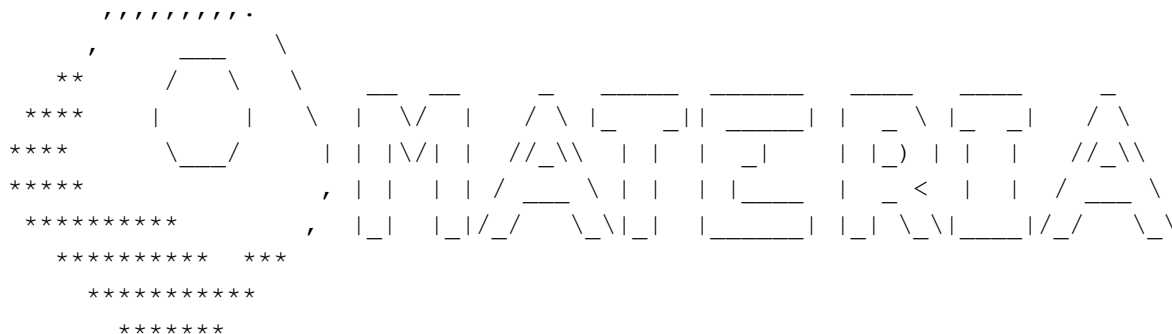


Final Fantasy VII Materia Setups and Combos

by Stewart Bishop

Updated to v1.2 on Apr 13, 1999



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v. 1.2

Playstation

Written by Stewart Bishop

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All questions, comments, additions, submissions, flames, etc. should be sent to Stewart Bishop (Cidster@rotfl.com). If for some reason you have contributed to this FAQ and I have not acknowledged or given you credit, please correct me at the above e-mail address.

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INTRODUCTION

Ok, so I'm very tired and very bored. I've decided to write an Ffvii Materia Combo/Setup Guide. These setups are mainly for people that have already

beaten the game and just want to have a bit of fun smoking Sephiroth at the end. Or, maybe, if some people contribute, they can be used to advance in the game more easily with the use of some useful materia combos or setups. With this in mind, let's move on...

You can find the latest updates of this FAQ as well as some other FAQs I've written at <http://www.gamefaqs.com>

REVISIONS/UPDATES

04/13/99: v.1.2 Added some setups. Have fun.

12/23/98: v.1.1 Added another combo and setup. Keep em comin'!
Fixed an embarrassing typo in the introduction. Don't worry, you probably don't get it, but if you were me, you'd probably be embarrassed too ^_^
...And check it out, some ASCII art! Heh...I bet you're just overjoyed ^_^ Geez, sorry, it's one of my firsts, I'm trying here, people!!

12/19/98: v.1.0. Just starting.

MATERIA COMBOS

(Dashes indicate paired materia slots)

-----BASIC MATERIA COMBOS-----

WEAPON/ARMOR: Added Effect-Contain

When placed in a weapon, attacks may petrify, confuse, berserk, or paralyze an opponent. Placed in armor, this combo will protect your character from the above effects.

WEAPON/ARMOR: Added Effect-Destruct

When placed in a weapon, some attacks will instantly kill an opponent. When placed in armor, you will be immune to instant death attacks.

WEAPON/ARMOR: Added Effect-Mystify

When placed in a weapon, some attacks can berserk or confuse an opponent. Placed in armor, you will be immune to berserk and confusion.

WEAPON/ARMOR: Added Effect-Poison

When placed in a weapon, attacks may poison an opponent. Placed in armor, this combo will protect your character from poison attacks.

WEAPON/ARMOR: Added Effect-Seal

When placed in a weapon, attacks may silence or sleep an opponent. Placed in armor, you will be immune to silence and sleep.

WEAPON/ARMOR: Added Effect-Time

When placed in a weapon, some attacks may slow or paralyze an opponent. Placed in armor, you will be immune to slow and paralyzation.

WEAPON/ARMOR: Added Effect-Transform

When placed in a weapon, some attacks may cause mini or frog on an opponent. Placed in armor, you will be immune to mini and frog.

WEAPON/ARMOR: Command Counter-Deathblow

When hit, your character may counter attack with a deathblow.

WEAPON/ARMOR: Command Counter-Manipulate

When hit, your character may counter by manipulating the attacking opponent.

WEAPON/ARMOR: Command Counter-Mime

When hit, your character may counter attack with the last command that was performed.

WEAPON/ARMOR: Command Counter-Morph

When hit, your character may counter attack by morphing.

WEAPON/ARMOR: Command Counter-Steal

When hit, your character may steal from the attacking opponent.

WEAPON/ARMOR: Elemental-(Elemental Magic/Elemental Summons)

Placed in a weapon, you will strike with the power of the element that is connected to the Elemental materia. In armor, you will receive extra protection from the element that is connected to the Elemental materia.

WEAPON/ARMOR: Final Attack-Revive

After your character dies, he/she will be automatically revived.

WEAPON/ARMOR: Final Attack-Knights of the Round

Your character will perform the most powerful summon as a last action.

