

Final Fantasy VII Enemy Skill Challenge FAQ

by Ovenman

Updated to v2.3 on Sep 1, 2007

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Final Fantasy VII

Enemy Skill Only Challenge FAQ

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ii) Introduction <int*>
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This is a quick introduction to this FAQ, written for the use with an Enemy Skill only challenge for Final Fantasy VII. Throughout this FAQ, I will assume you know your way through most of the game, and will only explain things that are necessary for this challenge specifically. Not too many have attempted this

challenge. But don't worry, that isn't because it is too hard, it's just too new. Now let's get to explaining.

=====
iii) Frequently Asked Questions <faq*>
=====

These are some questions that came up often during this challenge:

Q) Is it possible?

A) Yes, it is very possible. I don't have the guts to write a guide for something I'm not even sure is possible.

Q) Well, then how hard is it to beat?

A) Not all that hard if you know what you're doing and even easier if you follow my guide. On a difficulty level I'd rate it a 3/10. It's definitely fun and interesting, and some of the strategies require some thinking, but it's far from a "difficult challenge."

Q) How do you heal in this challenge?

A) You can use the Manipulate materia to gain healing Enemy Skills, or opt to use items to heal.

Q) What do you do until you get enemy skills on your first materia?

A) It has been thought over and decided that you have to play as if it's a No Materia challenge until you can attack with the Enemy Skill Materia.

These are all the questions I can think of at the moment.

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iv) Rules <rul*>
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You may edit these if you wish to change the difficulty. By all means, don't allow yourself to use Manipulate. It'll make it harder.

- The challenge doesn't officially start until you leave Midgar. Once you leave Midgar, you MUST get the Matra Magic Enemy Skill on your single ES materia. During Midgar, you will be doing a NM (No Materia) challenge.

- Once you get a new Enemy Skill materia, you must equip it to someone in your party unless you already have three of them. Unless you have four Enemy Skill materia, your Enemy Skill materia MUST be equipped to the people in your party.

- There are no equipment restrictions. However, each character must have at least one materia slot in their equipment since they'll all need a slot for the Enemy Skill materia.

- The only materia you're allowed to keep in your inventory are Enemy Skill materia and the Manipulate materia that Cait Sith comes equipped with. If you ever get any other type of materia, you must trash it immediately. You cannot obtain a different Manipulate materia; only use the one Cait Sith comes equipped with.

- You may use Manipulate ONLY to get new Enemy Skills. Under no other circumstances should the "Manipulate" command be touched.
- During Midgar, you may only use the Attack or Item commands.
- When a character doesn't yet have an Enemy Skill materia, they may use Attack, Item, and Limit commands. Once they have one, they are restricted to the E. Skill command. If they have one, but haven't had the chance to learn any Enemy Skills on it, they do not have to be restricted to the E. Skill command.
- You may choose on your own whether or not you wish to sell items throughout the challenge. You don't need to do it, though it can make it easier to get the Gil needed for stronger equipment later in the game.

You can of course opt to not use the Manipulate Materia and instead just use items like potions and ethers throughout the challenge. I warn you though, this Walkthrough assume you used Manipulate and not the items.

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v) Enemy Skills <esk*>

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Materia Locations <esk001>

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Here is a list of the four Enemy Skill materias and where to find them.

- 1) Enemy Skill # 1
 - Found after the fight against Sample Ho512 in the Shinra Building.
- 2) Enemy Skill # 2
 - Found in the Advanced Training Hall in Junon, in the basement of one of the homes on the street leading to the ship.
- 3) Enemy Skill # 3
 - Found in the City of the Ancients, hidden behind a bed in a shell-shaped house.
- 4) Enemy Skill # 4
 - The least used of the four, this one is found in the Chocobo Sage's house on the Northern Continent, after talking to his chocobo.

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Spell List <esk002>

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This section is a list of Enemy Skills, where to get them, their use, MP cost, etc. They will be listed in Alphabetical order.

????

Deals damage equal to difference between current HP and max HP
 Used by - Jersey (Shinra Mansion), Behemoth (Midgar underground)
 Pros - Potentially the strongest attack for very little MP
 Cons - Must be near death for it to be effective, making the battle dangerous
 Cost - 3MP
 Rating - 4/5 Would be better except you run the risk of dying

Angel Whisper

Fully revives ally, fully heals living ally, and cures these statuses: KO, Sleep, poison, confusion, silence, slow, stop, frog, mini, petrify, berserk, darkness and paralyze.

Used by - Pollensalta (North Crater)

Pros - Not too expensive for a full cure, full revive and status heal

Cons - Late in game; only one target

Cost - 50MP

Rating - 4.5/5 Needed in the final boss fights; Would be better if it was acquired earlier

Aqualung

Heavy water damage to all

Used by - Harpy (Gold Saucer sand area, accessible by buggy), Jenova-Life (City of Ancients), Serpent (Gelnika)

Pros - Pretty early, heavy damage, strongest spell until at least disc 2

Cons - Are there any?

Cost - 34MP

Rating - 4.5/5 Nothing gets a perfect 5 in my book, because you can't win with one alone, but this comes close.

Bad Breath

Causes confusion, frog, mini, poison, silence, and sleep on all opponents

Used by - Marlboros (Gaea's Cliff, North Crater)

Pros - If enough statuses hit, the enemy is done for

Cons - Too many enemies are immune to statuses in this game

Cost - 58MP

Rating - 2.5/5 Effective way to cause poison to bosses and eliminate high HP enemies; costs too much MP

Beta

Heavy fire damage to all opponents

Used by - Midgar Zolom (Swamp near chocobo farm)

Pros - Can get early on, heavy damage

Cons - Requires a good bit of planning and strategy to get before Aqualung

Cost - 35MP

Rating - 3.5/5 Not very effective once you get Aqualung, seeing as more enemies absorb fire than they do water

Big Guard

Sets up Barrier, MBarrier, and Haste on all allies

Used by - Beach Plug (Costa Del Sol beaches)

Pros - Reduces damage enough to save your ass plenty of times

Cons - Expensive for MP early on

Cost - 56MP

Rating - 4/5 Extremely effective against most bosses in disk 1, becomes slightly less effective as game progresses

Chocobuckle

***NOTE: You can only get this by making an exception and using chocobo lure materia and items. It is otherwise unattainable.

Deals damage equal to number of battles escaped from

Used By - Chocobos

Pros - Very high damage if you take time to power it up

Cons - Very low damage otherwise

Cost - 3MP

Rating - ?/5 I never used it in this challenge, as I would have had to cheat to get it.

Death Force

Prevents all instant death attacks

Used by - Adamantaimai (Wutai beaches)

Pros - Avoid all instant death attacks; can be used during countdowns to prevent the death when it reaches zero; cheap

Cons - Not enough enemies use instant death attacks; is removed by your own healing spells

Cost - 3MP

Rating - 1/5 Can be helpful if used during countdowns to prevent death, not much else

Death Sentence

Target has a 60 second countdown until death

Used by - Gi Spector (Cave of the Gi), Sneaky Step (Cave of the Gi), Boundfat (Bone village Area)

Pros - Not really any at all..

Cons - 60 seconds is longer than it sounds, doesn't kill enemies immune to death

Cost - 10MP

Rating - .5/5 60 second timer is far too long for practical use.

