

Final Fantasy VII Power-Up Guide

by KoE_Hades

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FINAL FANTASY VII: ALL-ABOUT-POWER GUIDE
by KoE_Hades (aka kingofevil)
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The Final Fantasy series: (C) Square Enix

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This guide was done entirely by myself, using only the information I gathered with a friend.

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Hello there. This is my first guide so it might not be so good, but bear with me.

This guide is for those people who, just like me, cares only about power when it comes to RPGs. I mean, let's face it... pure power an achieve nearly everything in games.

In this guide I will show you how to train your characters into superhuman machines. Enjoy.

To make it easy for you Hit CTRL +F and put in [XXX] according to the bit you're looking for to jump straight to it. I'm sure you've seen this instruction before elsewhere.

P.S. The best time to start this rigorous training session is once you get to disc 3, but you can start it in disc 2.

P.P.S. You can apply the materia setups where ever you are in the game, provided that you have the materia suggested in each setup.

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|||| 2. PREPARATIONS [PRE] ||||||||||||||||||||||||||||||||||||||

To get this started, you're gonna need to go hunt for a few things first.

++++{Weapons} [WEP]+++++

I'll show you how to get the ultimate weapons for each character plus a few more if I think it's helpful.

<Cloud>

- Ultimate Weapon - Ultima Weapon
- ATK +100
- Slots: O=O O=O O=O O=O
- Growth: None

Power-up factor: Ultima Weapon does more damage depending on the percentage of his remaining health. The higher his remaining health percentage is, the more damage he does. But I have also worked out that the higher his Max HP is, the higher the damage. So say if Cloud has 4000HP, at level 40. If you give him a HP Plus materia and raise his Max HP, and heal him so he's at max health, he'll do more damage than when he had 4000 HP.

Obtained: After defeating Diamond Weapon in disc 2 (or any time later), fly the Highwind over to the giant crater east of Junon (the crater was not there in Disc 1). Ultimate Weapon should be hovering in the center. Simply ram into him to enter a battle against him.

Because you fight on the deck of the Highwind you can't reach with short range weapons, so either rely on magic or to long range weapons/materia.

Ultima Weapon is easy. the only damaging attack he does is Ultimate Beam, which hits everyone for around 1500-2000 HP.

This can easily be avoided by equipping Elemental materia and a non-elemental magic materia (Ultima, Comet etc) on your armour.

After you deal some damage to him, he'll fly away, and you return to the world map. Fly around like crazy to find Ultimate Weapon wandering the sky. Now I thought if I wait for a while, he'll eventually stop, but I found a quicker way. Simply ram into him while he's flying around. He'll deflect you off into the distance, and you can enjoy Cid's tantrum. Do this 4 times and Ultimate Weapon will head straight for his next stop.

There are a few places he likes to hang around. Here are the few I've seen him stop.

- Above Midgar*
- Above Mt. Corel
- Above Gongaga*
- Above Mt. Nibel

*These are the places where you fight him on the ground (so you can reach him with normal attacks)

Keep repeating the process and eventually he'll get tired and hover near Cosmo Canyon. This is you last battle against him. He'll attack slightly faster and he'll use the Ultimate Beam a lot more. Once you defeat him he'll cast an Enemy Skill called Shadow Flare (very powerful) to the character who dealt the finishing blow, and die.

Congratulations! You just won Cloud's weapon, the Ultima Weapon!

By the way, when Ultimate Weapon dies he'll create a giant crater, allowing access to an optional place called the Ancient Forest. But you can get there by a green chocobo or a higher level chocobo (black or gold. Not sure if blue can get you there).

- Apocalypse
ATK +88
Slots: O O O
Growth: Triple

Obtained: Ancient Forest - in the final room, in a chest. If you go north from that room you return to the world map.

You need this weapon because of it's extremely rare triple AP growth function. Which means you can master your materia 3 times faster than normal!

<Tifa>

- Ultimate Weapon - Premium Heart
ATK +99
Slots: O=O O=O O=O O=O
Growth: None

Power-up factor: The Premium Heart does dmore damage as Tifa's

Limit gauge fills up. When it's empty it does horrible damage (most likely less than 1000), but as it fills up it gets stronger and stronger. A nice trick is equipping Tifa with Mug, so that even when her limit gauge is full she can attack an enemy with a normal attack, with maximum damage.

Obtained: Go back to Midgar in Disc 3. There'll be a guy standing in front of the gate, and if you talk to him he'll tell you he lost the key to the gate when he was on an excavation tour. Now fly to Bone Village, and ask the guy there to dig for Good Treasure. Now climb up the ladder, and get yourself as close as possible to the edge of the cliff, and make sure you're right above the ladder that's only halfway up the cliff. select to dig there and hopefully you got the key Item "Key to Sector 5".

Now fly back to Midgar and you can simply run through the gate and revisit Sector 5 slums. Oh, by the way, when you enter Aeris's church for the first time after her death, you can see a ghost of her looking after the flowers. After a while she'll fade away.

Anyways, trek all the way to Wall Market. Now enter the shop that has a huge "ITEM" sign above it. If you've entered this shop in Disc 1, the gun would have shot at you when you touched the machine. But now you can grab the Premium Heart from the machine. Now touch the machine again. The gun will fire at you! Gotcha!

