

\ #3 Rules of the Challenge \
\ #4 Command Ratings \
\ #5 Some Helpful Tips \
\ #6 Walkthrough \
\ #7 Frequently Asked Questions (FAQs) \
\ #8 Legal Information \
\ #9 Credits \
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  / #1 Version History | |
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Version 1.0

Frame: Created "Version History, Introduction to the IENANENPANLBCMO, Rules of the Challenge, Command Ratings, Some Helpful Tips, Walkthrough, Frequently Asked Questions (FAQs), Legal Information, and Credits" sections; created various ASCII art. 2/1/06 92KB

Personal Notes: I fell short in three areas: 1) I could have provided more comprehensive random enemy encounter strategies; 2) I didn't provide *any* commentary on Emerald Weapon; 3) I didn't tie up various loose ends. The first and last are symptoms of most V1.0 guides, but the middle one I feel a bit more obliged to say something on. Eh, well, first I need to gather more info, then I'll be back! >_> <_< With info concerning Emmy. *runs*

Version 1.1

Update: Primary grammatical errors fixed; added Emerald data to FAQ section. 5/23/06 93KB

Personal Notes: Most corrections you'll find were the typical, stupid V1.0 mistakes. Otherwise, the only major change was providing some of the info I've gathered in my tackles with Emerald. Check it out. As for the excessive use of box formatting, yes, I'm well aware of that, and I'll figure something out by the next major update, so look forward to it. ;P

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  / #2 Introduction to the IENANENPANLBCMO | |
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I'd never really played through an FfVII challenge, yet I wanted to do something no one had done before (... >_> as... far as I know). What I'd really wanted to do was an ESO, but due to my inexperience, a totally pure ESO (as strict as you it can be), is a *tad* out of my skill range. Furthermore, the restrictions I tried to impose on it left far too many exceptions for the challenge to still be similar to its original form (as both I and the GameFAQs FfVII board figured out), so I just scratched out that

character and proceeding without it would be radically more difficult; never loses value and is incessantly used from when it is first gained to the very end.

3) To give a more accurate rating, each command/skill is rated in three separate game periods somewhat ambiguously called "Early", "Mid", and "Late". To clarify these divisions, think of each respectively being divided from the next/last by the start/end of the three game discs.

4) Command Materia are listed in order of acquisition. On the other hand, individual Enemy Skills are listed in the order they are in the game's menus. Otherwise:

- a) Sense
- b) Steal
- c) Enemy Skill
 - i) Frog Song
 - ii) L4 Suicide
 - iii) Magic Hammer
 - iv) White Wind
 - v) Big Guard
 - vi) Angel Whisper
 - vii) Dragon Force
 - viii) Death Force
 - ix) Flame Thrower
 - x) Laser
 - xi) Matra Magic
 - xii) Bad Breath
 - xiii) Beta
 - xiv) Aqualung
 - xv) Trine
 - xvi) Magic Breath
 - xvii) ????
 - xviii) Goblin Punch
 - xix) Chocobuckle
 - xx) L5 Death
 - xxi) Death Sentence
 - xxii) Roulette
 - xxiii) Shadow Flare
 - xxiv) Pandora's Box
- d) Manipulate
- e) W-Item
- f) Mime

- a) Sense
- *****

Description: View a single target's stats.

Early - ***
Mid - ***
Late - **

A generous rating honestly. If you have an FAQ with an enemy's stats and a calculator handy, Sense becomes totally and completely useless.

- b) Steal
- *****

Description: Steal an item from an enemy.

Early - **
Mid - **
Late - ***

There are a bunch of reasons Steal suffers. For one, Enemy Skills tend to dominate the offensive field. Also, much of what can be stolen can't be used due to limitations, the same limitations which mean you don't spend Gil on weapons, armor, accessories, etc. meaning you have ample money to buy pretty much everything else you need. The few exceptions are noted through the guide.

c) Enemy Skill

Description: Perform Enemy Skills.

Early - *****
Mid - *****
Late - *****

i) Frog Song | ii) L4 Suicide

Description: Turns single target into a frog and puts said target to sleep | Description: Causes critical damage to enemies with level divisible by four. | May also cause 'mini' status as well. | Critical damage = HP of target * 31/32

MP Cost: 5 | MP Cost: 10

Early - ** | Early - **
Mid - * | Mid - **
Late - * | Late - **

For the most part, Frog Song has little more than novelty use, as just blitzing stuff is usually faster. | Sparse uses at best. There just aren't that many enemies with levels divisible by four.

iii) Magic Hammer | iv) White Wind

Description: Transfers 100 MP from the target to the caster | Description: Heals all targets by the amount of current HP of the caster and cures all targets of sleep, poison, confusion, silence, slow, stop, frog, mini, slow-numb, petrify, berserk, paralyzed, darkness, Death Force, and Shield

MP Cost: 3 | MP Cost: 34

Early - *** | Early - ****
Mid - *** | Mid - ****
Late - *** | Late - ****

Although good at restoring your own MP, it shines brightest at depriving an MP-dependent enemy of his own. | *The* healing spell for most of the game.

v) Big Guard

Description: Casts Haste, Barrier, and MBarrier on all targets

MP Cost: 56

Early - ***
Mid - ****
Late - ****

Absolutely incredible and a real lifesaver. Its only flaws are high MP cost, and requirement to recast if you wish to retain the Wall status, a flaw which becomes less apparent once you acquire Magic Hammer.

