

Final Fantasy VII Ruby & Emerald Weapon Guide

by Viper

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[ F I N A L | F A N T A S Y | V I I ]
[ R U B Y | A N D | E M E R A L D | W E A P O N | G U I D E ]
<<<by Viper (Viper70783@aol.com)>>>
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Version 1.0

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[ 1 ] == [ C O N T A C T | I N F O ]
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E-mail:      Viper70783@aol.com
ICQ:         98977273
MSN Messenger: Viper0783@hotmail.com (Please don't e-mail this address)
AIM:         Viper7679
Online Alias: Viper (Can ya guess?)
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-Comments/Suggestions about this FAQ
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E-Mail I would not like to recieve:
-Unintelligent hate mail (Example: "ur faq sux and ur mama iz fat and ugly")
-SPAM (Advertisements and otherwise useless e-mails). This includes links to pornographic
  or "get rich quick" sites.
-E-mails from people with poor grammar
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[ 2 ] == [ E M E R A L D | W E A P O N ]
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[ W H A T | Y O U ' L L | N E E D ]
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-a Level 2 Knights of Round (KoR) linked with MP Absorb or HP Absorb (W/ MP
Absorb, you'll cast KoR but the amount of MP you'll get will bring you back to the max MP
point, meaning you'll cast it for 0 MP. W/ HP Absorb, you'll need a lot of MP, well over
800. Try 999 MP. You'll get pretty much Infinite health, but you'll use 500 MP, and since
Emerald will probably take away 300 before you cast it, you gotta have a lot. The choice
is yours).
-2 or 3 Mimes
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- a W-Summon
- an Enemy-Skill with Big Guard learned.
- I've read other Guides that said you need an Underwater Materia, which stops the timer, but I beat him with 4 minutes left, so you shouldn't have trouble. If you keep running out of time, then go get it (It's in the underwater tunnel in Junon; just morph the skeleton guy on the ship (Ghost Ship is the official name of the monster)

[H O W | T O | E Q U I P | I T]

- Equip W-Summon, KoR+HP/MP Absorb, and one of the Mimes on your best Magic User
- a Mime on your second-best Magic User
- and the Enemy-Skill on the person that's left (If you have 3 mimes, you might as well give him one, too).
- Equip Person #1 and 2 with Magic Plus Materia's and Speed Plus Materia's.
- Unless you really need to, do not use Ultimate Weapons. The WEAPONS give you a lot of AP, and it would be a shame to see all of that AP go to waste because Ultimate Weapons don't gain AP. Since you get a whole bunch of AP, if you have any Materia slots left, equip them with rare Materia (or any Materia you would like to have 2 of).

[T H E | F I G H T]

- Have Person #3 Cast Big Guard
- Have Person #1 cast a W-Summoned KoR
- Have Person #2 Mime it
- Keep Miming KoR
- If one of your party members dies, just keep miming. Don't worry about it.
- For the record, It took me 5 W-Summons (10 Summons) to kill the damn thing.

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[3] == [R U B Y | W E A P O N]

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[W H A T | Y O U ' L L | N E E D]

- a mastered Counter
- a Mime
- a Knights of Round (you might want it to have 2 levels)
- a HP Absorb
- a W-Summon (It's not required, but it makes the fight a hell of a lot easier)
- You might also want to equip a Ribbon Accessory, a Mystile armor, roughly 999 MP, and enough HP to survive at least one hit from Ruby (the latter two are more important than the former two)

[H O W | T O | E Q U I P | I T]

- All on one person, link the mastered Counter materia with the Mime. Also link the KoR with the HP Absorb materia. If KoR has two levels, equip W-Summon, too.

[T H E | F I G H T]

- STEP 1: Before fighting Ruby kill two of your members (needless to say, not the person that you equipped the materia on)
- STEP 2: Fly the Highwind into Ruby to initiate combat (For the ill-advised, Ruby is in the sand near the Golden Saucer)

STEP 3: Once you're fighting Ruby, have your only man standing cast KoR

STEP 4: This may sound crazy (or just plain stupid), but relax for the next 10-20 minutes. Make yourself some hot cocoa, go take a 15 minute nap, make your woman bake you an apple pie...whatever.

STEP 5: Go back to the room with the PlayStation and you will happily find Ruby dead.

How it Works:

Whenever you get hit you will use Mime. Because you used KoR with HP Absorb, every time you Mime, you will not only cast the most powerful spell in the game, but you'll also gain HP for it. However, if you rushed it and didn't master Counter, you would only countered the FIRST time you got hit (or the first and second times; or the first, second, and third times; etc. depending on how many levels it had.)

WARNING: Do NOT confuse the Counter Attack materia, which is purple, with the Counter materia, which is blue. If you do, well, hey, while your doing STEP 4, you'll get the crap beaten out of you.

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[4] == [D I S C L A I M E R | A N D | O T H E R | L E G A L | C R A P]
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