<Barret>

- Ultimate Weapon - Missing Score
ATK +98
Slots: 0=0 0=0 0=0 0=0
Growth: None

Power-up factor: The Missing Score will power up according to the amount of AP it has on it. Meaning that if you put a lot of high level materia (preferably mastered), it does more damage. One of the few ultimate weapons that has consistent damage during battle. Never goes up, never goes down.

Obtained: Ok, if you miss this weapon you can never ever get it later. After you defeat Proud Clod (the huge red robot controlled by Heidegger and Scarlet) in Disc 2, go up and you'll get to a place with a save point. If you don't have Barret in your current team, then PHS and get him on your team. Now go up the stairs and there'll be a chest. It ONLY appears if Barret is in your team. Inside it is the Missing Score (now the weird name of the weapon makes sense doesn't it?).

<Red XIII>

- Ultimate Weapon - Limited Moon
ATK +93
Slots: 0=0 0=0 0=0 0=0
Growth: None

Power-up Factor: Similar to Cloud's, but instead of HP it concerns MP. The closer to max MP, the more damage.

Obtained: Return to Cosmo Canyon in Disc 3. The guy at the gate will tell you the Bugenhagen is not feeling well. Get Red in your party and go see him. After a lot of talking Red will come back to the fireplace with where everyone is waiting and you'll get the Limited Moon.

<Cait Sith>

- Ultimate Weapon - HP Shout
ATK +95
Slots: O=O O=O O=O O=O
Growth: None

Power-up Factor: Same as Cloud's, closer to max HP = more damage.

Obtained: Another miss-it-and-you'll-never-get-it weapon. Return the Shinra HQ during the Midgar raid in Disc 2. To get there, go up the screen once you defeat the Turks and in the next screen take the right path, and climb the ladder there. It's in one of the lockers on floor 66. If you searched through the lockers in Disc 1, you might have come across a locker with a megaphone inside, but Cloud said you'd better leave it there and you couldn't get it. Well, that's the HP Shout, so go grab it.

<Cid>

- Ultimate Weapon - Venus Gospel
ATK +97
Slots: O=O O=O O=O O=O
Growth: None

Power-up factor: Same as Red's weapon. closer to max MP = more damage.

Obtained: Return to Rocket Town in Disc 3, and talk to the old man looking at the Rocket (he gave you the Yoshiyuki if you talked to him in Disc 1). I think you need to talk to him several times. He'll simply give you the Venus Gospel.

- Scimitar
ATK +86
Slots: O=O
Growth: Triple

Obtained: Underwater Reactor. You MUST get it when you go there.

Along with Cloud's Apocalypse, the only weapon with a triple AP Growth function. You need this.

<Yuffie>

- Ultimate Weapon - Comformer
ATK +96
Slots: O=O O=O O=O O=O
Growth: None

Power-up factor: Actually, this weapon doesn't power up. It simply does more damage according to the enemy's level. The higher the enemy level, the higher the damage. Neat stuff.

Obtained: In the Sunken Gelnika Plane - refer to my Gelnika Plane section.

This weapon is one of the most valuable weapon if you want to power up quickly. You'll see why later on.

<Vincent>

- Ultimate Weapon - Death Penalty
ATK +99
Slots: O=O O=O O=O O=O
Growth: None

Power-up factor: The more enemies Vincent has killed, the more damage he does. Vincent must deal the finishing blow to count as his kill. You need to kill thousands before he does a lot of damage. Boss kills count as well, by the way.

Obtained: Once you have the submarine, go approximately to the northeast corner of the middle continent (Gold Saucer continent). You should find a small river north of the entrance to Mt.Corel. Dive underwater there and you'll find a loooooong tunnel. Once you surface on the other side you'll find yourself in a lake on top of a mountain, with a waterfall. Get off the sub there, get Vincent on your party and enter the waterfall. Inside is Lucrecia's cave. You'll see a cutscene. Now leave the cave, go out and fight 10 battles and return, again with Vincent in your party. Go to the altar and pick up the Death Penalty, along with Vincent's Lv.4 Limit Break, Chaos. By the way, if you have a Green chocobo or a higher level chocobo, you can get there much faster.

++++{Materia} [MTR]+++++

OK, there'll be quite a lot of Materia you might want to collect. I'll list them first, and then I'll show you where to get them.

<Magic Materia>

You should get all magic materia so that you can create the Master Magic materia.

<Command Materia>

- Steal
- Double Cut
- Slash-All
- Mime
- Morph
- W-Item
- W-Summon (optional)

<Support Materia>

- All

All other support materia are optional.

<Independent Materia>

- HP Plus
- MP Plus (optional)
- Chocobo Lure
- Enemy Lure (optional)
- Long Range (optional)
- Counterattack

 How to Obtain:

<Magic Materia>

<Command Materia>

<Support Materia>

<Independent Materia>

++++{Lv.4 Limit Breaks} [LMT]+++++

You must obtain the manuals for each character for that character to learn his/her Lv.4 Limit break. You must also make that character learn all other limit breaks (both Lv.1, both Lv.2 and both Lv.3) before you are able to use the manual on that character. Exceptions are Cait Sith, who does not have a Lv.4 Limit Break and Vincent, who only has 1 Limit break per Limit level. In Vincent's case you simply need to get him to learn all 3 Limit breaks before you can use the manual. Here I will teach you what each character's Lv.4 Limit break does and where to obtain the manual.

