

Final Fantasy VII Boss Guide

by One Tough Mage

Updated on Jul 5, 2004

Final Fantasy VII

Boss Guide

Copyright 2002 Blackestmage.

Table of contents

- 1- Introduction
- 2- Characters' limit breaks
- 3- Bosses strategies
- 4- General Tips
- 5- The secret characters
 - a. Yuffie Kisaragi
 - b. Vincent Valentine
- 6- Materia listing
- 7- Characters' ultimate weapons
- 8- Chocobo breeding(how to obtain a Gold Chocobo)
- 9- Ultimate Weapon(The Boss)
- 10- Ruby Weapon
 - a. His stats
 - b. His attacks
 - c. The strategy(ies, kind of)
- 11- Emerald Weapon
 - a. His stats
 - b. His attacks
 - c. The strategy(ies, kind of)
- 12- E-mail
- 13- Conclusion
- 14- Credits

Update: Oh well... After reading a few different parts of this guide, I simply decided to make one big update in which I'll totally erase the current bosses strategies to replace them with some new ones. It's like if I was re-writing it, except for some sections like the listings(no way I'm gonna re-type them!!!).

Legal Disclaimer: This guide cannot be used for commercial matters. If you want it on your website then you must first send me an e-mail asking the permission and only once I have accepted, you can. Thanks.

1- Introduction

Good old Final Fantasy VII, winner of the 2004 Best.Game.Ever popularity contest. In my own world, it really is an awesome game(not the best, but awesome one), so why not write about it and contribute to Gamefaqs in the same time! I hope this remade guide is gonna be usefull for you in your playthrough.

2- Characters' limit breaks

It is a boss guide, so I'm not describing the characters themselves. Their limit breaks however, are a great addition to my FAQ, since they will be your friends quite a few times while you'll be exchanging fists with the bosses.

How do they work? Well, except for Cait Sith and Vincent, all characters got 6 Limit breaks divided in 3 levels. Each of these has 2 Limits. Meaning? Let's see this exemple:

Cloud has Braver(his first limit). It's the level 1/1 limit. Then, once you met the requirements, he'll learn Cross-Slash. That will be the level 1/2 limit. Afterward, once you met the requirements(as you did for Cross-Slash), you learn Blade Beam, which is the level 2/1 limit. Then the same mechanic goes on for level 2/2, 3/1, and finally 3/2.

However, you still have final limits to learn for each of your characters; the level 4 limit breaks. But to obtain them, you need to complete optional side quests and you'll get the limit break as an item. Once you did that, use it in your inventory and you should learn it, but that is only if the character in question has learned ALL of his/her limits. Usually(keyword: usually), the level 4 limit breaks are the better ones.

Cloud Strife

Level 1 limits

Braver: Learned already.

Cross-Slash: Perform 8 times Braver to obtain it.

Level 2 limits

Blade Beam: Cloud must kill 115 enemies to obtain it.

Climhazzard: Perform 7 times the Blade Beam to obtain it.

Level 3 limits

Meteorain: Cloud must kill 195 enemies to learn the obtain it.

Finishing blow: Perform Meteorain 6 times to obtain it.

Level 4 limit: Omnislash

Omnislash: Teh(no typo)popular limit break Omnislash! Cloud concentrates his power in his sword to then unleash a 15(or around)sword slashes combo. To obtain it, you must win 32 000 battle points in the Battle Arena at the Gold Saucer(52 000 points in the first visit)to then trade it for the Omnislash item(at the exchange machine). Use it in your inventory (you must have learned every other limit breaks) and it's all yours.

Tifa Lockheart

Level 1 limits

Beat Rush: Learned already.

Summersault: Perform 9 times the Beat Rush to obtain it.

Level 2 limits

Water Kick: Tifa must kill 96 enemies to obtain it.

Meteordrive: Perform 7 times the Water Kick to obtain it.

Level 3 limits

Dolphin Blow: Tifa must kill 96 enemies to obtain it.

Meteor strike: Perform 6 times the Dolphin blow to obtain it.

Level 4 limit: Final Heaven

To get the Final Heaven item, you need to visit Nibelheim in disc 3 (as Cloud is awoken from his coma). Head into Tifa's room and push the following buttons at the piano:

X, square, triangle, R1+triangle, R1+square, X, square, triangle, R1+X, circle, X, square

As the melody is played, you obtain the item. REMEMBER: you must have obtained every Tifa's limits from every sets to learn her final limit.

Aeris Gainsborough

Level 1 limits

Healing Wind: Learned already.

Seal Evil: Perform 7 times the Healing Wind to obtain it.

Level 2 limits

Breath of the Earth: Aeris must kill 80 enemies to obtain it.

Fury Brand: Perform 6 times the Breath of the Earth to obtain it.

Level 3 limits

Planet Protector: Aeris must kill 80 enemies to obtain it.

Pulse Of Life: Perform 5 times the Planet Protector to obtain it.

Level 4 limit: Great Cospel

Once the buggy is yours in Disc 1, head to Costa Del Sol and enter it while you're aboard the buggy. So inside Costa Del Sol, head to the dock and request to be taken back to Junon ('ll cost ya 100 gil but meh) on the other continent. So once the ocean is crossed, head out of the city to get back on

the world map and you'll find out that you're still driving the buggy, so drive it north east and you should eventually reach a shadow spot in the water. You can use that spot to cross the river(or what ever), so do so and you'll get on the other side. Travel east to get to some cave entrance. In there, a sleeping oldman gives you items as you win a certain number of battles, but there is a mechanic to it. He'll give you an item when the number of battles you won has 2 last digits matching. Now, you can obtain 2 different items from him: Bolt Ring or Mythril. The ring is obtained when your won battles number has 2 last digits that are even. The Mythril will be obtained when they are odd. You want the Mythril here, so simply run around outside of the cave and win battles. Head back in the cavern(or cave, but I thought that using the same word over and over was unoriginal so let's say cavern for once, the guide is now more pleasant for you to read :)) to talk to the oldman after each victories until he hands over an item. If it's a Bolt Ring, it means that your last 2 digits of your won battles are even. Simply go win 11 battles to fix this problem and you should get the Mythril. Now you can take a side quest break and get back to the story till later on as you get to the Rocket Town.

Once you're there(and that you have conquered the events there), you'll get the Tiny Bronco, a plan that can travel through the rivers. With it, go back to the Gold Saucer continent and search east of the Gold Saucer itself to get to an house. Some dude in there's got some reward for you if you can bring him a Mythril. So give him that item and he'll let you choose one of his own items he's got in this place to thank you. Head upstairs all the way to the left and pick the box on the wall. You'll get the Great Cospel item.

Barret Wallace

Level 1 limits

Big shot: Learned already

Mind blow: Perform 9 times the Big shot to obtain it.

Level 2 limits

Grenade Bomb: Barret must kill 80 enemies to obtain it.

Hammer blow: Perform times the 8 Grenade Bomb to obtain it.

Level 3 limits

Satellite Beam: Barret must kill 70 enemies to obtain it.

Ungermax: Perform 7 times the Satellite Beam to obtain it.

Level 4 limit: Catastrophe

To obtain this powerfull limit break, you need to stop the train in Disc 2 (when Cid is the party leader) in Corel. If you were successfull in preventing Corel from its Doom, you'll be rewarded with the Ultima Materia, the Huge Materia and a free rest time in the Inn. The next morning, enter the enter up the stairs near the Inn and talk to the woman there. She'll give you the Catastrophe item.

Red XIII

Level 1 limits

Sled Fang: Learned already.

Lunatic High: Perform 9 times the Sled Fang to obtain it.

Level 2 limits

Blood Fang: Red XIII must kill 70 enemies to obtain it.

Stardust Ray: Perform 7 times the Blood Fang to obtain it.

Level 3 limits

Howling Moon: Red XIII must kill 70 enemies to obtain it.

Earth Rave: Perform 6 times the Howling Moon to obtain it.

Level 4 limit: Cosmo Memory

To get the manual, fight Lost Number(in the Nibelheim's Shinra mansion, open the chest on the second floor). As you won, not only that you get the Odin Materia(along with the Key basement) but you also get the Cosmo Memory item.

Cid Highwind

Level 1 limits

Boost Jump: Learned already.

Dynamite: Perform 7 times the Boost Jump to obtain it.

Level 2 limits

Hyper Jump: Cid must kill 60 enemies to obtain it.

Dragon: Perform 6 times the Hyper Jump to obtain it.

Level 3 limits

Dragon Dive: Cid must kill 80 enemies to obtain it.

Big Brawl: Perform 5 times the Dragon Dive to obtain it.

Level 4 limit: Highwind

To get the Highwind manual, head into the Shinra Sunken Plane after the Huge

Materia event in Junon (you need the submarine indeed, since it is underwater). In the main wrecked room of the plane, open one of the chests for the item.

Yuffie Kisaragi

Level 1 limits

Greased Lightning: Already learned.

Clear Tranquil: Perform 8 times the Greased Lightning to obtain it.

Level 2 limits

Landscaper: Yuffie must kill 63 enemies to obtain it.

Bloodfest: Perform 7 times the Landscaper to obtain it.

Level 3 limits

Gauntlet: Yuffie must kill 63 enemies to obtain it.

Doom of the living: Perform 6 times the Gauntlet to obtain it.

Level 4 limit:

Defeat Godo to obtain the All creation manual at Wutai.

Cait Sith

Level 1 limit

Dice: Learned already.

Level 2 limit

Slots: Cait Sith must kill 40 enemies to obtain it.

Vincent Valentine

Level 1 limit

Gallant Beast: Learned already.

Level 2 limit

Death Gigas: Vincent must kill 42 enemies to obtain it.

Level 3 limit

Hellsmaker: Vincent must kill 52 enemies to obtain it.

Level 4 limit: Chaos

To get this one, have Vincent in your party and locate a waterfall on the Gold Saucer continent (World Map indeed) and use the submarine to get there from underwater (again, help yourself with the map). In the waterfall cave, you'll get to see a flashback of Vincent. Once the cut scene is over, get out of here and go run in random encounters. Win 10 battles then head back in the waterfall cave. You should obtain Vincent's limit, along with his ultimate weapon.

3- Bosses Strategies

Here comes the main section of my guide. The main purpose of this section is to inform you of the bosses's stats, difficulty, attacks and so on, along with strategies to push them over. So, let us start!

~~~~~

~~~~~

Disc 1 bosses strategies

~~~~~

~~~~~

First

Boss: Guard Scorpion

HP: 800

MP: 0

Drop: Assault Gun

Difficulty: Easy

Your first boss battle, and you could be surprised if you don't watch out for one thing; the scorpion's tail! After attacking it a couple of times, the camera angle will switch to a different view in which the Guard Scorpion's tail is shown from the top. At that moment, if you ever dare to attack it, it will automatically counter attack with a vicious offense. But other than that, the battle is easy. The boss will be using different attacks but it must first lock on a target, so it loses a turn already. As you can see, it's a machine enemy so have Cloud casts Bolt, which is lightning elemental to deal good damages. Barret should just be attacking, and have him use potions if needed (but if you quit attacking the boss while it is charging its tail then you shouldn't even get damaged much). Whenever you get the chance to use your limit, do it!

Second

Boss: Air Buster

HP: 1200

MP: 0

Drop: Titan Bangle

Difficulty: Easy

The Air Buster is tougher than the Guard Scorpion but it's still not a challenging battle. Once again, your opponent's a machine, but using Bolt won't be the best way to win this fight. You see, you are side attacking this boss, so as you know, when you hit a target in the back, your damage is doubled. The strategy is fairly simple; Cloud is on one side, Barret and Tifa on the other. When you attack the boss in the back, it counters with a 100ish damage counter attack. Bad? Yes for your HP, but not for your limit break bar. After suffering of a few Counter and Big Bomber attacks(both dealing good damages)from the boss, your limit break bars will be ready to let you unleash your special attacks, so use them in the Air Buster's back to deal great damages. To heal(you'll probably need it), have a character with the Restore Materia casting Cure(pair it with the All materia if you'd like).

Third

Boss: Aps
HP: 1800
MP: 0
Drop: Pheonix Down
Difficulty: Easy

Woah, cool HP huh? Meh, don't let it intimidate you, this boss's fairly easy. Aps will be using sweep attacks, but his main offense is Sewer Tsunami. This one damages all targets on the battlefield for decent damages. The best way to win this battle is simple; use Cloud's Cross-Slash and Aeris's Seal Devil limit breaks. Doing that will let you get several turns to attack the boss without letting him get his, because Cloud's Cross-Slash paralyzes the enemy while Aeris's Seal Devil will cast Stop(along with Silence but meh). If you don't have them yet, then simply use physical attacks and elemental spells from the Materias you probably bought earlier in a Materia shop. Having a character with a Restore(Cure)+All combo can be cooly(new word!) usefull as well.

