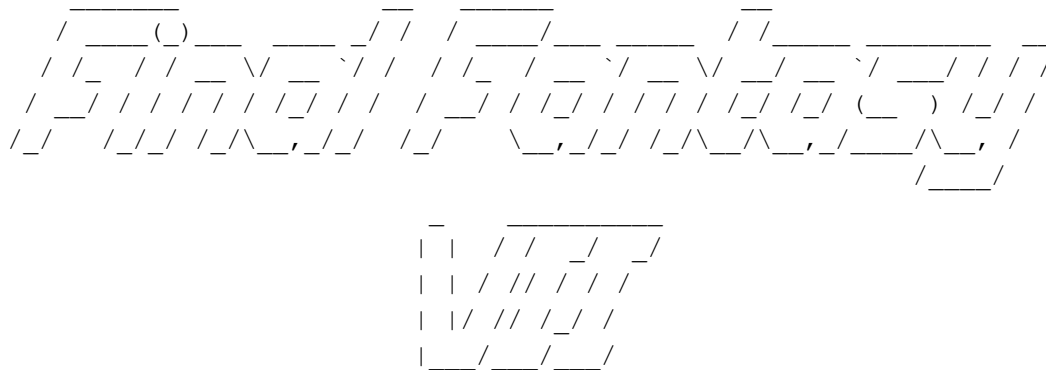


Final Fantasy VII Single Character Challenge

by Pyroe

Updated to v1.0 on Apr 6, 2004

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| "SCC Walkthrough"| |  
|System: Playstation | |  
|Author: Pyroe | |  
|Copyright: 2003 | |  
|Last Updated: 04/06/04 | /  
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"Single Character Challenge"

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If you would like this guide on your website, e-mail me at magicskater4@hotmail.com (without the space).

Version History:

0.1| Just started. First sent in. (3/27/04)
1.0| Posted on the site. Fixed some spelling errors among other things. Also added a mini-quick search feature for your convenience. (4/6/04)

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NOTICE: This guide assumes you have played before and will have some SPOILERS in it.

Section 1: What this FAQ is.

If you've been over to the gamefaqs.com message board for FFVII, you've probably seen a topic about an SCC game. Many of you probably wish to try one but don't know how to go about it. For those who don't know, SCC stands for "Single Character Challenge." It is a great way to get extra replay value on your 20th+ through the game. All the rules are put into the next section. It has been brought to my attention that some view this as being only for Cloud. As of right now, that is all this guide covers. However, in future versions: I will be adding more characters, putting in a comparison chart, rating each person, and maybe some more stuff.

Section 2: Rules of a SCC game.

This guide is going to be using Cloud (and others later). The rules are very simple. Kill off the other 1 or 2 characters besides Cloud and only use him to do anything. You may not keep the others alive because then Cloud wouldn't take all of the damage. For times when Cloud is not available (the Mideel incident) you must choose another character to take his place. You can use whatever Materia you want to use. Eventually, I'll have boss strategies for every character. If you have any questions: E-mail me.

So:

- Must only use 1 character.
- Kill off the other two.
- When your first character is not available, only one other character may be used.

Section 3: Things to know.

- You can use this guide to maneuver through the game, but the strategies only apply to the SCC game.
- The first thing you must do in every battle is kill off the other members of your party.
- On your first trip to Rocket Town, be sure to pick up the Yoshiyuki. This consistently hits with ~1800 more damage than a regular weapon.
- The Junon Alarm Trick is your friend. More about that when we get to it.
- Some materia you might always want equipped is: HP Plus, Counterattack, Long-range, Enemy Skill, Steal and Restore.
- Learn Big Guard the first time you can, after escaping the Desert Prison. You should cast it before every Boss unless instructed otherwise.

Section 4: Walkthrough

Welcome to the guide section of this FAQ. This is the bulk of everything. It contains Boss strategies, a mini-walkthrough and key points in getting through the game.

Search:

To use this, press ctrl+f, then type in the numbers/letters after what you are looking for.

Cloud: <ab1>

Disc 1: <ab2>

Disc 2: <ab3>

Disc 3/Sephiroth: <ab4>

_\ Cloud__ <ab1>

|Disc 1| <ab2>

Beginning

When you finally get control of Cloud, check the first guard for two potions. They will help you out later. For your first fight, you don't have to worry about killing anyone off. Give your name and move forward. Most fights here at the beginning are easy so just hold circle.

