

# Final Fantasy VII Materia-Only Challenge FAQ

by finkelll

Updated to v1.1 on Jan 31, 2005

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<p class=MsoNormal style='margin-left:.25in'>4.2) Sector 7 slums</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Get the all materia in the bottom right building, 2<sup>nd</sup> floor. Then go buy a fire materia in the bottom left building.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.3) Sector 5 reactor</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Hopefully you leveled up Cloud and Barret at least 1 level each by now, because if you have a level 7 Cloud and level 6 Barret this next boss will be impossible, especially since Tifa has 24ish mp. No materia in this reactor at all so just run through without fighting and get to the boss.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Boss fight.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know: I was too lazy to actually level up to beat him, and if u don't its impossible. Tifa can cast 6 spells, and that's never good.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.4) Sector 5 church</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Running around in the church with ALL---ICE on Cloud would be useful here since the enemies are easy to kill, weak to ice, and there isn't a boss. If you want to level up Aeris a little bit that's fine to.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.5) Sector 5 slums/Aeris's house</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Buy 3 titan bangles in the slums. There's a cover materia in the garden. </p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.6) Sector 6</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>This part doesn't have to do with sector 6, and I'm not giving you a guide on the whole getting pretty part because I hate doing this part. Anyway, This is a note to level up around here. You get good experience and you can rest in sector 6 for 10 gil per stay.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.7) Don's house</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>If Cloud isn't Don's choice, put ALL---ICE on him so the 2 battles go buy faster. BEFORE YOU FIGHT THE NEXT BOSS IN THE SEWERS REMEMBER TO PUT ALL-----RESTORE ON CLOUD.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>



<p class=MsoNormal style='margin-left:.25in'>Boss fight</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know: Since cloud used up some/most of his mp in the 2 random battles, he has ALL---RESTORE on him. Aeris and Tifa get their choice of Fire, lightning, and Ice. They all do about 50 damage.<span style="mso-spacerun: yes"> </span>You'll need about 40 mp from Tifa and Aeris.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>If you still have enough mp to fight you can in the graveyard because you will be automatically healed after.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.8) Sector 7 pillar. </p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Save. Climb up the tower, for this boss fight I forgot to put lightning, ice, or fire on cloud so he didn't attack but I was still fine. Mp used during boss fight against Reno: Cloud-5 mp (all-restore)</p>

<p class=MsoNormal style='margin-left:.25in'>Barret-46mp</p>

<p class=MsoNormal style='margin-left:.25in'>Tifa-50 mp</p>

<p class=MsoNormal style='margin-left:.25in'>So if you want to level up make sure you still have at least this much mp remaining.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>OTHER NOTES ABOUT FIGHT WITH RENO:  
For me, fire did 75 damage, ice did 60 damage, and bolt did 40 damage.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.9) Playground/Aeris's house</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Get the sense materia in the playground (shiny box) and there is nothing at Aeris's house besides some plot.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.10) Sector 6/ The climb up</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Buy the batteries from the guy in the gun shop. Also, buy another restore materia. That's all for this part.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

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<p class=MsoNormal style='margin-left:.25in'>4.11) Shin-ra headquarters</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Choose to bust right through the front doors (after saving out front). Place fire, lightning, or ice with your all materia. On floor 62 if you get it right on your first try you get an elemental materia, and on the 63<sup>rd</sup> floor you'll get a star pendent and an all materia. On the 67<sup>th</sup> floor in the treasure chest is a poison materia.<br style='mso-special-character:line-break'><![if !supportLineBreakNewLine]><br style='mso-special-character:line-break'><![endif]></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Boss fight.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know: Whoever has the 2<sup>nd</sup> restore materia stays to fight; the other person takes Aeris away. You'll use between 30-40 mp each person if you target only the guy in the back row. </p>

<p class=MsoNormal><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>After the fight go rest on the 64<sup>th</sup> floor (I don't know if you have to I was just being careful)</p>

<p class=MsoNormal><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>After you get out of jail there's 3 more boss battles. When you get the choice of removing materia take it all off.</p>

