looks like an in-game scene. Generic memories are the pictures that will often pop up during the DMW.

There are two types of Character Unique memories, which are distinguished by 10% and 25%. This relates to how much these memories fill your DMW statistic.

There are three types of Generic memories, distinguished simply by amount.

DMW State:	No Memories: (10%-type)	Character Unique: (25%-type)	1 Scene 3 Scene 5 Scene		
=====	=====	=====	=====	=====	=====
LOW	69.9%	5.6%	3.9%	9.8%	7.1%   3.7%
NORMAL	56.9%	11.0%	5.9%	12.1%	9.2%   4.9%
HIGH	40.3%	20.7%	11.7%	12.3%	9.7%   5.3%
SKY HIGH	13.0%	38.3%	23.4%	12.9%	7.9%   4.5%
HEAVENLY	3.1%	25.0%	50.0%	3.1%	6.3%   12.5%
'-----'	'-----'	'-----'	'-----'	'-----'	'-----'

Go to Step 7a.

### Step 6b: Limit Break Memory Activation (Genesis Mode)

=====

This step is essentially the same as Step 6a, except for Genesis Mode.

Limit State:	No Memories:	Character Unique (25%)	1 Scene	3 Scene	5 Scene	Generic:
LOW	72.1%	7.8%	9.6%	6.9%	3.6%	
NORMAL	60.5%	11.7%	12.9%	9.7%	5.2%	
HIGH	49.1%	17.6%	15.0%	11.9%	6.4%	
SKY HIGH	24.6%	27.3%	24.6%	15.0%	8.5%	
HEAVENLY	6.3%	50.0%	6.3%	12.5%	25.0%	

-----

Go to Step 7a.

### Step 7a: Limit Break Activation (Normal & Genesis Mode)

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After the previous Step (either 6a or 6b), it's finally time to select the Limit Break that's going to be performed. See the table below for chances.

Again, these %'s don't add up to 100% because they don't have to. They're only indicating the individual chance of getting a certain Limit Break under certain circumstances. As you can see, the higher your DMW State, the better chances.

DMW State:	No Memories:	Character Unique: (10%-type)	Character Unique: (25%-type)	1 Scene	3 Scenes	5 Scenes	Generic(*):
LOW	31.3%	78.1%	100.0%	78.1%	85.9%	100.0%	
NORMAL	50.0%	70.3%	100.0%	78.1%	85.9%	100.0%	
HIGH	70.3%	78.1%	100.0%	78.1%	85.9%	100.0%	
SKY HIGH	85.9%	93.8%	100.0%	78.1%	85.9%	100.0%	
HEAVENLY	93.8%	100.0%	100.0%	78.1%	85.9%	100.0%	

(\*)NOTE: There exists a 6.3% chance under Generic that the Reel Movement will follow the movements of (C), see the "Odds and Ends" section. This will guarantee success.

-----

Go to Step 8.

### Step 7b + 7c: Limit Break Activation (Summon OR Chocobo Mode)

=====

Same basics as Step 7a, except for Summons/Chocobo's and memories don't apply.

#### Step 7b: Summons

DMW State:	Chance:
LOW	50.0%
NORMAL	70.3%
HIGH	56.9%
SKY HIGH	93.8%
HEAVENLY	100.0%

#### Step 7c: Chocobo's

DMW State:	Chance:
LOW	31.3%
NORMAL	50.0%
HIGH	70.3%
SKY HIGH	85.9%
HEAVENLY	93.8%

NOTE: There exists a 6.3% chance that the Reel Movement will follow the movements of (C), see the "Odds and Ends" section. This will guarantee success.

-----

Go to Step 8.

## Step 8: Limit Break Activation (Normal & Genesis Mode)

---

This is a juicy part. By this time, a Limit Break has already been selected, and all other processes have been covered. But what about the Limit Break Lvl? That is what's covered in this section. The higher the Level, the better.

- o Pattern in the table below distinguishes between the type of memory, or modes that don't even have memories such as Summon Mode.
- o Depending on memories, you can gain various amounts of SP.
- o Under a certain condition (see C under Odds and Ends), this amount can double.
- o Gauge Modification indicates what happens with your DMW State after you've performed the Limit Break. Zero indicates no chance, but -1 could for example drop your DMW State from HIGH to NORMAL
- .
- o Additionally, the DMW State (LOW) always has a 50% chance of giving a +1, and the DMW States (SKY HIGH) and (HEAVENLY) always have a 50% chance of -1.
- o There is one other factor regarding Limit Break Level, for which the formula is used. However, when all numbers a 7's, the Modification is random.