<Cloud>

Lv.4 Limit Break: Omnislash

Description: I'm sure you've heard about this a lot. The strongest attack in the game, and also one of the strongest attacks in all the FF series, along with Squall's (FFVIII) Lion Heart Limit Break and Wakka's (FFX) Attack Reels Overdrive. Cloud gathers energy on his sword and then rushes at the enemy, destroying anything in his path. He attacks the enemy for a total of 15 times. Which means that if you train him enough he'll do a catastrophic 149985 (9999x15) damage all up. The

ONLY enemies that can survive this onslaught are Ruby and Emerald Weapons.

Obtained: You can get the manual by exchanging BP for it at the Battle Square in the Gold Saucer. In Disc 1 you need 64000 BP, Disc 2 51200 BP (I think), and in Disc 3 only 32000 BP is needed to get it. Good luck.

If you're struggling to win at the Battle Square, refer to my Battle Square section.

<Tifa>

Lv.4 Limit Break: Final Heaven

Description: Tifa gathers energy then does a massive punch that creates an explosion. This attack is EXTREMELY strong. You might have noticed that from her Beat Rush to Meteor Strike, the damage only gradually goes up. Final Heaven just does so much more damage compared to the rest. Imagine Tifa's Beat Rush started around 1800 damage and when she got to Meteor Strike it was doing around 2500 damage. Final Heaven would do close to 4000 damage. Nasty.

Obtained: Return to Nibelheim in Disc 2 or 3, and go play on Tifa's piano. If you play the Highwind theme (Do, Re, Mi, Si, La, Do, Re, Mi, So, Fa, Do, Re, Do), you'll find a letter for Tifa left by Zangan, her martial arts teacher and after reading the letter you'll obtain the Final Heaven manual.

<Barret>

Lv.4 Limit Break: Catastrophe

Description: Barret charges his gun and then leaps into the air, then he incinerates the enemy with a HUGE beam. It hits for a total of 10 times.

What makes this attack deadly, besides the fact that it hits for 10 times, is that it has an extremely high critical hit ratio. You'll usually end up with at least 2 or 3 critical hits during the attack (one time I got about 7).

Obtained: Go back to Corel in Disc 3. I'm not sure about this, but I think you needed to have saved the town from the steam train (in Disc 2) to get the manual.

Enter the house that's above the ramp, to the left. Talk to the guy in the middle of the house and he'll give you the manual.

<Red XIII>

Lv.4 Limit Break: Cosmo Memory

Description: Red calls forth the stars and creates a gigantic ball of energy which he uses to charge at the enemy. It's so strong that it's very likely to deal 9999 damage to all

enemies. But since it only hits once, it's better to be used against multiple enemies than just one. His Lv.3 Limit Break Earth Rave is much better, as it hits for multiple times.

Obtained: If you have Vincent in your party, then you have this already. Just beat Lost Number that jumps out of the safe and you'll get it.

<Cait Sith>

Cait Sith does not have a Lv.4 Limit Break.

<Cid>

Lv.4 Limit Break: Highwind

Description: Cid signals the Highwind, and it fires a barrage of homing missiles. It hits for 18 times. A very deadly attack. However, this attack is weaker than Omnislash because the base damage of this attack is low (each hit does about half the damage that Omnislash does).

Obtained: In the Sunken Gelnika Plane. It's sitting right there in a chest in the Cargo Room.

<Yuffie>

Lv.4 Limit Break: All Creation

Description: Yuffie fires a huge ball of energy at the enemy. It's very similar to Red's Cosmo Memory. Her Lv'3 Limit Break Doom of the Living is much, much better. It's as strong as Cid's Highwind.

Obtained: Defeat Lord Godo at the top of the Wutai Pagoda.

<Vincent>

Lv.4 Limit Break: Chaos

Description: Vincent transforms into a devil named Chaos. As you should know by now, When Vincent's in a Limit Break it's like he's under a Berserk status. He just attacks and attacks and attacks. So it's useful if you want to just beat the crap out of an enemy. Because his Limit Breaks lasts the entire battle, you should use his limit breaks during boss battles, as they usually last a while.

Chaos has 2 attacks, both deadly. Chaos Saber hits all enemies, and it's about 1.5 times stronger than Vincent's normal attack. The second attack is Satam Slam. A huge skull rises from the ground and instantly kills all enemies. Any enemies that survived will be hit by flying skulls, which do MAJOR damage (about 2~2.5 times stronger than Chaos Saber).

Obtained: You get it along with his ultimate weapon, the Death Penalty. refer above in the weapons section on how to get it.

+++++{Other Stuff} [OTR]+++++

There are a few things you might wanna have, that'll help you a lot.

<Armour>

- Mystile (Below the stairs in one of the chests, after you defeat Proud Clod; In the right path in the Northern Crater)
-- This armour has extremely high evasion for both physical and magic attacks (55 and 70 respectively... I think. Well, somewhere on that line). Means that more than half the attacks will MISS (this does become slightly annoying if you want to fill up your Limit gauges).

<Accesories>

- Ribbon (Temple of the Ancients; Morph Master Tonberry or Ho-Chu)
-- Best accesory in the game, IMO. Guards you from all abnormal status except Death, Near-Death, Time-related status and all the good status.