|vi) Angel Whisper

|Description: Revives, restores to |maxHP, and cures target of sleep, |poison, confusion, silence, slow, stop, |frog, mini, petrify, berserk, darkness, |and paralysis statuses

|MP Cost: 50

|Early - N/A
|Mid - N/A
|Late - **

|Problem is, you get it too late, it's |expensive, and White Wind is outright |better. The only time it earns its rent |is when you want to revive a KOed PC |to maxHP, which you'd only want to do |when you're not attacking via ????.

vii) Dragon Force

Description: Raises Defense and Magic Defense (ST)

MP Cost: 19

Early - N/A
Mid - N/A
Late - **

Not particularly effective, single target, and reasonably pricey.

|viii) Death Force

|Description: Target gains immunity to |instant death

|MP Cost: 3

|Early - *
|Mid - *
|Late - **

|This skill would be really cool... if |only more enemies used instant death |attacks. Wait a sec... did I just *ask* |for more enemies use ID attacks? >_> |Never mind.

ix) Flame Thrower

Description: Inflicts low-tier magical Fire-elemental damage on a single target

MP Cost: 10 MP

Early - ***
Mid - *
Late - *

I'll be frank. Flame Thrower totally stinks, but it *is* the only ST damage you have early in the game, and it trumps Matra Magic ever so slightly as ST damage (even if it's less economical). The instant you get Aqualung and Beta though, it becomes utter garbage.

|x) Laser

|Description: Gravity-elemental damage |that halves the target's current HP

|MP Cost: 16

|Early - **
|Mid - **
|Late - ***

|Eh, limited and highly circumstantial |use, but it is pretty cheap in cost and |has some notable applications endgame.

xi) Matra Magic

Description: Low-tier, non-elemental damage on all targets

MP Cost: 8

Early - ****

Mid - *

Late - *

This spell totally rocks until around Desert Prison on Disc 1. When you first get it, OHKOes are fairly common.

|xii) Bad Breath

|Description: Casts confusion, mini, frog, poison, silence, and sleepel on all targets

|MP Cost: 58

|Early - N/A

|Mid - ???

|Late - ???

|Alright, here's the truth. I never got Bad Breath, not because I can't, but because the odds of the most lethal afflictions missing is pretty low. My guess is that it would actually be pretty badass, but eh. *shrugs*

xiii) Beta

Description: High-tier, Fire-elemental damage on all targets

MP Cost: 35

Early - ****

Mid - ***

Late - **

Together with Aqualung, Beta pretty much wrecks everything for the first half of the game and gradually falls out of use afterwards.

|xiv) Aqualung

|Description: High-tier, Water-elemental damage on all targets

|MP Cost: 34

|Early - ****

|Mid - ***

|Late - **

|Together with Beta, Aqualung pretty much wrecks everything for the first half of the game and gradually falls out of use afterwards.

xv) Trine

Description: Mid/High-tier, Lightning-elemental damage on all targets

MP Cost: 20

Early - ***

Mid - **

Late - **

Gained a bit later than Beta and Aqualung and more than noticeably weaker, Trine's only real application is against weak enemies you don't want to waste the MP on.

|xvi) Magic Breath

|Damage: High/Max-tier, Fire/Lightning/Ice-elemental damage on all targets

|MP Cost: 75

|Early - N/A

|Mid - ****

|Late - ***

|Totally rocks almost the entire second half of the game. Sure, it costs allot and doesn't work against anything of Fire/Lightning/Ice elemental, but still...

xvii) ????

Description: Deals damage equal to the caster's maxHP - currentHP

|xviii) Goblin Punch

|Description: Physical damage to a target that increases as the level of the caster approaches that of the target (~x4)

MP Cost: 3

Early - ****

Mid - ****

Late - ****

Incredible spell. There are so many tactical uses of this spell, but even the simplest deals huge damage.

|MP Cost: 0

|

|Early - N/A

|Mid - LOCKED

|Late - LOCKED

|

|LOCKED - Physical damage.

|

|

xix) Chocobuckle

Description: Deals damage equal to number of battles you've run from

MP Cost: 3 MP

Early - N/A

Mid - N/A

Late - N/A

Yeah... it's unattainable due to the lack of Chocobo Lure and all.

|xx) L5 Death

|

|Description: Casts instant death on any target with a level divisible by 5

|

|MP Cost: 22 MP

|

|Early - N/A

|Mid - N/A

|Late - *

|

|Gained extremely late, works on virtually nothing, costs allot, *and* is |ST. Not good, not good at all.

xxi) Death Sentence

Description: Places a 60 second timer above the target's head. Upon termination of the timer, instant death is cast on that target

MP Cost: 10

Early - *

Mid - *

Late - *

Too many enemies are immune to instant death, and more importantly, the wait is simply too long.

|xxii) Roulette

|

|Description: Selects a random target from all the targets on the screen and casts instant death on it

|

|

|MP Cost: 6

|

|Early - N/A

|Mid - N/A

|Late - *

|

|Seriously, beyond novelty, this move |totally sucks for being so random. |Geez, all the ID Enemy Skills stink. |_-

xxiii) Shadow Flare

Description: Max-tier, non-elemental damage to a single target

MP Cost: 100

Early - N/A

Mid - ****

Late - ****

Bar ?????, the best ST damage you've got. Kind of expensive, but well worth the cost.

|xxiv) Pandora's Box

|

|Description: High-tier, piercing magic damage to all targets

|

|MP Cost: 120

|

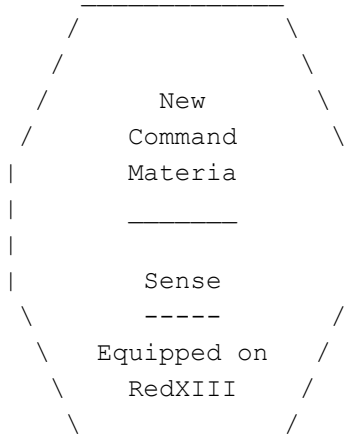
|Early - N/A

|Mid - N/A

|Late - ****

|

|Best MT damage you've got. Normally, |I'd say, "Problem is, it's too |expensive," but fortunately you have |Mime around the time you get it, so |it's not *too much* of an issue.