---

For every number 7: [Sum of Numbers/10] + 1

---

Example #1: You attain the numbers 456. Nothing changes in Modification terms.

Example #2: You attain the numbers 473. You have \*one\* number 7, so you use the formula:  $[(4+7+3)/10] = [1.4] = 1$  (always round down).  
1 + 1 = 2, so the Modification gets a total of +2.

Example #3: You attain the numbers 767. You have \*two\* number 7's, so you use the formula..twice.  $[(7+6+7)/10] = 2$ . 2 + 1 = 3. You should use the formula again, which makes for a total of 3 + 3 = 6. This will then obviously give you a Level 5 Limit Break, the highest.

Example #4: You get the numbers 777. Modification is completely random.

- o Recovery indicates how big of a boost you get to your HP/MP/AP. The %'s are based on your Max HP/MP/AP, and they cannot normally exceed 2x your Max stat.

---

Pattern:	DMW State:	SP:	Level:	Gauge Mod.:	Recovery:
No Memories	LOW or NORMAL  HIGH or higher	300  300	1  1	0  -1	10%  10%
Character Unique (10%)	LOW  NORMAL or higher	500  500	3  3	+1  0	20%  20%
Character Unique (25%)	LOW  NORMAL  HIGH  SKY HIGH  HEAVENLY	1000  1000  1000  1000	4  4  4  4	+2  +1  +1  +1	50%  60%  80%  100%  150%
Generic (1 Scene)	All	500	2	0	15%
Generic (3 Scenes)	All	1000	3	0	25%
Generic (5 Scenes)	LOW  NORMAL  HIGH	2000  2000  2000	5  5  5	0  0  0	50%  60%  80%

	SKY HIGH	2000	5		0		100%	
	HEAVENLY	2000	5		0		150%	
Summon Mode	LOW	3000	1		0		60%	
	NORMAL or higher	3000	1		0		70%	
Chocobo Mode	LOW	1000	3		+2		30%	
	NORMAL	1000	3		+1		30%	
	HIGH or higher	1000	3		0		30%	

#### Odds and Ends:

-----  
A few closing notes about how the DMW works, which really doesn't fit anywhere else. Oh yes, the DMW is quite the system with all it's tweaks.

- o There are 3 different "Reel Movements" besides the regular spin. These are about the Middle Reel, and can be described as:
  - (A): Reel slips one frame forward.
  - (B): Reel stops for a moment, then shakes left and right, and slides very slowly down one more frame.
  - (C): Reel stops for a moment, then starts up again spinning at a high speed. Afterwards, proceeds to Summon or Chocobo Mode, or Memory Activation. With this movement, activation is 100% guaranteed. Furthermore, the amount of SP gained in the table above will double if (C) occurs. Good stuff.
- o Each Limit Break has 5 levels in growing strength
- o Target enemy for Limit Breaks is randomly chosen
- o Limit Breaks have no element (not even summons)
- o Distant enemies can be hit
- o Limits can activate when Zack is Stopped or Stunned
- o Good status altering Limit Breaks will activate even when the battle is already over and no enemies are left (so you gain the good status/lvl up, etc)
- o The DMW slot reels do not act independently. There is only ONE generator, which is controlled by the entire above process. The numbers that you can get, however, are chosen completely random, with the exception of 777 (Lvl Up).

And.. that's pretty much the mechanics behind the DMW. There may be one small thing about Chocobo Mode that I couldn't quite figure out, but that is something of lesser importance. If you can help (Japanese readers, I could really use a lending hand), feel free to email me and I'll be sure to respond.

Oo\*==\*==\*==\*==\*Oo==\*==\*==\*==\*==\*==\*==\*==\*==\*==\*==\*==\*Oo-\*==\*==\*==\*==\*==o  
 ||                   DMW Genji Shield/Magic Pot           ||  
 Oo\*==\*==\*==\*==\*==\*==\*==\*==\*==\*==\*==\*==\*==\*==\*==\*==oO

A very frequently asked question is.. How do I get a Genji Shield. Or: How to encounter a Magic Pot. This section will answer both these questions, and hopes to make your experience as easy as possible. Among my thanks is the user Arag0rn, who provided an excellent Board FAQ solely dealing with this.

#### General Information:

- =====
- o First of all, you need to be able to do Mission 7-6-6. Refer to the mission section to see the other missions you need to beat to get here.
  - o In order for the/any Magic Pot, to drop the Genji Shield, you MUST have

already gotten the Magic Pot DMW. Because of this, I highly suggest you get this DMW from a different Magic Pot enemy than the one in Mission 7-6-6. The other Magic Pots are easier, as they require different, easier, attack combinations. For example:

- o The Magic Pot in Mission 2-2-6 asks for Blizzaga, Firaga, Thundaga, and Gravity.