<A Gold Chocobo>

It's a pain to get one, but it's worth it. Here's a way to do it, but you're probably better off if you read the more In-Depth guides made by other people.

1. Go to the chocobo farm and buy 6 stables (if you can afford it. 4 would probably be enough).
2. Catch a few chocobos somewhere in the Middle Continent (near Gold Saucer).
3. Go back to the ranch, but save before you enter.
4. Enter the barn and talk to Choco Billy, choose "Moving chocobos" option, check if there are any "good" chocobos. If there are no "good" Chocobos release them all and go catch a few more again, if there is then move that one into a stable (preferably a male).
5. Go near Middeel or around Rocket Town and catch a few chocobos.
6. Repeat steps 3 and 4, except that you need a "great" chocobo, of the opposite gender to your "good" chocobo. If your only "great" one is the same gender as your "good" one, then reset and check again.
7. Go to the northern continent and run around on the grass area until you battle against a red dino thingy. Steal a Carob Nut from this guy. You need 3 in all.
8. Go back to the ranch, save, and then talk to Choco Billy, and choose to breed your two chocobos, using the Carob nut.
9. If you got a Blue or a Green chocobo, then take note of its gender and then save. If you got a yellow one, reset.
10. Go out and fight 20 battles and return to the ranch. Choose to breed the 2 yellow chocobos again.
11. You need a chocobo that's the oppsite colour to the one you got before (if it's blue you had, then it has to be green, and vice versa), as well as the opposite gender. This is the most

boring and annoying step, as you probably need to reset a few times.

12. Go to the north continent and find a lone house surrounded by mountains. Enter the house and talk to the guy and buy Sylkis greens (if you can afford 40, then do so, if not, buy 20).

13. Feed your blue and green chocobos 10 Sylkis Greens each.

14. Go to the Gold Saucer and enter the Chocobo Square.

15. race both your green and blue chocobos up to A rank (you start off with C rank, win 3 races and you go up a rank).

16. Fight 20 battles then mate your green and blue chocobos.

17. You should get a black chocobo. If you got a yellow then reset.

18. Now you must go catch a "Wonderful" chocobo, of the opposite gender to your black one. I think you can get one on the northern continent, on the snow. Look for the chocobo tracks near the western edge of the continent. Be patient though, as there are a lot of "poor" chocobos around as well.

19. Feed 10 Sylkis greens each and race them to A rank.

20. Fly to Goblin Island (small island Northeast of Midgar) and steal a Zeio Nut from a Goblin (they appear in the forest).

21. Breed Your "wonderful" yellow and black using the Zeio Nut. Hopefully you got yourself a Gold. If not, keep trying.

22. "Giddyap!"

<Items>

If you simply have ONE of each item, it'll be enough.

- Elixir
- Megalixir
- Turbo Ether (optional)
- X-Potion (optional)
- Hyper

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|||| 3. POWERING UP [PWR] ||||||||||||||||||||||||||||||||||||||||

Now that you have everything you need, it's time to start your training session. I'll show you the places I consider to be great to train your characters, and quickly.

(Is it just a coincidence that most of them are optional places??)

It will always help to equip someone with a Enemy Lure materia, as it will increase encounter rate.

+++++{The Sunken Gelnika Plane} [GNK]+++++

One of my favourite training grounds. If you don't know where this is, take your sub to the bay near Gold Saucer. From there, head south to the very corner of the bay and submerge there. You'll find a broken plane. Simply approach it to enter. NOTICE: It's best to follow my way to the Gelnika, because sometimes if you go head on to it Emerald Weapon will be guarding it. And you DON'T wanna fight him unprepared.

Ok, here are the reasons why Gelnika Plane rocks.

- It has some of the toughest normal monsters (so you get a lot of EXP/AP/Gil).
- All the monsters there can be morphed into a Source.

- It holds Yuffie's ultimate weapon, the Comformer.
- It holds Cid's Lv.4 Limit Break manual, Highwind
- It holds the Double Cut materia.
- It's very small so you can easily return to the Save Point and heal/save if you're in a pickle.

First off, you enter from the Hallway. Climb down the ladder there and you'll find a Save Point. Next to it is a chest holding a Cloud's 3rd strongest weapon, Heaven's Cloud (ATK +93). Enter the door to the north. You are now in the Research Room. First go up and across the beams and get the Megalixir from the chest. Now go back and right. Open the chest there to get an Escort Guard (armour). Go down the stairs, and go to the top left of the screen. There's a half-hidden chest there, containing the Comformer. Now go to the top right and get the half-hidden materia, Double Cut.

Return to the Hallway (save if you must), now go through the door on your left. If you come here during Disc 2, you can fight Reno and Rude. This room is the only room where the monsters appearing (Bad Rap, Poodler) will be different (and much, much weaker) to the other rooms. Since they are weak, they normally appear in packs of 3 or 4.

Now go through the door ahead and you'll enter the huge (well, compared to the other rooms) Cargo Room. The chest just in front contains another Megalixir. Go all the way to the other side of the room, and in that corner is a chest with Spirit Lance, Cid's 3rd best weapon (ATK +92). Go down the stairs and pick up the Hades summon materia there. Go to the bottom of the screen and from the 2 chests retrieve the Outsider (Vincent's weapon) and the Highwind manual.

