Final Fantasy VII Yuffie-Only Strategy Guide

by yuffielover

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Final Fantasy 7
Yuffie-Only Strategy Guide Version 9.0
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        I am making this walkthrough for Final Fantasy 7 for all of the Yuffie fans
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        1. Rules in the Challenge
Here are the rules for the Yuffie-only challenge
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You must only use Yuffie (unless noted).
 You must have let Yuffie join your party.

3. You must keep the other 2 party members in Death Status.

2. Biography

Yuffie Kisaragi

Job: Materia Hunter, Ninja

Age: 16

Weapon: Shuriken Height: 5?2

Birthedate: November 20 Birthplace: Wutai Blood Type: A

Although you?d never know it be looking at her, Yuffie comes from a long line of Ninja, She forced herself into the group just to get a ?certain something?. She?s sneaky, arrogant and ?way? selfish. But with her super shuriken and her special skills, there isn?t anyone else that you?d rather have on your side in a fight.

3. Version History

January 12, 2005

Version 1.0

Got a lot of information for this Strategy Guide.

February 24, 2005

Version 2.0

Added a new strategy for defeating Emerald Weapon. Also edited the Best Armor Section.

March 7, 2005 Version 3.0

Added a question to the frequently asked questions, and added a new strategy for defeating ${\tt Emerald}$ ${\tt Weapon}$.

March 20, 2005

Version 4.0

Removed a Emerald Weapon Strategy.

May 21, 2005

Version 5.0

Added a new challenge to the challenges section.

June 1, 2005

Version 6.0

Added Yuffie?s biography

June 12, 2005

Version 7.0

Added another Emerald Weapon Strategy (The O Elixer strategy).

June 28, 2005

Version 8.0

Removed a Challenge and replaced it with another one.

September 5, 2005

Version 9.0

Added another question and answer to the Frequently Asked Questions section.

- a. NEVER PUT YUFFIE IN THE FRONT ROW. She is a long-range attacker, as all of her weapons are Shurikens. She will also take less damage this way.
- b. Master Materia as quickly as possible. You?ll need the higher-end Materia for some of the tougher bosses, especially Ruby Weapon and Emerald Weapon.
- c. Get the Hp Plus Materia in Cosmo Canyon the first time you are in that place. They will be needed for the all of the weapon boss battles (except for Diamond Weapon, maybe)
 - d. Get the Final Attack Materia if possible.
- e. Morph enemies in the Gelinka! All of the monsters in the Gelinka (except for the boss fight against Reno and Rude) have a source that you can morph them into. They will increase your stats and help you a lot if you are going after Ruby Weapon and Emerald Weapon.

5. Frequently Asked Questions

Question 1: I can?t beat the Carry Armor! What are some good things to equip Yuffie with?

Answer 1: I would recommend 2 Speed Plus Materia at Level 3 or higher, at least 1 Counter Attack Materia at level 3 or higher, 1 Hp Plus Materia at Master Level if possible. I would also equip Yuffie with the Champion Belt if you have one. The Crystal Cross is the preferred weapon, equip your best armor too. You should have Yuffie at least level 55 before attempting this fight. Your best summons are good, too.

Question 2: The monsters in the Gelinka are too strong! What are some good requirements before entering the Gelinka?

Answer 2: Have a Hp Plus Materia at Master level and 2 Speed Plus Materia at Master Level if possible, otherwise at level 4. You might want to consider getting the Oritsuru in the Da-Chao Statue Fire Cavern in Wutai, but you?ll need the Leviathan Scales to get it. You should get Yuffie up to at least Level 60 before entering.

Question 3: Any advice on beating the weapons in a Yuffie-Only Challenge?

Answer 3: Well, I would strongly recommend that you have Strength, Dexterity, Vitality, Magic, Spirit and Luck at 255. Your Max. Hp should be 9999 and Your Max. Mp should be 999.

For Emerald Weapon, I would strongly suggest the Conformer, Touph Ring and either the Mystile or Ziedrich for Weapon, Armor and Accessory. For Materia, I would use the Knights of the Round, W-Summon, Hp Plus, Underwater, and as many Master Level Counter Attack as possible. Link the Added Cut Materia with the Double Cut Materia with 4xCut Learned if you don?t have Knights Of The Round and W-Summon.

For Ultimate Weapon, I would use the same as Emerald Weapon, except to remove the Underwater Materia and use The Enemy Skill Materia instead.

For Ruby Weapon, instead of using the Touph Ring for the accessory, use the Ribbon because of his arsenal of Status-inflicting attacks. Don?t use any Counter Attack Materia or Double Cut Materia.

For Diamond Weapon, if you have Knights of the Round, you can kill him with one summon!

Question 4: Any advice for the Sephiroth fights?

Answer 4: Hp should be at least 7000, Mp should be 999, Strength, Dexterity, Vitality, Magic, Spirit and Luck should be at least 170. The Conformer should be your weapon, the armor of choice is either the Mystile, the Aegis Armlet or the Ziedrich and the accessory of choice is either the Champion Belt, Touph Ring or Ribbon. If you?re desperate, you could use the Curse Ring, but you?ll have to take him out fast.

From Austin:

Question 5: Why was Yuffie not in the game?s ending?

Answer 5: The reason why Yuffie was not in the game?s ending was because they would?ve had to spend more time on the game, and make multiple endings for it. I heard on a website that Yuffie had kidnapped Vincent in the ending, and Sephiroth made one last attempt to kill Yuffie, but it was too late.

Question 6: Why did you choose Yuffie for this single-character FAQ?

Answer 6: The reason why I chose Yuffie was because she?s my #1 all-time videogame character. Also, I support her in everything, even her materia-stealing!

6. Bosses

Since I don?t feel like listing a detailed walkthrough, I will only list boss strategies. Depending on how you play, your strategies may be different.

Disc 1 Bosses

Boss 1: Guard Scorpion Hp: 800 Weak against Lightning Note: Use Cloud Difficulty: Easy

Hit him with Bolt spells constantly, since he is weak against lightning. Each bolt spell should do around 80 damage. When Cloud gets a Limit Break, use it, but only when his tail is down. Braver should deal around 130 damage. Defend whenever his tail is up or he will counter attack with Tail Laser, which deals around 100 damage. Heal yourself whenever you have less than 100 Hp.

Boss 2: Airbuster Hp: 1200 Weak against Lightning Note: Use Cloud Difficulty: Normal

You can hit him with Bolt spells constantly, but this time they will deal about 50 damage. When Cloud gets a Limit Break, use it. Cross-Slash deals about 150 damage. If Cloud has Blade Beam, it should deal around 200 damage. Use Cure to heal yourself when you have less than 125 Hp. Better to stick with your physical attacks.

If Cloud has Meteor Rain at this point, all you have to do is start the battle with a Limit Break. Then, use the Limit Break immediately and you should have a one-move victory. If not, hit him with Fire spells constantly. His Sewer Tsunami hits you for about 90 damage and the boss for about 200 damage. Lick hardly does any damage, as you are nearly invulnerable to this attack, but if Cloud?s level is high enough, you are invulnerable to this attack.

Boss 4: Reno Hp: 2000 Note: Use Cloud Difficulty: Easy-Hard

DO NOT GO INTO THIS FIGHT WITHOUT METEOR RAIN. Why do I say that? Well, because he has a Pyramid attack that causes Petrify status and if you are hit with this, it?s Game Over. Enter the fight with Cloud ready to unleash his Meteor Rain. Activate the Limit Break immediately and he should have a one-move win, but kill Barret first. If not, throw a Grenade at him and pray that he doesn?t use his Pyramid attack.

 Try to enter the fight with Cloud ready to use Meteor Rain. Be sure to kill Red 13 first. If not, hit HO-512 with magic attacks. Equip a Star Pendant to prevent poison. Heal yourself whenever you have less than 150 Hp.