Now you should get Barret, be sure to kill him off in the first fight. Save before pushing onward.

****BOSS: Guard Scorpion****

Your first boss of the game. Be sure to use a potion when you get around 150 HP and don't attack when his tail is up. You should use Bolt/Lightning and Braver to finish off this short-circuited beast.

Beginning Part 2

You know the drill: 10 minutes. Take the same way out and save Jessie.

Sector 8

I chose to fight all the guards for a little extra experience. You can do as you please though.

7th Heaven

Your first mission was a success, but it only gets harder from here. Not much to do in this scene, just long dialough you've seen 20 or 30 times. But, there is 1500 easy gil. I love my Turbo Controller.

Sector 7 Slums

Before leaving, you will need a few essentials. First, buy an Iron Bangle and equip restore. While you're at it, sell your Assault Gun and Bronze Bangle. Next, get the All materia and the Ether on the second floor. Now, head back to the train.

Train

Run through getting items, self explanatory.

Winding Tunnel

Kill off Barret and Tifa first, then get to level 9.

Lower Sector 4 Plate

Once you get the tent, I would suggest leveling up until you run out of MP or reach level 10. Then tent and move on after saving.

No. 5 Reactor

This is the same as the other reactor, so move on. Plant the bomb and run. Make sure to pick up the Ether on the way out. On the bridge, meet President Shinra and prepare for a Boss.

****BOSS: Air Buster****

This is an easy boss fight, just use Lightning and Cure. Use an Ether when you run low in the MP department. Use Limit Breaks when available. You will get Limits--a lot. If you don't have Cross-Slash yet, you'll get it here. Also, you could save and Ether by refraining from using Bolt all the time. For your hard work, you receive a Titan Bangle.

The Church

Pick whatever options you want to chose. Just tell Aeris to run away from the guards.

Sector 5 Slum

Kill off Aeris and then save. You should be level 11 by now, if not, level up right here. Buy fire, equip it with All. Next, sell the Iron Bangle.

Aeris' House

In the garden, pick up the useless Cover materia and an ether. Next, abuse the circle button when you get inside. Be sure to get the package containing a Pheonix Down and a Potion before walking out.

Sector 6

Level up to level 12 or 13 here. You can always go back to Aeris' house to recharge MP. Yes, the battles will be difficult, so try not to die. A good strategy is to cast Fire-All on the bugs.

Sector 6 Park

After that serious training session, it's time to move onwards.

Wall Market

I'm not going into detail about how to finish this section, but there are some things needed for an SCC game. At the Item Shop, obtain 2 or 3 of everything. Make sure to buy a Mythril Armlet at the Weapon Shop and sell your Titan Bangle. It doesn't matter if you are chosen or not.

Don's Mansion

Make your way to the basement to talk to Tifa and pick up the Ether while you are there. Next, go to the middle room and chat with the Don. If you are not chosen, take out the fools who dare challenge you (but make sure you are the only one fighting) and take the Pheonix Down. Money is always needed. Continue through this section until you are dropped deep down into the sewers.

Sewers

After watching the cut-scene, pick up the potion and talk to Tifa and Aeris.

****BOSS: Aps****

As always, your first job is to take out the other party members. Aps will kindly help you do this, but injure you in the process. This battle is quite easy if you keep your health above 200 and pummel him with fire and regular attacks. Use your limit break Climhazard when you get it.

Continue to make your way through the sewers and pick up the Steal Materia. This is VERY important that you do this as it will help you immensely. Of course, why would you ever pass a materia?

Train Graveyard

This is pretty much the last tedious place of this game. First check the barrels to the Hi-Potion and the Echo Screen. Stay around the save point and fight until the following two requirements are met: reach level 17, and learn Meteorain. Now, this isn't too difficult because you are the only one in the party (at least you should be). This will prepare you for the next Boss and the rest of the game.

As you continue through the Train Graveyard, pick up the Potions and other assorted items.

Plate Support

On the ground talk to everyone to figure out what's going on here. Next, climb up the tower until you meet Barret. Then take on Reno.