Fourth

Boss: Reno
HP: 1000
MP: 0
Drop: Ether
Difficulty: Easy

This battle isn't tough but, you could actually get a Game Over screen if you're not cautious in your actions. Reno will be using Pyramid, which traps one of your character in a Pyramid. While trapped, your character can't do any action, and if Reno manages to imprison your whole party, you lost and it's game over. What to do? Always make sure you got a last spare turn before taking any action and hit your allies when they get trapped in a Pyramid(no worries, won't damage them). Other than that, Reno will be using an Electro-Mag attack, which deals fair damages on one target and sometimes paralyze. He'll be using some physical attacks too but meh, it's not like if they were any dangerous. Keep focusing on using your attacks on him(magical or physical, you decide) and make sure he doesn't trap your three characters. Like always, Restore Materia paired with All is cool.

Tip: On the 67th floor of the Shinra Headquarters, you can meet enemies named Moth Slashers. They can be stolen for Carbon Bangles. These protecting

equipments are great for this point of the game. Now also, you'll meet some quite good soldiers named 3D SOLDIER(or something like that). You can steal them an Hardedge, a great sword for Cloud that will nearly double his damage potential. Make sure you get these!

Fifth

Bosses: H0512
 H0512-OPT
Hps: 1000
 300
MPs: 120
 48
Drop: Talisman and Grenades
Difficulty: Medium

Let's see... You got that mutated specimen H0512, and he can summon little guardians named Opt. Where does he put them? Right in front of him, meaning that he's in back row. Since he's in Back Row, your physical damage will be two times weaker. So what you gonna do? Eliminate the Opts? Sounds smart but it's not. The boss will automatically revive them. Stuck? Nah, as you could see, you now have a new ally named Red XIII. He's a powerfull fighter, and he brought his own Materia with him! Even better, he brought the needed Materia combo, which is made of Fire paired with All Materia. Cast it once, then have him simply cast it on the boss over and over. Your two other characters should be healing and attacking(even if H0512's in back row, Cloud can still damage him for decent damages with that new sword he got. That is only if you did listen to me a few moments ago though!). To talk about the enemies' attacks well, H0512 will be use a Shady Breath that inflicts Poison, and it'll be useless to cure the status with Antidotes since he keeps casting it. You can always use a Star Pendant on one of your character though. The Opts will be charging you and they will also dare to cast Lvl 1 elemental spells like Fire and Ice. I keep typing it, but once again, the Restore+All Materias paired combo will be helpfull.

Sixth

Bosses: Hundred Gunner
 Heli Gunner
HPs: 1600
 1000
MPs: 0
 0
Drop: Mythril Armlet
Difficulty: Easy

This isn't really a boss battle, but it's still more challenging than a normal random encounter. First, you'll have to destroy Hundred Gunner. That machine will be in the other elevator, so it's out of range for your unanged physical attacks. What to do? Well, Barret can attack with his gun, so no problem for him. Now for Aeris and Red XIII, equip them with some Bolt Materias because as you know, machines don't like lightning much. Other than that, you could use Grenades. To talk about the attacks, the enemy will be using Artillery offenses like Aux Artillery. It will also(late in the battle) charge its seed canon to unleash the Wave Artillery, which damages all targets. Once you've dealed with the Hundred,

Heli Gunner will arrive. This one will be using canon attacks like AB canon and C canon, but its best attack will be that spinning swipe one, which deals a good ~ 90 of damage. Once again, you can't touch it without long range attacks so keep casting Bolt and make full use of Barret's gun. And yes, Restore+All Materia's a good friend here, like always.

Seventh

Bosses: Rufus and Dark Nation

Hps: 500

140

MPs: 0

80

Drop: Protect Vest and Guard Source

Difficulty: Medium

Oh nice scene, you got the main character of the game, Cloud, going one on one with the Shinra Inc. president! Oh crap... Out of nowhere, some panther joined the duel. I guess Rufus had it hidden in his pocket. Meh, believe it or not, but that 140 HP Dark Nation will be adding a certain difficulty to this battle. See, it will cast Barrier on both Rufus and itself, so then your physical attack damage potential will be weakened by half. Now, I know what you're thinking; "that mage's an idiot, I'll just use teh elemental spells!". Well sorry, but the Dark Nation will ALSO cast MBarrier, which will reduce your magic power damage. What to do? Well, you can use different strategies, but the first thing to do is to eliminate the Dark Nation. That panther is protected by a Barrier and a MBarrier though, and she's also in back row. Little problem here huh? Your physical damages will be weakened by 4, so you either take care of her with these physical offenses(will take a few turns) or you try elemental spells(yes she's behind a MBarrier but the back row factor won't have any effect on your magical damages). Once the pet's gone, it's time to beat down Rufus. He'll be using his Shotgun for 40-50 damages, and he'll be quite fast, so the Restore Materia will be as usefull as it was against the Dark Nation's Bolt. The Barriers casted in the beginning of the battle probably won't be active anymore by now(or if it still is then it won't take long until it wears off) so your damage power will be back to full potential, and if you did as I told you to earlier(stealing an Hardedge from the superior solidier enemies in the building) you should be dealing over 100 damage on Rufus. Since he's got only 500, just attack(and heal when needed) and the new Shinra President will eventually flee(with some smart ass talking indeed, why do they always open their holes AS they are leaving?).

8th one

Boss: Motor Ball

HP: 2600

MP: 120

Drop: Star Pendent

Difficulty: Medium

This battle is interesting. First, you are back attacked and then, the boss gets a free initiative charge attack on you, dealing around 20 damages on whole party(bah). The Motor Ball's a machine as you can see, so Bolt Materia will be your friend once again. Equip it on one of your character, and let that character in back row. Your two other characters should be in front row using physical attacks(OR, you could have your 3 characters equipped with a

Bolt Materia each and have them all in back row). Have one character with the Restore paired with the All Materia again but don't waste the All bonus yet. Why? Well, the Motor Ball will be using the charge offense he used in the start of the battle, and it will also be using the Twin Burner, which deals around 70-80 damage on party. Nothing too rough yet? Well, once in a while (after a few turns), you'll see the robot revealing a little part of its mechanic. At that moment, it'll use the Rolling fire attack, which will deal around 200 damage on your crew. Once he's done that, it's the time to use the All bonus with Cure(make sure your 3 characters are alive though). But as you could've guessed it already, there is a positive fact linked to such damage; your limit break bars will be filled up quickly, so then you can unleash your best limits on the boss. The Motor Ball is the highest HP user you battle so far, so be patient and show you really are!

Tip: East of Midgar is a rocked area near the mountains. Custom Sweeper enemies can be found in here(greenish machines), and they like to use Matra Magic. This ability can be learned with the Enemy Skill Materia, so make sure you learn it. With it, you'll be able to damage all enemies for 200(that's for now, it'll increase as you level up)damage points.

9th

Boss(well...): Dragon

HP: ???

MP: ???

Drop: ???

Difficulty: Hi, my name is Euuuuuuuugene!

Don't ask, I just felt like including this battle. You're controlling a 16 years old Cloud who's level 1, meaning that his stats are crappy. For example; he's got 140 HP only. Also, if you try to attack the Dragon, you'll damage it for around 25-30 damage(15 in back row). Now that monster will be using physical attacks for around 1000 damage, and his flame thrower will deal nearly 1000 points as well. What can you do? NOTHING! Game Over.

-
-
-
-

Just kidding, I forgot to tell you that you actually have an ally in this fight; Sephiroth. How is he? Bah, just level 50 with nearly every elemental spells Materias all mastered. But he's not using them, instead, Sephiroth will toy the dragon with his Masamune, dealing around 3100 damage each sword hits. He cannot be damaged either, since every offenses will be dealing 0 point of damage on him. After two turns, the Dragon will be dead, and the victory is won, lucky Sephiroth had the 16 years old Cloud as his ally!

10th

Optional Boss: Midgar Zolom

HP: 4000

MP: 348

Drop: Nothing

Difficulty: Hard

The Midgar Zolom is a VICIOUS snake with the duty of guarding the marshes. Fighting him is entirely optional, and it's rather smart to avoid him by

using a Chocobo- when you have to pass through the marshes to continue on with the story early in the game. After the Gold Saucer events though, you can come back to the marshes with that Fire Ring you found in Costa Del Sol earlier. But why would you fight him? I thought it was fairly obvious, but I've received quite a few e-mails about it. Well, the Midgar Zolom will be using various attacks including Beta, which is one of the best enemy skill that you can get in the first disc. Now, to learn an Enemy Skill, you have to actually win the fight, and that's not easy because it will be dealing around 1100 points of damage on your whole party. That's where the Fire Ring joins the show. See, Beta is fire elemental, and the fire ring allows you to be immune to the fire elemental attacks, meaning that as you'll get Beta'ed, 0 damage will be dealt. It might take you a few tries though, because Beta isn't the zolom's unique attack. He will also use some 450ish damage charge attacks, along with an annoying tail swipe that eject one of your character out of the battle(can't come back- in the battle that is). You could also just wait 'till even later in the game when you'll be able to do some world travelling but, getting Beta as early as possible is the best. So equip the Fire Ring, learn Beta, then end the battle by using your best limit breaks.

11th

Boss: Bottomswell
HP: 2500
MP: 100
Drop: Power Wrist
Difficulty: Rather Easy

The battle isn't tough, but just like when you were fighting Reno, you have to be cautious in what you're doing because Bottomswell will be trapping your characters in bubbles. Bubbles in which you are getting damaged as the time passes. The enemy will also be using Big Wave, which deals around 100 damage on party. The strategy? Well first, you must learn how to deal with the bubbles. Remember what did you do to get rid of Reno's Pyramids? Well, once again you gotta hit the trapped allies but this time, you have to use magic spells(again, it won't damage them tabarnaks). There you go, problem fixed. Now second problem in this battle, Bottomswell is a flying enemy, and he's out of reach for your grounded physical attacks. What can you do? Well, the best way to reach a ranged enemy is by using magics, but you can still play with physical attacks. How? Well, there are characters like Barret and Yuffie who can both damage the out of reach enemies using their ranged attacks. Also, you could obtain the Long Range Materia in the Mithril Mines earlier, so equip it on one of your physically melee character. With it, you'll be able to reach the boss. Last thing I have to mention here is still totally enigmatic to me. Here it comes: I could've sworn that the Bottomswell once used the Aqualung ability on my party during one of my various playthroughs. But it only happened once, so I don't know, am I just crazy or...? Because the Aqualung can be learned as an Enemy Skill, and it's pretty damn good for this point of the game. Just equip that materia to be sure, in case I'm not mentally deranged and that the boss really does use that attack once in a very long while.

12th

Boss: Jenova*Birth
HP: 4000
MP: 110
Drop: White Cape

Difficulty: Easy To Medium

Impressive HP indeed, but this battle isn't hard. Sure if you forgot to get some levels while you had some free time on the World Map earlier, then the battle won't be easy, but Jenova*Birth's very ownable. She'll be using Laser attacks mostly, like Tail Laser and W Laser. They aren't too dangerous(around 150 damage)but the thing is that the boss will usually use them twice per turn. Jenova's best attack however has to be Stop, which will stop one of your character. To win, charge her melee style or play with magic spells and Enemy Skills(Matra Magic and Flame Thrower). You should have the lvl 2 elemental spells like Fire2 and Bolt2 as well by now, so use them. You should also try that new Summon Materia you got from Priscilla(Shiva). To heal, keep using the good old Restore materia.

13th

Boss: Dyne

HP: 1200

MP: 20

Drop: Silver Armlet

Difficulty: Fair

Dyne will be using his gun to attack you for around 150 points, and he'll also be using S.Mine, which is a bit stronger than his normal attacks. Later in the battle though, he'll start using the Molotov Cocktail, which is his deadliest move. The best thing to do is to actually let Dyne attack you so Barret's limit bar will keep increasing. Cure whenever you need, and unleash your best limits to eventually deplete Dyne's total HP, thus making you the winner of this duel.

Tip: After the Gold Saucer event(when you're out of the place and that you got Dio's Buggy), you can take a break and have some fun with a few quests. I'll list two suggestions below:

- As you're out of the Gold Saucer, you can get back to Junon for 100 gil from Costa Del Sol(at the dock). Meaning that you can go after the Mythril, which is a must-be-obtained item for Aeris's level 4 limit manual. You can also go battle the Midgar Zolom with that fire ring you found in Costa Del Sol, totally useless story wise but great to get the Beta Enemy Skill(read the strategy for this optional boss above Dyne's).

- In the Gold Saucer, a new ally joined your crew; Cait Sith. Good thing about it is that he brought the Manipulate materia, which is one of the most amazing materia in the whole entire game(in my opinion at least). With it, you can take control of your enemies and have them use their own attacks on either you, or on themselves. The point? Well it'll give you an easier time to learn some enemy skills. Read below.