<p class=MsoNormal><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='text-indent:.25in'>Boss fight.<span style="mso-spacerun: yes"> </span>(Gunner on the elevator)</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know: Someone must have bolt for this battle. The other 2 have restore and fire, ice. You'll use about 60mp each person during this battle. The next fight is against Rufus. Remove all materia again.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Boss fight (Rufus) </p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know:<span style="mso-spacerun: yes"> </span>Pair all with fire, ice or lightning. Have restore on you to. You'll use 30-40 mp this battle.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>After this fight you get to do the motorcycle mini-game. The health of the people in the car is the same as the full-ness of their health against the boss at the end of the mini-game.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Boss fight (Gunner at end of mini-game)</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know: The person with bolt doesn't have a restore materia.<span style="mso-spacerun: yes"> </span>Bolt does 200 damage, ice does 110, and fire does 50. His twin burner does 80 damage and rolling fire does 200. </p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Once you reach the world map you can now level up as much as you want because inns are just a town away.</p>

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<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.12) Kalm</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>After the flashback the materia store has the following materia for sale.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Earth</p>

<p class=MsoNormal style='margin-left:.25in'>Poison</p>

<p class=MsoNormal style='margin-left:.25in'>Steal</p>

<p class=MsoNormal style='margin-left:.25in'>Sense</p>

<p class=MsoNormal style='margin-left:.25in'>Heal</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Buy the earth and heal materia.  
Then say goodbye to Kalm.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.13) Chocobo farm</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Get the chocco/mog materia by saying 'Wark' and not 'Warrrrrk'. If you really want to get a chocobo, you can but I have never gotten one in my 5 times through the game. The trick to beating the zolom to the other end is to get as close to the marsh as you can (there is an indent) and run when you are closer to the other end then it is.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.14) Cave</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>As you can tell I don't worry myself over details, anyway, there's a long-range materia in the right room.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.15) Fort condor</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>The real important thing here is to keep talking so you can rest for free. You don't have to fight if you don't want to (I didn't). After you are done level up a little bit and enter Junon</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.16) Junon</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>When you first enter you have to fight a boss.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Boss fight</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know: His bubble attack can be destroyed by hitting it, not the person. I used about 35mp from each person. I used fire, bolt and ice for attacks.</p>

<p class=MsoNormal><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>On the 1<sup>st</sup> screen where you make the shortcut after you do the parade and you have to go to the dock, the 3<sup>rd</sup> door there is an underground beginners hall with an enemy skill materia. </p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.17) Boat</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>There is an all materia near where you start. Then you go and fight jenova.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Boss fight (Jenova) </p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know: 60-70 mp per person this fight. </p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>When you beat jenova, you'll get the Ifrit materia.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.18) Costa del Sol.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>This is a very important stop and you'll need <b><u>15,000</u></b> gil here. What you are buying: 2 revive materia at 3,000 each, seal materia for 3,000, 3 platinum bangles at the bar for 1700 gil each. The bangles give you double growth.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.19) Mt. Corel</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>When you fall down the roller coaster, go left every time. 2 of the 3 right paths have nothing. At the top of the roller coasters are a W machine gun and a transform materia.</p>

<p class=MsoNormal style='text-indent:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.20) Gold saucer prison/chocobo race</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>You might have to do a little leveling up here. I also got fire 2 here. I don't suggest that you use it because it does 3x the damage and costs 6x the mp. So after you watch a few cut-scenes you get to fight dyne.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Boss fight: Dyne</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know: Make sure that Barret is in the back row, has cure materia, and fire, ice, or bolt. I used 100 mp so make sure you have enough going into the battle.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>After you kill Dyne you get to go race. While you're in the waiting room make sure to get the Ramuh summon.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.21) Gongaga</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>There's actually a decent amount of stuff here. The first thing that happens though is a fight with Reno and Rude.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Boss fight: Reno and Rude.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know: You'll need anywhere between 50-110 mp for this battle. Reno knows Turk Light, which does 240-250 damage. Rude casts cure. When I fought them Rude only cures Reno so after about 5 minutes I decided to kill Rude first. You only need to kill one of them to end the battle.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>After the fight head to the reactor and after the cut-scene reach for the Titan materia. In the next screen pick up the deathblow materia, which is legal materia. The accessory shop in town has the following materia for sale:</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Mystify-6000 gil</p>