Boss 6: Hundred Gunner Hp: 1600 Weak against Lightning Note:

Use

Barret Difficulty: Easy

Before you start the battle, equip Barret with the Star Pendant, as it will help in the very next battle. Also, put Barret in the back rank, since he has a long-range weapon equipped. Put the Restore Materia on Barret. Try to have the Lightning Materia and Elemental Materia linked togheter on Barret?s weapon. With a lightning strike, you should do around 100 damage each hit and a Big Shot should do around 400 damage (Big shot does a lot of damage with a Lightningstrike early in the game!). His attacks do anywhere between 60-120 damage. Use a Cure spell whenever you have under 130 Hp.

Boss 7: Heli Gunner Hp: 1000 Weak against Lightning Note: Use Barret

Difficulty: Normal

Your attacks are slightly weaker against this boss than the last boss. He does anywhere between 70-130 damage. Use a Cure spell whenever you have under 150 Hp. His AB cannon can also put you to sleep, so you might want to consider healing yourself whenever you have under 200 Hp.

Boss 8: Rufus Hp: 500 Note: Use Cloud

Dark Nation Hp: 250 Difficulty: Easy-Normal

Dark Nation sets up Barrier and Magic Barrier on Rufus. Try to hit him with Meteor Rain before he does this. Even if he does have a Barrier, you can still kill him with Meteor Rain, if it does enough damage. Beating Rufus first will win the battle instantly. If you don?t have a Meteor Rain at the start, hit Dark Nation with strong spells, then hit Rufus with all you got. Heal with a Cure spell whenever you have under 100 Hp.

Boss 9: Motor Ball Hp: 2600 Weak against Lightning Note: Use Cloud

Difficulty: Easy-Hard

You will be back attacked at the start of the battle. Hit him with constant Bolt 2 spells if you have it, but keep an eye an your Mp. He also has a blade-type attack that does about 35-40 damage. Sometimes he will use the blade-type attack twice consecutively. He will use Twin Burner twice during the battle that deals about 200-250 damage. Use a Cure spell when you have under 250 Hp.

Boss 10: Midgar Zolom Hp: 4000 Notes: Optional battle, can beat it

unlimited times, Use Cloud or Yuffie

(when you get her) Difficulty: Normal-Ultimate

If you are using Cloud to fight the Midgar Zolom, better have a Meteor Rain ready to unleash. If not, run from every battle with the Midgar Zolom and heal yourself before you fight him again. If you come back to this area after you have got Yuffie, use Level 2 Magic against him and to heal yourself. Use a Limit Break when you get it. Heal every other turn. This battle can all be avoided by using a Chocobo.

Boss 11: Bottomswell Hp: 2600 weak against wind Difficulty:

Easy-Hard

Before you go into this battle, make sure Yuffie has learned at least Bloodfest (Doom of the Living would be great!) Also, start the battle with a Limit Break ready to unleash. Link the Elemental Materia with the Choco-Mog Materia. Make sure you have the Boomerang equipped on Yuffie, since it?s better than her 4-point Shuriken. Why do I say that? Well, because he has a attack that drains your Hp constantly, and if you are hit by this attack, it?s Game Over.

If you start the battle with Yuffie ready to unleash her Doom of the Living, use it, and it?s a one-move win. Otherwise, use Bloodfest., as the Limit Break?s 10 hits should do 1500-2500 damage overall, and if you?re lucky a one-move win. If Bloodfest doesn?t kill him, use Choco-Mog. It should do anywhere between 250-500 damage, and he should be defeated.

Boss 12: JENOVA-BIRTH Hp: 4000 Difficulty: Normal

Try to start this battle with Yuffie ready to unleash her Doom of the Living. If you do, use the Limit Break immediately. The 15 hits should deal about 1200-2200 damage. If you are stopped, it?s not Game Over, you just have to pray that you can survive the next few hits. It?s best that you have a Hi-Potion ready to use just before you are stopped. After the Hi-Potion is used, hit him with a few normal attacks, then, your Limit Break meter should be full. Once it?s full, use the Limit Break immediately, and you?11 win!

Boss 13: Dyne Hp: 1200 Note: Use Barret Difficulty:

Easy

Heal yourself when you have less than 200 Hp. If you have a Limit Break ready to unleash, use Big Shot, as this will deal 400-800 damage, and if you?re lucky a one-move win.

Boss 14: Gi Nattak Hp: 5500 Weak against Holy

Difficulty: Very Easy

All you have to do here is use a X-Potion or Elixir on Gi Nattak and you will definitely have a one-move win, since the boss is undead.

Boss 15: Materia Keeper Hp: 8200 Difficulty: Easy-Hard

Equip the Bolt Ring to nullify his deadly Trine attack, and start the battle with a Limit Break ready to unleash.

Use Doom of the Living right away, as the 15 hits will inflict 1500-3000 damage overall. Then, hit him a few more times. Use Cure 2 when you have under 500 Hp. When he heals himself with Cure 2, it will heal him for 1000-1200 Hp. Then, damage him as much as you can, and Use Cure 2 when you have under 500 Hp. Use the Limit Break again once you get one, and he should be dead. If not, try to kill him with a few more hits before he can heal himself again.

Boss 16: Palmer Hp: 6000 Difficulty: Easy

Palmer is a pretty easy boss to defeat. Use the new Counter Attack Materia that you picked up after you defeated the Materia Keeper. Hit him with a few Level 2 Magic Spells and he will be defeated.

Boss 17: Red Dragon Hp: 6800 Difficulty: Very Easy-Normal

He is a very easy boss, provided that you have completed the side quests in Wutai to get Yuffie?s Level 4 Limit Break: All Creation. If you have her Level 4 Limit Break, all you have to do is start the battle with Yuffie ready to use All Creation. Use the Limit Break immediately, and it?s a one-move win. If not, equip the fire ring to nullify his fire attacks. Hit him with Ice 2 spells and standard attacks. Counter Attack works well here. Use Doom of the Living if you get one, and he will die.

DO NOT START THIS BATTLE WITHOUT DOOM OF THE LIVING OR ALL CREATION! Why do I say that? Because he has some very powerful attacks that can kill you in a hurry. Use All Creation right away, as this should deal between 6000-9999 damage. If it does 9600-9999 damage, hit him one more time for the victory! If it does under 9600 damage, heal yourself with Cure 2, then call out your newest summon monster, Bahamut, and you should have killed him. If not, use Cure 2 again, attack, and repeat the process until he is dead.

Hp: 10000 Weak against Lightning Difficulty:

Boss 19: JENOVA-LIFE

Very Easv

Equip Yuffie with the Water Ring to absorb to convert of the water damage to Hp. Hit her with lots of physical attacks, and he will be defeated in a hurry.

Disc 2 Bosses

Boss 20: Snow Hp: 4000 Weak against Fire Difficulty:

Very Easy

Use Fire 3 if you have it and you should have a one-move win. If not, use a few standard attacks, cast Fire 2, or use a Limit Break.

Boss 21: Schizo: Left Head Hp: 18000 Weak against Fire

Schizo: Right Head Hp: 18000 Weak against Ice Difficulty:

Easy-Hard

Use Fire 3 on the right head and Ice 3 on the Left Head (if you have them), and he will go down very quickly. Use Cure 3 when you have under 1400 Hp. His Quake 3 attack does about 1400 damage. Their final attack is a huge bolt of Lightning, which does about 2000 damage. Be sure you have enough Hp to survive this attack. You can avoid all of this damage if you have Yuffie equipped with armor and accessories that are fire, ice and/or lightning resistant. Be careful if you defeat them both at once, because you need at least 4000 Hp to survive 2 final attacks at once.