Dragon Force

Raises Def and Mdef

Used by - Dark Dragon (North Crater)

Pros - Cheaper Big Guard, lasts entire battle

Cons - By this point, you don't need to worry about Big guard's MP cost, lacks Haste

Cost - 19MP

Rating - 4/5 Cheap MP cost, great defensive gain, but only targets one person

Flamethrower

Single target fire attack

Used by - Ark Dragon (Mythril Mines), Dragon (Mt. Nibel)

Pros - Strongest spell for a small portion of the game

Cons - Becomes out-dated, fast

Cost - 10MP

Rating - 3/5 Effective to get through a portion of the game, but becomes ineffective quickly

Frog Song

Causes sleep and frog on one target

Used by - Touch Me (Gongaga Area), Toxic Frog (Temple of the Ancients), Christopher (North Crater)

Pros - Cheap, can be effective against harder random encounters, cures frog as well

Cons - Not enough practical uses in this challenge

Cost - 5MP

Rating - 1.5/5 Could be better, could be worse

Goblin Punch

Physical damage to one enemy, damage is 8X that of a physical attack when at the same level as your target.

Used by - Goblins (Goblin Island)

Pros - No MP cost, effective use as a physical attack in a challenge where they are banned

Cons - Not enough damage depending on level

Cost - 0MP

Rating - 3.5/5 Very helpful in only some situations (same level, low MP)

L4 Suicide

Causes critical damage to enemies whose level is a multiple of 4. Causes mini on enemies who are affected by it

Used by - Mu (Chocobo Farm), Trickplay (Icicle Area)

Pros - Helpful against the right enemies

Cons - Only useful in pre-meditated situations

Cost - 10MP

Rating - 2/5 Better if more enemies fit this category

L5 Death

Instant death to enemies whose levels are divisible by 5 and who are affected by instant death

Used by - Parasite (North Crater)

Pros - None that I can think of...

Cons - Almost no enemies fit into this category; very late in game

Cost - 22MP

Rating - .5/5 Not very useful at all. Too late to serve any purpose.

Laser

Gravity based attack, reduces target's HP by half. Same effect as Demi 2

Used by - Death Claw (Corel Prison), Dark Dragon (North Crater)

Pros - Not very expensive; heavy damage when used on the right opponent

Cons - Not enough enemies are weak against it; only hits one enemy

Cost - 16MP

Rating - 2/5 Not enough enemies, though it's helpful against the right ones.

Magic Breath

Fire, ice, and lightning attack on all

Used by - Stilva (Gaea's Cliff)

Pros - Possibly the strongest attack all Enemy skill

Cons - If the target absorbs or nulls any of the elements, then the attack is completely absorbed or nullified, costs a lot of MP.

Cost - 75MP

Rating - 4/5 Helpful for a lot of battles

Magic Hammer

Drains 100 MP from opponent until they run out of MP

Used by - Razor Weeds (Wutai Area)

Pros - Can render an enemy helpless, restore your MP, etc.

Cons - Can't be used if the enemy runs dry, or if you have less than 3MP

Cost - 3MP

Rating - 4.5/5 Much of my strategy relies on Magic hammer

Matra Magic

Deals non-elemental damage to all

Used by - Custom Sweeper (Midgar Area), Bullmotor (Corel Prison)

Pros - First spell, only attack all spell until Aqualung

Cons - Becomes out-dated and weak as the game progresses

Cost - 8MP

Rating - 3/5 Necessary at first, but becomes weak and rarely used later on

Pandora's Box

Piercing attack-all spell. Ignores defenses

Used by - Dragon Zombies (North Crater)

Pros - Strong attack all spell late in the game

Cons - Acquired too late, too expensive

Cost - 110MP

Rating - 3/5 Useful against enemies with high defensive stats. Otherwise only good as a non-elemental attack all spell.

Roulette

Selects random target (enemy or ally) and kills them unless they are immune to instant death

Used by - Death Dealer (North Crater)

Pros - Cheap, but I still don't recommend it

Cons - Can't kill an enemy as easily as most spells can; can kill you!

Cost - 6MP

Rating - 1/5 Late, not very useful

Shadow Flare

Heavy Non-elemental damage to one target

Used by - Dragon Zombie (North Crater), Ultimate Weapon (Cosmo Canyon)

Pros - Strongest attack by the end of game

Cons - Single Target, pretty expensive

Cost - 100MP

Rating - 4/5 Most useful spell against final bosses

Trine

Lightning damage on all

Used by - Materia Keeper (Mt. Nibel), Stilva (Gaea's Cliff), Godo (Pagoda)

Pros - Cheaper than Beta or Aqualung, stronger than Matra Magic

Cons - Not very useful against strong enemies, acquired after a stronger spell (Aqualung).

Cost - 20MP

Rating - 3.5/5 Decent way of taking out groups of weak enemies

White Wind

Heals HP equal to the current HP of caster. Cures sleep, poison, confusion, silence, slow, stop, frog, mini, slow-numb, petrify, berserk, paralyzed, and darkness, and death force.

Used by - Zemzellet (Fort Condor Mts), Wind Wing (Whirlwind Maze)

Pros - Main form of healing throughout challenge

Cons - Ineffective at low HP

Cost - 34MP

Rating - 5/5 (Only because it's the only way to heal until North Crater)

=====
Enemy Skill Checklist <esk003>
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This section is a quick, short, checklist of Enemy Skills.

NOTE: They are listed in the order they may be acquired throughout the game. Listed along with the enemy the skill can first be learned from.

Name	First Learned From	Notes
Matra Magic	Custom Sweeper (Midgar Area)	
L4 Suicide	Mu (Chocobo Farm)	
Beta	Midgar Zolom (Swamp near chocobo farm)	Should be learned after acquiring Fire Ring
Flamethrower	Ark Dragon (Mythril Mines)	
Laser	Death Claw (Corel Prison)	
Aqualung	Harpy (World Map - Gold Saucer Desert)	

Big Guard	Beach Plug (Costa Del Sol beach)	
White Wind	Zemzellet (Junon/Fort Condor Area)	
Frog Song	Touch Me (Gongaga/Gongaga Area)	
DeathSentence	Sneaky Step/Gi Spector (Cave of the Gi)	
????	Jersey (Nibelheim - Shinra Mansion)	
Trine	Materia Keeper (Mt. Nibel)	
Magic Hammer	Razor Weed (Wutai Area)	
	Must stay out of hills, or else you trigger	
	Yuffie's Materia Sidequest	
Death Force	Adamantaimai (Wutai Area - beaches)	
	*See Magic Hammer	
Bad Breath	Malboro (Gaea's Cliffs)	
Magic Breath	Stilva (Gaea's Cliffs)	
Goblin Punch	Goblin (Goblin Island)	
	Island is in Northeast of World Map	
Shadow Flare	Ultimate WEAPON (World Map)	
Dragon Force	Dark Dragon (North Crater)	
Roulette	Death Dealer (North Crater)	
Angel Whisper	Pollensalta (North Crater)	
L5 Death	Parasite (North Crater)	
Pandora's Box	Zombie Dragon (North Crater)	

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vi) Basic Hints and Tips <hnt*>
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By the way, I'm going to assume that you read this section and followed it for the most part. So, if you didn't then that's your own fault.

- Remember to heal before you're in critical HP, because White Wind becomes ineffective then.

- Make good use of Magic hammer to render bosses and regular enemies useless.