****BOSS: Reno****

As one of the Turks, he has a trick up his sleeve--Pyramid. This attack stops you from doing everything, and in a SCC game, this is devastating and will cause the game to end.

Anyways, the first thing you do is kill off Barret. Next, cast Meteorain. If that doesn't kill him, attack away.

Plate Support cont.

A couple members of your team try to disarm the bomb, but it is in vain as Aeris is brought up. Everything goes downhill after this.

Wall Market 2

Buy the batteries and move to that back wall to start your long climb up. Use the batteries where they are needed and continue on to the top. Don't miss the Ether on the way up.

Shinra H.Q.

I would recommend climbing the stairs, but it is just personal preference. Just don't forget to save since this could get ugly. You already know where to go so here are some things that you need to do in the building. First, steal the Hardedge from the soldiers and steal the Carbon Bangle from the Moth Slashers. Pick up all the items on the way to the top. Get Red XIII for your party, but it doesn't matter since you will be killing him off soon.

****BOSS: Sample H0512****

This fight is pretty easy if you keep your health high. First, kill off any party members who don't belong. Then use your magic and meteorain when available. It's helpful to have it ready coming into the battle, but not required. Don't worry about the poison, but cure when you get to a low HP.

Shrinra H.Q. cont.

Pick up the Enemy Skill materia (one of the more important ones) and go through the scene where you are captured. As you are running out, give some materia to Barret for the upcoming fight...

****BOSS: Hundred Gunner****

Kill off the other two teammates leaving Barret to fight the boss alone. This fight is relatively easy compared to the next one. Use magic on the boss until you run low, then attack. Be sure to save enough MP to cure. Using limit breaks should be second-nature by now.

****BOSS: Heli Gunner****

The same strategy will work on this guy, but keep your HP higher. That may mean less Bolts, but staying alive is important. It me three times to beat this fool, and he is hard.

Shinra Roof

Equip Cloud with the best materia and make sure he is wearing a Carbon Bangle and using the Hardedge.

****BOSS: Rufus****

Kill off the dog first before going after the man. Use bolt on both of them to whittle away their health before your Limit Break finishes the job. This could give you some trouble, but you'll most likely win.

Shrina Building

Equip Cloud with the Bolt materia.

Midgar

Just make it to the end of the bridge.

****BOSS: Motor Ball****

First, hit L1 and R1 to turn around and avoid back damage. Make sure all your other teammates are dead and start hammering away with Bolt/Lightning. When your HP gets low, use Cure to bring it back up. A couple of Limit Breaks and you're out of the city called Midgar.

World Map

Be sure to save here before progressing further. Fight until you're about level 15 or 16, maybe even higher. Be sure to steal plenty of ethers and Hi-potions.

Kalm

There isn't much to do in an SCC game here, so pick up the items. Maybe purchase a few potions. Then go to the Chocobo Ranch.

World Map

Now that you're near the Chocobo Farm, it would be wise to level up. A good benchmark is having two materia at level 2. I usually pick Cure2 and Fire2, but any of them are good.

Chocobo Farm

Pick up the Chocobo Lure materia and Choco/Mog summon.

Grasslands

Catch a chocobo and move across to the cave. The Zolom is a tough cookie at this point.

Mythril Mines

This is a dangerous place and the enemy encounters can be fatal. You should try to learn flamethrower. In the cave, you will find a long-range materia. It should be equipped and left on for much of the game. There is also an Elixer and Hi-Potion to be found. This area isn't too difficult navigation wise, so mosey on out back to the world map.

World Map

Since you are following Sephiroth, go to Junon. You should be around level 20 when you get there. The enemies on the way there aren't very difficult and don't give out much EXP.

Junon Harbor

Equip Long Range, Cure, Enemy Skill, Lightning and whatever else you have. Make sure your limit break is up. Go to the shore and get ready for a fight.

****BOSS: Bottomswell****

You have to kill him fast before he attacks you with a Pyramid like move. First, hammer away away with Meteorain and then attack with Lightning. It shouldn't be too hard of a fight.

Get the Shiva summon and I'll see you in Junon.

Junon Town

Enter the parade, but it really doesn't matter what you get from it. Go to the stores and get any new things you might need. The saluting and such is very important. You should get between 60 and 90 to pick up an HP Plus.