<p class=MsoNormal style='margin-left:.25in'>Time- 6000</p>

<p class=MsoNormal style='margin-left:.25in'>Heal- 1500</p>

<p class=MsoNormal style='margin-left:.25in'>Transform- 5000</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>I don't suggest buying any of this materia, since we'll be buying hp and mp + materia at Cosmo canyon.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.22) Cosmo Canyon/ Gi cave</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>On the way here I got ice 2 and Yuffie. You don't have to get Yuffie if you don't want to. The level 2 spells still aren't worth casting because they cost too much. The materia shop has the following materia:</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Hp+ 8000 gil</p>

<p class=MsoNormal style='margin-left:.25in'>Mp+ 8000</p>

<p class=MsoNormal style='margin-left:.25in'>Mystify 6000</p>

<p class=MsoNormal style='margin-left:.25in'>Transform 5000</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>I STRONGLY suggest you buy mp+ instead of hp+ so you can cast a few more spells.</p>

<p class=MsoNormal style='text-indent:.25in'>Also, when you wake up from the inn, the first button you press is O to get an elixir.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Gi Cave</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>There's the Added Effect materia on the ledge. No other materia until after you beat the boss.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Boss fight</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know: The soul fires have low mp, so they'll run out pretty quick, making the 2<sup>nd</sup> half of the battle easier. You'll need about 150mp each person this fight. I got lucky and he only cast aspill 3 times on me (all on Aeris too)</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.23) Nibelheim/ Mt. Nibel</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>If you were wondering why I called this a challenge you'll find out why very soon. While you're still in town talk to all the black caped people to receive some items. Talk to Sephiroth in the mansion basement to receive the destruct materia. Also, before you go fight the boss in the Mountain, go back to Costa del Sol and buy another restore materia for Aeris.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Mt. Nibel</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Just a boss battle here</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Boss fight</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know: Fire heals it, Gravity does too. Hell combo does 350 damage to 1 character, Trine does 550 to everyone (you can learn it in your enemy skill materia) He always does trine right after Cure 2, which heals him for 1000 damage and always happens for the first time when he has 3300 of his 8400 health left. If you still have mp after about 5 "Cure2-trine"s, he'll run out of mp. I had an mp+ materia on everyone and an hp+ materia on Aeris. I suggest being at level 30 for this fight. I was at 28-29. You're going to need <b><i><u>270</u></i></b> mp for this fight from each person. When I won, Cloud had 4 mp left, Aeris had 3 and Red XIII had 1! Talk about a close call. One last note: LEARN TRINE.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>When you're done SAVE, then beeline to Rocket Town.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.24) Rocket Town</p>

<p class=MsoNormal><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal><span style="mso-spacerun: yes">           </span>The item store has the following materia:<br style='mso-special-character:line-break'><![if !supportLineBreakNewLine]><br style='mso-special-character:line-break'><![endif]></p>

<p class=MsoNormal><span style="mso-spacerun: yes">           </span>Barrier 10,000 gil</p>

<p class=MsoNormal><span style="mso-spacerun: yes">           </span>Exit 10,000 gil</p>

<p class=MsoNormal><span style="mso-spacerun: yes">           </span>Time 6,000 gil.</p>

<p class=MsoNormal><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

I bought 2 barriers (I'm starting to think about the fight against Demon Gate coming)

up)

<span style="mso-spacerun: yes">

Not much else, so after you get Cid's background, you fight Palmer

<[if !supportEmptyParas]>&nbsp;<![endif]>

Boss fight: Palmer

<[if !supportEmptyParas]>&nbsp;<![endif]>

What you need to know: He's a pushover. His only damaging attack is Mako gun, which does 400 damage to 1 character, which is no problem now. You need somewhere in the area of 50-80 mp for the fight.

<[if !supportEmptyParas]>&nbsp;<![endif]>

<[if !supportEmptyParas]>&nbsp;<![endif]>

After Rocket Town you find yourself outside the Wutai continent.

<[if !supportEmptyParas]>&nbsp;<![endif]>

<[if !supportEmptyParas]>&nbsp;<![endif]>

<[if !supportEmptyParas]>&nbsp;<![endif]>

<[if !supportEmptyParas]>&nbsp;<![endif]>

4.25) Between Rocket Town and Temple of Ancients notes/ little stuff

<[if !supportEmptyParas]>&nbsp;<![endif]>

First off, DON'T DO THE WUTAI SIDE QUEST. I believe the reasons are obvious, but just in case I'll tell you. You lose all your materia, which is never a good thing in this challenge.