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Midgar Area
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Run from everything not Custom Sweeper.

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o-----o
|>>>>*New Enemy Skill - Matra Magic (ESM#1)           *<<<<<|
|>>>>*Learned From - Custom Sweeper                   *<<<<|
|>>>>*Location - Midgar Area (Dirt)                   *<<<<|
|                                                       |
|Strategy: Because you have no way to hurt them *and* because they always |
|appear in groups of two, it's an all or nothing to get the skill when    |
|battling them (especially if you get pincerd). Fortunately, they usually|
|(eventually >_) cast Matra Magic, so just wait it out until they cast it|
|and then Matra Magic them to death.                                     |
o-----o
  
```

Now you can hit stuff, albeit only through Matra Magic, but that's all you'll need.

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====
Kalm
====
  
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Kalm Flashback time. No need to worry about the challenge's stipulations since Cloud's a twig, Sephy will auto-nuke everything on the field effortlessly, and because it's literally impossible for Sephiroth to die.

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Midgar Area/Grasslands Area
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o-----o
|>>>>*New Enemy Skill - L4 Suicide (ESM#1)           *<<<<<|
|>>>>*Learned From - Mu                               *<<<<|
|>>>>*Location - Grasslands Area (Grass)             *<<<<|
|                                                       |
|Strategy: These guys are definitely irritating, namely because there's a  |
|mere 1 in 14 chance they'll pull it out, so it may take a while until you |
|learn it. On the plus side, the little guys don't know anything particularly|
|lethal (meaning that them appearing in groups isn't a bad thing) and they're|
  
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|not durable either, so nuke them with Matra Magic once they give you what |
|you seek. |

o-----o

More Matra Magic against anything and everything.

With Choco/Mog and Chocobo Lure locked, there's no need to stop at the Chocobo Farm, but now that means you'll have to cross the marsh... the hard way. Well, to be fair, there are two ways of doing it. The first is very difficult and ill-advised. Basically, you become familiar with the Midgar Zolom's pattern of movement, and find the point on your side of the marsh most expedient in exploiting that one moment where the Zolom will need the most time to catch up to you. I've done it myself but only after several pain-staking tries (plus, I was too stubborn to give up), and from personal experience I can say that the margin of error is extremely small. Now, putting the annoying method aside, here's the second, safe method. Time the cross as best as you can, but as soon as the Zolom gets close, pause, save, reset, and reload the file. Catch is, the Zolom's location on the map isn't saved when you reset, meaning that it will restart from its original location instead of on your tail, giving you a comfortable lead to finish the cross (or... to repeat this process again if need be).

Mythril Mines

o-----o
|>>>>*New Enemy Skill - Flame Thrower (ESM#1) *<<<<|
|>>>>*Learned From - Ark Dragon *<<<<|
|>>>*Location - Mythril Mines (Eastern Peninsula, Northern Peninsula) *<<<|
| | |
|Strategy: Nothing particularly troublesome; Ark Dragons cast Flame Thrower |
|allot, so it won't take too long until your ESM-bearing character gets hit. |
|Then Matra Magic/Flame Thrower to death accordingly. |
o-----o

Matra Magic everything else.

Junon Area

I cannot emphasize this point enough: Do not acquire Yuffie under any circumstances!

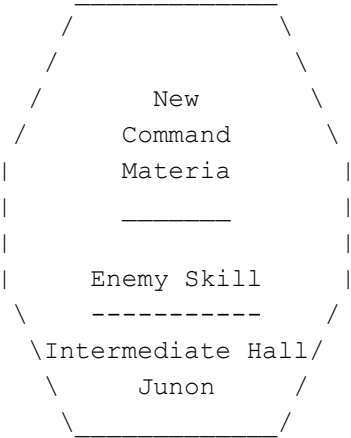
Junon

Stock up on Potions and Tranquilizers before heading out to the coast to fight Bottomswell.

o~~~~~o
|Bottomswell|
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|Cloud - L15 - ESM#1, Sense (L1)|
|Barret - L14 - Sense (L1) |
|Red XIII - L15 - Steal (L1) |
o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o
|Strategy: Cloud Flame Throwers (~180) Bottomswell. Should anyone other than |

|Cloud become trapped in a Waterpolo, heal them via Hi-Potions (if you have
 |another free character, use him, not Cloud) should they near critical. If
 |Cloud gets Waterpoloed, wait for her to die ASAP and then revive/heal him
 |Otherwise, whenever everyone is okay, have your two extra throw Potions
 |about.

o~~~~~o



 Shinra Boat
 =====

o~~~~~o

|Jenova*BIRTH|

o~~~~~o

- |Cloud - L16 - ESM#1, Sense (L1)|
- |Barret - L15 - Sense (L1) |
- |Red XIII - L16 - ESM#2, Steal (L1)|

o~~~~~o

|Strategy: Fairly long and annoying but not hard. Tail Laser smacks you for |
 |~50, and all his ST damage hits anywhere between ~60 and ~70 *shakes fist at|
 |Jenova often acting twice a turn*. Cloud of course diligently Flame Throwers|
 |(~160) the sucker while Barret and Red XIII seem eternally occupied juggling|
 |Potions (Bring at least 30 with you). Beware of Stop. |

o~~~~~o

 Costa Del Sol
 =====

Restock and head out.

 Corel Area/Mt.Corel
 =====

Exclusive spamming of Matra Magic pretty much annihilates everything.

 North Corel
 =====

More restocking and more heading out.