Cargo Ship

Get the items and talk to Barret to set off the alarm. The next boss is a pain, but not difficult.

****BOSS: Jenova-BIRTH****

Hammer away with hopefully a level two fire. She casts stop, but that'll only take you out of the action for a few rounds. Meteorain helps here as you should always have it leveled up before a boss fight.

Costa de Sol

Do what you need to here and move on.

Corel

To get there, enter the cave from the world map and walk along the train tracks. After you cross the huge bridge, enter the village.

Gold Saucer

Not much to do, but the next section is exciting. ;-)

Desert Prison

You can learn Laser here, but the focus is on Barret vs. Dyne.

****BOSS: Dyne****

This is a longer fight because Barret hasn't been leveled up (most likely). You will want to equip Cure, and Fire for this event. Your limit break will be helpful here, so good luck.

World Map

You finally have the buggy, so go to the GS desert area. Here you will find a Harpy to teach you the Enemy Skill Aqualung. Then go to the beach and learn Big Guard. Both of these techniques are useful.

Now it's time for the Junon alarm trick. Drive back to Costa del Sol and ride over to Junon. You may want to save before attempting this. In the area where there are troops marching, and the road form a "Y," there is a red button. Simply push it and your leveling concerns are gone. The first few times you fight, it will take a couple Aqualungs, but after that, it should be easy. There is an inn in the city, so stop there to replenish MP. After you are to level 40+, go to Gongaga.

Gongaga

Yes, there is a fight against Rude and Reno, but look at your level. Pick up the summon in the reactor, buy the new weapon and move on to Nanaki's hometown

Cosmo Canyon

No real strategy comes into play here, just move along.

Cave of Gi

Walk through the cave where there is a couple of tricky places that require to walk. Your high level should help you here. There is an enemy skill to learn here: Petrify Countdown.

****BOSS: Gi Nattak****

Use an X-potion.

Nibelheim

After finishing the cave and crossing the world map, you are now ready for this town. I didn't take out the Lost Number, but it is definately possible. Don't forget the combination:

Right- 36

Left- 10

Right- 59

Right- 97

Nibel Mountains

Pick up the rune blade on your trip through the mountains. The enemies here are easy as is the Materia Keeper. It is possible to get lost so watch your step.

****BOSS: Materia Keeper****

This boss is just a waiting game. The most important part is getting Trine. Cast Big Guard and then hold down Triangle. Steal from him for fun if you get bored. The fight took around 10 minutes for me.

Rocket Town

The game truly goes downhill from here. Go talk to the guy staring at the Rocket. Talk to him three times. He will give you the Yoshiyuki. Equip it. You will be using it until you get the Ultima Weapon. Next go through the town until you get to test out your new sword on the fat *****.

BOSS: Palmer

You new sword should whoop him easily if you are play by the rules.

World Map

On the Tiny Bronco, go to house sort of near the golden saucer, right off the coast and in the middle of nowhere. Learn that the Key Stone is with Dio.

Gold Saucer

Through Corel and to the Battle room. Go to the trophy/art/something hall and talk with Dio. Fight the battles (which you should win) and get the Key Stone. Cait Sith plays his games so chase the clown down.

Temple of the Ancients

Go in, place the keystone, and go down. Finally, you are in the famed Temple of the Ancients. The status effects can be nasty, but hopefully your level will get you by. In the clock room, go through option VI. Catch the mage and get to the Red Dragon fight.

BOSS: Red Dragon

An interesting boss, but easy in the SCC game. First, cast Big Guard and then hammer away. Use limit breaks when possible and the ice spell works here.

Pick up the materia and follow the story.

BOSS: Demons Gate

Start with Big Guard and cast Bahamut on him. Next, use your Meteorain and he shouldn't have much left in him. Next, hammer away with the Yoshiyuki and use Meteorain when available. He (or it) is one a the tougher bosses in the regular game, but not here.

Finish out the temple and story then go to the Forgotten City.

City of the Ancients

Go to Bone village and dig up the harp. Get Kjata in the forest, but you won't use it that much. Follow Aeris around and then sleep to get to the next scene. In the capital, walk down the stairs until you get into a fight.

BOSS: Jenova-LIFE

In most battles with LIFE, you try to pick up aqualung. However, this is an SCC game and you don't need to. Use Big Guard, Meteorain, and then open up with a barrage of Trine.