<sup>nd</sup> you have to go to that house before anything, so go there, but there's no materia or anything.

<[if !supportEmptyParas]>&nbsp;<![endif]>

<[if !supportEmptyParas]>&nbsp;<![endif]>

<[if !supportEmptyParas]>&nbsp;<![endif]>

4.26) Gold Saucer

<[if !supportEmptyParas]>&nbsp;<![endif]>

Just fighting in the Battle arena here. If you win you get some armor, but no other materia.

<[if !supportEmptyParas]>&nbsp;<![endif]>

<[if !supportEmptyParas]>&nbsp;<![endif]>

<[if !supportEmptyParas]>&nbsp;<![endif]>

4.27) Temple of the Ancients

<[if !supportEmptyParas]>&nbsp;<![endif]>

On this first confusing screen you'll see the luck + materia, its too hard for me to direct you towards it but you get it a little before the end of the maze. On the boulders screen you'll see the morph materia at the halfway point. At the clock the only door you really need to enter is V, which has the ribbon. The next thing that happens after some plot is a boss fight

<[if !supportEmptyParas]>&nbsp;<![endif]>

<[if !supportEmptyParas]>&nbsp;<![endif]>

<p class=MsoNormal style='margin-left:.25in'>Boss fight: Red Dragon</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know: He hits hard (Red dragon breath does 800 damage), but you can kill him fast. Have a stand-by healer, and have 1 or 2 people (I only had 1) cast trine like there's know tomorrow. The trine user needs 190 mp; the other two need 50-70 mp.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>So know we are at the point of the challenge that determines your character. If you could leave (which I'm pretty sure you can't), you could level up, go buy about 20 mp+ materia, and put them on every slot except two (cure and attacking materia), but since we can't do that there's only one choice, over-level up, making the rest of the game a piece of cake, but the fact that you beat demon gate is a huge accomplishment of the challenge. The other way out is to quit the challenge, but who does that after they read the difficulty level note up top?</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Boss fight: Demon Gate</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know: This is by far your hardest battle so far mainly because he hits hard and you wont hurt him very much. Just so you have an idea: Trine does 170 damage and ice <b><i><u>3</u></i></b> does 310 damage at level <b><i><u>40</u></i></b>. What makes it even worse is that unless you have 700 mp you'll have to use level 1 spells. (I did the calculations and if you just attacked with level 3 and 1 spells: level three spells from one person does a little under 3000 damage and level 1 spells did around 4500 damage.) So now that you are scared here's how to prepare:<br style='mso-special-character:line-break'><![if !supportLineBreakNewLine]><br style='mso-special-character:line-break'><![endif]></p>

<p class=MsoNormal style='margin-left:.25in'>BARRIER---ALL</p>

<p class=MsoNormal style='margin-left:.25in'>ALL---RESTORE (mainly for Regen)</p>

<p class=MsoNormal style='margin-left:.25in'>Have <span style='mso-bidi-font-family: "Courier New"'>ESUNA</span> because he can petrify you.</p>

<p class=MsoNormal style='margin-left:.25in'>Even better, equip the ribbon and whatever else you have to prevent you from being petrified.</p>

<p class=MsoNormal style='margin-left:.25in'>Use your level 3 spells until you have 200 mp left, then use level 1 spells. This doesn't apply to your trine user.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>You will use an absolute ton of mp in this battle. You will need about 400-600 mp each person. (400ish for trine user, 500-600 for other 2)</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.28) Side quests</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>The three side quests you can do now are: Get Vincent, Wutai-sub quest, and the battle arena. I don't suggest doing the battle arena now and if you want to do the wutai sub quest now make sure you have 50+ materia on you so you'll have some for the quest. <a href="http://neoseeker.com/forums/index.php?fn=view\_thread&t=451690">http://neoseeker.com/forums/index.php?fn=view\_thread&t=451690</a> This site goes into it more detailed.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Getting Vincent. At the Shin-ra mansion go to the safe. The combination is 36,10,59,97. After you get it you will fight lost number</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Boss fight: Lost Number</p>