 Gold Saucer
 =====

Corel Area

=====

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o-----o
|>>>>>*New Enemy Skill - Big Guard (ESM#1, ESM#2)           *<<<<<<<|
|>>>>>*Learned From - Beach Plug                             *<<<<<<|
|>>>>>*Location - Corel Area (Beach)                         *<<<<<<|
|>>>>*Susceptible to Manipulate - Yes                       *<<<<<<|
|                                                              |
|Strategy: Manipulate, guard yourself with Big Guard, and Matra Mag- *gets|
|*shot*                                                       |
o-----o

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Gold Saucer Area

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o-----o
|>>>>>>*New Enemy Skill - Aqualung (ESM#1, ESM#2)         *<<<<<<<|
|>>>>>>*Learned From - Harpy                               *<<<<<<<|
|>>>>>*Location - Gold Saucer Area (Desert - Buggy only) *<<<<<<<|
|>>>>>*Susceptible to Manipulate - Yes                     *<<<<<<<|
|                                                              |
|Strategy: First cast Big Guard on yourself, then immediately Manipulate|
|him, cast Aqualung on yourself, and then have him continually Aqualung |
|himself.                                                     |
o-----o

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Junon Area

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o-----o
|>>>>>>*New Enemy Skill - White Wind (ESM#1, ESM#2)       *<<<<<<<<|
|>>>>>>*Learned From - Zemzelett                           *<<<<<<<<|
|>>>>>*Location - Junon Area (Grass, Dirt)                  *<<<<<<<<|
|>>>>>*Susceptible to Manipulate - Yes                       *<<<<<<<<|
|                                                              |
|Strategy: Manipulate him, learn White Wind, and then Aqualung him to death.|
o-----o

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Mythril Mines

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o-----o
|>>>>>>*New Enemy Skill - Flame Thrower (ESM#2)           *<<<<<<<<|
|>>>>>>*Learned From - Ark Dragon                           *<<<<<<<<|
|>>>>>*Location - Mythril Mines (Eastern Peninsula, Northern Peninsula)*<<<<<<<<|
|>>>>>*Susceptible to Manipulate - Yes                       *<<<<<<<<|
|                                                              |
|Strategy: I know what you're thinking: "Why?" To give your second Enemy |
|Skill Materia a form of ST damage... I guess. >_> Anyway, it's on the way,|
|and it's not as if Ark Dragons are particularly difficult or rare, so... |
|yeah...                                                       |
o-----o

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Grasslands Area

=====


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O-----O
|>>>>>*New Enemy Skill - Beta (ESM#1, ESM#2)          *<<<<<<|
|>>>>>*Learned From - Midgar Zolom                    *<<<<<<|
|>>>>*Location - Grasslands Area (Marsh)              *<<<<<|
|>>>*Susceptible to Manipulate - No                   *<<<<|
|
|Strategy: A serious pain in the butt. Here's the problem-- The Zolom tends
|not to pull out Beta until one target has been Blown Away, and since only
|your Enemy Skill bearers can deal damage, that means you'll have to go
|through this whole ordeal twice. Also, the instant Midgar Zolom counters
|whatever you're doing with Beta, you need to have the Wall from Big Guard
|up. Anyways, Aqualung him from the start until his HP is less than 3/8s.
|Next, switch to weaker forms of damage to be used by the character you
|intend to be Blown Away. Then maintain a Big Guard while continuing the
|attack with your remaining attacker. Oh, and don't forget about your third
|PC; he should be tossing about Potions and Hi-Potions ad exhaustium. Once
|(if) Beta is cast, have that third character Hi-Potion the Enemy Skiller
|and Beta/Aqualung for a finish. Note: Said strategy may require an Ether.
O-----O

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O-----O
|>>>>>*New Enemy Skill - L4 Suicide (ESM#2)           *<<<<<<|
|>>>>>*Learned From - Mu                              *<<<<<<|
|>>>>*Location - Grasslands Area (Grass)              *<<<<<|
|>>>*Susceptible to Manipulate - No                   *<<<<|
|
|Strategy: I'll admit it-- There's really no real reason to go through so
|much effort to get L4 Suicide, but... uh... it can't hurt?
O-----O

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Gongaga
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O~~~~~O
|Reno & Rude|
O~~~~~O~~~~~O~~~~~O~~~~~O~~~~~O~~~~~O~~~~~O~~~~~O
|Cloud      - L19 - Manipulate (L1), Sense (L1)|
|Cait Sith - L17 - ESM#1, Sense (L1)          |
|Red XIII   - L19 - ESM#2, Steal (L1)         |
O~~~~~O~~~~~O~~~~~O~~~~~O~~~~~O~~~~~O~~~~~O~~~~~O
|Strategy: Beta and Aqualung FTW!             |
O~~~~~O~~~~~O~~~~~O~~~~~O~~~~~O~~~~~O~~~~~O~~~~~O

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O-----O
|>>>>>*New Enemy Skill - Frog Song (ESM#1, ESM#2)    *<<<<<<<|
|>>>>>*Learned From - Touch Me                      *<<<<<<<|
|>>>>*Location - Gongaga (Jungle)                  *<<<<<<<|
|>>>*Susceptible to Manipulate - Yes               *<<<<<<<|
|
|Strategy: Manipulate, learn Frog Song, revert them via Frog Jab, and then
|nuke the frog through any number of ways.
O-----O