Big Guard: At the beach near Costa Del Sol, you can find octopus enemies named Beachplug. These can cast Big Guard, which is one of the best enemy skill in the game. But to learn an enemy skill, it must be used on you, and why would they cast that supporting spell on you? That's where the Manipulate materia comes to help. Use it to manipulate them, and then have them cast Big Guard(pick from their skill's inventory) on your party, allowing you to learn it.

Aqualung: Around the Gold Saucer in the desert, you can meet Harpy enemies.

These cool looking fiends can use Aqualung, so just manipulate them(since they rarely use it)and have them cast it on you, allowing you to learn that great enemy skill. It's a good way to fill up your limit break bars quickly as well.

- You can also level up quite easily in Junon. See, the town is divided in two parts, and in the middle, there is some sewer like tunnel with a group of Shinra soldiers training. On the wall, there's a red switch, turn it on and the alarm will be activated. From now on, you'll be able to run in random encounters here, and the machines you'll battle will give you PLENTY of EXP (some red robots that appear in group or 2 or 3 will give 700 EXP each, meaning 1400 when fought in pair of 2 and 2100 in team of 3!!! They are also generous for AP). They are quite tough though, so you'll be happy to have learned powerfull enemy skills like Beta and Aqualung. When too low on HP and MP, you can just get out of the tunnel and go spend a night in Junon to regain your health/mana. There are many shops around too, so make full use of this opportunity.

14th

Bosses: Reno and Rude
HPs: 2000 each
MPs: 80
135
Drop: X Potion, Fairy Tale
Difficulty: Easy

Nothing hard here, and it's a simple battle. Both Reno and Rude will be using physical attacks, along with level 1 elemental spells. Don't worry, Reno won't be using his Pyramid ability so unless your stats are too low because you haven't been leveling up much lately(which I doubt if you red my tips above), it's not easy to die in here. Both got decent HP, so you could use your best enemy skills(Beta or Aqualung) once or twice and the victory is yours. Again, that is only if you red my tips above(or if you still somehow managed to get them before that point). Otherwise, just have fun with your physical attacks, or why not toy with your summon materias. Choice is yours!

15th

Boss(well...): Stinger
HP: 2200
MP: 60
Drop: nothing
Difficulty: Medium

These stingers aren't bosses, but they are still challenging enemies that cannot be avoided, so I'm writing a strategy for them just in case you are having trouble in your playthrough. From what I've seen, they have two different attacks only; Sting Bomb and normal physical attacks. Their strategy is simple, they use the Sting Bomb, which is gravitonial attack, taking away around 4/5 of your current HP(not sure about the %), and then they use their physical attacks for around 100-130 points, double the number since they usually use them twice per turn. Have one character with the Restore Materia(cure2 learned) paired with All materia, and then your two other characters should be using their best enemy skills OR melee attacks, assuming that they are strong. Best way to win is to end the battle quickly

so the Stinger doesn't have too much time to bring chaos to your party.

16th

Boss: Gi Nattak
HP: 5500
MP: 200
Drop: Wizer Staff
Difficulty: Easy

Gi nattak is far more annoying than tough. What an irritating battle. The boss will be teaming with two Soul Fires. Now you see, two soul fires will be thrown in your characters, from Gi Nattak himself. Now what will they do while they're "inside" your characters? They will cast Fire2, which will damage your character. Other than that, Gi Nattak will be using his spear to attack your party, and he'll be draining both your HP and your MP using various leech spells. Such a pansy! To win, use any elemental spells you got except for Fire. Ice2 and Bolt2, along with your summons are good. Don't use Beta, since it is fire elemental, and forget about Aqualung since it deals 0 damage on the boss for some reason. Now yes, I've been emailed a lot about a strategy to beat down Gi Nattak, which is of using curative spells. Using the Life spell or throwing a Pheonix down also works to defeat this boss, since he's an undead. Keep in mind that it has more chances of missing, so either waste your turns by trying to finish off this battle so quickly or go with the strategy I just gave you above.

17th

Boss(optional): Lost number
HP: 7000
MP: 300
Drop: Cosmo Memory
Difficulty: Tough

Found in the Shinra mansion's locked safe, Lost Number is optional, you don't need to defeat him for the story's sake but, it wouldn't be a bad idea to eliminate him, since you'll get Red XIII's level 4 limit manual if you do. Now for the strategy, well, Lost Number will be fighting you in two different forms: one in which he's a total melee warrior, and the other while he's some mage. While being a physical opponent, his punches will be devastating, causing 600-800 points on one target. His vitality will also be so high that your physical attacks won't be causing much on him. Now to talk about when he's in his magical form, well he'll still be using physical offenses but they'll be twice weaker than when he's in his physical form. Of course, he will also use magic elemental spells. Last thing you need to know about this form is that he's very resistant to magic. To win, you must first be able to tell in which form he is. As I told you already, your physical attacks will suck badly when he's in his physical attacks, so you'll need to rely on magic (and enemy skills). Your limit bars will be filled up in a few turns because of Lost number's damage potential, but your limit breaks won't work well here, because as you know, most(or actually every) offensive limit breaks are physicals. Now when he is in his magical form, he'll be actually easier. Magics won't work well as you know, so you'll have to rely on your physical attacks AND limit breaks(when your limit bars are full). Don't give up, the battle will be long if you haven't worked on your levels much, since Lost number has 7000 HP. But he is still far from being an undefeatable boss.

18th

Boss: Materia Keeper
HP: 8400
MP: 300
Drop: Jem Ring
Difficulty: Medium

I like this battle, Materia Keeper is a good boss. Let's see his attacks now. Usual physical attacks; dealing around 300 points on one target, Hell Combo; which damages one target for 500-700 damage and Trine; harms party for around 500 points, can be learned while wearing an enemy skill materia. If you did as I told you earlier, you should have Big Guard in your enemy skill list so if your levels are low(or even if they're high), it wouldn't be a bad idea to cast it on your party. You could also need a character with the role of a white mage in here(Restore materia paired with All materia) with Cure2 learned. You may want to put your characters in back row, but don't forget that it isn't such a bad thing to get heavily damaged(when you got a character who's constanly healing the party) because it helps out your limit bar to get filled up faster, allowing you to use your best limit breaks to deplete the boss's HP. Avoid any fire elemental attacks though, because the boss absorbs them. Materia keeper has 8400 HP so don't give up, the battle isn't hard, just plan out your moves before acting and you should be victorious.

19th

Boss: Palmer
HP: 6000
MP: 240
Drop: Edincoat
Difficulty: Easy

This boss is like a joke battle. Palmer will be doing two things in this fight. One of them is taunting you with his fat ass, basically yelling "kiss my ass" at you. The other action is actually an attack, Palmer will be casting Fire2, Ice2 and Bolt2 with his Mako Gun. But he won't be damaging you much, so as I told you already, it's a joke battle. Nothing serious here. Simply assault him with your offenses to end this battle quickly. As you deplete his total HP, Palmer will avoid the Tiny Bronco coming(by itself it seems...) to then flee. But out of nowhere, some truck will waste him. Oh well...

Tip: There you go, you now have a new engine; the tiny bronco! As you witnessed it in the cut scene, a Shinra soldier was able to damage its tail so you can't fly with it. You can still use it like a boat as Cloud suggests it in the sequence though, so of course, in any FF, whenever you get a travelling engine, it means that a few side quests are now at your disposition. Indeed, I am listing them below, since some of them will let you acquire cool items and stuff.

- Yuffie's sub quest at Wutai can be done now.

- The tiny bronco allows you to travel through the rivers, so use that

advantage to visit the unknown(for now) cold continent north of the map. You can enter the Bone village here, so ignore every single person in here and head to the next screen north of the place. You'll enter a weird forest, but there is nothing here so head north to the next screen. Now in here, check the trees around. Sometimes, you'll see something red flashing. Grab it to obtain the Kjata summon materia.

- With the tiny bronco, you can access a great place to level up(especially when you're around lvl 30) south on the world map(you need to contour the east continent). It's a small part (strangely formed) of the island named Mideel. You can fight Head Hunters here, green lizards that are actually not very strong but quite fast, and they appear in groups of 3 or 4. Each gives 650 EXP, so when they are in groups of 3 you get 1950 EXP, and when in groups of 4; 2600 EXP! They are also generous for AP, so sail there and level up as you'd like. If you are planning to level up for hours here, then go pop some country music in your 50 years old music box and let it encourage you!

Of course, I was kidding for that last part, unless you really are a country music fan...

Oh well, next !!

20th

Boss: Red Dragon
HP: 6800
MP: 300
Drop: Dragon Armlet
Difficulty: Medium

Heh, if you played FF6 you should recognize this boss. Oh actually, maybe not, because the only thing that the FF6's and this FF's red dragon has in common is the name. Other than that, this guy's a joke compared to his older brother found in the previous Final Fantasy. Well, for the strategy, it wouldn't be such a bad idea to cast Big Guard on your party if once again, you didn't listen to my advice of leveling up earlier. Otherwise, the battle will be fairly quick. Need to know the boss's pattern? Well, he's gonna use his huge jaw as a weapon to physically hit you for around 500-600 damage. He'll also use the Red Dragon's breath(or something like that) for around same damage(add one or two hundred points). He could have other attacks but these are the only ones that you need to watch out for. Decent damage right? Well, have Regen casted on your party if you'd like, but Big Guard should be everything you need for your own defense. To take down the dragon, you could use ice elemental attacks because as you know, dragons hate cold. But oh well, physical offenses are always an alternative. By now, you should be doing fairly high physical damages with your characters, especially if you got their latest weapons, like the Nail bat for example, which is Cloud's best weapon in discl while it's actually the ugliest weapon to ever be part of a Final Fantasy. A baseball bat? Come on Square? Why not an hockey stick while you're at it. *Is hoping they aren't reading this*

21th

Boss: Demon Gate
HP: 10 000
MP: 400
Drop: Gigas Armlet

Difficulty: Tough

A formidable opponent indeed, Demon Gate is known as one tough boss- if you didn't take the time to level up your characters properly. You will also have an hard time if you didn't manage to acquire a few abilities. But let's first talk about his attacks. Demon Gate will be using his huge arms to physically damage you for up to 800 points. He will also use Demon Rush and Cave in, which are both quite dangerous, dealing around 900-1100 damage on party. If you don't have any way to reduce the damages taken, you'll want to have your three characters in back row. But if you did listen to my advice of learning the Big Guard enemy skill, then you can have your characters in the front row, even for those who don't in need to be set in front to deal the maximum damage. Why? Your friends in this battle are your limit breaks. You will want to have your limit bars filled up, so taking lots of damage is good- assuming you have a supportive character who's gonna be healing the party constantly. If you were able to learn Regen, then cast it(Restore paired with All for sure)so you'll be able to chill out a bit on the healing side. Other than limit breaks, you can also try out your brand new summon materia, Bahamut the king of all dragons! What ever you do, don't give up, Demon Gate is what we can call an high HP user(10 000 is the max you should've met so far, with Godo if you did Yuffie's side quest).

22th

Boss: Jenova*Life
HP: 10 000
MP: 300
Drop: Wizard Bracelet
Difficulty: Medium

This time around, Jenova*Life can damage you quite easily, so you will need an healer in here. The boss will be using Blue Flame, which deals around 500 damage, nothing to worry about. The best attack she'll use is the Blue laser, which will deal around 450 points, but multiple that number since she will use it 2-3 times per turn. If you have Regen, don't feel guilty about casting it. For your offense, I wouldn't recommend any magical attacks, because Jenova will simply cast Reflect on herself if you do try to cast some. The art of melee attacks is your bet in here, so that also includes your limit breaks if the bars happen to be filled up. Jenova*Life is another 10 000 HP user(looks like it's the cap for Disc 1), so the battle could take a while if you don't have a strong party. If you did train your characters and learned strong limit breaks such as Meteorain from Cloud or Stardust Ray from Red XIII, the battle will be over in a few turns. This is the last battle of disc 1, so give it all you got and unleash your anger for what just happened in that cut scene before the fight started!

~~~~~  
~~~~~  
Disc 2 bosses strategies
~~~~~  
~~~~~

23th

Bosses: Schizo Left head
 Schizo Right head

HPs: 18 000 each
MP: 350 each
Drop: Dragon Fang
Difficulty: Rough

This is an original and interesting battle against some dragon like boss. It's two headed though, and both heads are targets. If they are targets, they should be able to have their own list of attacks. Guess what, they do! Now, I will need to name both heads for the battle, because both got their different chart of attacks, along with different resistances. So, the scaly head(the monster's right head) will be fire elemental, meaning that she uses the fire breath and that she absorbs fire as well. Therefore, her name is Fire Head. Now the other head, the horned one(the monster's left head) will be an ice elemental, meaning that she uses the ice breath and that she absorbs ice. Therefore, her name will be Ice Head as you guessed it. The body will be using one attack as well, which is some Quake like spell, dealing around 600 points on party. In last, when you deplete one head's total HP, she uses a lightning elemental attack that damages your party for up to 1200 points of damage. To talk about the heads breathes(Fire and Ice), well both will be dealing 700 points on one target. You need to know one thing though, these damage powers I just told you about were done on my party without any elemental resistance. So if you got set ups that can reduce these damages, you'll be damaged way less. Now for the strategy, well Enemy skills that harm all targets aren't good here if they are Fire or Ice elemental because they will damage one head and heal the other. Same thing goes for summons, along with black magic spells that are paired with All. So if you are planning to use these, then remove any All materia you have paired(except for the one paired with Restore of course!)with Fire or Ice. Physical attacks are alright in here, especially if you added fire or ice damage to your weapons. Once again, if you do that, make sure you don't hit the wrong head; fire attack+fire head= absorb, just like ice attack+ice head= absorb. If you don't have any set ups that can protect you from the heads breathes, then Big Guard+Regen on your characters will be quite usefull. What ever you do, don't give up, you got 36 000 HP total to deplete(if you're eliminating one head after another)since Fire head and Ice head both got 18 000 HP each.