- ??? can be the strongest attack in the game if you use it right. Cheap, and extremely strong in the right circumstances.

- Get every available Enemy skill, you never know when you might find a good use for it

- Sell all items!!! You'll make most of your money by selling Ethers and

Potions, rather than from fighting monsters.

- The party I use goes like this: Aeris and Red XIII until I get Yuffie, and then Yuffie and Aeris. Once I get the second Enemy Skill, I replace either Yuffie or Aeris with Red XIII. Once I have a third Enemy Skill, I stick with Cloud, Red XIII, and Cait Sith.
- If you're whole party is low on health, you can use Angel Whisper on the character with the highest max HP and then White wind with them to fully heal the entire party.
- Use common sense. If there is a treasure chest you see that I don't talk about, be sure to grab it.
- There are only three points in the game to get Trine. So be sure to get it on the three Enemy Skill materias. These three times are in Mt. Nibel against the Materia Keeper, Gaea's Cliff against Stilvas, and the Pagoda against Godo.
- Back it up. Once you start getting Enemy Skills, it's about time to put everyone in the back row and keep them there. Enemy Skills do the same damage from either row, and you receive less damage, so there are no down-sides.
- Bring a calculator. I recommend using a calculator to measure the HP of every boss so you know whether you should heal and attack next turn, or finish the boss now.
- Pay attention! Don't skip parts of the guide unless you know what you're doing, you might miss something important
- When I tell you the levels of my party, don't think that is the level you have to be. I tend to be underleveled when I play, as it makes reading this guide easier knowing that if I can do it at that level, you should have no trouble at your level.
- Correct me if I'm wrong. If you find something that's incorrect in this humble guide, feel free to email me about it, I have my email at the top. I might definitely be wrong on some things, as all humans can be.

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vii) Main Walkthrough <wk*>
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Midgar <wk001>
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I won't give an in depth walkthrough of Midgar, seeing as this is mainly for the Enemy Skill Only challenge, not a No Materia challenge, but I will give a few important hints and tid bits anyway.

Boss strategies:

Reactor #1:

Guard Scorpion:

HP - 800

Attacks and Limits and the occasional Potion. Easy fight.

Buy around 15-20 Grenades from the shop to help with upcoming bosses.

Reactor #5:

Before the fight against Air Buster, I'd make sure you have Barret's Big Shot Limit ready. This will make the fight insanely easy.

Air Buster:

HP - 1200

Just fire Big Shot at him (from behind) and he should go down in one shot. If not, throw a grenade.

Buy a few more Grenades, and make sure you have around 15-20 total again.

Sewers:

Aps:

HP - 1800

Use some grenades and physical attacks and unleash your limits when needed.

Once again, have around 20 Grenades.

Support Beam:

Reno:

HP - 1000

Break people out of the Pyramid immediately and be sure heal and use limits. Throw a few grenades with Tifa as she has the weakest physical attacks.

Also, make sure you buy some grenades (be sure to have around 30-40) for the bosses in the Shin-ra Building because some of them can be rough without materia.

Shin-ra Building:

Sample Ho512:

HP - 1000

Throw a few Grenades (4-5) his way to soften him up then unleash attacks and Limits, healing when needed.

Also, MAKE SURE YOU GET THE FIRST ENEMY SKILL MATERIA!!!! It is in the sample capsule after the fight with Sample Ho512. If you don't then you might as well start this challenge over.

Shin-ra Building:

Hundred Gunner/Heli gunner:

HP (Hundred Gunner) - 1600

HP (Heli Gunner) - 1000

Have Barret attack and have Aeris and Red throw Grenades every so often. Use Limits when you get them and heal when necessary.

Shin-ra Building:

Rufus:

HP - 500

Use a grenade or two on Dark Nation and then heal and defend until you get a Limit, use it on Rufus, and then finish him with a Grenade or a physical attack if that can finish him in one turn.

Midgar Highway:

Motor Ball:

HP - 2600

You should have more Grenades than you need, so just throw those at the thing. Throw all of the Grenades you have left over, and heal if you have to.

Obviously, use your Limits when you get them.

=====
Kalm <wk002>
=====

First and foremost, wander around until you get into a fight with a Custom Sweeper and get Matra Magic. Congratulations, you can now begin! So, go to Kalm and sit through a boring walkthrough of Cloud's past. Equip your main party with the best weapon/armor, give Cloud the Enemy Skill materia, and leave town.

To get across the swamp, use the save & reload trick to make it easier. This means running as far as you can, saving before the Zolom gets to you, and then reload the save. He should be elsewhere in the swamp, allowing you to cross it the rest of the way. You can also get across by standing on the point that juts out the farthest, waiting until the Zolom is in the left corner, farthest from the cave, and then running straight across.

=====
Mythril Mines <wk003>
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You may grab the items thrown around in here (don't bother with the materia) and then proceed until you meet the Turks again. After a little chat, go into the back room (It's to the top left of the room with the Turks. Now fight in this area until you meet an Ark Dragon (it shouldn't be long). And wait until he uses the Flamethrower Enemy Skill on Cloud. Now let's get out of here.

=====
Junon <wk004>
=====

Fight in the large forest near what appears to be a crater until you encounter the "Mysterious Ninja." Beat her down with Flamethrower and then choose the following dialogue selections or risk having her take off with your Gil.

- 1) Not interested..
- 2)petrified
- 3) Wait a second!
- 4) That's right..
- 5) Let's hurry on!

If you continue the dialogue while making these choices, Yuffie the ninja joins your squad. You can PHS her into the party and train her until she has her second level 1 Limit if you want, but that is not necessary.

Make a party of Cloud, Yuffie, and Barret. Give Cloud the Enemy Skill materia. Now talk to Priscilla at the beach and get ready for the first true boss of the ESO challenge.

=====
Boss

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Bottomswell

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HP - 2500

MP - 100
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My Party Levels:

Cloud - 17

Yuffie - 18

Barret - 15

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Have Cloud attack with Flamethrower. If anyone other than the ES user gets put in a bubble, use Matra Magic to target both the bubble and the boss. Now if the ES user is put in a bubble, then you have to hope that the other characters can take the boss out with Attacks and Limits. If not, then you'll have to restart and hope that Cloud doesn't get targeted. This battle can be done at a lower level than my party was at.

=====

Now revive Priscilla and then talk to the lady on the edge of town. Rest in her home until tomorrow. When you wake up go up the stairs to Priscilla's house and when she comes out she gives you the Shiva materia. Not to sound ungrateful or anything, but throw it away, now. Then use Mr. Dolphin to get up to upper Junon.

Past the Airship, press the switch, go down the small little elevator. Now walk into the building and be forced to practice for the parade. Go through a bit of stuff and then go through the motions of the parade. Be SURE TO GET THE SECOND ENEMY SKILL MATERIA FROM THE TRAINING HALL. Do your best during Rufus' send-off so you can win the Force Stealer, Cloud's best weapon so far.

On the boat, talk to everyone and then talk to Aeris again (down in the hull). Then walk up on deck and to the bottom left to find Barret, some dialogue, and an alarm goes off. The party meets back up in the middle of the deck. If you have Yuffie's second level 1 Limit, Clear Tranquil, bring her with you. If not, just bring Aeris and Red XIII or Barret. Equip Red XIII with the Enemy Skill (you don't have to restrict someone to just using the Enemy Skill with no skills on it), and have Cloud and Aeris/Yuffie free to use their Limits. After that, enter the door in the back of the lower deck for a scene. Before approaching the guard, pick up Yuffie's weapon from the walkway up above.