Now, onto the training. This plane is best for:

1. filling up Limit gauges
2. getting various Sources
3. getting a lot of money
4. getting a fair amount of AP
5. getting a fair amount of EXP

Here are the monsters that appear in the Gelnika plane.

By the way, all the monsters here are immune to all abnormal status.

<Unknown>

HP: 11000

EXP: 1500

AP: 150

Gil: 5000

Steal: Fire Armllet

Morph: Power Source

Weakness: none

Resistance: absorbs fire

Attacks:

- Tongue (around 2000 damage)

- Bite (around 500 damage)

- Blaster (around 1200 damage; only used when its HP drops below 3000)

<Unknown 2>

HP: 13000

EXP: 3000

AP: 300

Gil: 10000

Steal: Aurora Armlet

Morph: Guard Source

Weakness: none

Resistance: none

Attacks:

- Abnormal Breath (Confu on one character)
 - Tentacle (around 2500 damage)
 - ? Needle (paralysis on one character)
-

<Unknown 3>

HP: 15000

EXP: 2000

AP: 200

Gil: 7500

Steal: Bolt Armlet

Morph: Magic source

Weakness: none

Resistance: none

Attacks:

- Poison Fang (approx 3500 damage, poison on character. Very low accuracy to the 2 characters on the sides, higher chance on the middle character)
 - Slap (approx 3500 damage, Fury on character)
 - Bolt2 (approx 1200 damage)
 - Creepy Touch (Sadness on a character, used as a counter attack against physical attacks)
-

<Bad Rap>

HP: 9000

EXP: 1050

AP: 70

Gil: 2500

Steal: Ink

Morph: Luck Source

Weakness: none

Resistance: none

Attacks:

- physical attacks (200-300 damage)
-

<Poodler>

HP: 6000

EXP: 1000

AP: 70

Gil: 2500

Steal: Turbo Ether

Morph: Speed Source

Weakness: none

Resistance: none

Attacks:

- Physical attacks (300-400 damage)

<Serpent>

HP: 14000

EXP: 1400

AP: 70

Gil: 2500

Steal: Water Ring

Morph: Mind Source

Weakness: none

Resistance: none

Attacks:

- Viper Breath (700-800 damage, ice element)
- Aqualung (around 1800 damage, water element; Enemy Skill)

|| Limit Training ||

When it comes to Limit training, the 3 Unknowns are your best friends. They appear in either the Research Room or the Cargo Room. I prefer the Cargo Room because it's big and you can run around lots, but if you're not so confident yet then go to the Research Room, since it's closer to the Save point.

By Limit training, I mean filling up your Limit gauges FAST. You might want to do this to let your characters learn the second Limit breaks of each level if they haven't (since they learn the second by performing the first several times), or simply fill up your Limit gauge for other reasons unknown. Here's a few tips to help you.

- use a Hyper (from the main menu) on the character you want to Limit train. This lets their Limit gauge fill up twice as fast
- put that character in the middle, so that Unknown 3's Poison Fang has a better chance of hitting.
- Don't attack Unknown 3 unless that character is immune to Fury/Sadness (Hyper will still work if you use it from the main menu).
- Make sure ALL your characters are immune to confusion (Ribbon, Peace Ring, Added Effect + Hades etc)

|| Source Training ||

Sources are your ultimate source of power (no pun intended). Refer to the above monster list for what Source to get. But since the monsters there have a lot of HP and Morph does unattractive damage, you simply need the following:

- Yuffie
- Comformer
- Morph materia (duh...)

Because Yuffie's Comformer does damage relative to the enemy's level, her Morph does the same damage as her normal attacks

(around 6000 to the Unknowns). Neat.

And another good thing is that you won't have to worry about making Yuffie immune to confusion because her Comformer CANNOT hurt your party, since it does damage depending on the ENEMY level. She'll simply take a swing at one of your characters, but you'll see that nothing besides a little reaction from that character will happen. No numbers will appear. Yuffie will still recover from confusion if she tries to attack herself, even though she took no damage.

|| AP Training ||

Well, Gelnika ain't the best place to get AP, but it still is ONE of the best. What you'd want to make it easier:

- Cloud + Apocalypse
- Cid + Scimitar
- Any other Double AP growth weapon or armour on anyone.

Just fight and fight.

|| EXP/Gil training ||

Kinda obvious. Equip Gil Plus materia or EXP Plus materia. But I never used either of them. You don't really need them to train. You get enough without them.

++++{Northern Crater (Upper Left Path)} [NCR]+++++

This place is the Sacred Land when it comes to leveling up and mastering your materia.

If this is your first time here, then when you get to the place where you send your friends left or right, just send them all to the right except for your party. Now go left and then you'll come to another fork. Choose to go up.

What you need:

- Cloud + Apocalypse
- Cid + Scimitar
- Morph (optional)
- W-Item (very, very important)

The upper left path is like a marshland. Now there are 2 types of enemies that you will just love to meet.

<Magic Pots>

The friendliest of all monsters, these little greedy fellas will reward you if you defeat them after you give them Elixirs (they have around 4000 HP). What do you get?

- 8000 EXP
- 1000 AP
- A load of Gil (forgot how much)

And that's just for ONE. Often these guy appear in pairs, so double everything you just got above. And with the Apocalypse or Scimitar, that's a whopping 6000 AP PER BATTLE.