24th

Boss: Jenova*Death
HP: 25 000
MP: 800
Drop: Reflect Ring, MP Turbo Materia
Difficulty: Hard

Not bad, but not challenging. This time, Jenova will be using fire elemental attacks, so if you have the right stuff to be totally immune to fire, then you don't even need a strategy. If you don't, then read on. I've seen her use two attacks only; Red Laser, which deals around 700 points on one target, and Tropic Wind, which is weaker by 200 points(about). The trick is that Jenova*Death will be abusing of her Red Laser, using it more than twice per turn. That's why you'll like Big Guard and Regen(considering you didn't equip an anti-fire set up). For the attacks, use what ever you feel like using. There isn't much of a strategy to give here, just plan your actions alright and you should definitely be victorious.

25th

Boss: Ultimate Weapon
HP: 18 000
MP: 400
Drop: Nothing
Difficulty: Moderate

What a cool looking beast! This fight isn't serious, Ultimate Weapon will just give you a preview of his power, because after a few turns, he'll fly away. But oh well, as I always do, I'll list his attacks. Quake2 should be the first attack he uses, which will deal a fair amount of damage on your party. He will also use his huge claw to swipe a target for around 700 points. His strongest attack however, has to be Ultima Beam(the name's Ultimate Weapon after all), which deals nearly 1900 points on party. But as I told you, you cannot kill the Weapon in this battle, because he will fly away after a few turns. If you love that Curse Ring you found in Mideel, then you can try to steal another one from Ultimate Weapon, though I'd recommend you to work on your offense instead, simply to show him your strenght (-_-).

Tip: Now wouldn't be such a bad time to go have fun around the world with Cloud as your party leader. With the Highwind, you can take on a few quests that I will list below, as I always do.

- If you haven't done it already, Yuffie's subquest in Wutai is still available.

- You can start to breed chocobos now in order to get yourself a Gold Chocobo, refer to the Chocobo Breeding(8-) section of this FAQ for a guide about it.

- If you did listen to my tip just above, you could go pay a visit to the Ancient Forest with your Gold Chocobo(or Black) which is located south of the Cosmo Canyon. You could get cool items there, like Cloud's second best weapon in the game(Apocalypse).

- With Cloud back in the party, you can witness an interesting secret scene in the Shinra Mansion at Nibelheim(Library).

- You can visit Midgar again. A man there will tell you that he lost his key to enter the town. Go dig it at Bone village(near the crashed plane's cockpit) then come back and enter Midgar. You can obtain Tifa's ultimate weapon(refer to my characters' ultimate weapons section) in the Wall Market. Other than that, there isn't much to do there, but it's always fun to revisit it for good old time's sake.

26th

Boss: Carry Armor
Right Arm
Left Arm
HPs: 24 000
10 000
10 000
MPs: 200
200
100
Drop: God Hand
Difficulty: Medium

This battle is known to be fairly tough, and yes I have to admit that if you don't have the right abilities, this boss is a rough one. Let me explain the strategy used by that machine: it has a main body and two arms. The arms will be attacking you dealing 1/3 of the damage you inflicted on it with your last attack. Also, both arms will be grabbing your characters, making you lose control of that chosen character. To talk about the main body, it will be using the Lapis Laser, which deals around 1500 points on party. Quite an evil machine isn't it? For the strategy, let say you gonna need PROTECTION. Why? Here, I explain. See, the main body has 24 000 HP, and both arms got 10 000 HP each. Unless you got that Slash-All materia(meaning that you probably listened to my tips above and that you visited the Ancient Forest with a Black or Gold Chocobo), the best attacks to use in our situation will be all targets magic spells. Which ones? Magic Breath is extremely powerfull, along with Bolt3(Bolt materia paired with All), both offenses being great in this battle. But as I warned you already, the arms' damages will be based on 1/3 of yours, meaning that say you deal 2400 points(random points I chose) with Magic Breath, the arms will counterattack for 800 points on your party, and since they are quite fast, you'll get struck for 2-3 times that damage. Don't forget to count the main body's Lapis Laser, which deals over 1400 points. Solution? Big Guard+Regen on party indeed, giving you nice defense along with Haste and of course, the possibility for you to chill out on wasting turns to cast healing spells. Summons can also be used in here, heck, anything that targets all and that deals high damages, considering that you can survive the counter attack afterward.

Tip: I'm annoying with my tips right? Guess what, I don't care! After a a few events(following your victory over the last boss above), you will have a new travelling engine; the submarine. If you failed the Submarine mission, then you can still get another one(refer to a FAQ/walkthrough). With the Submarine, you can explore the sea, so board it and get underwater. Travel to the west continent and check for a red submarine. Examine it to get a Huge materia. Now, head north from the red submarine hugging the west continent until you see a hole. Head in there to follow a small path in which you will see a crashed plane. That's the sunken Shinra plane, and I HIGHLY recommend you to visit it, since you'll be able to get AWESOME items like the Double Cut materia, Yuffie's ultimate weapon, and more over there. You will go through a boss battle as well, so the strategy is just below.

27th

Bosses: Reno and Rude, "The Turks"

HPs: 15 000

20 000

MPs: 230

280

Drop: Elixir

Difficulty: Tough

My god, what an awesome place is the Sunken Shinra plane. Not only that you were able to get the Double Cut materia and Yuffie's Conformer in the room you just visited, but you can steal Reno in this battle for a Tough Ring, which is simply one of the best accessory in the game, giving 50 points to your Spirit and Vitality stats. You can also steal Rude for a Ziedrich, which is a GREAT armor for your stats, though I don't recommend you to equip it since there are no slots on it. Back on the strategy for this battle, you must be warned that this fight isn't all that easy however. Reno will be

using the Neo Turk Light, which confuses one of your character. Equip Ribbons to fix that problem. Other offenses he will use are normal attacks, dealing around 500 points. To talk about Rude, I've seen him use level 2 black magic spells such as Ice2, along with solid physical attacks, dealing around 1600 points. Big Guard(with Regen as a plus)is nice here, and for your attacks well, you decide. Physical attacks, enemy skills, magics, summons, all are good. Your limit break bars should be increasing quite easily because of the enemies' attacks so use them whenever you get the chance. If you have Yuffie in your party, you can have an easy win by equipping the Double Cut materia on her, along with her ultimate weapon, allowing you to deal over 10 000 points per turn. If you don't, then use what ever works well.

Quick note: Oh and by the way, you might have seen a huge green THING messing around in the ocean. That is one of the toughest boss in the whole game, so do_not_try to fight it yet, since I am 95% sure that you don't have the required items, nor the levels, for now at least.

28th

Bosses: Rude

Attack Squad(well SOLDIER)

Attack Squad(well SOLDIER)

HPs: 9000

1300

1300

MPs: 240

100

100

Drop: S.Mime

Difficulty: Easy

Quickly dispatch of the Shinra soldiers, which are both weaklings. Rude on the other hand is alright, but I thought he was much better when you fought him just earlier in the sunken place(if you visited the place). He will be using Grand Spark, which deals around 530 points on one target, but he will always(at least I think so) use it 3 times in a row. Other than that, I've seen him use physical attacks, along with MBarrier. I've never seen him use Barrier though, but that would be entirely possible. There isn't much of a strategy here, other than using your best attacks to quickly win this battle. Oh and, I wouldn't bother trying to steal him. You can get a Ziedrich but as I said it earlier, that good-for-stats armor has no slots on it, and also the fact that the chances to successfully steal it seem so low.

29th

Boss: Diamond Weapon

HP: 50 000

MP: 3000

Drop: None

Difficulty: Medium

This isn't as hard as it may seem. Sure Diamond Weapon is an high HP user, and he's immune to physical attacks(at least for half of the battle), but you shouldn't have too many problems. As I just told you, physical attacks won't work, so you will have to rely on magic. That includes enemy skills(Trine and Magic Breath working quite well here), magic spells(Bolt3 and Ultima being

the bests) and, of course, summons such as the 3 Bahamuts (Bahamut, Neo Bahamut and Bahamut Zero), Typhoon (if you conquered the Ancient Forest), Ramuh (believe it or not), etc. To talk about Diamond Weapon's attacks, well he will be using some laser shot with his head, causing around 800 points on one character. After a while though, he will start a countdown in which he charges himself to use the Diamond Flash, which is his best attack, dealing over 2500 points on party. However, as he does that, he reveals a vulnerability to physical offenses, allowing you to make full use of your weapons, physically talking. Double Cut materia works quite well, along with your best limit breaks. Good old Restore+All combo will still be a friend in this boss battle, allowing you to heal with Cure3 and put your party in Regen status. Big Guard will be good too, as always. Diamond Weapon will give you a shitload (oh crap, I said the S word!!!) of EXP and AP, so make sure your 3 characters are alive as you win the battle, and that you have equipped need-to-be leveled materias.

Tip: Once Diamond Weapon is rocked in that awesome FMV, Ultimate Weapon will be hovering above the lake near Junon town. You can undertake the quest of taking him out in order to acquire Cloud's best weapon. Refer to the Ultimate Weapon section (9-) of this guide for more infos. Also, please consider that this is your last chance to do some world tours in Disc 2 before moving on to disc 3, so it's your last call to do Yuffie's subquest in Wutai.

30th

Bosses: The Turks, Elena, Reno, Rude

HP: 30 000

25 000

28 000

MP: 0

200

250

Drop: Elixir

Difficulty: Tough

The final battle with the Turks, and this time, Elena will join. Let's first describe each boss: Reno will be using the Electropod attack, which deals around 1000 points on one character. He will also absorb ice elemental attacks. To talk about Elena, well she will be throwing grenades at your party for around 500 points, and she will change to back row whenever you hit her while she's in front. Just like Reno, she can absorb an element, which is lightning. Finally, Rude will be using his good old physical attacks for around 1800 points on one target. Just like his partners, he can absorb an element as well, which is Fire. Knowing this, you shouldn't be thinking about using enemy skills other than Big Guard, because elemental attacks that target all enemies aren't a good idea in here, since you'll be damaging two Turks and healing the last one. Non-elemental offenses are great though, like Ultima. You could use powerful summons as well, like the Bahamuts. Physical attacks being my favourite ones, I would advise you to make full use of any Command materias linked to them such as Double Cut and Slash-All. Limit breaks, as always, are your best friends. However, please do not forget to steal Reno for another Tough ring. Elena has a Minerva Band, while Rude's got a Ziedrich but meh, the Tough ring should be your single preoccupation. To win the battle, even I am not sure about what you have to do. It seems that as you deplete one of the Turk's total HP, the battle will end. I can't confirm it though, but I always took care of Reno beforehand so whenever he fled, his partners followed him.

31th

Boss: Proud Clod
HP: 60 000
 24 000(Jamar Armor)
MP: Unknown
 200(Jamar Armor)
Drop: Ragnarok
Difficulty: Easy

That's a big enemy, but he's far from being tough. Thing is, he has different parts that will attack you, and they have their own turns. Funny, because you can only target two parts; the main body and the jamar armor. You win the battle as you deplete the main body's total HP(60 000), but you really SHOULD take care of the armor first. Why? Because it will use Materia Jammer, which disables your materias. To talk about the body's attacks, well its knees will be using two(or maybe more) different elemental offenses, such as Fire and Ice. It has machine guns as well, and once the body has taken enough damage, the whole Proud Clod will bow before you. That doesn't mean that Scarlet and Heidegger are giving up, since the Clod will now use a new attack; Beam Canon, which damages your party for 1000 points. As you can see, this boss isn't all that tough for an anti-Weapon machine, so there isn't much of a strategy. Just have Regen and Big Guard to be safe, and you should be more than fine.