<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know: Just hope he turns purple. If he does your magic will do the same amount of damage as it always did. If he turns red then it does about ¼ the damage. I actually forgot to write the mp amount down, but it was like 250 each person. You get the Odin summon when you win.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.29) Excavation site/ Sleeping forest</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>The only thing that you need to know is that on the 2<sup>nd</sup> screen of the sleeping forest you find the Kjata summon floating around. On the next screen you get the Water ring.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>4.30) City of the Ancients</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>There is a magic source in the house with the save point. In the house with the fish is the comet materia. After you sleep and go to Aeris you fight Jenova again</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Boss fight: Jenova LIFE</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know: She hits with all water attacks. You can learn Aqualung.</p>

<p class=MsoNormal style='margin-left:.25in'>She runs out of mp quick, so have the non-trine users cast level 1 spells on her to make her burn her mp on reflect. After it runs out use your level 3 spells. LEARN AQUALUNG, it was one of my main attacks against the final boss.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal align=center style='margin-left:.25in;text-align:center'>5) Disc 2 Walkthrough</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>5.1) City of Ancients</p>

<p class=MsoNormal style='margin-left:.25in'>Take the ladder in the cave down to get the magic+ materia</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>5.2) Icicle Inn</p>

<p class=MsoNormal style='margin-left:.25in'>The snowboard and map is all that is here.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>5.3) Snowfields</p>

<p class=MsoNormal style='margin-left:.25in'>Go to the mountain. When you get to the 4-way go up. On the 2<sup>nd</sup> screen is the Added cut materia, which is the same color as the ground. There is an all materia in the cave in the place where you place the landmarks. Also, make sure you touch the hot spring and from the maze go towards the cave with the all materia and then go right at the cave. This brings you to the place where you fight Snow for the Alexander materia.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>5.4) Gaea's Cliff</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>No materia in here</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Boss fight: Shizo</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know: Equip armor that absorbs cold and fire attacks. Each final attack does 1100 to each person. 300 mp each person is all you need to win.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>5.5) North Crater</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Well we are fully healed so that's always good. Grab Neo Bahamut and fight Jenova.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Boss fight: Jenova DEATH</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know: This was another close call for me. Apply the same battle strategy that you used against demon gate. She uses Red light a lot. You're going to need esuna because she casts silence. You'll need every last mp you have in this fight.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>After the fight grab the mp turbo materia.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>5.6) Junon</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Put materia on Barret ASAP.<span style="mso-spacerun: yes"> </span>That's all you need to know</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>5.7) Mideel</p>

<p class=MsoNormal style='margin-left:.25in'>The materia store has:</p>

<p class=MsoNormal style='margin-left:.25in'>HP</p>

<p class=MsoNormal style='margin-left:.25in'>MP</p>

<p class=MsoNormal style='margin-left:.25in'>Transform</p>

<p class=MsoNormal style='margin-left:.25in'>Gravity</p>

<p class=MsoNormal style='margin-left:.25in'>Destruct.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>5.8) Corel</p>

<p class=MsoNormal style='margin-left:.25in'>Equip Gravity materia (hopefully you have at least demi 2). On the train mp isn't a problem when you stop the train you get the ultima materia. If you didn't stop it you have to pay 50,000

gil for it.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>5.9) Fort Condor</p>

<p class=MsoNormal style='margin-left:.25in'>I bought 1 guy so I could fight the boss quicker</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Boss fight</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know: Cast about 5-10 level 3 spells and he'll die.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>5.10) Mideel</p>

<p class=MsoNormal style='margin-left:.25in'>The first thing is a boss fight</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Boss fight: ultimate weapon</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>What you need to know: Hit him a few times and he'll fly off. Quake 2 does 1100 damage to the party; ultimate beam does 1500 to the party.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>After the huge cut-scene, Grab some mimmet greens from the chocobo farm and fly back to Mideel. Give the mimmet greens to the white chocobo and scratch it behind its ears. Then it will give you the contain materia.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>5.11) Side quests</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Time for the side quests on disc 2. The three that we are looking at are: Gold chocobo, Wutai, and the battle arena.<span style="mso-spacerun: yes"> </span></span>I'm leaving the battle arena alone until disc 3 but we are doing the other two now. First is Wutai.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<h1>Wutai</h1>

<p class=MsoNormal style='margin-left:.25in'>The first thing that you need to do is buy a ton of cheap materia. When I mean a ton I mean like 15-30 (depends on how much materia you have). I bought heal. Then just go to wutai and you should still have your ice, fire, bolt, and cure materia and that's really all you need. Then you go through the quest normally (picking up the mp/ hp absorb materia). You will have to skip talking to Godo since he's not there so go ring the gong instead and you'll progress normally. You will have to fight a boss.</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoNormal style='margin-left:.25in'>Boss fight: RAPPs</p>

<p class=MsoNormal style='margin-left:.25in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

What you need to know: Aero 3 does 1500 damage. I used 200-270 mp a person.