Prepare Yourself:  
=====

Heavenly DMW:  
=====

- o Now you'll need to boost your DMW to it's highest potential, "Heavenly". So... how the heck do we do that? Don't fret, I'm about to tell you.
- o Go buy a few Lucky Stars DMW Materia from Research Dept QMC+ Shop. This shop can be found in Gongaga's outskirts. Go do a few easy missions and let the DMW Spin. When you get Cissnei's Lucky Stars, check if your DMW status is Heavenly afterwards. If it is, end the battle and mission.
- o Now you'll want to permanently fix that Heavenly status. The best way to do this is to get yourself cursed. Equipping a Cursed Ring does the trick the easy way. It may take a little more effort if you don't have it, because you will need an enemy to cast Curse on you.

An enemy in Mission 2-2-5, the Ahriman, will cast it frequently. Start the mission, hug the left wall and follow it around to the boss. Kill the Griffon and let the Ahriman have a good time with you.

- o Oh, and in case you were wondering, UNEQUIP the Curse Ring after equipping. Just don't cure your Curse, you'll NEED it.

All the rest:  
=====

- o The Magic Pot in Mission 7-6-6 will ask for the following four attacks: Gil Toss, Costly Punch, 99999 damage, and Octaslash.

People often ask what the 99999 damage materia/attack is.. Well, it's simple. You just need to deal that specific 99999 damage, with any attack allowed. Therefore, your best and most logical bet is probably to just use Costly Punch another time to hit it for 99999 damage. Gil Toss is simple as well. This leaves us with the Octaslash attack, which is. .completely random. Ouch.

- o Buy 4 Octaslash Materia from the Research Dept QMC+ Shop. That shop can be accessed after you've it in a chest in the Gongaga Outskirts near endgame.
- o Also buy the Dash Materia if you don't have it. This will help you escape from battles easier.
- o Naturally, equip Gil Toss and Costly Punch in any case. This leaves 4 slots, so you'll have to choose between Dash and a potential fourth Octaslash. You may Master the Octaslash Materia to raise your success rate, but you won't need it per se.
- o Mission 7-4-6 holds a Gil Toss, and a Costly Punch can easily be made by fusing any DMW Materia (like Octaslash, for example) with a "Punch Materia", such as Goblin Punch.
- o Equip the "Brutal" item, which increases your damage limit to 99999 instead

of the puny 9999. If you have a better item that also deals with this, go ahead and use it. For those who don't, the Brutal item can be gotten as a reward from Mission 7-4-6.

- o Furthermore, equip stat boosting equipment and focus mainly on your Vitality. Also keep your Strength up, you might need it. This will ensure, or rather at least endure your survival. Power Suit or Ziedrich are both quite useful mentions here.
  - o You may also want to equip something that prevents Stun. There are other random birdies in the mission we're about to enter that can make your life.. unpretty with a Stun attack.
  - o Lastly, be sure to have a few Remedies. You'll need to remove Curse later.

## Encountering Magic Pot:

- Save your game with all the preparations.
  - Start Mission 7-6-6 and get into a random encounter. It doesn't matter where, the chances of a Magic Pot appearing are the same everywhere (unfortunately).
  - When you get the infamous Magic Pot during an encounter, use asked attacks on him, until it asks Octaslash. At this point, quickly use a Remedy on yourself to relieve the nasty (but so far handy) Curse Status. This instantly gets the DMW spinning again.
  - Now it's only a matter of luck that you get Octaslash in the short time span that the Magic Pot is willing to wait for it.. which .. isn't very long. In any case, you've maximized your chances for getting the Genji Shield, so be a man (or a girl .. wait, that doesn't sound right, just be a man) and reset when things don't go your way. Repeat the Mission, get to a Magic Pot.. etc.
  - ???
  - PROFIT! The Genji Shield is now yours. Congratulations!

June 22th, 2008.

- o First draft, as presented in the Main Guide.

July 25th, 2008.

- Added in the Genji Shield/Magic Pot section.
  - Small correction in the Gauge Mod. table.

August 22th, 2008.

- o Added DMW State info right before Step 1.
  - o Added Limit Break Rate information under Step 5.
  - o Added notes about (C) Reel Movement under Step 7.
  - o Added modification formula under Step 8.
  - o Added "Odds and Ends" section.
  - o Plus many small corrections.

## Credits

## Main Credits:

## Credits

- o Jujubix: Great help with translations of the Ultimania.
- o Arag0rn: Big help with the Genji Shield section.
- o Absolute Steve: For writing this Guide, all rights reserved.
- o My Readers: Thank you for reading this.

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