WEAPON/ARMOR: Final Attack-Mime

Your character will perform the last command done after he/she falls.

WEAPON/ARMOR: HP Absorb-(Command/Magic Materias that cause damage to an opponent)

After performing most command/magic materias, you will absorb some HP.

WEAPON/ARMOR: MP Absorb-(Command/Magic Materias that cause damage to an opponent)

After performing most command/magic materias, you will absorb some MP.

WEAPON/ARMOR: MP Turbo-Knights of the Round

For an extra 5 MP, your Knights of the Round will deal 129,987 damage.

WEAPON/ARMOR: Quad-Magic-Summons (Except Knights of the Round)

You will be able to cast a summon spell 4 times in sequence, provided you have enough mana to do so.

WEAPON/ARMOR: Quad-Magic-Any Magic Materias

You will cast any magic materias 4 times in sequence, provided you have enough mana to do so.

-----COMPLEX MATERIA COMBOS-----

ARMOR: Elemental-(Materia that involves an element), Contain

Use contain to cast a super-powerful elemental attack at yourself,

to heal.

WEAPON/ARMOR: HP Absorb-Master Summon/Knights of the Round, MP Turbo-Master
Summon/Knights of the Round

Whenever you use Knights of the Round, you will absorb tons of HP
and deal about 130,000 damage to all opponents.

WEAPON/ARMOR: Mega-All, Master Command/Master Magic

All of your Commands/Spells will target all opponents.

WEAPON/ARMOR: Comet (Level 2)-Quadra Magic, Comet (Level 2)-HP Absorb, Comet
(Level 2)-MP Absorb

Comet level 2 hits opponents 4 times. Pack this with a Quadra magic
and you have 16 merciless hits that absorb both HP and the MP that was
lost in the casting. --CONTRIBUTED BY FELLIX@AOL.COM--

WEAPON/ARMOR: MP Absorb-Master Summon/Knights of the Round, MP Turbo-Master
Summon/Knights of the Round

Whenever you use Knights of the Round, you will absorb tons of MP
and deal about 130,000 damage to all opponents.

WEAPON/ARMOR: Sneak Attack-Knights of the Round, MP Turbo-Knights of the
Round/Master Summon, HP <--> MP

Start a battle with a Knights of the Round that deals 129,987 damage.
The HP <--> MP materia should allow for enough MP to keep doing this
over and over again.

WEAPON/ARMOR: Sneak Attack-Knights of the Round, MP Absorb-Knights of the
Round/Master Summon

Start a battle with Knights of the Round. You should absorb more than
250 MP, thus allowing you to do this over and over again.

WEAPON/ARMOR: Sneak Attack-Deathblow, Mega-All, Pre-Emptive

Start a round with a Deathblow to all your opponents' backs.

WEAPON/ARMOR: W-Summon-Master Summon/Knights of the Round, MP Turbo-Master
Summon/Knights of the Round, Mime

Deal 259,974 damage to all targets. Repeat as necessary,

WEAPON/ARMOR: W-Summon-Master Summon/Knights of the Round, Mime

Cast Knights of the Round twice, and mime until opponent(s) are dead.

MATERIA SETUPS

The Sephiroth:

Total Slots Required: 12

Linked Materia Slots Required: 12

WEAPON/ARMOR: Fire-All, Earth-All, Ice-All, Lightning-All, Final
Attack-Revive, Master Magic-MP Absorb

This is close to how Sephiroth is equipped. I know Sephiroth doesn't use
fire, all magic, and doesn't revive when dead. However, the Fire-All would
complete his elemental attacks that target all opponents. He deserves every
spell since he is a dedicated magic user, and normally he can't get hurt
so the best way to go is to not make him die ^_^

Ultima:

Total Slots Required: 12
Linked Materia Slots Required: 12

WEAPON/ARMOR: Ultima-MP Absorb, Ultima-HP Absorb, Ultima-Sneak Attack,
Ultima-MP Turbo, Ultima-Quad Magic, Ultima-Final Attack

This can be done with any Magic Materias, but I thought was best effective with Ultima and Contain (I just chose Ultima because it targets all enemies). It will enable you to cast a super-powered Ultima 4 times while absorbing HP and MP at the same time. Not too shabby, eh?

The Summoner:

Total Slots Required: 13
Linked Materia Slots Required: 12

WEAPON: Knights of the Round-MP Turbo, Final Attack-Phoenix, Master Summon-MP Absorb, Elemental-(Your favorite elemental summon)

ARMOR: Quad Magic-Hades, Sneak Attack-Choco/Mog, W-Summon

This takes advantage of the powerful summon spells. You have all summons available to you and absorb MP when you cast them. When you are low on MP, you can cast Knights of the Round to regain it all again while dealing the maximum amount of damage to your opponents. You also begin a battle with Choco/Mog, which can paralyze some opponents. You will have an element in your weapon, and your final attack will deal fire damage to all opponents while reviving all party members to full HP.