You can identify them very quickly because they actually do appear like little guys inside pots. And when you enter a battle they will keep saying "Gimme Elixir!".

Be warned though. If you don't have an Elixir you cannot hurt these guys, so you have to run away or wait about 30 minutes until they escape. Your choice.

Short on Elixirs? No problem. All you need are:

- W-Item materia
- 1 Elixir (steal from Master Tonberries or from Gighee, both appear in the upper left path)

1. Choose W-Item command in battle
2. Choose Elixir
3. Choose target (anyone)
4. Choose the next item (any item)
5. When selecting a target, CANCEL
6. You now have 1 extra Elixir
7. repeat 4 and 5 as many times as you please.

You can use this Item Duplication trick for any item that you can use in battle (unfortunately you can't duplicate Sources), so stock up on your Megalixirs as well!

It might help to put your battle mode to Wait to prevent enemies from attacking you when you do this.

Another thing is that this trick will work if you select the same item for your second selection, providing that you have at least 2 of them.

<Mover>

These little guys always appear in 3s. They just look like tiny red dots, and they're extremely easy to defeat (around 4000 HP).

Defeat them all, and what's this? You got ZERO EXP???????

Don't panic. Now look at how much AP you just got.

Yes, your eyes have not been cheated by some spell. You just got 2400 AP. Triple that and Cloud's and Cid's weapons got 7200 AP.

And you didn't have to waste any Elixirs or anything.

Oh, and you're now 90000 gil richer as well.

There are more good things here. This is the only place you'll ever find a Shield materia, and you must master this one as well if you wanna get a Master Magic materia (that is, unless you've defeated Emerald).

The other thing is the Master Tonberries (they appear in the other lower left path as well).

They have the highest HP out of any normal monsters so they will take a while to kill and they have some deadly attacks, but there are some rewards.

<Master Tonberry>

HP: 44444 (!!!)

EXP: 6000 (nice)

AP: 200 (average)

Gil: 6800

Steal: Elixir (nice, but if you have W-Item, who cares?)

Morph: Ribbon (!!!)

Weakness: none

Resistance: Absorbs Gravity

Status affected: everything works besides Silence, Slow and Stop.

Attacks:

- Wander around (gradually gets closer to you)
- Knife (instant death on character, then goes back to the very back of the battle field. I don't think resistance to death matters. I might be mistaken though)
- Everyone's Grudge (the number of enemies the character has killed x10; often used as a counterattack)

Everyone's Grudge is far more painful than Knife, I think. The chances of Knife occurring is very low. Cloud will probably take a lot of damage with Everyone's Grudge since he is naturally the strongest character and he's killed a lot of enemies. Think about it this way. If your character has killed more than 1000 enemies, then it's instant death.

The best reward by far is the Ribbon you get by Morphing this guy. Sure it'll take ages to get him down to a health that is Morph-able, and you have to calculate how much health he has left as well.

Here's a little trick though. What you need:

- 4x Cut
- Someone with an ultimate weapon that can constantly deal 9999 damage
- Yuffie with Comformer and Morph

First off attack with 4x cut. Now the Tonberry will have 4448 HP left. Use Morph with Yuffie. You got yourself a Ribbon.

++++{Wutai Continent} [WUT]+++++

You might be asking: "Why the Wutai Continent?"

Well, the Wutai Continent is the best when it comes to mass slaughter of enemies.

The least enemies you'll get in a battle is 3. Often it's 4, and sometimes even 5.

|| Wutai "Massacre" Training ||

You'd wanna be doing this training for 2 reasons. Gaining a new Limit level and to train Vincent.

What you'd want to have:

- Slash-All

To gain a new Limit level you must kill a certain amount of

enemies. I think it's 80 kills per level. I think. Not quite sure.

Vincent's ultimate weapon gain power as he kills more enemies.

For both purposes simply equip the person you want to train with Slash-All and attack only with that person. Might help to equip him/her with counterattack as well, but it doesn't matter. If your character can do around 1000 damage with Slash-All, then you can kill all the enemies there with one hit.

Oh, make sure you walk around the rocky areas. It's better than the grass areas or the beaches.

++++{Gongaga} [GGG]+++++

OK, I found out about this place by a complete fluke. One day I was just thinking: "There HAS to be a better place to get Power Sources!" and randomly chose to fight enemies in Gongaga. If you're the kind of player (like me) that believes brute force is everything, that sheer power will conquer all, then this place is paradise for you.

|| Ruined but not useless - Extreme Power Training ||

What you need:

- Morph
- Yuffie with Comformer (only if your other characters can't do much damage with Morph... if he/she can do more than 1600 with Morph, then it's good)

Ok, enter Gongaga and then take the north path at the fork. You should enter a screen with the ruined reactor in the distance. Now run around the screen, and you'll enter a battle.

Heavy Tank
HP: 1600
EXP: 340
AP: 45
Gil: 1300
Steal: Phoenix Down
Morph: Power Source

By now, these guys should be extremely weak so there's no point talking about its resistances and all that. Well anyways, the ONLY type of monsters that appear on the screen you're running around are these half-dino, half-tank beasts. Here's how it goes.

1. Run around
2. Enter battle
3. Morph
4. Victory
5. Repeat steps 1~5 over and over and over.

Of course, Enemy Lure will help. Sure, it's gonna get a little tedious over time, but because the enemy is so weak, there's nothing to worry about besides running around and actually selecting "Morph" instead of "Attack".