Boss 22: JENOVA-LIFE Hp: 25000 Difficulty: Very Easy-Normal

Use Comet 2 and Neo Bahamut, as they do a very good amount of damage to JENOVA-LIFE. Alexander works well, too. Use Cure 3 when you have under 800 Hp. You might want to consider equipping Yuffie with fire-resistant armor or accessory.

Boss 23: Ultimate Weapon Hp: 10000 Difficulty: Normal-Extreme

Watch out for Ultima Beam, as this does around 2000 damage. He also uses Quake 3 which does also does about 2000 damage. Use Cure 3 when you have under 2,000 Hp. The battle ends once you have dealt at least 10000 damage overall or his Mp go down to 0.

Boss 24: Carry Armor: Body Hp: 24000 Weak against Lightning
Left Arm Hp: 10000 Weak against Lightning
Right Arm Hp: 10000 Weak against Lightning

Difficulty: Hard-Ultimate

DO NOT START THE BATTLE WITHOUT A LIMIT BREAK READY TO UNLEASH. Why do I say that? Well, because he?s got those 2 arms that can grab Yuffie and if she?s grabbed, it?s Game Over. Try using All Creation. Also, if you have any Speed Plus Materia, equip them before starting this fight. The arms should have only 1 Hp left. Then, quickly finish the arms off with a normal attack. If you?re fast enough, they?ll go down, and you can then start attacking the body. His most damaging attack, Lapis Laser does about 1200-2000 damage. Use Standard attacks, Bolt 3 and/or Ramuh (be sure one of them is linked with the Elemental Materia) to do some serious damage. Use Cure 3 when you have under 2000 Hp.

Boss 25: Reno Hp: 9000 Difficulty: Easy

Attack Squad x2 Hp: 1300 each

You?11 have to defeat the 2 attack squads before you can steal the Ziedrich from Reno. One spell or physical attack will take out an attack squad. After they are gone, steal the Ziedrich from Reno. After stealing the Ziedrich, attack Reno until he?s dead. If Yuffie has the Conformer equipped, Reno can be taken out with one or two physical attacks.

Boss 26: Diamond Weapon Hp: 50000 Difficulty: Normal-Extreme

Use Comet 2, and Ultima against him, as they are inflict an excellent amount of damage. Watch out for his most devastating attack when he is low on Hp, as it does 3500-5500 damage. Use Cure 3 or Full Cure (if you have it) immediately if you are hit by this attack. If you managed to evade this attack, keep attacking. Also use Cure 3 or Full Cure when you have under 4500 Hp. Eventually, all of this can be avoided if you have Knights of the Round and summon it on the very firstturn.

Boss 27: Elena Hp: 30000 Difficulty: Normal-Hard

Reno Hp: 27000

Rude Hp: 25000 Note: Optional battle if you completed

the Stolen

Materia Sidequest in Wutai.

Steal (Mug if you have it) the Touph Ring from Rude, the Ziedrich from Reno, and the Minerva Band from Elena. Then, use Comet 2 and Ultima like you did in the last boss battle or if you have Knights of the Round, use that to defeat all 3 Turks. You don?t have to use Knights of the Round, since you just have one of the Turks to win.

Boss 28: Prod Clod Hp: 60000 Difficulty: Normal-Ultimate

Jamar Armor Hp: 20000

If you?re going to use magic against this boss, equip Yuffie with the ribbon before the battle starts, otherwise you?ll have to take out the Jamar Armor first, since its Materia-Jammer attack disables your Magic Materia. Best to attack Proud Clod with physical attacks, but take him out quickly.

Boss 29: Hojo Hp: 13000 Difficulty: Easy

Bad Rap Sample Hp: 11000
Poodler Sample Hp: 9000

Hojo?s first form isn?t very hard. Just attack Hojo with a few spells or physical attacks if Yuffie?s equipped with the Conformer.

Boss 30: Helletic Hojo Hp: 26000 Difficulty: Normal-Hard

Don?t attack the arms unless you have a Limit Break ready to unleash or the Double Cut Materia is at least Level 2. Hit Heletic Hojo?s body 3 or 4 times with Yuffie?s Conformer to take him out. Heal with Cure 3 or Full Cure when you have under 3000 Hp, as you will need to have your Hp high for the next battle immediately after this one.

Boss 31: Lifeform Hojo-NA Hp: 30000 Difficulty: Easy-Extreme

If you have Yuffie?s Conformer equipped and the Double Cut Materia at least Level 2, all you have to do is hit him with one 4xCut, just be sure that you do an average amount of at least 7500 damage per hit. If it doesn?t do enough damage, heal yourself with Cure 3 or Full Cure if you need to, and attack with 4xCut again and that will kill him. If you don?t have Yuffie?s Conformer or the 4xCut Materia, this battle can be a very tough one. Equip the Oritsuru if you don?t have the Conformer. Use Cure 3 or Full Cure when you have under 4000 Hp. Use the Quadra Magic-Bahamut Zero Materia combination if you want, just make sure that your Max. Mp is at least 720.

Disc 3 Bosses

Boss 32: JENOVA-SYNTHESIS Hp: 60000 Difficulty: Easy-Normal

Left Tentacle Hp: 8000
Right Tentacle Hp: 10000

Equip Yuffie with the Conformer before you start the battle. Also equip the Mystile, Aegis Armlet or the Ziedrich on Yuffie before starting the battle. The Materia I recommend equipping Yuffie with are Double Cut with 4xCut learned, at least 1 Hp Plus at least level 4, Knights of the Round (if you want to), Master Summon (if you have it and you want to use it) and Full Cure.

Start the battle with 4xCut to do some serious damage to the boss and/or kill one of the tentacles. Use 4xCut again to wipe out the other tentacle and possibly kill JENOVA-SYNTHESIS. She will start counting down from 5 when she is low on Hp, but because you have the Conformer equipped and the Double Cut Materia with 4xcut learned, you will never ever let her use Ultima.

Boss 33. Bizzaro Sephiroth Difficulty: Normal-Extreme

 Head
 Hp: 2000

 Left Arm
 Hp: 4000

 Right Arm
 Hp: 4000

 Body
 Hp: 10000

 Core
 Hp: 40000

Use 4x Cut constantly, as this will take him down very quickly. Use Full Cure if you need to. Watch out for the head?s nasty Fallen Angel attack, which reduces your Hp to 1. Use Full Cure immediately if the head uses this attack. Use Full Cure when your Hp is under 6000, as you will need high Hp for the battle after this one.

Boss 34: Safer Sephiroth Hp: 80000 Difficulty: Easy-Hard

Use 4xCut twice and he should be dead. You may need a third 4xCut to defeat him. Use Full Cure when you have under 7000 Hp. Watch out for Super Nova, which does 6000+ damage. Use Full Cure immediately if you are hit by this attack.

Boss 35: Human Sephiroth Hp: 1 Note: Use Cloud Difficulty: Very Easy

All you have to do is hit him with Omnislash or a Counter Attack and he?s dead.

7. Side Quest Bosses

7a. Fort Condor

There are no bosses in this Side Quest.

7b. Getting Yuffie in your group*

*This side quest has to be completed in order to activate this challenge!

Side Quest Boss 1: Mystery Ninja Hp: 900

Use a strong group here and she?ll be defeated in no time. Then choose the options in this order: bottom, top, bottom, top, bottom. DON?T USE THE SAVE POINT.

7c. The Sleeping Old Man and the Weapon Seller

There are no bosses in this Side Quest.

7d. Gongaga Village

Side Quest Boss 2: Reno Hp: 2000 Difficulty: Normal

Rude Hp: 2000

Use your Level 2 magic spells to defeat them. Use Cure 2 when you have under 500 $\ensuremath{\text{Hp}}\xspace.$

7e: Getting Vincent

Use Doom of the Living right away to do some serious damage. Then use normal attacks until he is dead or you have to switch to using magic. If you need to switch to magic, use any summon like Titan or Ifrit and he?ll be dead in just a few summons. Use Shiva if needed.