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Beta and Aqualung for decimation.

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=====
Gongaga Area/Cosmo Area
=====

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More destruction via Beta and Aqualung.

Cosmo Canyon
=====

o-----o
|>>>>>*New Enemy Skill - Death Sentence (ESM#1, ESM#2) *<<<<<<|
|>>>>>*Learned From - Gi Spector *<<<<<<|
|>>>>*Location - Caves of the Gi (Third Screen) *<<<<<|
|>>>>*Susceptible to Manipulate - Yes *<<<<|
| |
|Strategy: Manipulate, learn Death Sentence, and Beta as a finisher.|
o-----o

Beta everything, but remember to Frog Song Stingers first.

o~~~~~o
|Gi Nattak|
o~~~~~o~~~~~o
|Cloud - L23 - Manipulate (L1), Sense (L1)|
|Cait Sith - L22 - ESM#1, Sense (L1) |
|Red XIII - L23 - ESM#2, Steal (L1) |
o~~~~~o~~~~~o
|Strategy: Phoenix Down = Instant Win. |
o~~~~~o~~~~~o

Cosmo Area/Nibel Area
=====

Aqualung/Beta rules the day.

Nibelheim
=====

o-----o
|>>>>>*New Enemy Skill - ??? (ESM#1, ESM#2) *<<<<<<|
|>>>>>*Learned From - Jersey *<<<<<<|
|>>>>*Location - Nibelheim Mansion (2nd Floor, Spiral Staircase) *<<<<<|
|>>>>*Susceptible to Manipulate - No *<<<<|
| |
|Strategy: Wait for the Jerseys to hit you with ???, then respond with ???,|
|and finish them with Beta/Aqualung. |
o-----o

o~~~~~o
|Lost Number|
o~~~~~o~~~~~o
|Cloud - L25 - Manipulate (L1), Sense (L1)|
|Cait Sith - L24 - ESM#1, Sense (L1) |
|Red XIII - L25 - ESM#2, Steal (L1) |
o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o
|Strategy: Aqualung and Beta, as usual, works wonders, hitting for ~700--800 |
|on average. After Big Guard, Lost Number's damage usually doesn't top |
|anything in the low 100s. After he changes into his magical form, let him |
|ream you a little bit, switch to ???, and quickly finish him before he gets|
|on a roll. |

Retrieve Vincent from the basement.

=====
Mt.Nibel
=====

o~::~:~o
|>>>>>*Materia Keeper (Boss) *<<<<<<|
|>>>>>*New Enemy Skill - Trine (ESM#1, ESM#2)*<<<<<|
|>>>>*Susceptible to Manipulate - No *<<<<|

o~::~:~o
|Cloud - L30 - Manipulate (L1), Sense (L1)|
|Cait Sith - L30 - ESM#1, Sense (L1) |
|Red XIII - L29 - ESM#2, Steal (L1) |

o~::~:~o
|Strategy: Aqualung all the way... pretty much. Slow down until he pulls out|
|Trine, then let him bash you around for a bit, switch to ???? to deal the |
|finishing blows. Materia Keeper's damage is pretty much the same as Lost |
|Number's, bar Trine hitting closer to ~300 without Big Guard. |

=====
Rocket Launch Pad Area
=====

More blowing up of everything that moves by Beta's and Aqualung's hands.

=====
Rocket Town
=====

o~::~:~o
|Palmer|
o~::~:~o
|Cloud - L31 - Manipulate (L1), Sense (L1)|
|Vincent - L30 - ESM#1, Steal (L1) |
|Cait Sith - L30 - ESM#2, Sense (L1) |

o~::~:~o
|Strategy: Smash him with Beta and Aqualung. Given the quickness/easiness of|
|this battle, there's no real need to list any of the figures. |

=====
Wutai Area
=====

o-----o
|>>>>>>*New Enemy Skill - Death Force (ESM#1, ESM#2) *<<<<<<|
|>>>>>*Learned From - Adamantaimai *<<<<<<|
|>>>>>*Location - Wutai Area (Beach) *<<<<<|
|>>>>*Susceptible to Manipulate - Yes *<<<<|

|
|Strategy: Manipulate, hit yourself with Death Force, then blow away with|
|Aqualung/Beta. |

o-----o
|>>>>>>*New Enemy Skill - Magic Hammer (ESM#1, ESM#2) *<<<<<<|

|>>>>>>*New Enemy Skill (Learned From) - Matra Magic (Custom Sweeper), *<<<<<<<<|
|>>>>>>*L4 Suicide (Mu), Beta (Midgar Zolom), White Wind (Zemzelett), *<<<<<<<<|
|>>>>>>*Flame Thrower (Ark Dragon), ???? (Jersey), Frog Song *<<<<<<<<|
|>>>>>>*(Touch Me), Aqualung (Harpy), Big Guard (Beachplug), Death *<<<<<<<<|
|>>>>>>*Force (Adamantaimai), Magic Hammer (Razor Weed) (ESM#3) *<<<<<<<<|

|
|Strategy: I didn't see any particular reason to list *all* of those strats |
|again, so I just listed the skill and "enemy from" name. Refer to past |
|strats for a clue on how to tackle with the scenarios. And as a hint, Midgar|
|Zolom should be much easier now. >_> |

o-----o

Forgotten City

o~~~~~o
|Jenova*LIFE|
o~~~~~o
|Cloud - L37 - ESM#3, Manipulate (L1) |
|Vincent - L36 - ESM#1, Sense (L1) |
|Cait Sith - L37 - ESM#2, Sense (L1), Steal (L1)|

o~~~~~o
|Strategy: Holy ****! O_o Jenova opening with Aqualung can pound you into the|
|ground for ~1500! Obviously, promptly Big Guard (reducing Aqualung to a |
|tame(?) ~750 damage; likewise, Blue Flame and Blue Light are reduced to ~200|
|from their ~400). Have your highest HP character cast White Wind while the |
|others take a couple Magic Hammer potshots until Jenova casts Reflect. |
|Follow up with a couple Betas (~800) until your HP reaches the ideal zone |
|for ????. |

o~~~~~o

=====
Disc 2
=====

Forgotten Capital

Tally ho! To the north!

Icicle Area

To the north yet again!

Icicle Inn

Restock and again to the north!

Great Glacier

Beta everything and head nor-*gets shot*

=====
Gaea's Cliff
=====

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o-----o
|>>>>>*New Enemy Skill - Magic Breath (all ESMs), Trine (ESM#3) *<<<<<<|
|>>>>>*Learned From - Stilva *<<<<<<|
|>>>>*Location - Gaea's Cliff (Indoors) *<<<<|
|>>>*Susceptible to Manipulate - Yes *<<<<|
| |
|Strategy: Big Guard your party, have Stilva cast Magic Breath, White Wind|
|your party, have Stilva Trine your party, then have Stilva Magic Breath |
|itself continually (while you White Wind yourself). |
o-----o
```