So while you're training here just think about what you're gonna do this weekend or what's for dinner or whatever. I managed to think up this whole guide while I was training there. Besides, if you get so bored you could just fly somewhere else and do some other training. I find the Battle Square or Chocobo Racing to be the best ways to get some time off.

You can raise someone's Strength stat to 255 in no time with this.

++++{Mideel} [MDL]+++++

Mideel, being the last normal area you can reach on the World Map, means that the monsters here are stronger than anywhere else on the world map.

But don't worry, the monsters here are nothing compared to the Gelnika or the Northern Crater.

This area is pretty good overall, but I don't really like this area because the Gelnika or the Northern Crater is far better. The one good thing about this place are the Spirals (monsters). They can be morphed into Guard Sources. Just do the usual with Yuffie.

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|||| 4. PROVE YOUR STRENGTH [STR] ||||||||||||||||||||||||||||||||||

Now is your time to shine. You'll be amazed just how strong your characters became.

++++{Battle Square} [BTL]+++++

To be honest, once you're this strong the Battle Square can become too easy. I've won so many while under the Toad status. LOL.

This was What happened:

- 1st battlke slot: Accesory broken (Ribbon)
- 2nd battle I cast Resist on self
- 2nd Battle slots: Toad (Resist doesn't work on slots)

So I couldn't heal myself from the Toad status because of Resist, but I won all 8 battles nonetheless. This actually happened twice.

Another one:

- 1st Battle slots: accesory broken
- 2nd battle enemy used Berserk Needle
- 2nd battle slots: poison

And I still ended up winning.

Now, if you exchange BP for both Omnislash (32000BP) and W-Summon (64000BP), you gain access to a special battle. The enemies that appear are always the same here.

- Round 1: Sea Worm
- Round 2: Ho-chu
- Round 3: Unknown 3
- Round 4: Serpent
- Round 5: Wolfmeister
- Round 6: Behemoth
- Round 7: Maximum Chimera
- Round 8: Proud Clod

Remember that in the Battle Square all the enemies will have double HP. Which means Proud Clod will have 120000HP (and the Jamar Armour 40000HP). Don't be intimidated though. It's nothing. The slots will mean little to you now. It won't matter if all your materia is broken. You should be strong enough to beat Proud Clod. He will go down with 2 Omnislashes. The only thing you don't ever wanna with the slots is "Weapon is broken" This halves your attack power each time. One time I was unlucky enough to get it 4 times. Along with Half HP twice. which meant I was doing so little damage to Proud Clod whilst him taking away somewhere around a third of my HP each turn. Of course, I lost.

Materia setup:

The best setup for the Battle Square IMO is the setup which I'd like to call the "Bladestorm" setup. Refer to my Materia Setup section for more.

++++{Ruby/Emerald Weapons} [WPN]+++++

Now, this section is to prove your strength. So I hereby BAN Knights of the Round.

You might be thinking "Are you INSANE!?"

Don't fret. It's not as hard as you think.

<Ruby Weapon>

<Emerald Weapon>

HP: 1000000/25000 (eyes)

EXP: 50000

AP: 50000

Attacks:

Emerald Weapon

- Emerald Shoot (around 7000 damage)
- Revenge Stamp (2000-3500 damage)
- Emerald Shoot (Similar effect as Demi3)
- Aire Tam Storm (Number of materia character has x1111 damage, attacks all 3 characters)

Eyes

- Blue Eye (around 3000 damage)
- Yellow Eye (MP damage)

Preparations:

- Duplicate Megalixirs with W-Item
- Go to the Underwater Reactor and Morph a Ghost Ship, then go to the Kalm Traveller and get an Underwater Materia
- A Master Magic Materia (with a mastered All materia)
- HP Plus materia (mastered, just need your characters to have at least 8000HP)
- Double Cut materia (1 or 2)
- The strongest Limit breaks for everyone

That is seriously all you need.

Strategy:

Emerald is by far the easier of the two mighty Weapons. Assign the character with the Master Magic + All as your "Supporter". what he/she does is cast Haste at the beginning (and recast it if needed), cast Life2 if anyone dies, and every other turn use a Megalixir. Which means that This character does NOT attack. But if this character gets a Limit Break you may choose to attack. This is up to you.

Cloud should have a 4x Cut. Assign him as the "Battering Ram". I'm sure you can guess what his role is. Attack, attack, attack. The third character should be an "All-Rounder". Which means that he/she should attack a lot but should be ready to use a Megalixir in case of an emergency.

With this you can beat Emerald with no problem at all.

Here are some advice:

- The All-Rounder should only have a 2x Cut (not 4x Cut) so that he/she can target the Eyes.
- Choose the one with the lowest Strength to be your Supporter.
- Don't use Omnislash when the eyes are open. Cloud will waste most of his attacks on them, when he could be doing 15 hits to Emerald.
- Don't cast Regen or Wall. Haste is far more useful, and it'll make Regen or Wall disappear too quickly anyway..
- Kinda obvious, but DO NOT equip 9 or more materia on anyone. Especially not the Supporter. Aire Tam Storm will kill you.
- If you want Barret in your team, then for god's sake make him the Supporter. He can't be reliable as an All-Rounder because he needs a lot of Materia to do damage (Unless you have some extremely high level materia mastered).