7f. Wutai Side Ouest 1: Stolen Materia

Side Quest Boss 4: Rapps Hp: 6000 Difficulty: Normal-Ultimate

Note: Use Barret

Start the Battle with Barret using Mindblow to decrease his Mp to 0, then use standard attacks and Big Shots. Use an X-Potion when your Hp are under 600, because he can?t use Magic.

7g. Wutai Side Quest 2: 5 Story Pagoda

Side Quest Boss 5: Gorky Hp: 3000 Difficulty: Easy

Attack him with standard attacks and try to get a critical hit as your very first attack. Use Cure 2 if you need to heal yourself.

Side Quest Boss 6: Shake Hp: 4000 Difficulty: Easy-Hard

This battle can be tough. Starting the battle with Doom of the Living could cause him to die with one move. Use Cure 2 to heal after his Rage Bomber attack, which does between 500-1200 damage.

Side Quest Boss 7: Chekov Hp: 5000 Difficulty: Normal

Use Level 2 magic against him. It does around 600-1500 damage each hit. If you?re lucky, you can defeat him with 4 or 5 spells. Use Cure 2 if you must. He uses a attack that drains your Hp and gives the Hp he drained from Yuffie to him. Use Doom of the Living if you must.

Side Quest Boss 8: Staniv Hp: 6000 Difficulty: Normal-Extreme

This battle can also be tough. He tends to use one attack, a mace-like attack, which does around 300-700 damage. He sometimes uses a earthquake attack, which could KO you, as it does at least 1000 damage.

Side Quest Boss 9: Godo Hp: 10000 Difficulty: Hard-Ultimate

There are 2 ways to defeat him.

Strategy 1: If you don?t have the Magic Hammer enemy skill, get ready for a long, hard battle. Try to hit him with Demi 2 right away. It?s not likely to hit him, but if it does, it does 5000 damage! After the Demi 2 hits, heal yourself with Cure 2. Then, try to poison him with Bio 2. This is also not likely hit him, but if it does, it will take off about 1000 damage plus poison him with a given probability. If it poisons him, he will lose Hp very quickly, even though he might heal himself with a Cure 2 spell of his own, which recovers 1200 of his Hp! Anyway, keep healing yourself with Cure 2 until he dies by poison.

Strategy 2: If you have the Magic Hammer enemy skill, use this attack 10 times to drain his entire supply of Mp. Use Cure 2 every 2 or 3 Magic Hammers. Then he can only use the Beast Sword, and it won?t be enough to stop you in your tracks.

7g. Materia Caves

There are no bosses in this side quest.

7h. Midgar and Nibelheim

There are no bosses in this side quest

7i. Ancient Forest

There are no bosses in this side quest.

7j. Wutai Side Quest 3: Da-Chao Fire Cavern

Unlike the other 2 Wutai Side Quests, there are no bosses in this side quest.

7k. The Gelinka

Side Quest Boss 10: Reno: Hp: 15000 Difficulty: Very Easy

Rude: Hp: 20000

Use the Conformer, Double Cut Materia and Steal Materia in this battle. Try to get the mug ability on the Steal Materia. First of all, Steal the Touph Ring and Ziedrich from Reno and Rude. Then use 2xCut a few times and let them have it!

71: Ultimate Weapon

Side Quest Boss 11: Ultimate Weapon Hp: 100000

Difficulty: Normal-Ultimate

You will have to fight him multiple times before he flies near Cosmo Canyon, since you have to do at least 100,000 damage overall to get him to fly there. However, if you have the Knights of the Round Materia at least level 2, the W-Summon Materia, and a high enough magic stat, all you have to do is W-Summon Knights of the Round, and it should do enough damage to get him to fly near Cosmo Canyon on his very next destination. If not and he?s still fighting, try to hit him with a few times with Yuffie?s Conformer. Once he flies over Cosmo Canyon, Keep your Hp at least 7500, as he uses Shadow Flare as a Final Attack.

7m: Emerald Weapon

Side Quest Boss 12: Emerald Weapon Hp: 1000000

Note: No Final Attack Materia Difficulty: Ultimate

He is the second hardest boss in the game. There are 2 ways to defeat him.

Strategy 1: Knights Of The Round/Healing/Revive

Have a Master Summon Materia, a W-Summon Materia, at least 1 Master Level Hp Plus Materia, a Mime Materia, a Underwater Materia, Final Attack Materia if possible linked with revive (both should be at Master Level) at least 20 Elixers. W-Summon Knights of the Round at the start. After that, mime if possible, otherwise, use elixer. Repeat until he?s dead. Change your strategy if needed as well.

Strategy 2: Hack and Slash/Healing/Revive

Have a Double Cut Materia with 4xCut learned, at least 1 Master Level Hp Plus Materia, 2 Master Level Speed Plus Materia, at least 3 Counter Attack Materia at Master Level, a Underwater Materia, Final Attack Materia if possible linked with Revive Materia (both should be at Master Level) and at least 50 Elixers or X-Potions. Equip the mystile as your armor. The weapon of choice is the Conformer. The accessory of choice is the Touph Ring. Use 4xCut at the start, then use 4xCut again if possible, otherwise use an elixer or X-Potion. Get as many 4xCuts as possible before he reveals those darn eyes. Once he reveals those eyes, you?ll need to change your strategy. Alternate between using a elixer or X-Potion and attacking with 4xCut. Take them out fast or he?ll use the Air Tan Storm attack, which is an instant death attack with 9 or more Materia equipped.

Strategy 3: Limit break at start/Knights of The Round/Countering/Mimicking

You must have the Conformer, a Wizard Bracelet, at least 4 Elixers, Doom Of The Living Limit Break ready to unleash, a Touph Ring, a Level 5 Migic Counter Materia, a Level 5 Knights of the Round Materia, a Level 5 Counter Materia, a

Level 2 Mime Materia, 4 Level 5 Counter Attack Materia, a Level 5 Hp Plus Materia, 2 Level 5 Speed Plus Materia and a Level 1 Underwater Materia. Your Materia should be set-up like this: Magic Counter linked with Knights of the Round, Counter linked with Mime, and put the remainder wherever you like. Now for the strategy: Activate your Doom Of The Living Limit break at the start, the 15 hits should do about 100,000 damage overall, then just use Elixers and watch all those

Counter Attacks, Knights of the Round Counter Attacks (you?11 get 2 of them because of the Mime Materia linked with the Counter Materia!) and he?11 go down very quickly. If you?re fast enough, you can defeat him before he even gets a chance to put up his eyes!

Strategy 4: The O Elixer strategy!

Here's what is required: 255 Strength, Luck and Magic Conformer

Wizard Bracelet

- 1 Magic Counter Materia (Level 5)
- 3 Knights of the Round Materia (Level 5)
- 6 Counter Materia (Level 5)
- 6 Mime Materia (any level)
- 1 HP Plus Materia (Level 5)
- 1 Underwater Materia (Level 5)

Link 1 Level 5 Magic Counter Materia with a Level 5 Knights Of The Round, Link 6 Counter Materia, each with a Mime at any level, a Level 5 HP plus materia and a Underwater Materia. At the start, Activate Doom of the Living to do about over 100,000 damage overall then get hit, then watch as 7 Knights of the Round's hit him!

You'll inflict an overall 909,909 damage, killing him with 0 Elixers! But how do you figure out the 909,909 damage? Here?s how! Knights of the round will inflict 9999 damage per hit with a 255 magic on almost every boss. Each Knights Of The Round does 13 hits. There will be 7 summons attacking him. 9999 X 13 X 7 = 909909.

7n: Ruby Weapon

Side Quest Boss 13: Ruby Weapon Hp: 1000000
Note: No Final Attack Materia Difficulty: Ultimate

You thought that Emerald Weapon was a very damaging boss? Wait until you begin fighting the Ruby Weapon,

Final Fantasy 7?s Ultimate Boss!