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Boss

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Jenova*BIRTH

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HP - 4000

MP - 110

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My Party Levels:

Cloud - 17

Yuffie - 18

Red XIII - 17

=====

Have your ES user throw Flamethrower after Flamethrower at her. Have the others attack. Cloud should try to cause as much damage as possible with his Limits and Attacks, while Yuffie/Aeris should chip away at her health until they get their healing Limit Break. You may have trouble with this boss, as she attacks fast and hard, maybe too hard for your limited range of healing. If Red's MP runs out, have him Defend every turn while Cloud and Yuffie finish the boss off with physical attacks. Once again, this boss can most likely be defeated at a slightly lower level than my own.

=====

Ignore the summon materia on the floor and leave.

=====
Costa Del Sol <wk005>
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Grab Carbon Bangles for most of your team from the vendor inside the bar. Also the Fire Ring and MotorDrive in the basement of the villa. Head on out of town now.

=====
Mt. Corel <wk006>
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Grab most of the items on the way through the mountain (for leveling, and some extra cash when you sell some of them off)but ignore the materia. Be sure to climb the mountain near the shack with a lever to move the bridge. Continue on your way to the town.

Before you leave, you must stop and level up Barret. I chose to level him up alone to keep the rest of the party a little lower, but it's ok if you don't. Use the inn in town to restore his health between fights. Barret at level 20/21 should work for now. Now take the cable car up to the Gold Saucer.

=====
Gold Saucer <wk007>
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Purchase the regular ticket or the Lifetime Pass if you have enough Gil. Now head to the Wonder Square and get Cait Sith. Now we have the Manipulate materia, which will serve us well in this challenge. Then head to the Battle Square and proceed to be thrown into the Desert Prison.

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Desert Prison <wk008>
=====

Get Laser on both materia and Matra magic on the second one. Talk to Barret in the abandoned house and then proceed with him in your party (Make sure his equipment is up to date and he has the first enemy skill). He will now argue with an old pal Dyne. Then they proceed to duke it out over the past...

=====
Boss
=====

Dyne
=====

HP - 1200

MP - 20
=====

My Party Levels:

Barret - 21
=====

This battle can be tough if you're not leveled up enough. Without Yuffie or Aeris to use Clear Tranquil or Healing Wind, Barret cannot heal. Just pound Dyne with Flamethrower until he goes down. If you have trouble, the only way to fix it is to level up once or twice. Please note that my level 21 required some luck (he missed with an attack at a key point), so to be comfortable, you might want to do it at 22.

=====
Talk to Coates in his trailer for a chance to leave the prison. Now win the

chocobo race like this: Hold all four shoulder buttons and square. When you near the end of the race, hold down circle for an extra boost and the win.

Now that we have both the Buggy and Cait Sith's manipulate materia, let's get down to business.

First, go to the beaches near Costa Del Sol and fight Beach Plugs. Manipulate one of them and cast Big Guard on the party to learn the Enemy Skill on both materias.

Now drive around the deserts under the Gold Saucer until you encounter a Harpy. Manipulate it with one character and have another use Big Guard on the party. Use Aqualung on the party and then finish off the beast by any means.

But that's not all, let's head back across the sea to the Junon Area. Go to the Fort Condor area, fight Zemzellets and Manipulate them to learn White Wind.

At this point, cross the river near Junon and talk to the man in the cave. If you talk to him when the last two digits of the number of battles you've fought are consecutive odd numbers (11, 33, 55, 77, 99). Talk to him, leave, and then fight or run from a battle, and talk to him again. Do this until he tells you the number of battles (so you know how many to fight), or he gives you the Bolt Ring. The Bolt Ring nullifies lightning, and will come in handy later.

You can also try getting Beta from the Midgar Zolom, though it's not needed at this point and can be a bit dangerous.

For the last Enemy Skill we need to get, let's go to the forests near Gongaga and learn Frog Song from the Touch Me.

After that, enter the ruined reactor of Gongaga.

```
=====
                Gongaga <wk009>
                =====
```

Let's head on in until we encounter the Turks. Time for a fight...

```
=====
```

Boss

```
=====
```

Reno and Rude

```
=====
```

HP (Reno) - 2000

MP (Reno) - 80

HP (Rude) - 2000

MP (Rude) - 135

```
=====
```

My Party Levels:

Cloud - 19

Yuffie - 19

Red XIII - 20

```
=====
```

Make sure you finish Reno off first for a Fairy Tale weapon. To do this just make sure he has enough HP less than Rude (use single target attacks) and then unleash Aqualung until he goes down.

```
=====
```

You can keep or sell off the Fairy Tale. I would opt to sell it off for the

cash, but that's just me.

Now, let's leave Gongaga and continue on to Cosmo Canyon.

=====
Cosmo Canyon <wk010>
=====

Buy the best new weapons and armor of course, and then go and hang out with Bugenhagen in his planetarium. Talk to everyone around the fire and then go with Bugenhagen to the Cave of the Gi. By now I suggest that you have Aeris or Yuffie (if she has Clear Tranquil) and Red XIII. Go into the cave...

Walk to the back of the Cave, grabbing most of the treasure chests to sell for cash later on. Against the Stingers you have to fight, cast Frog Song and then finish them however you wish. Do this for all of the Stingers you fight. Before entering the final room, I recommend you leave the cave, rest at the inn, and then return with a healthy party. Equip Cloud and Red XIII with the Enemy Skill materias, leaving Aeris or Yuffie free to use their Limit Breaks. Be sure to equip the Fire Ring from Costa Del Sol on one of your Enemy Skill users.

=====
Boss

=====
Gi Nattak

=====
HP - 5500
MP - 200

=====
My Party Levels:
Cloud - 19
Red XIII - 20
Yuffie - 20

=====
Have Red XIII and Cloud use White Wind to attack Gi Nattak, while Yuffie or Aeris keeps their HP up with Clear Tranquil/Healing Wind. If that proves to be insufficient, have Cloud or Red XIII spare a turn to use White Wind on the party.

=====
Watch a touching scene with Nanaki and his father, Seto. Then you must leave Cosmo Canyon. Bring Yuffie/Aeris and Red XIII in your party and head off to Nibelheim.

=====
Nibelheim <wk011>
=====

Talk to the cloaked men for items, sell off any unnecessary items/equipment.

At our current level and ability, we can't handle beating Lost Number, so unless you want to power level for quite awhile, don't even bother.

BE SURE TO GET THE ??? ENEMY SKILL! It can be found from Jerseys which are most commonly found on the second floor.

Visit the room in the basement of the mansion to watch a scene with Sephiroth.

Grab any items in the Mansion and sell most of them to the shop in town. Now

head over the mountains of Nibel.

For the most part, run from the encounters and make a direct line (to save HP/MP) to the Materia Keeper, collecting treasure along the way. Get ready for a fight. I would use Yuffie and Red XIII for this fight. Give Cloud and Red XIII the Enemy Skill materias. Red XIII's Seraph Comb boosts his Magic stat, so have that equipped. Finally, be sure to equip the Bolt Ring on one of your characters, making Trine ineffective (so they can White Wind the party after the painful Trine spell).