Concerning Malboros and Bad Breath, without status defenses, the chances of surviving a Bad Breath are very slim. Otherwise, Beta on everything else works pretty well (and Magic Breath on the Icicles for good measure).

```
o~~~~~o
|Schizo|
o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o
|Cloud - L43 - ESM#3, Manipulate (L1) |
|Vincent - L42 - ESM#1, Sense (L1) |
|Cait Sith - L43 - ESM#2, Sense (L1), Steal (L1)|
o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o
|Strategy: Of course, Big Guard pronto. After that, Magic Hammer away all |
|their MP, leaving them helpless. Then ???? to near-death, restore your |
|Barrier/M-Barrier, kill one off, and repeat with the other. Easy enough, ne?|
|;P |
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=====
Northern Crater
=====

Beta/Aqualung/Magic Breath/etc.

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o~~~~~o
|Jenova*DEATH|
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|Cloud - L44 - ESM#1, Sense (L1) |
|Vincent - L43 - ESM#2, Sense (L1), Steal (L1), Manipulate (L1)|
|Tifa - L36 - ESM#3 |
o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o
|Strategy: Same strategy as against Schizo, bar having to worry about a final|
|attack and protecting yourself. So... easier. |
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=====
Junon
=====

Magic Breath to decimate all the Shinra soldiers.

=====
Mideel
=====

drops off Tifa

=====
Junon
=====

Any max-tier MT spell should take care of anything here.

o~~~~~o
|Carry Armor|
o~~~~~o~~~~~o
|Cloud - L46 - ESM#3, Manipulate (L1) |
|Vincent - L46 - ESM#1, Sense (L1) |
|Cait Sith - L46 - ESM#2, Sense (L1), Steal (L1)|
o~~~~~o~~~~~o
|Strategy: >.o Lapis Laser stings (~1600)! Fortunately, Magic Breath's there |
|to save the day! After Big Guard, let loose a barrage of Magic Breaths |
|(~2800) that quickly take out his arms (at best, he'll probably grab one |
|PC... and for less than a turn), Magic Hammer him to recover a little MP and|
|to put an end to those annoying Lapis Lasers, and finish him off with more |
|Magic Breaths (although, admittedly, Trine would be sufficient against such |
|an innocuous target). |
o~~~~~o~~~~~o

Pick up all the random items at the bottom of the sea you can.

=====
Rocket Town
=====

Magic Breath yet again rules the day. No need to list any specific strategy again Rude.

=====
Cosmo Canyon
=====

Hand over all the Huge Materia to Bugenhagen.

=====
Forgotten Capital
=====

takes out some popcorn and watches the movie

=====
Midgar Area
=====

o~~~~~o
|Diamond Weapon|
o~~~~~o~~~~~o
|Cloud - L47 - ESM#3, Manipulate (L1) |
|Vincent - L47 - ESM#1, Sense (L1) |
|Cait Sith - L47 - ESM#2, Sense (L1), Steal (L1)|
o~~~~~o~~~~~o
|Strategy: Surprisingly easy. >_> With all your defenses up, his damage|
|tops ~300. Certainly a long battle, considering all the Magic Breaths |
|(~1800) you have to cast, but by no means hard. |
o~~~~~o~~~~~o

=====
Airship (Over Junon Area first, then the below locations)
=====

If Ulty appears over Northern Crater, Fort Condor, Mt.Nibel, Mideel, etc. that's fine. But if he should ever appear over Midgar, reset. Succinctly, only save *before* you fight him. After he runs away, find him again, and if he doesn't stop over Midgar, then leave the Airship, save, get back in and ram him to fight again.

One more important note: Keep track of Ultimate Weapon's HP. I don't care how you do it, whether it be a calculator or by paper and pencil, but be sure to know at all times how much of that 100000 HP has has left.

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|Ultimate Weapon (Random Encounters)|
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|Cloud - L49 - ESM#3, Manipulate (L1) |
|Vincent - L49 - ESM#1, Sense (L1) |
|Cait Sith - L49 - ESM#2, Sense (L1), Steal (L1)|
o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o
|Strategy: Spam Magic Breath (~2800) until he runs away, giving no regards to|
|the HP of your characters. Without the Big Guard, his attacks hurt a little,|
|but not all that much (Ultima Beam ~1200, Quake2 ~800, Claw ~500, Energyball|
|~900). |
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Nibelheim
=====

Drop by the Shinra Mansion and fight Mirages until one drops a Mirror.

Airship (over Cosmo Area)
=====

o~~~~~o
|>>>>>*Ultimate Weapon (Final Encounter/Boss) *<<<<<<<|
|>>>>>*New Enemy Skill - Shadow Flare (All ESMs)*<<<<<<<|
|>>>>>*Susceptible to Manipulate - No *<<<<<|