You must have the following equipment before you even dare attempt this battle:

- 1 Master Summon Materia
- 1 or 2 Master Level Hp Plus Materia
- 2 Master Level Speed Plus Materia
- 1 W-Summon Materia (doesn?t have to be at master level)
- 1 Master Level Mp Absorb Materia (be sure you link it with Master Summon)
- 1 Master Level Mime Materia

The Ribbon (so you don?t get hit by any of his status ailment attacks, only Hp are lost)

Either the Mystile, the Aegis Armlet or the Ziedrich (Mystile is recommended) At least level 80

At least 30 Dazers (so you can paralyze the boss)

At least 10 Elixers

Because Yuffie is the only one alive, wait until he sticks his claws into the ground.

Once the claws are into the ground, use a dazers on the boss to paralyze him ,

 $W ext{-Summon}$ Knights of the Round. If he?s still paralyzed after the $W ext{-Summon}$ Knights of the Round, mime if possible,

otherwise heal yourself with an Elixer. When he isn?t paralyzed anymore,

immediately use another dazers on him.

Keep your Hp above 9000 at all times. Keep using Knights of the Round, mimicking and healing yourself and you will

have successfully defeated Final Fantasy 7?s Ultimate Boss!

8. Materia

This is a complete list of all the Materia in the whole game. Yuffie is the only character in Final Fantasy 7 that loves Materia. There aren?t that many Final Fantasy 7 fans out there that love Materia. I am probably the only Final Fantasy 7 fan that loves Materia.

Green Materia (Magic)

Lightning

Level 1: Bolt	4 Mp					0Ap
Level 2: Bolt	2 22 Mp					2000Ap
Level 3: Bolt	3 52 Mp					18000Ap
Level 4: Maste	r					35000Ap
Cloud has this	Materia	equipped	at th	he beginning	of the	game.

Strength -1, Magic +1, Max Hp -2%, Max Mp +2%

Fire

Level 1: Fire	4 Mp	0Ap
Level 2: Fire 2	22 Mp	2000Ap
Level 3: Fire 3	52 Mp	18000Ap
Level 4: Master		35000Ap

Red 13 starts with this Materia equipped.

Strength -1, Magic +1, Max Hp -2%, Max Mp +2%

Ice

Level	1:	Ice		4 N	qP	0Ap
Level	2:	Ice 2	2	22	Мр	2000Ap
Level	3:	Ice 3	3	52	Мр	18000Ap
Level	4:	Maste	er			35000Ap

Cloud has this Materia equipped at the beginning of the game.

Strength -1, Magic +1, Max Hp -2%, Max Mp +2%

Restore

Level	1:	Cure	5 Mp	0Ap
Level	2:	Cure 2	24 Mp	200
Level	3:	Regen	30 Mp	170
Level	4:	Cure 3	64 Mp	250
Level	5:	Master		400

Strength -1, Magic +1, Max Hp -2%, Max Mp +2%

Poison

Level 1: Bio	6 Мр	0Ap
Level 2: Bio 2	36 Mp	5000Ap
Level 3: Bio 3	80 Mp	20000Ap
Level 4: Master		38000Ap

Strength -1, Magic +1, Max Hp -2%, Max Mp +2%

Earth

```
Level 1: Quake 6 Mp
                                                                qA0
                              28 Mp
        Level 2: Quake 2
                                                                        6000Ap
        Level 3: Quake 3
                               68 Mp
                                                                        22000Ap
        Level 4: Master
                                                                40000Ap
       Strength -1, Magic +1, Max Hp -2%, Max Mp +2%
       Heal
       Level 1: Poisona
                               3 Mp
                                                                        0Ap
       Level 2: Esuna 15 Mp
                                                                12000Ap
       Level 3: Resist 120 Mp
                                                                52000Ap
       Level 4: Master
                                                                60000Ap
       Strength -1, Magic +1, Max Hp -2%, Max Mp +2%
       Revive
       Level 1: Life
                      34 Mp
                                                                0Ap
       Level 2: Life 2 100 Mp
                                                                45000Ap
       Level 3: Master
                                                                55000Ap
       Strength -2, Vitality -1, Magic +2, Magic Defense +1, Max Hp -5%,
Max Mp +5%
        Seal
       Level 1: Sleepel
                              8 Mp
                                                                        0Ap
       Level 2: Silence
                              24 Mp
                                                                        10000Ap
       Level 3: Master
                                                                20000Ap
       Strength -1, Magic +1, Max Hp -2%, Max Mp +2%
        Transform
       Level 1: Mini 10 Mp
                                                                0Ap
       Level 2: Toad 14 Mp
                                                                9000Ap
       Level 3: Master
                                                                24000Ap
       Cait Sith starts with this Materia equipped.
       Strength -1, Magic +1, Max Hp -2%, Max Mp +2%
       Mystify
        Level 1: Comfu 18 Mp
                                                                0Ap
        Level 2: Berserk
                               28 Mp
                                                                        12000Ap
        Level 3: Master
                                                                25000Ap
       Strength -1, Magic +1, Max Hp -2%, Max Mp +2%
        Time
       Level 1: Haste 18 Mp
                                                                0Ap
       Level 2: Slow 20 Mp
                                                                9000Ap
       Level 3: Stop
                                                                20000Ap
                       34 Mp
       Level 4: Master
                                                                42000Ap
                Strength -2, Vitality -1, Magic +2, Magic Defense +1, Max Hp -5%,
Max Mp +5%
       Gravity
       Level 1: Demi 14 Mp
                                                                0Ap
```

10000Ap

Level 2: Demi 2 33 Mp

```
Level 3: Demi 3 42 Mp
                                                              20000Ap
        Level 4: Master
                                                              40000Ap
        Strength -1, Magic +1, Max Hp -2%, Max Mp +2%
       Destruct
       Level 1: DeBarrier 12 Mp
                                                                      0Ap
       Level 2: DeSpell 20 Mp
                                                                      6000Ap
       Level 3: Death 30 Mp
                                                              10000Ap
       Level 4: Master
                                                              45000Ap
               Strength -2, Vitality -1, Magic +2, Magic Defense +1, Max Hp -5%,
Max Mp +5%
       Barrier
       Level 1: Barrier
                             16 Mp
                                                                      0Ap
       Level 2: Mbarrier 24 Mp
                                                              5000Ap
       Level 3: Reflect 30 Mp
                                                                      15000Ap
                                                              30000Ap
       Level 4: Wall 58 Mp
       Level 5: Master
                                                              45000Ap
               Strength -2, Vitality -1, Magic +2, Magic Defense +1, Max Hp -5%,
Max Mp +5%
       Exit
       Level 1: Escape 16 Mp
                                                              0Ap
       Level 2: Remove 99 Mp
                                                              10000Ap
       Level 3: Master
                                                              30000Ap
       Strength -1, Magic +1, Max Hp -2%, Max Mp +2%
       Comet
       Level 1: Comet 70 Mp
                                                              0Ap
       Level 2: Comet 2 110 Mp
                                                              12000Ap
       Level 3: Master
                                                              60000Ap
        Strength -2, Vitality -1, Magic +2, Magic Defense +1, Max Hp -5%,
Max Mp +5%
       Contain
       Level 1: Freeze 82 Mp
                                                              0Ap
       Level 2: Break 86 Mp
                                                              5000Ap
                                                                      10000Ap
       Level 3: Tornado 90 Mp
       Level 4: Flare 100 Mp
                                                      15000Ap
       Level 5: Master
                                                             60000Ap
       Strength -4, Vitality -2, Magic +4, Magic Defense +2, Max Hp -10%,
Max Mp +10%
       Ultima
       Level 1: Can?t use
                                                              0Ap
       Level 2: Ultima 130 Mp
                                                       5000Ap
       Level 3: Master
                                                              100000Ap
       Strength -4, Vitality -2, Magic +4, Magic Defense +2, Max Hp -10%,
Max Mp +10%
       Note: Need 5,000Ap before spell can be used.
```

```
Full Cure
```

Level 1: Can?t use 0Ap
Level 2: FullCure 99 Mp 3000Ap

Level 3: Master 100000Ap

Strength -4, Vitality -2, Magic +4, Magic Defense +2, Max Hp -10%, Max Mp +10%

Note: Need 3,000Ap before spell can be used.

