

Crisis Core: Final Fantasy VII DMW Guide

by Absolute Steve

Updated to v1.50 on Nov 8, 2013

```

Oo=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*oO
||     FFVII: Crisis Core DMW Mechanics     ||
||                   Version: 1.50           ||
||           Copyright: Absolute Steve       ||
||           Email: faq@shillatime.org      ||
||           All rights reserved (C) 2008    ||
Oo=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*oO
    
```

[facebook.com/absolutesteve](https://www.facebook.com/absolutesteve)

~~~~~

```

Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*oO
||                                     ||
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*oO
    
```

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

```

Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*oO
||                                     ||
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*oO
    
```

Please take a minute to read this and step out of the guide for a second. You can greatly support me and others, perhaps even for free.

I sincerely hope you will find this Guide useful. If you found it to be handy and useful, consider the possibility of sending a donation. I'm a student and.. you can probably figure the rest. I will continue to work on Game Guides, although your help is greatly appreciated. You also automatically help supporting the free online gaming community. Thank you very much.

For more info regarding donations, visit my website: shillatime.org

- o Supporting can be done by two means:
- o Donate by Paypal, Donation Account: faq@shillatime.org

If you can't donate (through PayPal, or at all), then maybe:

- o Buy something at Amazon (OR.. have your parents/friend/relative buy something that they would buy online *anyway*) and use the following Amazon Search Box:
=====


```

|                                     |
|               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 # Materia|
|3 the same # |2 Levels up for equipped # Materia|

```

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:

=====

```
-----  
|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:  
'-----'-----'-----'-----'-----' [Stun: Inf-10])
```

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: Moogles
 Attack Name: Moogles 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

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

```
.-----.
```

State:	Activation Chance:	
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:	Character Unique: (10%-type)	Character Unique: (25%-type)	Generic: 1 Scene	Generic: 3 Scene	Generic: 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   |           Generic:   | | |
|             |             |Unique (25%)|1 Scene|3 Scene|5 Scene|
|=====|=====|=====|=====|=====|=====|
|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)

=====

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: |           Generic(*): | | | |
|            |             |(10%-type)|(25%-type)|1 Scene|3 Scenes|5 Scenes|
|=====|=====|=====|=====|=====|=====|=====|
|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			Step 7c: Chocobo's		
DMW State:	Chance:		DMW State:	Chance:	
LOW	50.0%		LOW	31.3%	
NORMAL	70.3%		NORMAL	50.0%	
HIGH	56.9%		HIGH	70.3%	
SKY HIGH	93.8%		SKY HIGH	85.9%	
HEAVENLY	100.0%		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 change, 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 are 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	300	1	0	10%
	HIGH or higher	300	1	-1	10%
Character Unique (10%)	LOW	500	3	+1	20%
	NORMAL or higher	500	3	0	20%
Character Unique (25%)	LOW	1000	4	+2	50%
	NORMAL	1000	4	+1	60%
	HIGH	1000	4	+1	80%
	SKY HIGH	1000	4	+1	100%
	HEAVENLY	1000	4	0	150%
Generic (1 Scene)	All	500	2	0	15%
Generic (3 Scenes)	All	1000	3	0	25%
Generic (5 Scenes)	LOW	2000	5	0	50%
	NORMAL	2000	5	0	60%
	HIGH	2000	5	0	80%

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