32th

Boss: Hojo
 Poodler Sample
 Bad Rap
 Helletic Hojo
 Right arm
 Left Arm
 Lifeform Hojo Na
HP: 13 000
 10 000
 11 000
 26 000
 5000
 24 000
 Unknown
MP: 250
 200
 120
 200
 300
 400
Drop: Power source
Difficulty: Easy

Good, you can now make this sick BASTARD pay for all of his crimes.

Hojo has like, 3 forms, so I'm gonna divide them 3 below, giving you the different strategies.

First form- Nothing hard, he's in his human form, and he will summon two

experiments to help him: Poodler Sample and Bad Rap Sample. It's useless to kill them though, because Hojo will just re-summon them. Basically just target Hojo, and if you're good enough, he shouldn't even be able to get a turn before you defeat him.

Second form- What an ugly monster, Hojo now looks like Jenova, but he actually got two arms. That's the Helletic Hojo, and he can be alright. The main body will be using Confu(funny chocobo animation), so make sure you have Ribbons equipped or else.. To talk about the arms, well Hojo will be using his right one to attack you physically for high damages, while his left one will be doing.. huh, nothing? Seriously, I've never seen it act. Not like I ever cared. Concentrate your attacks on the main body mainly, because Hojo will be reviving them if you beat them down anyway. If they really are getting in your way, then just have a summoner using the best summons you got.

Third form- What the heck is that.. I would've thought that his final form would be gigantic or something, yet you're stuck fighting some unoriginal cheap skeleton. Lifeform Hojo will be abusing of abnormal statuses in here, so Ribbons will be once again your living allies(even though they're accessories, tee hee). He will use physical attacks as well but they're so pathetic. This Hojo's arsenal is mainly the abnormal statuses so if you have Ribbons, then he's useless. This battle is basically just to give you the opportunity of PUNISHING Hojo for what he's done to tons of living beings.

~~~~~

~~~~~

Disc 3 bosses strategies

~~~~~

~~~~~

Tip: The North Crater is the last place to visit because you meet the final confrontations down there, thus ending the game. I wouldn't do that now though, because there are many optional quests you can take on. As always, there they are, listed below:

- You can go talk to Bugenhagen in Cosmo Canyon in order to obtain Red XIII's ultimate weapon(Limited Moon) now.
- If you haven't already, you can go breed chocobos in order to get a Gold Chocobo. Chocobo with which you can obtain the best materias in the game. Refer to the chocobo breeding section of this guide(8-)for more.
- Ruby Weapon can be fought now in the desert around the Gold Saucer. Check out the Ruby Weapon section for more(10-).
- Emerald Weapon is still messing around in the ocean. You could've tried to defeat him in Disc 2, but I advised you to wait until Disc 3, which is now. Check out the Emerald Weapon section for more(11-).
- Now wouldn't be a bad time to visit the Battle Square at the Gold Saucer. You could get GREAT rewards(such as the Omnislash manual and the W Summon materia) for participating in the battles there.
- Any side quests(except for Yuffie's) can still be done(such as the Ancient Forest's).

These are entirely optional, and time consuming, yet I still highly recommend you to check them out. With that done, here we go for the final confrontations in the North Crater!

33th

Boss: Jenova*Synthesis

Right Arm

Left Arm

HP: 60 000

10 000

8000

MP:

600

600

Drop: Nothing

Difficulty: Easy

A fair battle, actually cake if you took the time to complete various side quests in order to get better equipment/materias. You should take care of her tentacles first, since they will be slapping you for around 1500 points, along with inflicting Silence. Afterward, use your best offenses to quickly dispose of the main body, which won't do much. Double Cut materias mastered to 4xcut is great in here, just like any other summons or enemy skills and so on; nothing worth a strategy. After some time though, Jenova will use a Countdown and if it reaches 0, she will cast Ultima as a final attack. Just make sure you beat her down before she gets to do that; who would want a draw in such a simple battle.

34th

Boss: Bizzaro Sephiroth

Head

Right Arm

Left Arm

Core

HP: 40 000

2000

4000

4000

10 000

MP: Unknown

400

400

400

400

Drop: Nothing

Difficulty: Medium

Alright, this is quite a weird battle. As you can see, Bizzaro Sephiroth has different parts; his head, two arms, a core, and the body itself. Deplete the body's total HP and you're the winner. The other parts can attack you though. What to do? Well, as you know, you have two parties. How to switch party? Deplete one of the part's total HP(except for the body, if you do that, as I just told you, the boss is gone) and you'll be asked if you're worried about the other party. Reply yes to switch, though I've never seen the point of doing it. Something else that is enigmatic to me is the fact that you cannot damage the core- unless you have the other party. With that one party, once you've damaged the core enough, you'll be told that Cloud's party(the other one) can now damage it. So switch again and take care of it once and for all.

Point of doing it? I suppose it's simply to block the boss's ability of reviving his defeated parts (but I'm not sure). As I told you already though, I've never bothered with Bizzaro's parts. Instead, I always took care of the body quickly. If you want to do that, then you must be warned of one thing; Bizzaro Energy. What's that? An healing spell that heals the body for up to 6500 points. When does he use it? Each turn basically, meaning that you must be able to deal more than 6500 points on the body each turn, otherwise it's useless. But how? Multiple hits offenses such as Double Cut (mastered to 4xcut if possible). Limit breaks working well here, but I wouldn't count on them. Summons are cool too, along with your enemy skills. Personally, I've never had any trouble with this battle since each time I beat the game, I had 3 Double Cut materias mastered on my 3 main characters.

In other words, if anyone has a better strategy involving correct infos about this boss with which (the strategy that is) you're assuming that we can't deal more than 6500 points per turn is invited to send anything he knows to my e-mail address (check e-mail section).

35th

Boss: Safer Sephiroth
HP: ?
MP: ?
Drop: Nothing, it's the last boss bud!
Difficulty: Hard

This battle will be pie with top notch materias such as Double Cut (mastered to 4xcut), along with nice stats. If you don't have any of these though, then you're in a fairly rough battle. Safer Sephiroth will be using a large list of attacks: Wall, Break (petrifies one character and deal a damage bonus), Flare, Doom, Dispel, Pale horse, Shadow Flare, Dein, a swipe physical attack and in last but not least, the 2 hours animation Super Nova.

The thing is, the damage of these attacks are a total mystery to me. From what I've heard, Safer Sephiroth's stats could be based on Cloud's (or party's) level. I didn't agree but after a few tests, I do, in fact, have to admit that there is something weird going on. Super Nova's damage seems to be gravitational, though I'm not sure. For the other attacks, I have no idea. Shadow flare once dealt 6500 points on one of my char, then in another battle, it dealt around 3000 damage only. Could be the low stats for the first test but still, a 3500 points difference is big. But oh well, for the strategy, I'd recommend you equip Ribbons on your characters so you won't have to care about Safer's abnormal statuses that he'll use. Big Guard and Regen are always cool but Safer will probably Dispel them so it could be a wasted turn. For the attacks, use everything you've got. Double Cut, Summons (except for KOTR, come on be fair!), magic spells (Quadra magic helps in here), limits, everything! This is the last losable battle, and there is no New Game+ in FF7. Therefore, you can use every single last healing items you have in your inventory.

36th and FINAL battle

Final battle: Sephiroth
HP: Die after one hit
MP: what?
Drop: End of game
Difficulty: Omnislash rules!

(-_-(-_-(-_-)-_-)-_-), no idea why I'm doing this but oh well, it's always fun to describe a battle, even if it cannot be lost. Sephiroth, the real Sephiroth, wants one last encounter. It's a one-on-one duel though, between Sephiroth and Cloud. Even if you didn't take the time to get the Omnislash at the Battle Square, you will still have it in this duel. What else? Cloud's limit break bar will be full, allowing you to unleash Omnislash on Sephiroth right at the start. You could always just Defend or change row, giving Sephiroth a chance to get his turn and slash you with his Masamune. But then, Cloud will automatically counter attack, winning the battle. Indeed, it's way cooler to win with Omnislash, so just use it and feel this game's magical power one last time before you get your ending!

Congratulation, you can now add Final Fantasy VII to your "owned and beaten" game collection!

4- General tips

This section contains general tips(as the name says it)about Final Fantasy VII, so use it at your advantage.

- Let's cheat

Warning: If you want to be 100% legit, do NOT use this tip that I'm about to give you.

What is it about? The Duplication Trick. With the W Item materia, which is found in Midgar in your second visit(in the tunnels similar to the ones you passed through way earlier in the game, keep heading south down the screens and you'll eventually reach the materia), you can duplicate any battle items (items that can only be used in battles) up to the limit, which is of 99.

How? Equip the W Item materia on one of your character and enter a battle. With that character, select an item in your inventory to then pick a target (doesn't matter which target). You'll be able to use a second one(the materia's ability), so select the item you want to duplicate but then, don't pick a target. Instead, cancel(by pressing X). Select that one item again, and you'll see that it has increased of a 1. Cancel again, then pick, then cancel, then pick, the item is duplicated each times! As I said it already, it IS cheating, so if you want to be fair and stay legit, this trick isn't for you. But if you don't give a duck, then have fun!

- Best place to get EXP and AP

This tip is for the ones who are in Disc 3 and are willing to get some levels for their characters AND their materias for different reasons, like going after the Weapons for example. Believe it or not, but that place is actually the North Crater.

The location? Well, go down the North Crater until you meet a crossroad(after several areas). You'll be asked to choose between the left and right path. Take the left one, and keep going down the screens until you reach yet another crossroad. Choose the "up" option to enter a well drawn area. To recognize the place, the Jurassic Park like theme you were hearing will switch to a new relaxing theme. In here, you can meet enemies like the Magic Pots. You can't damage them unless you feed them an Elixir, but they are worth well the effort, since they give 8000 EXP each, along with 1000 AP. They usually spawn in pair of 2, so double these numbers I just wrote. If you're low on Elixirs, you can either use the Duplication Trick(read the tip

just above) or you could Steal/Mug the Tonberries that can also be found in this area. Still in the same place, you can also meet Mover enemies, which are really like pink balls. These give 0 EXP, but 800 AP each, and they always appear in group of 3, so triple it for 2400 AP at all (they give 90 000 gil in total as well, if you care). I recommend you to use this place for your leveling up business for both your EXP and AP, especially if you got multiple AP gaining equipment.

- The heck is lucky 7?

In a battle, if one of your characters' HP drop to 7777, he/she will get in the lucky 7 mode. Now, I never thought that it was a reliable "mode" to use since I actually never tried to use it. But if anyone would wish to contribute to this FAQ with informations about it, you are invited to do so. You will get all the credits, indeed.

- Let's buy money with money!

Or actually, should I say: "let's buy toy money with real money!". Toy money? How does that sound to you? GP right? Well yes, you can buy GP with gil. At the entrance to the Gold Saucer (behind the tram), you can find a man selling 1 GP for 100 gil, and he sells 100 GP max, so 10 000 gil spent at all. He RARELY appears though, so I wouldn't consider that a source for GP gaining. Still, you can always try it.

5- The secret characters

As you can guess it reading the name, this section is about the secret characters found in FFVII. There are two of them; Yuffie and Vincent. Below, you will learn how to have them join your party.

a. Yuffie Kisaragi

On the world map on the east continent, search around the Junon and Fort Condor territory to spot a few forests. In these, you can battle enemies of course, but sometimes, you will get to face a female ninja. Defeat her to find yourself on a field. The ninja will be on the ground, and you will see a save sphere to your left. Now, you need to do exactly what I tell you to, because if you don't, that female ninja will escape and snatch some gil.

First, talk to her. She will talk trash and challenge you to one more battle. Refuse by choosing:

Not interested.

Seeing that you're not fighting her again, she will think that you're scared of her. Enter her game in a sarcastic way by replying:

.....petrified

Mad, she'll simply decide to leave you there. Don't let her by choosing the next option:

Wait a second!

Since you're insisting for her to stay, she'll wonder if you would actually like her to join you. Reply:

That's right.

Now here's the catch, she will accept, but do not ask her name. Instead, choose the next option:

Let's hurry on.

You now get to name her, default name being Yuffie.

b. Vincent Valentine

The first time you get to join Nibelheim is in Cloud's flashback. In that one, there's like nothing you can do. But in your second visit, you're in the present with the party. In this second visit(from this time I mean), you can obtain the secret character. You need the Key to the Basement, which was obtained in the locked safe found in the mansion. Here is the combination:

Right 36, left 10, right 59 and right 97.

You have to battle Lost Number indeed, so refer to the Bosses' strategies section of this guide(main section of the FAQ by the way) for the strategy. In the safe, you get the Odin materia along with the Key to the basement. With the key, head downstairs in the corridor before the library. You can see a door left to it, open it with the key and go examine that coffin in this new room. A man will emerge of it, that individual being the experiment you may have read about in the files found in the main hall of the mansion. When you get the choice, choose the option:

Talk about Sephiroth.