End of disc 1. 1/2 of the way there.

World Map

Now just walk around the mountain until you reach Icicle Inn. I was level 46 when I entered.

Icicle Inn

You know what to do. Get the Glacier Map from the first house on the right. Now watch the videos in the house. Talk to the guy in the back who tells you everything is dangerous and see Elena chase you down. After she leaves, go back to the middle house with the kid and take his snowboard.

Snowboarding

I took the Right-Right path down the mountain side. The instructions are based on that.

Great Glacier

From where you landed, go through the upper-left path and pick up the potion just lying there. Make your way to the upper-right path and take it and the screens after it. Eventually you will reach a place with four places to go, Take the upper-left way. Go down through two screens and go up the paths that follow. Make your way across the field by using the markers and you should reach the Base of Gaea's Cliff. The man in the house will tell you stories about his travels and what you need to do. After you save, leave and kill off the two party members that are going with you.

Gaea's Cliff

Start climbing the mountain and be sure to regain body temperature at every ledge. Ah...you reached the first cave. Go up the first screen before turning left and going down. Follow the path until you push the rock. Pick up the Javelin on your way back and get the enemy skill Magic Breath if you can. Go up after you retrace your path back until you are forced to climb the mountain again. Square drags this part out so stay strong and alert.

Onto the second cave. Save spot is on the left but you must go down the right path. Make your way around the "U" and get Bad Breath from the Marlboros. Take out the four icicles that hang from the ceiling. If experience isn't important to you, just focus on the icicle itself. But, you do get 3100 for your efforts to preserve the cave by killing off the bats. Claim your prize, a "Last Elixer" and drop down to where you started. Don't forget to pick up the Elixer and newly able to get Speed Source. Now that the middle path is open, take it. You will find an Enhance Sword, but the Yoshiyuki is still better. Follow the "U" and go down the bridge. Congratutlations, you earned yourself another climb up the rocky mountain. In the next cave is a Save Point. Use it and build up Meteorain. When you're ready, go onto the next room for a "challenge."

****BOSS: Schizo (Left and Right)****

Make sure you are wearing either the Fire Armllet or the Aurora Armllet. You won't have to heal much if you are wearing them as armor. Start off by hitting this split-head boss with a Meteorain. Just hammer away at either one. I didn't heal at all during this fight since Schizo (Right) was kind enough to use Cold attacks on my Aurora Armllet.

Crater

Climb up the last of Gaea's Cliff and watch Cloud pretend to be in Baywatch. Then enjoy the nice FMV. Go down the slight decline and pick up Neo Bahamut on the third screen.

Whirlwind Maze

Use the Save Point and see the airship. Also, wonder why you can't have it until later as they didn't have to freeze their asses off. Cross when the wind is calm. Not too hard. Wind up the "S" thing and cross through the lightning. Find Sepy and fight, you guessed it, Jenova

**Boss: Jenova- DEATH

Use Meteorain and heal to full health. Then just attack it til you get another Meteorain to finish it off. Just heal when needed and it should be an easy fight.

Whirlwind Maze cont.

Save and continue down the path. Another fun crossing, this time with lightning strikes. Into Nibelheim to watch a cutscene that preludes to later in the game. You've probably seen all of this 5+ times. Ah...the power of turbo controllers.

Dr.'s Office

If you know the great storyline forwards and backwards, I hope you are still awake. Luckily, a real challenge is ahead.

Office

Just walk ahead of the guard and save in the room where it is allowed. This is an easy part compared to what is ahead.

Press Room

Cait Sith reveals himself and a difficult fight is about to start up. Kill off whoever has less HP and run from the fight. Equip that member with Restore and heal up. Weapon saves the day, so get Tifa out of the gas chamber.

Aljunon

You should probably run from every battle on your way to the airport. I did and barely survived the random encounters. Take the first right to get out of the area. Go up the elevator and into the Highwind. Finally!

Gas Chamber

It's time to save Tifa from a horrible fate. In case you have forgotten, the combo is X, X, Triangle, X/Triangle, O/Triangle, and O again. Stop the gas and try to open the door. It's locked, but Weapon is here to save you again. Climb down the front of the base and start running. Move down the Sister Ray and the fight is on. It doesn't matter if you win, Tifa will still do the Baywatch run down to the end and grab the rope pulling you to safety.