=====

Boss

=====

Materia Keeper

=====

HP - 8400

MP - 300

=====

My Party Levels:

Cloud - 23

Yuffie - 23

Red XIII - 23

=====

Big Guard and then spam Aqualung. Heal using Yuffie's Limit and White Wind when needed. Keep track of his HP. When he's low, don't bother healing, let yourself stay low on health. So now you should spam ??? until he goes down. With Big Guard, you should be able to survive Trine, so then have the character with the Bolt Ring use White Wind to restore the party.

=====

Continue over the mountains and leave this place.

=====

Rocket Town <wk012>

=====

Continue on your way and into Rocket Town.

Purchase some new armor for your party, as well as 2-3 Earrings for your Enemy Skill users to boost their Magic.

Go out back of Shera's house (at the end of town) to find the Tiny Bronco. She approaches you and tells you to ask the "Captain," in the Rocket. So go to the Rocket, meet Cid, and then return to Shera's house. Head out front with Cid and then go back inside when Shera calls on you to stop Palmer.

=====

Boss

=====

Palmer

=====

HP - 6000

MP - 240

=====

My Party Levels:

Cloud - 23

Yuffie - 24

Red XIII - 24

=====

Throw out Aqualung and Trine until he goes down. Heal if he hits you too often

with Mako Gun. Easy and simple.

=====

Fly away on the Bronco, but not for long. It gets shot down and you now have a boat!

=====
Wutai Area <wk013>
=====

Get out right in front of you and run along the beaches of Wutai until you meet an Adamantaimai, Manipulate him and use Death force on your ES users.

Now run around until you find Razor Weeds, Manipulate them and use Magic Hammer on yourself. But be sure not to run up the first hill, only run around the area at the bottom of it.

With the Tiny Bronco, I also recommend going back to the Eastern Continent and going to the Chocobo Farm area. Equip a Fire Ring on one of your characters, and then fight the Midgar Zolom. Chip away at his health, being sure to heal to keep everyone alive, and wait until he uses Beta. Two of your character definitely might die off from this hit, and then use the living one to finish him off with a Beta.

=====
Gold Saucer <wk014>
=====

Head into the Gold Saucer, grab the Keystone after a battle or two, and then rest at the Ghost Inn. Go on your date and chase down Cait Sith. Next day, go to the Temple of the Ancients.

I would bring along Red XIII to accompany Cloud and Aeris. With his Seraph Comb, he has one of the highest Magic stats, and his HP is strong as well.

Before you enter the Temple of the Ancients, I recommend making an extra save outside, in case you forgot something, or want to level up some more before attempting the dungeon.

=====
Temple of the Ancients <wk015>
=====

Head inside, place the Keystone, and continue on. In the maze room, follow the little purple guy and then take the hidden passage by the vine ladder. Keep going all the while grabbing the items until you reach the boulder room. Run under the boulders, being sure to hide in the cracks, until you reach the end. Talk to Aeris a bit, and then Rest/Save and continue to the clock room.

Now, you can ignore rooms I and III, but you don't have to. They contain a fight. Go into every other room except for II, IX, X (unless you have to go back) and XI. When you're ready, go into room VI and catch the purple guy. Go through the mural room and attempt to grab the Black Materia. Then leave and get ready to fight.

=====

Boss

=====

Red Dragon

=====

HP - 6800

MP - 300

=====
My Party Levels:

Cloud - 25

Aeris - 22

Red XIII -25

=====
Have Cloud and Red XIII constantly cast Aqualung. Aeris should Defend until Healing Wind is needed. Not a very hard fight if you're at a decent level.

=====
Now go into room XII to leave, or so you thought.

=====
Boss

=====
Demons Gate

=====
HP - 10,000

MP - 400

=====
My Party Levels:

Cloud - 26

Aeris - 23

Red XIII - 26

=====
Start the battle with Big Guard and Aeris Defending. Cloud and Red XIII can start to damage it a bit with Aqualung, though it won't be very effective. Once Cloud and Red XIII start to take damage, switch to ??? as your main form of attack. It's a risky strategy, as you'll want your characters right on the edge, with as few HP as possible. If he starts to advance (you'll see him move forward a bit), get in your last ??? and then have Aeris use Healing Wind. Try Defending at this point to reduce the damage dealt by Demon Rush. Keep fighting with your HP low, using ??? to attack, and eventually he'll go down.

=====
Watch the touching scene with Cait Sith, and then continue out of the Temple of the Ancients for another scene.

When you wake up in Gongaga, grab the Tiny Bronco and head to Bone Village on the Northern Continent.

=====
Bone Village <wk016>

=====
Sell off any extra junk, buy some Diamond Bangles, dig up the Lunar Harp. Not much else to do here.

Walk through the Sleeping Forest, keep going. Grab the Water Ring. Enter the City of the Ancients.

=====
City of the Ancients <wk017>

=====
Walk down the left path, through the house with the save point (picking up the Source inside) and continue right. On the lower level of this area is an Aurora Armllet. Head down the center path, and check out the large building.

Head down the right path, grab the Guard Source in the first shell house, and grab the Enemy Skill materia in the second.

Now, go back the way you entered the City of the Ancients, through the Sleeping Forest. Go back and learn Enemy Skills on this new, third materia. Learn ones like ????, White Wind, Big Guard, Aqualung, Flamethrower, etc. Then come back and sleep in the beds where you found the Enemy Skill materia.

In the middle of the night, walk down to the Forgotten Capital. Equip the Water Ring on any character (whichever one you want to receive experience) and go watch a scene with Aeris before a fight against Jenova*Life.

=====

Boss

=====

Jenova*Life

=====

HP - 10,000

MP - 300

=====

My Party Levels:

Cloud - 26

Cait Sith - 23

Red XIII - 27

=====

The character with the Water Ring will definitely survive this battle, the others will not. The dying characters can use some strong spells to take out some of her HP before they go. Your Water Ring character should use some spells until Jenova*Life uses up all of her MP. Then, have them damage themselves and use ???? to attack (conserving MP).

=====

Follow the illusion of Sephiroth to the North. Go through the cave, grabbing the Bolt Armlet, Hypno Crown,

=====

Icicle Inn <wk018>

=====

Stock up on some new weapons/armor for your party. Dodge Elena's punch, and then talk to the guy at the edge of town. Now go into the house in the middle and borrow a snowboard. Then go to the house on the left and take the map from the wall. Get ready to snowboard down the hill.

=====

Great Glacier <wk019>

=====

Follow the map and it's various landmarks until you get to the farthest north area. You should be in a wide open field with snow storms. Mark your path with the flags so you don't get turned around, and just go in a straight line. Soon you'll end up at Mr. Holzoff's house. Rest if you need it and save your game.

=====

Gaea's Cliff <wk020>

=====

Climb up to the first indoor area, being sure to keep your body temperature up. Head forward through the only door in the room, and then left up the stairs. Head down and then right across the bridge, but keep going right into the wall

to unlock a secret area containing a Ribbon. Grab the Ribbon and continue on, grabbing the Javelin from the chest nearby. Go up the circling stairs (even when you can't see Cloud) and then knock the ice boulder down. Go back to the second room in this area and then head down the recently cleared path.