&nbsp;

## Chocobo Breeding

&nbsp;

If you have done it before just do it again if not there is a chocobo breeding FAQ at neoseeker. When you have your gold chocobo you get the following materia:

Knights of the Round

Mime

Hp

Quadra magic

You get them at the following locations:

- Top right of the world map, surrounded by mountains and water

On the other side of the mountains by Corel (big dirt spot with cave)

Follow the island Mideel is on east and it will dead end into the cave

In a cave on the Wutai continent across from Rocket Town.

<span style="mso-tab-count:1"> </span>

You can also go do the Ancient Forest now. Again there is a FAQ for it on Neoseeker. You get the following materia in the Ancient Forest: Slash-all and Typhoon summon. You also get the Apocalypse sword.

&nbsp;

You can also go to the waterfall on the west island/continent and watch Vincent's past.

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>5.12) Junon</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>When you are in the underwater pathway (you can see fish swimming around) morph the pirate ship monster (ghost ship) into a guidebook so we can get the underwater materia in disc 3. Other than fighting soldiers we get to a boss fight.</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>Boss fight</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>What you need to know: This is a scary battle. I believe that he counters magic attacks with lapis laser, which does 1500 to everyone. His physical attacks are weak, and arm grab is annoying. If you have someone with Ultima---Mp absorb, then they will only use about 400 mp. The other two will use about 700-750 mp.</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>After the fight grab Cid's weapon and the leviathan scales before going on the sub.</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>5.13) Rocket Town</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>You fight Rude. Is he hard? No. He has 9000 hp. So just fight your way onto the rocket and after a little bit you will get to retrieve the huge materia. The pass is O [ ] X X.</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>5.14) Cosmo Canyon</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>Touch the Blue huge materia for the Bahamut ZERO summon.</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>5.15) City of the Ancients</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>Use your gold chocobo to get there. The key is just northwest of the city, underwater.</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>Get on your airship after to make Diamond weapon appear.</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>Boss fight: Diamond Weapon</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>What you need to know: He has a fireball attack, so wearing the fire armband works. WALL---ALL is definitely something you want to do. He dies pretty fast and you won't use more than 500 mp.</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>5.16) Midgar</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>Rest up before going in. When you get to the train track tunnel, run ALL the way back to get the W-item materia. Then run all the way back to fight the Turks.</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

`<p class=MsoBodyTextIndent2>Boss fight: Turks</p>`

`<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>`

`<p class=MsoBodyTextIndent2>What you need to know: If you have ultima-mp absorb, you can cast an infinite amount of ultimas. You won't use over 200 mp for this fight. Wall on everyone is a good idea again.</p>`

`<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>`

`<p class=MsoBodyTextIndent2>At the next screen you fight another boss</p>`

`<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>`

`<p class=MsoBodyTextIndent2>Boss fight: Proud Clod</p>`

`<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>`

`<p class=MsoBodyTextIndent2>What you need to know:<span style="mso-spacerun: yes"> </span>Use regen to heal. His attacks are so weak that they will barely be noticeable. You will need 600-800 mp for this fight.</p>`

`<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>`

`<p class=MsoBodyTextIndent2>After the fight go to Shin-ra building level 64, rest up and get the Hp Shout in the locker room. When you get to the stairs leading to Hojo, switch Barret into your party and climb the stairs until you get the missing score, then switch him out if you want.</p>`

`<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>`

`<p class=MsoBodyTextIndent2>Boss fight: Hojo</p>`

`<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>`

`<p class=MsoBodyTextIndent2>What you need to know: his first two forms are pushovers. His third form counters magic with silence. Mp isn't a problem at all in this fight.</p>`

`<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>`

`<p class=MsoBodyTextIndent2>Hooray we're done with disc 2, now all that is left is Sephiroth.</p>`