Highwind

Go speak to Cid at the front deck. After that you get to save. You have finally made it to the Cloud part. I picked Red XIII instead of Cid because he was a couple of levels higher. I would suggest level 38+. Anything else is pushing it. Equip him with a new weapon and armor and put some materia on. Go back up front and talk to Pilot in Training. Kill off Tifa and defeat whoever stands in your way.

Corel

As Cait Sith tells you, go back to Barret's hometown of Corel. Right before

entering, kill off Cid and whoever else is in your party. In the back, there is a bridge you entered last time. Take it all the way back to where the reactor is located.

Corel Reactor

The first guards can put you to sleep, but they aren't much of a problem. Just an annoyance. Do just what the game says to do to speed up the train and alternate between "Triangle" and "Up." These guys are problems, but defeat them quickly to beat the time limit. You'll stop the train automatically and the little kid will give you Ultima.

World Map

Save and kill off the two party members besides Red XIII.

Fort Condor

After Cait Sith tells you the Shrina are looking for Huge Materia at Fort Condor, it's time for the mandatory battle there. Talk to the guy out front and agree to fight for them. Climb up the rope and then the ladder. Talk to the man sitting at the table, then go up the ladder with the blue arrow. Talk to the defender at the window, but you don't have to pay any money. Even if you do have 250,000 gil. Just let the enemy come up the mountain and you get to fight a boss.

**Boss: CMD. Grand Horn

I just attacked and healed when nessacery. You will get a limit break or two while fighting, so just use them as you get them. He is more like a tough random encounter than an easy boss.

Fort Condor

The condor awakes and you get the Pheonix summon. It isn't very useful here since you always have 2 people dead. If you want to finish the game, talk to the guy at the table again for the second Huge Materi. There is a new materia to buy at the materia shop, so go buy it.

Mideel

Make sure Red is healed for this fight. Go to the doctor and talk to Tifa.

BOSS: Ultimate Weapon

Cure3 comes in handy. Use Sled Fang and then Cure3 after killing the ohters off. Ultimate Weapon will fly away after awhile.

Lifestream

"....."

Highwind

After you've picked your party, go back and save. Go to pilot and fly towards Junon.

City Under Junon

Go to the back and pay the guard 10 gil to ride the elevator. I wonder who's going to be fired when you destroy what the base has been working for.

Junon

Save at the point and go out the bottom left path. Run down the long road and see that the Sister Ray is gone. My question is how did they move it. Now you're back at the Junon Alarm Trick area. Go down the road and into the

elevator to dispatch two easy submarine crew. Isn't great to have Cloud back? Exit the elevator and destroy two more worthless men. The dog is blocking one pathway, so take the other. Work your way down the next couple screens and save. Another elevator and you're underwater. Through the passage and tunnel to reach the underwater reactor.

Underwater Reactor

Push the button in the back to activate another elevator. Fight your way across the bridge and save again. Just fight the 3 guards at once and heal afterwards. After relieving another two guards of their duties, enter the next room to watch the Huge Materia be shipped off. Not that huge is it. Build up your limit break here before healing and pressing on. Talk to Reno to fight Carry Armor.

****BOSS: Carry Armor****

Possibly the hardest boss in an SCC game. Start with a Meteorain and hope for the best. Abuse Magic Breath after casting Big Guard. If he uses Arm Grab, you're dead, but Magic Breath should take care of the arms and body.

Underwater Reactor Part 2

Go to the sub and take it over. Save and thank anyone that you don't have to fight Carry Armor again.

For the game, just kill the Red Sub to win.

Junon

Save back on land and enter Junon again. Bribe the elevator guy and upon reaching the top, go to the airport. Back down the elevator and into the Highwind. It's time for Rocket Town.

Rocket Town

Make sure you are healed up and head straight to the rocket. Go through a few battle with guards until you get to Rude. Take out the slaves first and heal when you get below 2500 HP.

Go up to the front, watch/click through a short cutscene and it's off into outerspace. Go up the ladder and decipher the code with *SPOILER* O, square, X, X. */SPOILER* Head back down the ladder and get stuck. After Shera saves you, exit through the pod.