Climb up the cliff again, and again keep your body temp as high as you can so as not to pass out. Head inside into the first room. Grab the Fire Armlet from the chest on the right and then head left, fighting Icicles. In these fights, watch out for Silence status caused by the bats, it can cripple you if you don't heal it quick enough (with White Wind). And use Beta on the enemies for an easy win. Jump back down to the first floor and exit out the new path created by the Icicles. Grab the Enhance Sword for a little bit of cash later on, and then proceed through the caves. Climb up the cliff side and when you reach the inside again, touch the water and save your game.

Now equip Ribbons on two of your characters and go back outside and run on one of the ledges (be sure to keep your body temp up) until you get into a fight with a Marlboro, wait until it uses Bad Breath, and then let your two characters with Ribbons unleash some strong attacks to end the fight. Congratulations, you now have Bad Breath on all three of your Enemy Skill materias! Equip your Bolt Armlet, Bolt Ring, Fire Armlet, Fire Ring, Aurora Armlet (Fire/Ice/Lightning protection), and go fight a Stilva. Wait until it uses Magic Breath. Also, if you want Trine on your third Enemy Skill, you can get that spell from this boss. You now have one of the strongest attack-all attacks in the game, Magic Breath.

Now head back inside to the save point and get ready for a fight. Equip your party like this:

Cloud -	Cait Sith -	Red XIII -
Organics	Red M-Phone	Seraph Comb
Enemy Skill	Enemy Skill	Enemy Skill
(1st)	(3rd)	(2nd)
Dragon Armlet	Aurora Armlet	Bolt Armlet
Earring	Bolt Ring	Fire Ring

Now let's save our game and head down the hall...

=====

Boss: Schizo:

=====

HP - 18,000 each (36,000 total)

MP - 350 each (700 total)

=====

My Party Levels:

Cloud - 27

Cait Sith - 27

Red XIII - 30

=====

Suck away the MP of both heads with Magic Hammer to prevent them from attacking. Have your three ES Users use Aqualung to damage the two heads. They should both die from the same attack, so keep track of the HP of one of the heads, and right before finishing it, cast Big Guard. They will both counter with a Lightning-element attack upon defeat. Red XIII is safe, Cloud should survive (thanks to the Dragon Armlet), and Cait Sith will be fine with his Bolt Ring, as per my set-up. If you used a different set-up, you should still make it out with at least one person alive.

=====

Go back and heal to save if you wish, then continue down the hall. Climb up

the last hill and over the hump to see the WhirlWind Maze.

=====
Whirlwind Maze <wk021>
=====

Run down the hill and then (quite sadly) Tifa forces her way into your party. Tifa will replace Cait Sith as the utility character. Keep Cloud and Red XIII. Now run through a few screens, dodging wind gusts as needed. Eventually, we're going to have to deal with a boss. So it's time to prepare. Equip Cloud and Red XIII with fire protection (Fire Armlet/Fire Ring) and don't worry about Tifa. Now let's save our game, make sure everyone is full health and full MP, and let's continue on our way. Grab the chest with the Kaiser Knuckle, and then equip that on Tifa. Continue on until Sephiroth confronts the party and a fight breaks out.

=====

Boss

=====

Jenova*Death

=====

HP - 25000

MP - 800

=====

My Party Levels:

Cloud - 28

Tifa - 26

Red XIII - 31

=====

Suck her dry of MP, curing Silence with White Wind if needed. Once she has no MP left, use Trine to damage Cloud and Red XIII, reducing their HP by enough to make ??? effective while healing Tifa. Then have your entire party spam ??? until Jenova is defeated.

=====

Dodge some more wind, with lightning thrown in this time. Now sit back and enjoy the dialogue.

=====
Junon <wk022>
=====

Talk to Barret, get escorted out of the room, SAVE YOUR GAME. If something goes wrong, you don't want to have to deal with all that's happened again, do you? Right. So save and then continue to follow the guards. Now before you reach your destination, be sure to equip Barret with an Enemy Skill Materia, he'll need it.

Cait Sith and Barret will fight some guards, and then Barret will try to free Tifa, to no avail. Equip Cait Sith with an Enemy Skill materia, and leave the press room, going right down the hall. Meet up with Yuffie, and give her one of the main enemy skill materias, leaving Barret with the weaker one.

As Tifa, use her body and your common sense to unlock her. If you can't do it, then here's how: You'll need to press X, X, triangle, X and triangle (at the same time), o and triangle, o, and then finally, o. Run to the left of the chair to turn off the gas and you're almost free!

Climb down the building, with Scarlet and her cronies in pursuit. Run down the cannon and then engage in a cute little cat fight between Tifa and Scarlet.

Watch the scene, and now we have a new toy to take out for a spin!

=====
Mideel <wk023>
=====

Buy some new equipment (Don't worry about Tifa, she will be leaving soon) and sell off your old junk. Follow the dog until Tifa overhears a conversation about a some poor "Spiky-headed thing." Cloud?!? Yes. Tifa runs to the clinic where this poor thing is being kept and she finds Cloud, but not in his normal state of being. She stays to take care of him, the rest of the party leaves and heads back to the Highwind.

Make a party of Cid, Cait Sith, and Red XIII and now grab the Highwind and we're off to Fort Condor.

=====
Fort Condor <wk024>
=====

Fly the Highwind to Fort Condor and then talk to the old man at the table. He will ask you to defend Fort Condor in battle against the Shin-ra. Head up to the top-left and talk to the guy standing on the box. You will now be pitted against the Shin-ra in war. You can just wait until they reach the shed and then head out and fight the commander, or you can buy a few troops and win this battle the way it was meant to be won.

If you decide to wait and then fight the commander, then just unload attacks on him, heal if you need to (you probably won't). Easy fight.

If you chose to win this the old fashioned way, then make sure you have a bit of Gil (you don't need much). Buy some Attackers/Defenders/Fighters and place them as far down as you can, now have them march to the bottom of the fighting area. Have your guys bottleneck the approaching enemies and then attack with whatever troop is best against that kind of enemy (it shows your troops' strengths and weaknesses). Buy a few more if you need to and place them as low as they can go now that the red bar has been lowered. Just kill off every on-screen enemy, and you win. Not too hard!

Now whichever path you chose (fun & easy or cheap & easy), talk to the old man again and he will give you the Huge Materia hidden in the Reactor. Now get in the Highwind, we're off to North Corel!

=====
Corel <wk025>
=====

Park the Highwind outside the main town. Head on in and then run across the bridge towards the Reactor. After an easy fight, Cid will steal a train to chase down the Shin-Ra train with. Follow the on-screen directions, and don't waste time, you have to catch up fast. Here are the strategies for the next few fights:

Battle #1:

1 Gas Ducter: Aqualung

Battle #2:

2 Gas Ducters: Aqualung

Battle #3:

1 Wolfmeister: Aqualung

Battle #4:

1 Eagle Gun: Magic Breath

Battle #5:

2 Attack Squads: Magic Breath/Aqualung

Follow the on-screen directions to stop the train, it will seem like it's speeding up, but don't worry, it will stop if you did it right. Take your Huge Materia and a free night's rest, and let's be gone. It's off to Mideel!

=====
Mideel <wk026>
=====

Head to the clinic, talk to the doc, Tifa, and Cloud. An "earthquake" occurs and then head outside. Time to chase away a pesky fly.