Both Cloud and the red cap man will be surprised as both know Sephiroth(like oh my god wow, so surprising!). Next option to choose is:

Who are you?

You learn that he is Vincent Valentine, but he has no intention of joining you. So just give up, and leave the area. In the corridor, try to leave to the upper level of the mansion and Vincent will come back and accept to join you. There you go! You now have a new member in your crew!

6- Materia Listing

Basically a listing section, which is as you probably can guess a real pain in the butt to type so you better use it!

Magic Materia

=====

Restore

Magic	AP to next level
Cure	2500
Cure2	17 000
Regen	25 000
Cure3	40 000

Location: Lot of shops in Midgar sell them, as well as other cities/villages around the world.

=====

Fire

Magic AP To next level

Fire	2000
Fire2	18 000
Fire3	35 000

Location: Lot of shops in Midgar sell them, as well as other cities/villages around the world.

=====
Lightning

Magic AP to next level

Bolt	2000
Bolt2	18 000
Bolt3	35 000

Location: Lot of shops in Midgar sell them, as well as other cities/villages around the world.

=====
Ice

Magic AP to next level

Ice	2000
Ice2	18 000
Ice3	35 000

Location: Lot of shops in Midgar sell them, as well as other cities/villages around the world.

=====
Heal

Magic AP to next level

Poisona	1200
Esuna	52 000
Resist	60 000

Location: Shop in Kalm village.

=====
Earth

Magic AP to next level

Quake	6000
Quake2	22 000
Quake3	40 000

Location: Shop in Kalm Village

=====
Revive

Magic AP to next level

Life 45 000
Life2 55 000

Location: Shop in Junon Village

=====

Poison

Magic AP to next level

Bio 5000
Bio2 20 000
Bio3 35 000

Location: Shinra Floor 67 (and shops around the world)

=====

Transform

Magic AP to next level

Mini 8000
Toad 24 000

Location: Mount Corel (and shops around the world)

=====

Time

Magic AP to next level

Haste 8000
Slow 20 000
Stop 42 000

Location: Shop in Gongaga Town.

=====

Seal

Magic AP to next level

Sleep 10 000
Silence 20 000

Location: Shop in Junon (and other shops around the world)

=====

Mistify

Magic AP to next level

Confu 12 000
Bersek 25 000

Location: Shop in Gongaga town.

=====

Seal

Magic AP to next level

Sleep 10 000

Silence 20 000

Location: Shop in Junon.

=====
Exit

Magic AP to next level

Escape 10 000

Remove 30 000

Location: Shop in Rocket Town.

=====
Comet

Magic AP to next level

Comet 12 000

Comet2 60 000

Location: Forgotten City.

=====
Barrier

Magic AP to next level

Barrier 5000

M-Barrier 15 000

Reflect 30 000

Wall 45 000

Location: Shop in Rocket Town.

=====
Full Cure

Magic AP to next level

Full cure 100 000

Location: Cosmo Canyon.

=====
Gravity

Magic AP to next level

Demi 10 000

Demi2 20 000

Demi3 40 000

Location: Cave of the GI once you defeat GI Nattack.

=====

Shiva

Summon AP to next level

Lvl 1	4000
Lvl 2	15 000
Lvl 3	30 000
Lvl 4	50 000
Lvl 5	MASTER

Location: Priscilla's reward for helping her out.

=====

Ifrit

Summon AP to next level

Lvl 1	5000
Lvl 2	20 000
Lvl 3	35 000
Lvl 4	60 000
Lvl 5	MASTER

Location: Shinra cargo ship.

=====

Ramuh

Summon AP to next level

Lvl 1	10 000
Lvl 2	25 000
Lvl 3	50 000
Lvl 4	70 000
Lvl 5	MASTER

Location: Chocobo Square in Gold Saucer's prison.

=====

Titan

Summon AP to next level

Lvl 1	15 000
Lvl 2	30 000
Lvl 3	60 000
Lvl 4	80 000
Lvl 5	MASTER

Location: Gongaga town(at the Mako reactor).

=====

Odin

Summon AP to next level

Lvl 1	16 000
Lvl 2	32 000
Lvl 3	65 000

Lvl 4 80 000
Lvl 5 MASTER

Location: Shinra Mansion in Nibelheim.

=====
Kjata

Summon AP to next level

Lvl 1 22 000
Lvl 2 60 000
Lvl 3 90 000
Lvl 4 140 000
Lvl 5 MASTER

Location: Ancient Forest

=====
Bahamut

Summon AP to next level

Lvl 1 20 000
Lvl 2 50 000
Lvl 3 80 000
Lvl 4 120 000
Lvl 5 MASTER

Location: Temple of Ancients(as you defeat the Red Dragon).

=====
Alexander

Summon AP to next level

Lvl 1 25 000
Lvl 2 65 000
Lvl 3 100 000
Lvl 4 150 000
Lvl 5 MASTER

Location: Touch the hot spring then defeat Snow(Great Glacier).

=====
Neo Bahamut

Summon AP to next level

Lvl 1 30 000
Lvl 2 80 000
Lvl 3 140 000
Lvl 4 200 000
Lvl 5 MASTER

Location: Whirlwind Maze(on your way to the North Crater).

=====
Bahamut Zero

Summon	AP to next level
Lvl 1	35 000
Lvl 2	120 000
Lvl 3	150 000
Lvl 4	250 000
Lvl 5	MASTER

Location: In Bugenhagen's invention, examine one of the huge materia to get Bahamut Zero (Bahamut and Neo Bahamut are required).

=====

Leviathan

Summon	AP to next level
Lvl 1	18 000
Lvl 2	38 000
Lvl 3	87 000
Lvl 4	100 000
Lvl 5	MASTER

Location: Complete Yuffie's side quest in Wutai.

=====

Pheonix

Summon	AP to next level
Lvl 1	28 000
Lvl 2	70 000
Lvl 3	120 000
Lvl 4	800 000
Lvl 5	MASTER

Location: Beat up the Shinra Corp. at Fort Condor with your army to get the materia.

=====

Typoon

Summon	AP to next level
Lvl 1	35 000
Lvl 2	120 000
Lvl 3	150 000
Lvl 4	250 000
Lvl 5	MASTER

Location: Ancient Forest (near Canyon)

=====

Hades

Summon	AP to next level
Lvl 1	35 000
Lvl 2	120 000
Lvl 3	150 000
Lvl 4	250 000

Lvl 5

MASTER

Location: Shinra Sunken Plane.

=====
Knight of the Round

Summon	AP to next level
Lvl 1	50 000
Lvl 2	200 000
Lvl 3	300 000
Lvl 4	500 000 (ouch!)
Lvl 5	MASTER

Location: Secret island northeast of the map(Gold Chocobo needed).

() ()

Command Materia

=====
Sense

Command	AP to next level
Sense	40 000

Location: Kalm town, Junon town and Wall Market.

=====
Steal

Command	AP to next level
Steal	40 000
Mug	50 000

Location: Midgar Sewers, Kalm Town.

=====
Morph

Command	AP to next level
Morph	40 000

Location: Temple of Ancients.

=====
Manipulate

Command	AP to next level
Manip.	40 000

Location: Fort Condor, Rocket Twon. Also, Cait Sith is equipped with one as he joins you.

=====

Enemy skill

No AP to gain on it, simply a command with which you can use the enemy's abilities(that you learn as you're struck by them).

Location: Hojo's laboratory, Ancient City, Chocobo Sage house.

=====

Death Blow

Command AP to next level

Death blow 40 000

Location: Fort Condor and Rocket Town.

=====

Throw

Command AP to next level

Throw 45 000

Coin 60 000

Location: Fort Condor, Rocket Town. Also, Yuffie is equipped with one as she joins you.

=====

Double Cut

Command AP to next level

2X cut 100 000

4X cut 150 000

Location: Sunken Shinra plane.

=====

W Magic

Command AP to next level

W Magic 250 000

Location: North Crater.

=====

W Item

Command AP to next level

W Item 250 000

Location: Midgar Tunnels(second visit in Midgar).

=====

W Summon

Command AP to next level

Added Effect

Support AP to next level

Lvl 1 100 000

Location: Cosmo Canyon(GI nattak).

=====

Steal as well

Support AP to next level

Lvl 1 200 000

Location: Wutai Fire Cave.

=====

Final Attack

Support AP to next level

Lvl 1 20 000
Lvl 2 40 000
Lvl 3 80 000
Lvl 4 160 000

Location: Reward for winning the special battle in the Battle Square at the Gold Saucer.

=====

Counter

Support AP to next level

Lvl 1 (30%) 40 000
Lvl 2 (40%) 80 000
Lvl 3 (60%) 120 000
Lvl 4 (80%) 200 000
Lvl 5 (100%) MASTER

Location: North Crater.

=====

Magic Counter

Support AP to next level

Lvl 1 (30%) 40 000
Lvl 2 (40%) 80 000
Lvl 3 (60%) 160 000
Lvl 4 (80%) 300 000
Lvl 5 (100%) MASTER

Location: Win 10 races in the S rank with one of your chocobo in the Chocobo Square at the Gold Saucer.

=====

HP Absorb

Independent AP to next level

Lvl 1 (1)	3000
Lvl 2 (1.5)	10 000
Lvl 3	30 000
lvl 4	MASTER

Location: Chocobo Farm.

=====
Cover

Independent AP to next level

Lvl 1 (20%)	2000
Lvl 2 (40%)	10 000
Lvl 3 (60%)	25 000
Lvl 4 (80%)	40 000
Lvl 5	MASTER

Location: Wall Market, Sector 6 slums.

=====
Long range

Independent AP to next level

Lvl 1	80 000
Lvl 2	MASTER

Location: Mithril Mine.

=====
Pre-Emptive

Independent AP to next level

Lvl 1 (6%)	8000
Lvl 2 (12%)	20 000
Lvl 3 (24%)	40 000
Lvl 4 ((36%)	80 000
Lvl 5 (48%)	MASTER

Location: Battle Square at the Gold saucer.

=====
Luck Plus

Independent AP to next level

Lvl 1 (10%)	15 000
Lvl 2 (20%)	30 000
Lvl 3 (30%)	60 000
Lvl 4 (40%)	100 000
Lvl 5 (50%)	MASTER

Location: Temple of Ancients.

=====

Speed Plus

Independant	AP to next level
Lvl 1 (10%)	15 000
Lvl 2 (20%)	30 000
Lvl 3 (30%)	60 000
Lvl 4 (40%)	100 000
Lvl 5 (50%)	MASTER

Location: Battle square for 4000 battle point at the Gold Saucer.

=====
Enemy Lure

Independant	AP to next level
Lvl 1 (1.5)	8000
Lvl 2 (2)	50 000
Lvl 3	MASTER

Location: Battle square in Gold Saucer.

=====
Enemy Away

Independant	AP to next level
Lvl 1 (1.5)	8000
Lvl 2 (0.25)	50 000
Lvl 3	MASTER

Location: Chocobo race at Gold Saucer.

=====
HP plus

Independant	AP to next level
Lvl 1 (10%)	10 000
Lvl 2 (20%)	20 000
Lvl 3 (30%)	30 000
Lvl 4 (40%)	50 000
Lvl 5 (50%)	MASTER

Location: Materia Shops in Cosmo Canyon and Mideel.

=====
MP plus

Independant	AP to next level
Lvl 1 (10%)	10 000
Lvl 2 (20%)	20 000
Lvl 3 (30%)	30 000
Lvl 4 (40%)	50 000
Lvl 5 (50%)	MASTER

Location: Materia Shops in Cosmo Canyon and Mideel.

=====
Counter attack

Independant	AP to next level
Lvl 1 (20%)	10 000
Lvl 2 (40%)	20 000
Lvl 3 (60%)	50 000
Lvl 4 (80%)	100 000
Lvl 5 (100%)	MASTER

Location: Battle Square in Gold Saucer and Mount Nibelheim.

=====
Magic Plus

Independant	AP to next level
Lvl 1 (10%)	10 000
Lvl 2 (20%)	20 000
Lvl 3 (30%)	30 000
Lvl 4 (40%)	50 000
Lvl 5 (50%)	MASTER

Location: Ancient City.

=====
EXP plus

Independant	AP to next level
Lvl 1 (1.5)	60 000
Lvl 2 (2)	150 000
Lvl 3	MASTER

Location: Wonder Square at the Gold Saucer.

=====
Gil plus

Independant	AP to next level
Lvl 1 (1.5)	80 000
Lvl 2 (2)	150 000
Lvl 3	MASTER

Location: Wonder Square at the Gold Saucer.

=====
Mega All

Independant	AP to next level
Lvl 1	2000
Lvl 2	10 000
Lvl 3	25 000
Lvl 4	40 000
Lvl 5	MASTER

Location: North Crater.