Cosmo Canyon

Save outside and climb the ladder and stairs to get to Bughanen. He tells you he's coming with you. Get Bahamut ZERO and go out.

Submarine

Now is a good time to get the key to the Ancients. Just go down into the water and head towards the Ice Continent.

City of the Ancients

Park right outside and take the left path through the city. Walk around the walkway while Bugenhagen flies. Give him the key and a screen appears showing Aeris. Run back out and save.

World Map

As you attempt to get in the Highwind, a weapon appears. Go to the beach in front of Midgar and save/heal. A long wait continues.

****BOSS: Diamond Weapon****

You can't do damage with your weapon, so heal, cast magi and get limit breaks. Keep your health high when he's counting down. You get massive experience after beating him.

Highwind

Fly to the Northern Crater and watch a cut-scene. Set down and save before parachutin into Midgar.

Midgar

Follow Cait Sith underground. Kill everyone off in your first battle. Now you can get the elixer and megalixer, or just skip them by going down the stair. After the ladder, go to the right and drop down to follow a path to another Elixer. Keep going and get to the Turks. Heal.

****BOSS: The Turks****

Stay above 1500 HP at all times. Just attack and use Comet2 if you have it. Make sure to cast Big Guard like you do in every battle.

Tunnel

Use an Elixer and run down the tunnel. Here are the things you get on the way: Power Source, Guard Source, Mind Source, Magic Source, and W-Item. Save and go back. Go up this time and take the left route. Make sure you heal before heading up the ladder.

****BOSS: Proud Clod****

Make sure you heal a lot. Cast Big Guard and start hammering away. Use Meteorain when it is available. He's not that difficult, it's just Big Guard and the Yoshiyuki doing the work.

Tunnel Pt. 2

Equip the Mystile and use the Elixer you get. Save when you get there and then go back and climb the stairs. Watch out for the tank that does 1000 damage and then talk to Hojo.

****BOSS: Hojo****

Cast Big Guard and focus in on Hojo.
Second Stage: Heal when below 3000 HP and attack with Ultima or your normal attack.
Third Stage: Attack

End of Disc 2

|Disc 3| <ab4>

Go back in the Highwind, some preperations have to be done. First, kill off your two companions and take on the Ultimate Weapon.

****BOSS: Ultimate Weapon****

Cast Big Guard and attack. Follow him around and do that again and again.

Now that you have the Ultima Weapon, put it on and test it out. Now, you are ready to go to the Northern Cave.

Northern Cave

Just follow down any path, it's not a difficult place.

****BOSS: Jenova****

Start off with Big Guard and Meteorain. Then hammer away before the countdown ends.

****FINAL BOSS: Sephiroth****

It's time for the granddaddy of them all, Sephy. Here are my stats from my game:

Level: 61

Health: 6767

MP: 601

Equipment: Ultima Weapon

Mystile

Ribbon

Materia: Enemy Skill, Restore (M), Steal, Manip, Sense, Destruct, Added Effect Counter Attack, HP+ (x2), Long Range, and Magic Plus

Alright, it's finally time to end this journey. As always, start off with Big Guard. Next, attack and counter attack until the first form is defeated. Use Elixers to keep your health high and Big Guard to stay with Haste and the barriers.

For the second form, use the same strategy with DeBarrier thrown in to it. He used Super Nova 3 times against me, yes it was a long fight.

Congratulations! You have beaten the SCC game. Now you brag about it or do it with a different character. Either way, good job.

Section 5: Frequently Asked Questions

1. Who should I use when Cloud is stuck in Mideel?

-I always used Red XIII, but you can use Cid if you want.

2. What weapons should I use?

-Just keep getting new ones until the Yoshiyuki. That should carry you until the Ulimite Weapon.

3. What does SCC stand for?

-Single Character Challenge or Solo Character Challenge

4. What character is the easiest?

-Cloud because of Meteorain, Omnislash (not needed, but helpful), and the fact that he is in most of the game.

Section 6: Contact me

My E-mail is magicskater4@hotmail.com (without the space).

Send me:

Good ASCII art

Suggestions

Corrections

Comments

Questions

Spelling Mistakes

Don't send me:

Hate mail

Flames

<End of FAQ>

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