=====

Boss

=====

Ultimate WEAPON

=====

HP - 100,000

MP - 400

=====

My Party Levels:

Cid - 31

Red XIII - 34

Cait Sith - 31

=====

Cast Big Guard and White Wind as needed. Just stay alive. You can take a few shots at him if you wish.

=====

The Lifestream surges up through the ground, Tifa and Cloud fall in. Time for a lot of dialogue, and then Cloud comes back, perfectly healthy! So make your party of Cloud, Red XIII, and Cait Sith, and hop in the Highwind.

=====
Underwater Reactor <wk027>
=====

Head to Junon and then proceed until the gray hallway with a group of troops training. Head down the hall and enter the elevator. Take the elevator down, fighting some guards, until you get to the underwater tunnel. Continue on through here and enter the underwater reactor itself. Fight a few more guards, and then heal and proceed to the sub docks. Get ready for one of the tougher fights of this challenge.

=====

Boss

=====

Carry Armor

=====

HP - 24,000 (Main body), 10,000 (Each arm)

MP - 200 (Main Body, 100 (Each arm)

=====
My Party Levels:

Cloud - 30

Red XIII - 35

Cait Sith - 32
=====

This fight may take one or two tries, as the beginning strategy runs a risk of failure (5/6 chance of success). So hope for the best and immediately have two people use Magic Hammer on the main body (to prevent Lapis Laser) and have the third unleash Magic Breath to start taking it out. Use Magic Breath a bit to take out the arms. Now once the arms are down and the body has no MP, you can use ???? with a low health character for cheap, strong damage and take your time finishing the boss off. Don't worry if a character is grabbed by the arm and ends up dying.
=====

Grab the treasure chest, and then move towards the red sub, grab both chests outside of it also.

Fight your way in, take over the sub, and then play the mini-game. Shoot down the Shinra red sub and then head back to Junon.

Now we have to find the Ancient Key. Get in the sub and go north to the northern-most continent. Submerge and search the southern coast of it for a small cave leading inland. Here you'll find the Key of the Ancients.

Now let's continue on to Rocket Town.

=====
Rocket Town <wk028>
=====

Take your party of Cloud, Cid, and Cait Sith/Red XIII (Cid forces his way in no matter what) and head towards the rocket. Climb up to it, fighting enemies the whole way up, until you encounter Rude.

=====

Boss

=====

Rude

=====

HP - 9000

MP - 240
=====

My Party Levels:

Cloud - 33

Cid - 33

Red XIII - 36
=====

Throw your strongest attacks at him and his cronies until he kicks the bucket. Heal if you need to, his attacks pack quite a punch.
=====

Now head on into the rocket, fighting the last group of enemies, and then go to the cockpit. Listen (or rather, read) to some dialogue and then head to the door on the right. Climb up the ladder and try to unlock the Huge Materia. Uh oh, it requires a code that we don't know! Lucky for you, we do. The code is as follows: Circle, Square, X, X. Enter that and grab the materia.

Now go back to the cockpit and head down a screen or two and climb down the

ladder. Watch an event take place and then head on into the escape pod. Now watch an explosive scene, and we're back down on Earth. Now it's off to Cosmo Canyon to discuss recent events with the wise sage Bugenhagen.

=====
City of the Ancients <wk029>
=====

Head up the Bugenhagen's observatory, and have a long chit-chat with the man himself. He will take your Huge Materia for safe keeping.

Now let's head on out and fly over to Bone Village. Land the Highwind in the valley behind it and walk into the City of the Ancients. Take the left path and follow it all the way to the back, passing to the right of a small stone house. Walk around to the right and up the path to the shiny object in the middle. Since we already got the Ancient Key, Bugenhagen will grab it and fly over to the keyhole, place it in, and come back. Watch a little scene and some more dialogue, and now try to leave. Cait Sith will give you a ring on the PHS, it seems some big things are going down back at Midgar! Leave and try to get in the Highwind, but small scene will occur. Now get in it and fly to Midgar. Park outside and wait for the lumbering Diamond Weapon to show up.

=====
Boss

=====
Diamond WEAPON
=====
HP - 30,000
MP - 30,000
=====

My Party Levels:
Cloud - 33
Red XIII - 36
Cait Sith - 33
=====

Don't worry about MP in this fight, Diamond has plenty to share. Unleash your Magic Breath attacks for a bit, healing when you need to. His stomp attacks can do some decent damage, so watch out. Just keep attacking, healing if you need it, and sucking his MP for your own use. Not a hard fight by any means.
=====

Make sure you grab Goblin Punch on all three Enemy Skill materias if you didn't yet.

Also, be sure to stop by Gongaga to buy a Headband Accessory. We'll need it in one of the boss fights in Midgar.

Before you enter Midgar, you can elect to chase down and fight another WEAPON, Ultimate. If you do, then refer to the Sidequest section of the guide.

I also recommend going to the Sunken Gelnika, read about it in the Sidequests section of this guide.

Before you enter Midgar, I recommend making an extra save outside, in case you forgot something, or want to level up some more before attempting the bosses within.

I will follow this guide as if you did not, though it doesn't make too much of a difference. Now let's fly over the North Crater. It seems we have trouble in Midgar, time for a little detour back to Midgar! Fly over and parachute in.

=====
Midgar <wk030>
=====

WARNING: This area can get complicated, and these directions aren't very simple. So pay close attention not to get lost!!! Now let's get going...

Release the chute, follow Cait Sith over one screen, and save your game. Now climb down the ladder into the underground. Take the lower path from the area you first enter into. Now walk down the stairs and climb down the ladder. Now go to the left, climb up a ladder, and grab the Aegis armlet. Down the ladder, and then go to the right. Keep going until the floor drops out from under you.

Now jump onto the pipe, and climb both ladders that the pipe takes you to. So go up and right to enter a pipe, it takes you to a platform. Run to the left and climb another ladder for the Max Ray. Back to the right, down another ladder, and head back through a pipe again. Jump onto the platform, climb up the ladder, and grab the Starlight Phone. Now head up the staircase. Save your game and then proceed through the exit, get ready to fight the Turks. Go up the tunnel, and they will approach you.

=====
Boss

=====
HP (Reno) - 25,000
MP (Reno) - 200

HP (Rude) - 28,000
MP (Rude) - 250

HP (Elena) - 30,000
MP (Elena) - 100

=====
My Party Levels:

Cloud - 37
Red XIII - 40
Cait Sith - 37

=====
Just use Big Guard if you wish (it is not totally necessary, but helpful). And then just use Aqualung, because they all absorb a certain element and so Magic Breath heals them all. If you have it and wish to do this, just use Shadow Flare on one of them, because if one dies they all leave. And, if it wasn't obvious enough, heal when you need it.

=====
After the fight, go up one screen, and then take the right path. Go up one more, and then take the left path. There should be a ladder leading to the Shinra Headquarters.

Enter the building, go up one flight of stairs, and enter the shop at the back. Inside is a Master Fist and Pile Bunker. Here is your last chance to find the Turtle's Paradise sign in the Shinra building. Now go up to the 63rd floor to find the Grow Lance. Go up one more and search the lockers to find an HP Shout. Other than the "inn" on the 64th floor, there's nothing else of interest here, so exit and go back to the tunnel.

From the tunnel, go down four screens and then go up the left path on the fourth one. Climb up the steel supports in front of you and then go up the path. Scarlet and Heidegger want to test out their new toy on you...