Shield

Level 1: Can?t use 0Ap
Level 2: Shield 180 Mp 10000Ap
Level 3: Master 100000Ap

Strength -4, Vitality -2, Magic +4, Magic Defense +2, Max Hp -10%, Max Mp +10%

Master Magic

Master all 21 of the Green Materia (Magic) then go to cosmo Canyon, touch the huge Green Materia and perform a Materia blend or beat the Emerald Weapon and then give the Kalm traveler the Earth Harp for a set of Master Materia.

Blue Materia (Support)

A11

Level 1: Use 1x per battle 0Ap
Level 2: Use 2x per battle 1500Ap
Level 3: Use 3x per battle 6000Ap
Level 4: Use 4x per battle 18000Ap
Level 5: Master, use 5x per battle 35000Ap

Red 13 starts with this Materia equipped.

Elemental

Level 1: Half Damage 0Ap
Level 2: 0 Damage 10000Ap
Level 3: Convert Damage to Hp 40000Ap
Level 4: Master 80000Ap

Added Effect

Level 1: Added Effect 0Ap
Level 2: Master 100000Ap

Mp Absorb

Level 1: Mp Absorb 0Ap
Level 2: Master 100000Ap

Hp Absorb

Level 1: Hp Absorb 0Ap
Level 2: Master 100000Ap

Added Cut

Level 1: Added Cut 0Ap
Level 2: Master 200000Ap

Mp Turbo

Level 1: Level 2: Level 3: Level 4:	0Ap 100007 300007	Ap
Level 5: Master	120000Ap	
Steal as well		
Level 1: Steal as well Level 2: Master	0Ap 200000Ap	
Sneak Attack		
Level 1: Level 2: Level 3: Level 4: Level 5: Master	0Ap 200007 600007 100000 150000Ap	Ap
Final Attack		
Level 1: Use 1x per battle Level 2: Use 2x per battle Level 3: Use 3x per battle Level 4: Use 4x per battle Level 5: Master, Use 5x per battle	0Ap 200007 400007 800007 160000	Ap Ap
Quadra Magic		
Level 1: Use 1x per battle Level 2: Use 2x per battle Level 3: Use 3x per battle Level 4: Use 4x per battle Level 5: Master, Use 5x per battle	0Ap 400007 800007 120000 200000	Ap OAp
Counter		
Level 1: 30% Chance Level 2: 40% Chance Level 3: 60% Chance Level 4: 80% Chance Level 5: Master, 100% Chance	0Ap 20000Ap 40000Ap 60000Ap 100000Ap	
Level 1: 30% Chance	0Ap	
Level 2: 40% Chance Level 3: 60% Chance Level 4: 80% Chance Level 5: Master, 100% Chance	20000Ap 40000Ap 80000Ap 300000Ap	
Purple Materia (Independent)		
Cover		
Level 1: 20% chance Level 2: 40% chance Level 3: 60% chance Level 4: 80% chance Level 5: Master, 100% chance	0Ap 2000Ap 10000Ap 25000Ap 40000Ap	
Vitality +1		
Chocobo Lure		

Level 1:

0Ap

Level 2: Level 3: Level 4: Master	3000Ap 10000A 30000Ap	
Luck +1		
Long Range		
Level 1: Long range attack Level 2: Master	0Ap 80000Ap	
Hp Plus		
Level 1: Max Hp +10% Level 2: Max Hp +20% Level 3: Max Hp +30%	0Ap 10000Ap 20000Ap	
Level 4: Max Hp +40%	30000Ap	
Level 5: Master, Max Hp +50%	50000Ap	
Mp Plus		
Level 1: Max Mp +10%	0Ap	
Level 2: Max Mp +20%	10000Ap	
Level 3: Max Mp +30%	20000Ap	
Level 4: Max Mp+40% Level 5: Master, Max Mp +50%	30000Ap 50000Ap	
Counter Attack	30000Ap	
Torral 1. 20% Change	0.7.5	
Level 1: 30% Chance Level 2: 40% Chance	0Ap 10000Ap	
Level 3: 60% Chance	2000Ap	
Level 4: 80% Chance	50000Ap	
Level 5: Master, 100% Chance	100000Ap	
Speed Plus		
- 1 1 - 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0.7	
Level 1: Dexterity +10% Level 2: Dexterity +20%	0Ap 15000Ap	
Level 3: Dexterity +30%	3000Ap	
Level 4: Dexterity +40%	6000Ap	
Level 5: Master, Dexterity +5	-	
Luck Plus	•	
Level 1: Luck +10% Level 2: Luck +20%	0Ap 15000Ap	
Level 3: Luck +30%	3000Ap	
Level 4: Luck +40%	60000Ap	
Level 5: Master, Luck +50%	100000Ap	
Magic Plus		
Level 1: Magic +10%	0Ap	
Level 2: Magic +20%	10000Ap	
Level 3: Magic +30%	20000Ap	
Level 4: Magic +40%	30000Ap	
Level 5: Master, Magic +50%	50000Ap	
Enemy Away		
Level 1:	0Ap	
Level 2: Level 3: Master	10000 <i>I</i>	7b
Luck +1	50000Ap	

Exp. Plus

	Level 1	: Exp x1.5				0Ap
	Level 2	: Exp x2			60000Ap	
	Level 3	: Master			150000A _I	Þ
	Pre-Emp	tive				
	Level 1	:				0Ap
	Level 2	:				8000Ap
	Level 3	:				20000Ap
	Level 4	:				40000Ap
		: Master			90000Ap	
	Dexteri	ty +2				
	Enemy L	ure				
	Level 1	:				0Ap
	Level 2					10000Ap
	Level 3	: Master			50000Ap	_
	Luck -1					
	Gil Plu	S				
	Level 1	: Gil x1.5				0Ap
		: Gil x2			gA00008	0115
		: Master			150000A	5
	Luck +1					
	Hp<-> M	р				
	Level 1	: Hp <-> Mp			0Ap	
		: Master			90000Ap	
	Mega Al	1				
	Torrol 1	: Use 1x per	ha++10			0Ap
		: Use 2x per				20000Ap
		: Use 3x per				40000Ap
		: Use 4x per				80000Ap
			e 5x per battle			160000Ap
	Underwa	ter				
	Level 1	: Master			0Ap	
minute			game that is insting Emerald Weap		d. Also remove	es the 20
	Yellow I	Materia (Comr	nand)			
	Level 1	: Steal			0Ap	
	Level 2				40000Ap	
		: Master			50000Ap	
	Dexteri	ty +2				
	Sense					
	Level 1	: Sense			0Ap	
	Level 2	: Master			40000Ap	
	Enemy S	kill				
	1	Frog Conc		5 Mx		
	2	Frog Song L4 Suicide		5 Mp 10 Mp		
	_	II Suiciue		70 17p		