`<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>`

`<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>`

`<p class=MsoBodyTextIndent2 align=center style='text-align:center'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>`

`<p class=MsoBodyTextIndent2 align=center style='text-align:center'>6) Disc 3 Walkthrough</p>`

`<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>`

`<p class=MsoBodyTextIndent2>6.1) North cave.</p>`

`<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>`

`<p class=MsoBodyTextIndent2>Make your way down. It's linear, so no problems getting through (just remember to watch out for level 4 death). The cave has the following materia:</p>`

`<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>`

`<p class=MsoBodyTextIndent2>Hp absorb</p>`

`<p class=MsoBodyTextIndent2>Shield</p>`

`<p class=MsoBodyTextIndent2>Mega All</p>`

`<p class=MsoBodyTextIndent2>W-magic</p>`

`<p class=MsoBodyTextIndent2>Counter</p>`

`<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>`

`<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>`

`<p class=MsoBodyTextIndent2>6.2) Side quests</p>`

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>There are two things we need to do, get all the materia and master it. There should only be a few more stops but here they are:</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>Wutai: complete the 5-story pagoda (KOR-MP absorb to make it fast) = leviathan summon. The cave on Da-chao has the steal as well materia if you got the leviathan scales.</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>Cosmo Canyon: The house on the far right has the full-cure materia.</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>Sunken Gelnika: Double Cut and Hades summon</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>Gold Saucer: Final attack and W-summon in the battle arena and some purple materia with the chocobo races.</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>To master all the materia, go to the marsh area in the northern cave, there you can fight magic pots and Movers, which give a ton of AP. You can use the W-Item trick to create 99 elixirs (use the first item, then select and unselect the 2<sup>nd</sup> item over and over) You don't have to use Cid's triple growth weapon, because it only trains 2 materia. I found that it is more effective to put you're materia on a weapon with normal growth and many (max if possible) slots. I still used Apocalypse.</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>6.3) The final boss</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>I'm not going to say much here. 999 mp would be nice but your non ultima-users should have over 900. I entered the fight against Jenova at level 66. </p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>Jenova: No real problems here. 200 mp for 1 person is the most that will be used</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>Bizarro Sephiroth: See section 8 for the new strategy</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>Safer Sephiroth: one person has ultima - mp absorb with w-magic. One person uses Aqualung. The other has Ice 3 (or any level 3 spell) - hp absorb. Having De-spell is always a good thing but not necessary. </p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>I had two people with Ribbon equipped. By the time you get here my ultima user was out of mp (He used his last 200mp to heal from Super-Nova and fallen angel) the other two had 400 mp remaining I think (I forgot to look when I beat him).</p>

<p class=MsoBodyTextIndent2 style='margin-left:0in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2 style='margin-left:0in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2 style='margin-left:0in'><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>7) Materia list</p>

<p class=MsoBodyTextIndent2><![if !supportEmptyParas]>&nbsp;<![endif]><o:p></o:p></p>

<p class=MsoBodyTextIndent2>I am listing where to get the materia necessary to get the master materia. There are many others besides these</p>











Pretty much you will cast 8 spells (ultima comes to mind) that absorb hp + mp, turbo, and with a magic + 50% on you. Not to shabby If you wanted to go a step farther add SNEAK ATTACK=ULTIMA in the armor to make yourself start every battle with 8 ultimas that are powered up. Make sure that the blue materia is mastered. If you have a level 1 quadra magic, then it will only work 1 time, so make the first 120 ultimas (8 x 3 x 5) really count. If they all did 9999 damage, then you just did 1,199,880 damage. If he still lives, go to comet 2 or flare for another million damage.

You could do a similar set-up with KOR if you wanted (KOR, hp absorb, mp absorb, final attack, mp turbo, sneak attack etc), but I personally don't like to use KOR.

9) Final Notes/ Things to come

Well congratulations you beat the Materia only challenge. In my updates I hope to have a strategy guide for the sector 5 reactor boss (yea I'm lazy). My e-mail again is [Bfinkelstine0234@yahoo.com](mailto:Bfinkelstine0234@yahoo.com)

Version History

Sent in the original guide

1.1 Added the Emerald/Ruby weapon guide, along with Bizzaro Sephiroth. Also added a few side notes here and there.