This was the party I had:

"Battering Ram"

Cloud

Lv. 81

HP: 9999

MP: 754

Materia: 4x Cut, HP Plus, Underwater

Weapon: Ultima Weapon

Armour: Mystile

Accesory: Ribbon

"All-Rounder"

Cid

Lv. 72

HP: 9080

MP: 999

Materia: HP Plus, MP Plus, 2x Cut, Added Effect + Hades

Weapon: Venus Gospel

Armour: Crystal Bangle

Accessory: Champion Belt

"Supporter"

Tifa

Lv. 80

HP: 9999

MP: 683

Materia: Master Magic + All, HP Plus

Weapon: Premium Heart

Armour: Mystile

Accessory: Peace Ring

Of course, Cloud's Omnislash took him down in the end for me.

Well, good luck people.

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|||| 5. MATERIA SETUPS [MSU] ||||||||||||||||||||||||||||||||||||||

OK now, here I will show you some materia setups I came up with (of course, some are very obvious ones). Enjoy.

NOTE: Assume that all the materia are mastered, unless said otherwise.

NOTE: A mastered HP Plus can be added on to any of the setups.

NOTE: It may be possible to combine some of the setups together (such as "Devil's Touch" and "Devil's Armour")

1. "Bladestorm" setup

I believe this to be one of the deadliest and most aggressive setup in the game. This setup truly is pure brute force.

- Double Cut
- As many Counterattack as you want
- Restore (with an optional + All)
- Cover (optional)

There'll be hardly anything left of the enemy with this setup. You basically cast Regen at the beginning and then go on to annihilate the enemy. If you're strong enough to do constant 9999 damage then you don't even have to bother casting Regen. It'll simply be a waste of MP since it won't have enough time to recover a good amount of HP before the battle ends.

I gave this setup to Cloud. I managed to defeat EVERY enemy (including the final bosses - Jenova and Sephiroth) beyond the Point of No Return without selecting the Attack command once. All I ever did was heal my party.

2. "The Immortal" setup

The name says it all. You simply can't die. And you can cast supporting magic to your team members as well as revive them (and heal them of course). Truly an angelic existence.

- Master Magic + All
- Final Attack + Phoenix
- Added Effect + Odin/Destruct (on armour)
- W-Item (So you never run out of healing items - use the item duplication trick)
- MP Plus (it's best to have 999 MP, but it's optional)
- Ribbon accessory

I prefer Odin over Destruct as Odin does not lower Strength.

3. "Devil's Touch" setup

Well, this setup will become useless once your characters are able to dish out constant 9999 damage, but earlier on this setup will prove to be total nightmare for the enemy.

- Added Effect + Hades (on weapon)
 - Added Effect + Odin/Destruct (on weapon)
 - Added Effect + Contain (on weapon)
-

4. "Devil's Armour" setup

The complete opposite of "Devil's Touch" setup - if you have a Ribbon it will be pointless (except for Added Effect + Odin/Destruct), but there's always a chance that you want to give this character another accessory like a Champion Belt or Sprint Shoes or anything else.

- Added Effect + Hades (on armour)
- Added Effect + Odin/Destruct (on armour)
- Added Effect + Contain (on armour)

You can combine this with the "Devil's Touch" setup to create the "Nightmare Warrior" setup.

5. "Element Hog" setup

Absorbs all kinds of elements

- Tetra Elemental accessory
- Leviathan + Elemental (on armour)
- Choco/Mog + Elemental (on armour)
- Ultima + Elemental (on armour)
- Contain

You can cast Contain on yourself to heal a great amount of HP.

6. "The Great Wall" setup

A setup best given to Barret because of his high HP and Vitality.

- Ziedrich armour
- Cover
- Barrier + All (or Enemy Skill Big Guard)
- Shield (optional)
- HP Plus is a must have here

With Ziedrich and Big Guard/Wall, you'll be taking so little damage so this character won't go down easily. If you give

another character the "Immortal" setup it will be even better.

7. "Yuffie"

Give it to Yuffie.

- Master Command
- Enemy Skill
- Mega-All
- Steal Gloves accesory

*Substitute for Master Command

- Steal
- Morph
- Manipulate

Suits her personality. LOL.

Well, that's all I have currently.
Feel free to contact me and let me know your own setups. You will of course be given full credit for it.

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|||| 6. FAQs [FAQ] ||||||||||||||||||||||||||||||||||||||||||||||||||||||||||

I'll answer some questions for you here. E-mail me the questions, if you have any.

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|||| 7. CONTACT INFORMATION [CON] ||||||||||||||||||||||||||||||||||||||||||

E-mail: kingofevil@gmail.com
Resident forum: The Random Nintendo Forums
[<http://rnforums.proboards22.com/>]

NOTE: If you're E-mailing me make sure you put your username or internet name (if you prefer not to disclose your real name) so I can give full credit to you.
Also PLEASE read the guide carefully before asking any questions. I don't wanna answer question that I already have an answer to.

Another thing is please don't send any complaints saying "You stole this bit from another guide!", because I honestly didn't, as I already said in the disclaimer at the start.

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|||| 8. CREDITS [CDT] ||||||||||||||||||||||||||||||||||||||||||||||||||||||

- My friend Daniel, for helping me out with all the information.
- Square for creating such an awesome game!