3			
	Magic Hammer	3 Mp	
4	White Wind	34 Mp	
5	Big Guard	56 Mp	
6	Angel Whisper	50 Mp	
7	Dragon Force	19 Mp	
8	Death Force	3 Mp	
9	Flame Thrower	10 Mp	
10	Laser	16 Mp	
11	Matra Magic	8 Mp	
12	Bad Breath	58 Mp	
13	Beta	35 Mp	
14	Aqualung	34 Mp	
15	Trine	20 Mp	
16	Magic Breath	75 Mp	
17	????	3 Mp	
18	Goblin Punch	0 Mp	
	Chocobuckle	0 Mp	
20	L5 Death	22 Mp	
21	Death Sentence	10 Mp	
22	Roulette	6 Mp	
23	Shadow Flare	100 Mp	
24	Pandora?s Box	110 Mp	
Throw			
Level 1	: Throw		0Ap
Level 2			45000Ap
	: Master		60000Ap
DCVCI C	· Master		0000011p
Yuffie	starts with this Materia equipp	ned	
Tullie	starts with this materia equipp	·eu·	
77:+-1:+	v. ±1		
Vitalit	у ті		
26			
Manipul	ate		
Level 1	: Manip.		0Ap
Level 2	: Master		40000Ap
Deathbl	OW		
Level 1			
	: D.Blow		0Ap
Level 2	: D.Blow : Master		0Ap 40,000Ap
Level 2			-
Level 2	: Master		-
	: Master		-
	: Master		-
Luck +1	: Master		-
Luck +1	: Master		-
Luck +1 Morph Level 1	: Master : Morph		40,000Ap 0Ap
Luck +1 Morph Level 1	: Master		40,000Ap
Luck +1 Morph Level 1 Level 2	: Master : Morph : Master		40,000Ap 0Ap
Luck +1 Morph Level 1	: Master : Morph : Master		40,000Ap 0Ap
Luck +1 Morph Level 1 Level 2 Double	: Master : Morph : Master Cut		40,000Ap 0Ap 100000Ap
Luck +1 Morph Level 1 Level 2 Double Level 1	: Master : Morph : Master Cut : 2x Cut		40,000Ap 0Ap 100000Ap
Luck +1 Morph Level 1 Level 2 Double Level 1 Level 2	: Master : Morph : Master Cut : 2x Cut : 4x Cut		0Ap 100000Ap
Luck +1 Morph Level 1 Level 2 Double Level 1 Level 2	: Master : Morph : Master Cut : 2x Cut		40,000Ap 0Ap 100000Ap
Luck +1 Morph Level 1 Level 2 Double Level 1 Level 2 Level 3	: Master : Morph : Master Cut : 2x Cut : 4x Cut : Master		0Ap 100000Ap
Luck +1 Morph Level 1 Level 2 Double Level 1 Level 2	: Master : Morph : Master Cut : 2x Cut : 4x Cut : Master		0Ap 100000Ap
Luck +1 Morph Level 1 Level 2 Double Level 1 Level 3 Slash-A	: Master : Morph : Master Cut : 2x Cut : 4x Cut : Master		0Ap 100000Ap 0Ap 100000Ap 150000Ap
Luck +1 Morph Level 1 Level 2 Double Level 1 Level 3 Slash-A	: Master : Morph : Master Cut : 2x Cut : 4x Cut : Master Il : Slash-All		0Ap 100000Ap 0Ap 100000Ap 150000Ap
Luck +1 Morph Level 1 Level 2 Double Level 3 Slash-A Level 1 Level 2	: Master : Morph : Master Cut : 2x Cut : 4x Cut : Master ll : Slash-All : Flash		0Ap 100000Ap 0Ap 100000Ap 150000Ap
Luck +1 Morph Level 1 Level 2 Double Level 3 Slash-A Level 1 Level 2	: Master : Morph : Master Cut : 2x Cut : 4x Cut : Master Il : Slash-All		0Ap 100000Ap 0Ap 100000Ap 150000Ap
Luck +1 Morph Level 1 Level 2 Double Level 3 Slash-A Level 1 Level 2 Level 3	: Master : Morph : Master Cut : 2x Cut : 4x Cut : Master ll : Slash-All : Flash		0Ap 100000Ap 0Ap 100000Ap 150000Ap
Luck +1 Morph Level 1 Level 2 Double Level 3 Slash-A Level 1 Level 2	: Master : Morph : Master Cut : 2x Cut : 4x Cut : Master ll : Slash-All : Flash		0Ap 100000Ap 0Ap 100000Ap 150000Ap
Luck +1 Morph Level 1 Level 2 Double Level 3 Slash-A Level 1 Level 2 Level 3 W-Item	<pre>: Master : Morph : Master Cut : 2x Cut : 4x Cut : Master ll : Slash-All : Flash : Master</pre>		0Ap 100000Ap 0Ap 100000Ap 150000Ap 150000Ap 150000Ap
Luck +1 Morph Level 1 Level 2 Double Level 3 Slash-A Level 1 Level 3 W-Item Level 1	: Master : Morph : Master Cut : 2x Cut : 4x Cut : Master ll : Slash-All : Flash		0Ap 100000Ap 0Ap 100000Ap 150000Ap

250000Ap

Level 2: Master

W-Summon						
Level 1: W-Summon	0Ap					
Level 2: Master	250000Ap					

Mime

Level 1: Mime 0Ap
Level 2: Master 100000Ap

W-Magic

Level 1: W-Summon 0Ap
Level 2: Master 250000Ap

Master Command

Choco/Mog

Master the Steal, Throw, Sense, Deathblow, Morph, Manipulate and Mime Materia, then go to Cosmo Canyon and touch the huge Yellow Materia. Alternatively, defeat the Emerald Weapon and then give the Earth Harp to the Kalm Traveler.

Red Materia (Summon)

Level	1:	Use	1x	per	batt	:le	0Ap)
			_		_	_		_

14 Mp

Level 2: Use 2x per battle 2000Ap
Level 3: Use 3x pre battle 14000Ap
Level 4: Use 4x per battle 25000Ap
Level 5: Master, use 5x per battle 35000Ap

Magic +1, Max Hp -2%, Max Mp +2%

Shiva 32 Mp

Level 1: Use 1x per battle 0Ap
Level 2: Use 2x per battle 4000Ap
Level 3: Use 3x per battle 15000Ap
Level 4: Use 4x per battle 30000Ap
Level 5: Master, use 5x per battle 50000Ap

Magic +1, Max Hp -2%, Max Mp +2%

Ifrit 34 Mp

Level 1: Use 1x per battle 0Ap
Level 2: Use 2x per battle 5000Ap
Level 3: Use 3x per battle 20000Ap
Level 4: Use 4x per battle 35000Ap
Level 5: Master, use 5x per battle 60000Ap