=====
HP <-> MP

Independant AP to next level

Lvl 1 80 000

Lvl 2 MASTER

Location: Cave near Mount Corel(Gold Chocobo required).

=====
Underwater

Independant AP to next level

Lvl 1 0

Location: Morph a Ghost Ship(Junon's underwater tunnels) for the Guide Book, then trade it to the freak in Kalm village.

There you guys go.

7- Characters' Ultimate weapons

As you have probably noticed already, each characters got their different types of weapons. Cloud uses swords(except for when he uses that terribly ugly nail bat), while Barret uses mostly arm guns.

But the characters also have their best weapons, which are known as ultimate weapons. Indeed, since each characters use different types of weapons, there are different ultimate weapons.

To talk about these ultimate weapons, there are ways to power them up in Final Fantasy VII. Each Ultimate weapons have their different ways of being powered up, so each characters have different factors.

Below, you will find the locations of these Ultimate weapons, their stats, and of course, the ways to power them up.

Cloud's Ultima Weapon

Location: You must defeat Ultimate Weapon(the Weapon boss)and he will drop it.

Stats: Attack 100

Attack% 110

Magic 51

8 slots linked in pairs of 2 on this weapon

Potential's factor: Cloud's HP. The damage dealt by the weapon will be based on the different between Cloud's current and maximum HP. Meaning that if your Cloud has 6000 HP in total but that he currently got 500, the damages dealt will be ridiculously low.

Tifa's Premium Heart:

Location: In disc 2 as you get the Highwind, head to Midgar(from the base) and talk to the man there. He'll tell you that he lost his key to enter the city, so leave and head to Bone Village. Have a digging session there and dig near the crashed plane's cockpit. You should get the Key to Midgar the next

morning. Back at Midgar, you should now be able to open the door to enter the city. In the Wall Market, head inside the ITEM shop in which a brozen machine gun tried to shoot Cloud way earlier in the game. There is a chest there, open it to get the Premium heart.

Additional note: Tifa has to be in your party

Stats: Attack 99
Attack% 112
Magic 32
8 slots linked in pairs of 2 on this weapon

Potential's factor: Hmk, I am not sure about this weapon. I know that Tifa will deal higher damages with it when her limit bar is nearly full. But I also heard that the Premium Heart gets better as you "Miss" her limit breaks. Not sure about that one though.

Aeris's Princess Guard

Location: This ultimate weapon can only be found in Disc 1 in the Temple of Ancients. In the clock area, head inside the IV(actually labbeled IIII) passage to reach a room containing a chest. Open it to get the Princess Guard.

Stats: Attack 52
Attack%111
Magic 22
6 slots are linked in pairs of 2 on this weapon

Potential's factor: When Aeris's allies are dead or nearly dead, her Princess Guard will be dealing bigger points.

Barret's Missing Score

Location: The Missing Score can only be acquired once, which is right after the battle with the Proud Clod in disc 2. While climbing up the stairs, you should eventually come to a green chest. Open it to get the Missing Score.

Additional note: Barret must be in your party to get the chest to appear.

Stats: Attack 98
Attack% 108
Magic 49
slots linked in pairs of 2 on this weapon

Potential's factor: To deal the best damage on this weapon, you need to equip it with high level materias. Mastered materias will make it even better.

Red XIII's Limited Moon

Location: The weapon can be obtained in Disc 3. Head to Cosmo Canyon and get to Bugenhagen's house on top of the place. He will(in my opinion) fake his death to encourage RedXIII to move on with his life and to get out to save the world, instead of staying in the Canyon to protect its citizens. He then gives you the Limited Moon.

Stats: Attack 93
Attack% 114
Magic 31
8 slots linked in pairs of 2 on this weapon

Potential's factor: Same as Cloud's, just that it's now about your MP. The smaller is the difference between Red XIII's current and max MP and the higher he will damage.

Cid's Venus Gospel

Location: After the rocket event(in which you get a Huge materia) in Rocket Town, talk to the oldman who gave you the Yoshiyuki in disc 1 three times and he will give you the Venus Gospel.

Stats: Attack 97
Attack% 103
Magic 42
8 slots linked in pairs of 2 on this weapon

Potential's factor: Same as Red XIII's Limited Moon.

Yuffie's Conformer

Location: With the submarine, head to the Shinra sunken plane. In there, go into the main room and open one of the chests to get the Conformer.

Stats: Attack 96
Attack% 112
Magic 42
8 slots linked in pairs of 2 on this weapon

Potential's factor: This one is quite original, the higher the target's level is and the higher the weapon's damage will be.

Cait Sith's HP shout

Location: In your second visit at the Shinra Headquarters, open the locker on the floor 66(Cloud didn't take it in the first visit because he said it was useless).

Stats: Attack 95
Attack% 110
Magic 44
8 slots linked in pairs of 2 on this weapon

Potential's factor: Same as Cloud's Ultima Weapon.

Vincent's Death Penalty

Location: Have Vincent in your party and locate a waterfall on the Gold Saucer continent(World Map helps indeed) and use the submarine to get there from underwater(again, help yourself with the map). In the waterfall cave, you'll get to see a flashback of Vincent. Once the cut scene is over, get out of here and go run in random encounters. Win 10 battles then head back in the waterfall cave. You should obtain Vincent's limit, along with his ultimate weapon.

Additional note: Vincent must be in your party.

Stats: Attack 99
Attack% 155
Magic 34
8 slots linked in pairs of 2 on this weapon

Potential's factor: The more enemies Vincent has killed using the ultimate weapon, the higher his damage will be.

8- Chocobo breeding(how to obtain a Gold Chocobo)

Oh well, a chocobo strategy could be found in the "tips" section of the older crappy ass version of this guide. But since I'm totally updating it, I simply decided to write a whole section about how to get a Gold Chocobo. The point of adding it to a boss guide? Meh, we gonna need it for the upcoming sections about Ruby and Emerald Weapon, so it wouldn't be fair to ignore this feature would it?

How do you breed chocobos? At the Chocobo Ranch found on the east continent of the world, you can place caught Chocobos in the stalls to then feed them, mate them, ride them and so on.

When is the appropriate time to take on this feature? I recommend you to breed chocobos as soon as you get the Highwind. You can do it later if you'd like, it's just that I like to get rid of this quest as soon as possible. You're going to need a few things first, which are listed just below:

- Money. An high amount of money, around 500 000 gil just to be safe. How will you get such an amount? Shouldn't be a trouble if you got a mastered All materia to dump. They can be sold for 1 400 000 gil when mastered, so if you got another high level(or even mastered)All materia as an alternative, then just sell it. If you don't have any, then wait until Disc 3 in the North Crater, where you can get 90 000 gil in one battle. Refer to "Best place for EXP and AP" in my general tips section.

- Stalls. At the chocobo ranch, go talk to the Choco dude in the house(that you can use as a Inn) and buy 6 stalls from him(10 000 gil each). We need like four, but screw that, let's just take over this place.

- Nuts and Greens. Board the Highwind and head to the cold continent. Search around until you spot a house that you can land just in front of it, thanks to the grass area. This is the chocobo sage house, and you can buy rare greens from the sage in here. You want the most expensive ones, which are the Sylkis Greens, 5000 gil each. Buy 99 of them, then leave after getting the Enemy Skill materia from the green chocobo(talk to it). Now we need the nuts. Board the Highwind again and head to Bone Village, and land on the grass area. Run around here(Not in the forest!) until you get to meet the Vlakoradus enemies in random encounters. Steal/Mug these T Rex like enemies for Carob Nuts. You need 3 of them, but let's just take 4-5 to be safe. Second and last nut we need are Zeio Nuts. With the Highwind, head east on the World Map. You will spot deserted islands, and most are peninsulas. Search for an island shaped like a dinosaur. Land there, and run around for random encounters in the forests. You will meet Goblin enemies, steal/mug them for Zeio Nuts. You need one, so in a few seconds you'll be out of here.

- Chocobo Lure materia. You need one, and you should've been one's owner for a long time, as you could buy one from Choco Billy in the ranch when you needed a chocobo to pass through the marshes without having the Midgar Zolom biting your butt way earlier in the game. Personally, I always master mines, since that materia will be quite a good friend in the catching session we're about to take on.

There you go, you got the required items. Now on to the step by step mini guide!

We need two chocobos(duh!), but we need two specific ones. Go catch a few

chocobos at the Gold Saucer, then get back to the ranch. Talk to Choco Billy and choose the "Moving" option to simply move them in the stalls, and you will get to see their descriptions. We need two different ones:

Mmm this one seems good.(this one is walking)

and

This is a great chocobo!(this one is very healthy, running)

These are the two types we need, but here comes another factor; the sex. Yes, we gonna talk about SEX in here, but don't worry, I'm not talking about the SEX you are right now, you perverted jerk(oops, I said the J word!!!)!!! I am talking about the gender; male and female. We need two different genders, and both chocobos will need to have a different description. Shall I give an example? Say you have a running(this is a great chocobo!) type, and that it's a female. Then, the other chocobo will need to be a MALE walking type(Mmm this one seems good). You cannot have two running types or two walking types, unfortunately. When you have the wanted chocobos, it's now the time to mate them. But save your game before. Back in the ranch, choose the "Mate" option from the list, and then you'll be asked which chocobos you want to mate. Pick the two freshly caught chocobos and give them a carob nut. The next morning, you should have a coloured(green or blue) chocobo! If you don't(and get a normal chocobo), just soft reset(just told you to save remember?) until you get a coloured one.

Once you do, you need to give your chocobos a little break so head outside of the ranch. Win a few battles(7-8) and your chocobos should be ready again. Save, and get back inside the ranch again. Mate the two chocobos you just mated(give them another Carob Nut) and here comes the tricky part: you need another coloured chocobo, but this one must have a different gender AND different colour. Need an example? Say you had a blue female, you now need a green male, or vice versa. You cannot have two of the same colours, so basically just keep mating your two chocobos until you get the wanted one, reset whenever you're unlucky.

Once you got your second different coloured and gender chocobo, you can release the two normal yellow chocobos and then, you have the choice between two options:

- Go win a few battles again and mate your two coloured Chocobo with one last Carob Nut to obtain a Black Chocobo.

- Feed your two coloured chocobos with 20 Sylkis Greens each so their stats get increased. When that's done, board the Highwind and head to the Gold Saucer(via Corel). Inside the chocobo square, register one of your chocobos and race with them. Win the races(shouldn't be a problem)and after three victories, your chocobo will go up a rank, from C to B. Keep winning the races until you get it to rank S. Once that's done, do the exact thing with your second coloured chocobo. When that is done, leave the Gold Saucer and get back around the ranch. Run around to win a few battles, then save and enter the ranch. Mate your two coloured rank S chocobos and give them a Carob Nut. You should obtain a Black Chocobo.

Either way, you get a Black Chocobo. But you have the right to wonder what's the point of the second option. Well, from my own experience, I believe that a baby chocobo will have good stats when its parents had good stats as well, and that they had an high rank(like S). Also, it seems that you have more chance to obtain a wanted type of chocobo(in this situation, a black chocobo) when they have great ranks.

Oh well, now that you have a Black Chocobo, let's get the last type of chocobo we need before being able to obtain our Gold Chocobo! Board the Highwind, and fly west of the cold continent. Spot some chocobo tracks, then land on a grass area nearby, and then catch a maximum of chocobos here (Chocobo Lure materia will be your friend once again). Once you've caught enough, get back to the ranch and move your chocobos, checking their descriptions. You will get two types of chocobos:

I really can't recommend this one..(a tired chocobo)

and

This is an awesome chocobo!(A dashing chocobo)

Indeed, you want the second one, and it will need to have a different gender than your Black Chocobo's. This step is kind of tricky, since it seems that the tired type of chocobo is way more common than the dashing one.

When you get the desired chocobo, you once again have two choices:

- Wander around the ranch and win a few battles to then be able to mate your Black Chocobo and your Dashing chocobo with the one Zeio Nut you got, getting a Gold Chocobo the next morning.
- Feed both your Black Chocobo and your Dashing chocobo with 20 Sylkis Greens each to increase their stats. Then get to the Gold Saucer and back in the chocobo square to have these two chocobos win races until they get to rank S. Once that's done, get back at the ranch, win a few battles around, save, enter the ranch, mate session(with the Zeio nut) and: Gold Chocobo.

Either way, you should get your well deserved Gold Chocobo the next morning (if you don't, do as we did a few times in the process, which is reset and try again!). Again, if you want to learn why did I suggest you that second option, it's the same reason I gave you earlier for the coloured chocobos(few paragraphs above).

To talk about the Gold Chocobo, it's the ultimate in transportation! With it, you can go EVERYWHERE(except for inside the North Crater), you can cross the sea, climb the mountains, everything! You will be able to reach four secret caves around the world, containing some of the best materias in the game; HP-MP, Quadra Magic, Knights of the Rounds summon, and in last but not least, the Mime materia. I will let you find these caves by yourself though, not like it's gonna be any hard to simply discover the world a bit (^_^).