o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o
|Cloud - L49 - Sense (L1), Manipulate (L1)|
|Vincent: - L49 - Sense (L1), Steal (L1) |
|Cait Sith: - L49 - ESM#1, ESM#2, ESM#3 |
o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o
|Strategy: Big Guard, followed by Magic Breaths. Meanwhile, Cloud and Vincent|
|are to throw around Hi-Potions and Ethers. Once Ulty is one hit away from |
|death (I told ya to keep track of his HP >_), pull a quicky on him, both |
|Ethering him and using that Mirror on Cait Sith. Then Magic Breath him and |
|enjoy as he casts Shadow Flare and it bounces off of Cait Sith so that you |
|can get the ~kewl~ death along with Shadow Flare on all your Enemy Skill |
|Materia. |
o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o~~~~~o

Wutai
=====

Just for completionism... to the Pagoda! *dashes* Ether/Turbo Ether between

|Vincent - L53 - ESM#2, Sense (L1), Steal (L1) |
|Cait Sith - L53 - ESM#3, Sense (L1), W-Item (L1)|

o~::~:~o
|Strategy: Easier than the last fight; all you need to do is avoid Elena's|
|infrequent confusion attack. The only irritation is being forced to stick|
|with Aqualung (due to differing immunities and absorptions), slowing the |
|battle up a bit. |

o~::~:~o
|Proud Clod|

o~::~:~o
|Cloud - L54 - ESM#1, Manipulate (L1) |
|Vincent - L54 - ESM#2, Sense (L1), Steal (L1) |
|Cait Sith - L54 - ESM#3, Sense (L1), W-Item (L1)|

o~::~:~o
|Strategy: Pathetic. After Big Guard, none of its attacks top ~200. After |
|Magic Breathing away the Jammur Armor, switch to ??? (after Magic |
|Hammering away its MP) to finish the giant mech. No danger here, at all. |

o~::~:~o
|Final Disc 2 Battles|

o~::~:~o
|Cloud - L55 - ESM#1, Manipulate (L1) |
|Vincent - L55 - ESM#2, Sense (L1), Steal (L1) |
|Cait Sith - L55 - ESM#3, Sense (L1), W-Item (L1)|

o~::~:~o
|Hojo Strategy: As usual, a warm-up. A Big Guard, a few Shadow Flares and|
|Magic Hammers, and you're off to the second phase of the battle. |

o~::~:~o
|Hellectic Hojo Strategy: Considering the ridiculous number of status effects|
|at his disposal, choose the most direct (even if not the wisest) course of |
|action: Blitz the main body with Shadow Flares (~4000~4500), and pray that |
|Confu doesn't make an appearance. |

o~::~:~o
|Lifeform-Hojo N Strategy: Not that bad really. Once you Magic Hammer his MP |
|to take care of that pesky Silence, all he has is the ST Combo, whose status|
|attacks you can White Wind away. So, every turn two characters should cast |
|Shadow Flare (~4000~4500) while the remaining one prepares to White Wind |
|(even if the counter Combo doesn't always work as planned). |

=====
Disc 3
=====

Inside Northern Crater

There's *allot* of different stuff down here, but generally Magic Breath as MT damage and Shadow Flare as ST damage will do the trick. Once you learn it, switch to Pandora's Box for MT damage. On specific random notes, White Wind is great against all Dragon Zombies except the first one you fight *points to far below*.

o-----o
|>>>>>*New Enemy Skill - L5 Death (All ESMs) *<<<<<<<|
|>>>>>*Learned From - Parasite *<<<<<<|
|>>>>>*Location - Inside Northern Crater (All of Descent & Graveyard) *<<<<<|

|>>>*Susceptible to Manipulate - Yes *<<<|
|
|Strategy: Manipulate to have them use it on you, and, forgive me if this may|
|seem painfully obvious, but make sure your level is *not* a multiple of 5. |
|Magic Breath them once you're done. |

o-----o
|>>>>>*New Enemy Skills - Dragon Force (All ESMs), Laser (ESM#3) *<<<<<<|
|>>>>*Learned From - Dark Dragon *<<<<<<|
|>>>>*Location - Inside Northern Crater (All of Descent) *<<<<|
|>>>*Susceptible to Manipulate - Yes *<<<|
|
|Strategy: "Manipulate so they use it on you, blahblahblah". Really danger |
|here is that the dragon counters magical damage with Ultima, so either use|
|???? or keep him under manipulation, have him Laser himself until he's |
|inches away from death, and then finish him with, say, Shadow Flare. |

o-----o
|>>>>>*New Enemy Skill - Angel Whisper (All ESMs) *<<<<<<|
|>>>>*Learned From - Pollensalta *<<<<<<|
|>>>>*Location - Inside Northern Crater (Graveyard) *<<<<|
|>>>*Susceptible to Manipulate - Yes *<<<|
|
|Strategy: Manipulate, cast it on yourself, and then blow her away via Shadow|
|Flare and the like. |

o-----o
|>>>>>*New Enemy Skill - Roulette (All ESMs) *<<<<<<|
|>>>>*Learned From - Death Dealer *<<<<<<|
|>>>>*Location - Inside Northern Crater (Graveyard) *<<<<|