Magic +1, Max Hp -2%, Max Mp +2%

Ramuh 40 Mp

Level 1: Use 1x per battle 0Ap

Level 2: Use 2x per battle 10000Ap

Level 3: Use 3x per battle 25000Ap

Level 4: Use 4x per battle 50000Ap

Level 5: Master, Use 5x per battle 70000Ap

Magic +1, Max Hp -2%, Max Mp +2%

Titan 46 Mp

Level 1: Use 1x per battle 0Ap
Level 2: Use 2x per battle 15000Ap

Level 3: Use 3x per battle	30000Ap
Level 4: Use 4x per battle	60000Ap
-	-
Level 5: Master, Use 5x per batt	le 80000Ap
Magic +1, Max Hp -2%, Max Mp +2%	
Odin 80 Mp	
_	
Level 1: Use 1x per battle	QAD
Level 2: Use 2x per battle	16000Ap
-	
Level 3: Use 3x per battle	32000Ap
Level 4: Use 4x per battle	65000Ap
Level 5: Master, Use 5x per batt	le 90000Ap
Magic +1, Magic Defense +1, Max	Hp -5%, Max Mp +5%
Leviathan 78 Mp	
He v La chan	
T 1 1. II 1 h-+-1-	0.7
Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	18000Ap
Level 3: Use 3x per battle	38000Ap
Level 4: Use 4x per battle	70000Ap
Level 5: Master, Use 5x per batt	le 100000Ap
Magic +1, Magic Defense +1, Max	Hp -5%. Max Mp +5%
nagro (1, nagro porondo (1, nan	
Dahamut 100 Mm	
Bahamut 100 Mp	
Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	20000Ap
Level 3: Use 3x per battle	50000Ap
Level 4: Use 4x per battle	80000Ap
Level 5: Master, Use 5x per batt	_
zever e. nascer, ese en per sace	1000011p
Maria II Maria Dafanaa II Mar	IIm E0. Mars Mm IE0.
Magic +1, Magic Defense +1, Max	пр -3%, мах мр +3%
Kjata 110 Mp	
Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	22000Ap
Level 3: Use 3x per battle	- 60000Ap
Level 4: Use 4x per battle	90000Ap
Level 5: Master, Use 5x per batt	140000Ap
Magic +1, Magic Defense +1, Max	Hp -5%, Max Mp +5%
Alexander 120 Mp	
Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	25000Ap
Level 3: Use 3x per battle	65000Ap
Level 4: Use 4x per battle	100000Ap
-	-
Level 5: Master, Use 5x per batt	le 150000Ap
Magic +1, Magic Defense +1, Max	Hp -5%, Max Mp +5%
Neo Bahamut 140 Mp	
-	
Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	30000Ap
-	_
Level 3: Use 3x per battle	80000Ap
Level 4: Use 4x per battle	140000Ap
Level 5: Master, Use 5x per batt	le 200000Ap
Magic +2, Magic Defense +2, Max	Hp -10%, Max Mp +10%

Level 1:	Use 1x per battle	0Ap
Level 2:	Use 2x per battle	28000Ap
Level 3:	Use 3x per battle	70000Ap
Level 4:	Use 4x per battle	120000Ap
Level 5:	Master, Use 5x per battle	180000Ap

Magic +2, Magic Defense +2, Max Hp -10%, Max Mp +10%

Hades	150	7.7.

Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	35000Ap
Level 3: Use 3x per battle	120000Ap
Level 4: Use 4x per battle	150000Ap
Level 5: Master, Use 5x per battle	250000Ap

Magic +4, Magic Defense +4, Max Hp -10%, Max Mp +15%

Bahamut	ZERO	180	Mη

Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	35000Ap
Level 3: Use 3x per battle	120000Ap
Level 4: Use 4x per battle	150000Ap
Level 5: Master, Use 5x per battle	250000Ap

Magic +4, Magic Defense +4, Max Hp -10%, Max Mp +15%

Typhoon	160	Mη
1 4 0110011	T 0 0	1.10

Level 1	: Use 1x per battle	0Ap
Level 2	: Use 2x per battle	35000Ap
Level 3	: Use 3x per battle	120000Ap
Level 4	: Use 4x per battle	150000Ap
Level 5	: Master, Use 5x per battle	250000Ap

Magic +4, Magic Defense +4, Max Hp -10%, Max Mp +15%

Knights of the Round 250 Mp

Level	1:	Use 1x	per	battle	0Ap
Level	2: 1	Use 2x	per	battle	50000Ap
Level	3: 1	Use 3x	per	battle	200000Ap
Level	4:	Use 4x	per	battle	300000Ap
Level	5: 1	Master,	, Use	e 5x per battle	500000Ap

Magic +8, Magic Defense +8, Max Hp -10%, Max Mp +20%

Master Summon

Master all 16 Red Materia (Summon) and then go to Cosmo Canyon, touch the Huge Red Materia and perform a Materia blend or beat the Emerald Weapon and then give the Kalm traveler the Earth Harp for a set of Master Materia.

9. Yuffie?s Limit Breaks

Level 1

Greased Lightning

Yuffie runs up to her enemy and uses her shuriken to slice them up.

Clear Tranquil

Yuffie heals the party for about 50% of their max Hp.

Level 2

Landscaper

Yuffie uses an earth-elemental attack on all of her enemies.

Bloodfest

Yuffie hits her enemies 10 times, each hit dealing half the normal amount of damage.

Level 3

Gauntlet

Yuffie uses a capsule-like attack on all of her enemies

Doom of the Living

Yuffie?s best Limit Break. She attacks her enemies 15 times, each hit dealing high damage.

Level 4

All Creation

Yuffie uses a blue/purple like capsule on all of her enemies. Similar to Gauntlet but does more damage.

10. Getting Yuffie?s Ultimate Weapon: The Conformer

Go inside the Gelinka and enter through the door to the right of the save point. The Conformer is located in the upper left-hand corner of the screen.

11. Best Armor

Best Evasive Armor: Mystile

The best armor for battles where you need high evasion, the Mystile is your best bet. It has a +50 Evade and a +60 Magic Evade. Get this armor on the return to Midgar (late Disc 2), and in the Northern Cave (Disc 3).

Best Defense Armor: Warrior Bangle

For battles that require a lot of physical attacks, the Warrior Bangle is your best bet. Get this by stealing from the Eagle Gun during one of the Huge Materia missions.

Best Magic Defense Armor: Wizard Bracelet

For battles that require a lot of spell-casting, the Wizard Bracelet is your best bet. Get this armor by defeating Jenova-Life (late Disc 1) or buy them in Mideel for 12,000gil.

Best Balanced Armor: Ziedrich

For battles that require a little spell-casting and a little physical attacking, the Ziedrich is your best bet. It has a +100 Defense, a +98 Magic Defense, a +15 Evade and a +18 Magic Evade. Get this armor by stealing from Rude during the Turks battles in the Gelinka (Disc 2), Rocket Town (Disc 2) and the return to Midgar (late Disc 2).

12. Challenges

Challenge 1:Yuffie Only-No Materia Challenge

This challenge is for the ultimate players only. You need to Complete the side quest to get Yuffie in your group, you can only use Yuffie after getting her unless noted, and you can never use Materia. It?s a really difficult challenge. I got Yuffie up to Level 83 when I completed this challenge.

Challenge 2: Yuffie Only-Initial Equipment Challenge

Another challenge only for the ultimate players. It?s similar to the previous challenge, except that you can use Materia, however, you have to always use your initial equipment!

Challenge 3: Yuffie Only-Initial Equipment-No Materia

Yet another challenge for the ultimate players only. This challenge, however, you have to get Yuffie in your group, you can only use Yuffie after you get her unless noted, you can never use Materia and you can only use your initial equipment! This is a Ultimate Difficulty Challenge! Only attempt this challenge if you can take a lot of hassle! If you can complete this challenge, send me an E-Mail and I will give you a certificate for completing the hardest challenge in Final Fantasy 7!

Challenge 4: Beat Emerald Weapon and Ruby Weapon on Disc 2 Only using Yuffie

This is a really hard one. You need to get your strength, vitality, dexterity, magic, spirit and luck to 255, have the Conformer and either the Mystile or Ziedrich. That way, you?ll have a better chance at beating him. Oh, and it has to be completed before the end of Disc 2.

Challenge 5: Beat Ruby Weapon without getting hit and Only using Yuffie

The objective for this challenge? You can only use Yuffie and you have to defeat the hardest boss in Final Fantasy 7 without getting hit! That?s right! For this challenge, you must have the stats I mentioned on challenge 4 to 255, the Conformer, the Mystile and the Ribbon. You also need to have the Knights of the Round Materia or Master Summon Materia.

Challenge 6: Yuffie-Only-Initial Equipment-No Materia-No Save

This one is similar to challenge 3, except that we are adding in No Saving. Difficult, but not impossible to complete. I?ve completed this challenge in 22 hours once.

13. Final Words

I thank Squaresoft (now Square-Enix) for making Final Fantasy 7 Lindz, a person that made a Yuffie shrine Alice, another person that made a Yuffie shrine My grandmother, for getting me this Compaq Presario for my 17th birthday Coach Weir, my most respected teacher All of the Yuffie fans out there

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