Quick note: I don't mind helping you for the Knight of the Rounds materia, since it is kind of tough to find because its cave is found on an island that cannot be seen on the world map, located north east(in the corner).

ALSO, that Gold Chocobo is litteraly a BOMB at racing, especially if it has strong origins. You can win the toughest races(in the S rank) extremely easily, since a Gold Chocobo can be called a godly chocobo. Racing could become your main source at gaining GP, allowing you to quit playing that dumb and cheap super dunk mini game in the Wonder square to get your GP.

With that said, the chocobo breeding section concludes here.

9- Ultimate Weapon(the boss)

As you defeat Diamond Weapon, Ultimate Weapon will make a come back(from that

point I mean, you can wait and fight him in disc3, though I recommend taking him out as soon as possible). You fought him once in Mideel, but it wasn't a serious battle. He escaped after a few turns right? Unfortunately, he will dare to do such a thing again, and quite a few times I might add.

Optional boss: Ultimate Weapon

HP: 100 000

MP: 9999

Drop: Ultima Weapon

Yes, he does drop Cloud's best weapon. Trick? You'll see. Ultimate Weapon will be waiting for you at the lake near Junon. Fly the Highwind right into him to engage the battle. You will be battling him from the Highwind's deck, and he will be out of range for your physical attacks. His attacks? Same as he used earlier in Mideel, just that now it seems that his damage potential has increased a bit. What to do? Well, either use characters who can physically attack with ranged weapons, or either have the Long Range materia equipped. Other than these, you could use magic spells and summons, along with enemy skills. After a very few turns though, Ultimate Weapon will escape, you won't get any EXP/AP, and he won't drop the Ultima Weapon. Deal? Ah yes, what a bastard! You will have to chase him with the Highwind until he stops at another location.

Where? It's random. Here, I will list the locations where he will stop to battle you again: Gongaga town, North Crater, Nibelheim(over the reactor), near Corel(over the reactor), Midgar, and Mideel(over the life stream).

Keep in mind that I'm talking about these locations on the world map. Also, note that there could be other places. These are the ones I've seen, but I wouldn't be surprised to learn that there are others. If you do know any others, then you are invited to e-mail me and tell me.

Basically, you follow him until he stops at a location, or you just go get busy somewhere(leveling up, fun in Gold Saucer, shopping, and so on) to then check the locations listed above in order to find the Weapon. Sometimes, you will battle him on the ground(like at Gongaga Town), in these cases, he will use his claw to physically attack one target. He will also use Quake2. When you fight him in the sky though(like at Midgar, if I'm correct), he will replace his swipe attack for a laser like offense which deals around 1300 points on one target. After fighting him 4 times, he will finally stop near Cosmo Canyon. That means that it will be the very last battle with him. That last battle will be aerial, meaning that you will need the Long Range materia again. Just one thing to watch out here is that when you deplete his total HP, he will use Shadow Flare as his final attack, dealing nearly 8500 points on one character. You can reduce it with MBarrier(just cast Big guard) by half, and you can also learn it if you have an enemy skill materia equipped (you definitely should). As he dies, he'll give you plenty of both EXP and AP (just like every other Weapons), and he will drop the Ultima Weapon. His dead body will fall on the canyon, opening a path to the Ancient's forest, allowing you to access it by walking, if you haven't already with a Black or Gold Chocobo.

It's not all that tough to get the Ultima Weapon. Fighting Ultimate Weapon isn't hard, chasing him however has to be the lamest thing in the game, since he will sometime take half an hour before making his mind to stop at a location. Patience will be the key, if you're unlucky that is.

In Disc 3, you might have spotted something red messing around in the desert around the Gold Saucer. Guess what, that is simply the head of a huge nemesis named Ruby Weapon. It's an optional boss, and well, he's far from being an ordinary boss. In fact, he's the second(or simply THE, since many gamers think that way for some reason)toughest enemy in the game. There are several strategies for Ruby, but the one you'll find in my guide is fairly cheap. Still, it's not like Ruby was any fair either --. This section is divided in different parts, which are all below.

a. His stats

Optional Boss: Ruby Weapon

right tentacle

left tentacle

HPs: 1 000 000(around)

50 000

50 000

MP: ?

Drop: Desert Rose(can be traded for a Gold Chocobo)

As you can see, Ruby Weapon has different targetable parts and the main body is totally beefed up on the HP. But meh, with the strategy(main one)I'm about to give you, you will win this battle, 100% guarantee.

b. His attacks

This b. is for the ones who are going to battle Ruby without using the main strategy I'm about to give(with it, you won't even need to care about his attacks). Still, here they are:

Ultima- Actually, I'm not sure if he got it in his movelist, but he counter attacks Knights of the Round(or any summons, not sure) with it for up to 7500 points of damage.

Whirl Sand- A cheap offense that he can only use when you have 2-3 characters alive. It consists of ejecting your characters out of the battle(until it ends).

Comet2- 4000 points of damage, but he usually use it twice in a row so you do the very simple math.

Grand Sweep- Basically a physical attack, dealing damages based on your vitality. It will also inflict Toad and Mini.

Ruby Flame- Rarely use it, which deals fire damage for up to 3000 points.

Ruby Ray- Same as above.

Shadow Flare- Another attack that you'll rarely see him use, which deals up to 6000 points.

His tentacles will attack you as well(when he puts them in the ground to side attack you), but they will simply either damage your HP or your MP with simple physical offenses.

c. The strategy(ies, kind of)

As I've told you, there is one main strategy found in my section, with which

you WILL push Ruby Weapon over. I will start with it, then I'll give you other suggestions.

First, you need to have the required stuff, listed as always:

- One character lvl 75+.
- Knights of the Round summon materia, doesn't need to have a single level mastered. You can get it in a secret cave northeast on the world map(Gold Chocobo required).
- Ribbon, good old anti-abnormal statuses accessory.
- Mime materia, found in a secret cave that can only be accessed with a Gold (or perhaps Black) Chocobo.
- W Summon materia, costs 64 000 battle points at the Battle Square(Gold Saucer).
- Speed plus materia(s) mastered(or nearly), costs 4000 battle points at the Battle Square(Gold Saucer).
- Apocalypse sword, entirely optional but if you're gonna use Cloud, use the Triple AP growth from that sword as your advantage to learn materias that are requiring high amounts of exp to be mastered.

Quick note: Cid has a Triple AP growth weapon as well if I recall correctly.

- HP absorb, totally a must. Can be found in the North Crater and in Wutai.
- 9500 HP+(just to be safe)
- Magic Plus materia mastered.

With these, you got the required stuff to doom Ruby Weapon. Equip these all any way you wish(except for Knight of the rounds summon, which needs to be paired with HP absorb). Kill off the two other characters, then enter the battle with that lone warrior.

Ruby will start off by putting his tentacles in the ground in order to side attack you from behind. W Summon the knights of the round on all targets (first the tentacles, then Ruby). After the long ass animation, Ruby will counterattack with Ultima for nearly 8000 points. STOP, don't you go use an Elixir on me. Just Mime yourself, you'll see. KOTR will be summoned twice once again, but you won't waste any MP. Also, since HP absorb was paired with the summon materia, you will be automatically ALL healed after the animations. The mastered Speed Plus materias(s) will be giving you a speed advantage as well. Bad statuses inflicted by Ruby's physical offenses? No sweat, you got a Ribbon. There you go, just keep Miming for the whole battle and you won't even need to care about the damages dealt by Ruby, since you'll be automatically healed after. Just make sure you don't do ANYTHING else than Miming your first move(which was W Summon KOTR) and eventually, Ruby Weapon will be defeated.

Indeed, that strategy's cheap, so it's your choice if you want to try something more fair in which you have to act more. But if you want to stay cheap((-_-)), you can still try out other materia combos, such as Quadra Magic Demi3(with HP absorb) and so on. You can also mess around with the Counter materias, you're free to do your own different tests!

11- Emerald Weapon

Just like Ruby, Emerald Weapon is an optional boss. You probably have already spotted him while you were exploring the ocean with the submarine. He is also the hardest(in my opinion, many players say that Ruby is but oh well) enemy in the game. This section is basically just like Ruby's, as it is divided in a few parts, all listed below.

a. His stats

Optional Boss: Emerald Weapon

Eyes

Eyes

Eyes

Eyes

HP: Around 1 000 000

25 000 HP each eyes.

MP: Unknown.

Drop: Earth Harp(can be traded for a full mastered materia set)

I don't think that there is way to confirm his HP, but it is clear that he has AT LEAST a million. You can see that Emerald Weapon has different targetable parts as well. But they(these "eyes")won't be active for the whole battle, as he only open them in certain moments. But meh, with the strategy below, you once again(just like with Ruby) won't need to worry, nor care.

b. His attacks

As I said it in the Ruby section, informing you of the Weapon's attacks is nearly useless, because you won't need to give a damn. But oh well, here they are:

Emerald Shoot- Deals around 8000 points on one character, Emerald can't use it while his Eyes are opened.

Emerald Beam- A gravitational attack(I believe, yet some players told me that I was wrong) that takes away 7/10 of your HP, and it dispels your support magics as well(except for the one granted by an accessory).

Revenge Swamp- Emerald will use it as you defeat one of his Eyes(if you defeat them all, he still only use it once). It's a physical attack basically (he stomps your party) to deal around 3000 points(with average vitality).

Air Tage Storm- Just like above, he will use it as a final attack when you deplete one his Eye's total HP. The damages will be based on how many materias you have equipped(1111 points per materia).

He could have other attacks, but these are the only ones I've seen him use. To talk about his eyes, they will be using laser attacks to damage either your HP or your MP.

Next, the strategy!

c. Strategy(ies, kind of)

Just like with Ruby, there is a way to defeat Emerald Weapon without a single drop of sweat. It is a cheap strategy but meh, if you aren't seeking a challenge then just use it.

Here comes the required stuff:

- One character lvl 75+
- 9999 HP(just to be safe)
- Knights of the Round materia
- HP absorb materia
- Mime materia
- W Summon materia
- Speed Plus materia mastered
- Sprint shoes, can be obtained easily by winning the Special Battle at the Battle Square(girl at the exit will give you a pair) at the Gold Saucer. You can also win 10 races in the S rank(with one of your own chocobos) at the Chocobo Square, still in the Gold Saucer.
- Underwater materia, Morph the Ghost Ship enemy in a Guide book to then trade it for the Underwater materia with the freak in Kalm.

Pair the KOTR materia with HP absorb, then put all the materias, on one character, and put him/her in back row. The two others should be KO. There you go, you're set. Go challenge Emerald Weapon for a battle now.

With your Sprint Shoes equipped(along with your mastered Speed plus materia), you will have a speed advantage so make full use of it to quickly W Summon the knights of the round. Emerald will probably attack you before but don't worry, after the animations(of the 2x KOTR), you will regen your HP, thanks to the HP absorb materia. What to do now? Simply Mime yourself again, allowing you to W summon KOTR once again for free(no MP wasted). You won't need to care about healing, since HP absorb will be healing you back whenever KOTR is casted. So basically just keep Miming until a certain point when Emerald opens his eyes. Mime again to get rid of them, and then Emerald will get two cheap shots; Revenge Swamp, which will deal around 1500 points since you're in back row, and then Air Tage Storm which deals 1111 points per materia equipped. Since you have only 6 materias equipped, it will deal 6666 points, leaving you near death but not killed. Just quickly Mime and you'll be fully healed once again. You just must not do anything else than Miming, because if you do, you will have to do your original command once again(W summoning KOTR by yourself). 20 minutes limit because you're underwater? No problem, you got the Underwater materia, which lets you breath underwater. As I said a few times already, it is a cheap strategy so you could try out something else instead, like messing around with Demi3 and Quadra magic, HP absorb, Counter materias and so on. Once again, you do what you want!

12- E-mail

Got questions about FF7? Go ahead and send them to blackestmage@yahoo.fr(my e-mail address). Make sure you include "FF7" in the topic though, and that your question is not already answered in this guide. Also, don't forget that this is a boss guide, therefore, I'm not answering any questions related to the story. In last, you are invited to send me contribution as well.

13- Conclusion

I seriously hope that the new version of this guide has helped you out with the game. My English got way better, allowing me to use a better grammar. Still not perfect (since I'm French) so you might have spotted a few spelling mistakes, but oh well. With that said, see you in another guide!

14- Credits

- Squaresoft
- Gamefaqs
- CjayC
- faqs.ign.com(IGN.com)
- Neoseeker
- Darktemplar20
- My fingers

Copyright 2002 Blackestmage.

Boss guide.

Final Fantasy VII by Squaresoft.

-----The End-----

This document is copyright One Tough Mage and hosted by VGM with permission.