|>>>*Susceptible to Manipulate - Yes *<<<|
|
|Strategy: The problem-- Sure, Death Dealer can be manipulated into using |
|Roulette, but because it hits a random target on the field, it might take a|
|while for everyone to learn Roulette. Once (if) everyone knows Roulette, |
|Shadow Flare or Magic Breath, depending on the number of remaining targets. |

o-----o
|>>>>>*New Enemy Skill - Pandora's Box (All ESMs) *<<<<<<|
|>>>>>*Learned From - Dragon Zombie *<<<<<<|
|>>>>*Location - Inside Northern Crater (Graveyard) *<<<<|
|>>>*Susceptible to Manipulate - No *<<<|
|
|Strategy: The zombie only casts Pandora's Box as a final attack, but he only|
|does so *once a game*. Otherwise, the first Dragon Zombie you defeat will be|
|the only one to ever cast Pandora's Box, so be sure all your Enemy Skill |
|Materias are equipped (as if you had a reason to take them off). Furthermore|
|be sure not to cast White Wind on him to OHKO him: You'll inflict petrify |
|status on him and he won't cast Pandora's Box. Instead, cast Big Guard as an|
|opener and continually cast Shadow Flares on him. Once he approaches near- |
|death, be sure your Walls are still up (restore them if they're down), |
|finish him, and watch his final attack. |

=====
Inside Northern Crater
=====

Mow through the enemy hoards the same as last time >_> except this time you can showcase your shiny new Mime materia while you're at it.

=====
Inside the Planet
=====

Laser Iron Giants several times and then Shadow Flare as a finisher. As for the Dragon Zombies, White Wind them for instant victory!

o~~~~~o
|Jenova*SYNTHESIS|
o~~~~~o
|Cloud - L65 - ESM#1, Mime (L1) |
|Vincent - L64 - ESM#2, Sense (MASTER), Manipulate (MASTER), Steal (L1) |
|Cait Sith - L64 - ESM#3, Sense (MASTER), Manipulate (MASTER), W-Item (L1)|
o~~~~~o
|There's a catch to this battle. Basically, if you wait until the Ultima |
|countdown (technically the turn after the countdown but whatever), then you |
|automatically fight the One-Party verison of Bizarro Sephiroth, the easiest |
|of the Bizarro Sephiroths. So, without further ado: |
| |
|Strategy: After Big Guard, a few quick Pandora's Boxes (~3300) takes out the|
|tentacles, disabling Jenova. From there keep having Cloud Mime Pandora's |
|Box (both to take care of the tentacles, should they revive, and to be a |
|waiting action until you're sure Jenova's had her 13 turns) until the |
|Countdown to Ultima starts. Then everyone should switch to dishing out |
|Shadow Flares (~5000) to take her out before she casts Ultima. |
o~~~~~o

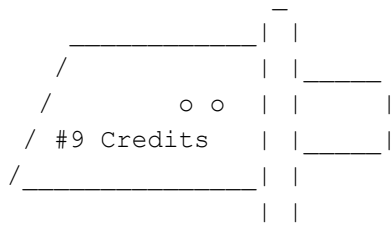
o~~~~~o
|The Final Battles|
o~~~~~o
|Cloud - L66 - ESM#1, Mime (L1) |
|Vincent - L66 - ESM#2, Sense (MASTER), Manipulate (MASTER), Steal (L1) |
|Cait Sith - L66 - ESM#3, Sense (MASTER), Manipulate (MASTER), W-Item (L1)|
o~~~~~o
|Bizarro Sephiroth Strategy: Big Guard followed by Pandora's Boxes (Cloud |
|Mimes, duh; ~3300) until all of Bizzaro's parts are eliminated. Once only |
|the main body is left, have everyone switch gears to Shadow Flare (~4500), |
|ignoring the sparse part or two that might revive in the mean time. Without |
|most of his body parts, Bizzaro can do little more than a feeble physical |
|(~300). |
o~~~~~o
|Safer Sephiroth Strategy: By this point, I don't really need to say this, |
|but will anyway, if just for consistency: Big Guard. And might I add: Ouch. |
|His Wall reduces your Shadow Flare to around ~2200 on him, plus his tops |
|your own (again with Wall status) at ~2400. His physical/Pale Horse only |
|hits for ~1600/~1300, but the Darkness and Paralysis/Frog and Mini are |
|annoying until you White Wind. Break was probably his best form of ST damage|
|at ~3000. Supernova is... well, Supernova. Fortunately, at most, the odds of|
|your entire team being hit by its status effects are pretty low. Either way,|
|X-Potion the most able character and have that character Wind Wind ASAP. |
|Finally, Deen is pretty much a pushover, only hitting you for a few hundred |
|points of damage. Overall, Safer is a final battle that's far too easy. |
o~~~~~o

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Thanks to the GameFAQs FFVII board for any and all support, esp. Tsuki and Thundaka.

Thanks to GameFAQs and Neoseeker for hosting this FAQ.

Until next time, this has been Paltheos, wishing you good luck and happy gaming.

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