Ultimate Character:

Total Slots Required: 14
Linked Materia Slots Required: 6

(Ultimate Weapons and Mystiles/Escort Guards Recommended)

NOTE: THESE MATERIAS SHOULD BE MASTERED FOR BEST EFFECT

WEAPON/ARMOR: Master Magic, W-Magic, MP Absorb-Master Summon, MP Turbo-Knights of the Round, Master Command, Enemy Skill, W-Summon, Slash-All, Mega All, HP Plus, Final Attack-Phoenix

This is perhaps the best Materia Setup you can have in the game. Since I have no life, I have equipped this setup on *ALL* of my characters (Yeah, I'm sick, huh?). The Master Magic gives a character all the spells, while W-Magic lets you use two spells in one turn. The Master Command activates most commands, and a mastered Enemy Skill will give you some nice spells (Big Guard anyone?). The Slash-All (Mastered), will give you Flash, which can instantly kill all opponents. The HP Plus should boost your characters HP up to 9999. The famous "Knights of the Round causes 129,987 damage each time it is cast, while absorbing abnormal amounts of MP" is also here, and you can cast it twice with the W-Summon enabled. The Final Attack-Phoenix protects your entire party from death while dealing Fire damage to all opponents. Wicked, huh? ^_^

The Counterer:

Total Slots Required: 14
Linked Materia Slots Required: None

(Best used with Yuffie with a Mystile and her Conformer against Emerald WEAPON).

WEAPON/ARMOR: HP Plus, Cover, Counter Attack, Counter Attack, Counter Attack, Counter Attack, Counter Attack, Counter Attack, Counter Attack, Counter Attack, Counter Attack, Counter Attack, Counter Attack, Counter Attack, Counter Attack

This is how I beat Emerald WEAPON. I equipped this on Yuffie with her Conformer. Every time someone was hit, she would block for them and counter 12 times, each attack doing 9999 damage (119,988 total).

Master Commando (Get it?! Get it!?!?):
Total Slots Required: 14
Linked Materia Slots Required: 12

WEAPON/ARMOR: Master Command-HP Absorb, Master Command-MP Absorb, Master Command-Steal as Well, Master Command-Added Cut, Master Command-Command Counter, Master Command-Sneak Attack, Cover, Double Cut/Slash-All

DESCRIPTION: ...when linking Master Command with any blue (support) materia, and the character also has 2x-Cut/Slash-All will have the effect of the blue materia. For example, if I link Master Command with HP Absorb, and then in battle, I attack with 2x Cut, I absorb HP. *NOTE* I know this makes no sense at all, and I have no idea why this works. --SETUP AND DESCRIPTION CONTRIBUTED BY KAINDADRAGOON@YAHOO.COM--

WEAPON Killer:
Linked Slots: 6
Total Slots:16
Recommended Weapon: Any Ultimate Weapon
Recommended Armor: Wizard Bracelet (mostly for its high Magic Defence and 8 linked slots)

WEAPON/ARMOR: Enemy Skill(Big Guard), Mime, Final Attack-Phoenix, MP Turbo-Knights of the Round, HP Absorb-Master Summon, Underwater (If facing Emerald WEAPON), HP Plus, Master Command, Master Magic-Quadra Magic, W-Summon, W-Magic, Mega All

This is my favorite combination to use once you have it all. If you want to fight those American Creatures, All you have to do is have a mime on your other two characters and you can cast two Knights of the Round for 13,000 damage and gain back around 7000 hp and keep doing it over and over. The underwater materia stops the timer on Emerald Weapon and if your not facing one of the bosses, your still have about everything you could want. I have yet to find a better setup than this. --SETUP AND DESCRIPTION CONTRIBUTED BY ZOMBIE MAT--

Hell Knight:

Linked Slots: 14
Total Slots: 16
Recommended Weapon: None
Recommended Armor: Wizard Bracelet

WEAPON/ARMOR: Quad-Magic-Fire, MP Turbo-Fire, MP Absorb-Fire, HP Absorb-Fire, Added Cut-Fire, Added Steal-Fire, Magic Counter-Fire, W-Magic, Magic Plus

It's pretty obvious..with one casting, you get 8 Fire 3s, two attacks, 8 steal attempts, and end up with a lot more HP and MP than you started with. The Magic Counter is just there to add some extra bang to it. I killed the Dragon Zombie in the last cave with this, before the combo was even halfway through, and I hadn't even had my turn yet! Personally, I think this beyond-evil combo

is the best in the game. If you dont have enough Fire materia at level 3,
you can drop the Absorbs and the Turbo. --SETUP AND DESCRIPTION CONTRIBUTED
BY SYNOAS@AOL.COM--

THANK YOU

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Please, I need contributions for Materia Combos/Setups! Mail me at
Gawain@The-Pentagon.Com, please!

NOTE: When contributing a combo or setup, mail it to me IN THE FORMAT THAT I
HAVE USED IN THIS GUIDE. Failure to do so will result in deletion. Sorry,
but I really need to save myself some time and I would greatly appreciate it.
Thanks!

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