=====

Boss

=====

Proud Clod/Jamar Armor

=====

HP (Proud Clod) - 60,000

MP (Proud Clod) - 320

HP (Jamar Armor) - 20,000

MP (Jamar Armor) - 300

=====

My Party Levels:

Cloud - 37

Red XIII - 40

Cait Sith - 37

=====

This boss does not have much MP to steal, so we need to conserve ours. When you get the chance, use ???? to deal damage, heal when needed, and attack with your strongest spells. Once you start to run low on MP (don't let yourself run out), you can get some back from him. Don't use this MP to attack. Use Goblin Punch and ???? to attack, healing when needed. This fight can be a bit tricky, but you should get the hand of it.

=====

When that fight is over, return to the Shinra building and rest on the 64th floor. Return to this point and then continue down the path. GRAB THE MYSTILE FROM THE CHEST! This is the best piece of armor in the game, you'll want it.

Give two of your characters Ribbons and the third one the Mystile. Hopefully, they'll be able to dodge many of the bad status attacks, since they can't defend against the statuses.

Save your game, and then continue on to fight Hojo.

=====

Boss

=====

Hojo

=====

HP - 13,000

MP - 250

=====

My Party Levels:

Cloud - 40

Red XIII - 42

Cait Sith - 40

=====

Just Goblin punch him to save MP, heal if you find it necessary, you probably won't though. You can use a spell or two to speed up the process if you wish.

=====

=====

Helletic Hojo

=====

HP - 26,000

MP - 200

Right Arm:

HP - 5000
MP - 300

Left Arm:
HP - 24,000
MP - 400

=====
My Party Levels:
Cloud - 40
Red XIII - 42
Cait Sith - 40

=====
Unleash Magic Breath constantly, heal if you need it, and suck MP from the arms and body if you need the MP. Just keep attacking and healing/sucking MP, and this fight is pretty easy. When both arms are dead at the same time, the fight against this form ends, so be sure to replenish your MP with Magic Hammer before that point.

=====
Lifeform Hojo

=====
HP - 30,000
MP - 100

=====
My Party Levels:
Cloud - 40
Red XIII - 42
Cait Sith - 40

"What, you were expecting something larger and uglier than the last one?"
- Megaflareon

Have your healthy characters use Goblin Punch and the ones with not-so-much HP use ?????. This conserves our MP for healing, which we will definitely have to do once or twice in this fight. If you ended the last fight with decent HP/MP, this fight shouldn't be too hard.

=====
Now watch some interesting dialogue. This is the beginning of the end of this challenge, the home stretch!

=====
Sidequest Time! <wk031>
=====

Now, if you haven't already fought Ultimate Weapon and gotten Shadow Flare, now is the time to do so.

You should also level up a bit if you have been having any trouble with recent bosses. If you found them to be relatively easy, then Sephiroth won't be too hard, but still a bit of a challenge. I recommend being around level 45 when you enter the North Crater. Higher if you feel you need it. FYI, the average level of my party was 43.

I also recommend going to Wutai now that Yuffie won't take your materia when you enter, and completing the Pagoda, just for the hell of it. It shouldn't be too hard if you got Shadow Flare first. Just follow the guide for this section in the Sidequests portions of this FAQ.

Finally, make a stop by Cosmo Canyon and talk to a dying Bugenhagen to receive Red XIII's ultimate weapon, Limited Moon.

It's off to the North Crater!

```
=====
North Crater <wk032>
=====
```

Enemy skill alert: Be sure to fight Dragon Zombies in the right path after you first split up. They use Pandora's Box as a final attack and they only use it once. Also, manipulate Pollensaltas and get Angel Whisper...trust me. Also, be sure to pick up Dragon Force from the Dark Dragons. It's a relatively cheap spell that greatly increases your Def and Mdef, making some of the harder fights in here a cinch.

Head down the slope, grab the Save Crystal. And then walk around the perimeter until you reach the bottom of this spiral walkway.

Now you will have to jump as far down as you can go, and then enter the cave and walk through a portion of an orange-ish cave and then exit at a lower point. Now jump down a ledge or two, and exit this screen.

Now run to the right and jump down a few ledges and exit this screen.

Now you will have an option of which direction to go send your main party to the left and send Tifa to the right, everyone else can go to the left or right. Go up in the next screen, and continue through these swamp areas until you reach the bottom. DON'T enter the screen with your party members, however. Go back up the Crater to the point where the paths split left or right. Take the right path. Grab your second Mystile along this path. Now go all the way down to where your party meets up and talk to Tifa to receive a third Mystile.

I recommend being around level 45-48 range, higher if you think you need it. Equip your characters like this:

Cloud -	Red XIII -	Cait Sith -
Ultima Weapon	Limited Moon	HP Shout
Enemy Skill	Enemy Skill	Enemy Skill
Mystile	Mystile	Mystile
Ribbon	Peace Ring	Ribbon

Now let's mosey!!!

Jump down to the center, using a combination of Shadow Flare and Goblin Punch (to conserve MP) on the enemies on the way down. As always, be sure to use ??? when you're hurt and Magic Hammer to keep your MP up. Against the Iron Men, be sure to use Pandora's Box in place of Shadow Flare, as their high Mdef reduces the damage done by Shadow Flare by quite a lot. Against the Dragon Zombie, be sure to suck back as much MP as you can (400 to be exact) and then cast Angel Whisper to cause instant death. Now it's time for a slew of bosses.

```
=====
Boss
=====
Jenova*Synthesis
=====
HP - 60,000
```

MP - 600 (Each arm has 600 MP as well)

=====

My Party Levels:

Cloud - 47

Red XIII - 48

Cait Sith - 47

=====

Be sure to suck back some of your MP in this fight, and then unload with Shadow Flares and ???? if you get low on health until this fight is over. Ignore the tentacles, only focus on the main body. Mix in a few Goblin Punches and ????'s to save MP, and make sure to kill her before her countdown reaches 0.

I actually got through this fight without taking one point of damage, mostly due to her numerous misses at the hand of the mighty Mystile...now on to the big man himself. Sephiroth, here we come!

=====

You are given the chance to form your party. Make sure your party is equipped with the required Enemy Skill materias.

A scene and some dialogue occurs...

=====

Boss

=====

Bizarro Sephiroth

=====

HP - 60,000 (40,000 if you have one party)

MP - 400

=====

My Party Levels:

Cloud - 50

Red XIII - 51

Cait Sith - 50

=====

His attacks are relatively weak, so don't worry too much about healing/Big Guard, but don't think this means ignore healing if you end up needing it. Attack with Pandora's Box for an attack all attack to take out the "wings." After this, attack the Core to stop him from healing himself. Now finish the main body as quickly as possible. Magic Hammer the different parts for MP if you need it. Be sure not to go into the next fight short on HP, MP, or both. So keep those up, and try to fully heal your HP and MP bars with White Wind and Magic Hammer and then finish him with Goblin Punch. Make sure you have at least 50-80 MP when you finish him.

=====

=====

Boss

=====

Safer Sephiroth

=====

HP - 80,000

MP - 680 (It refills every turn, so Magic hammer as much as you need)

=====

My Party Levels:

Cloud - 50

Red XIII - 51

Cait Sith - 50

=====

For this boss battle, I'm going to give you multiple possible situations, and tell you how to act during these times. I will also give you some

general tips:

- Shadow Flare will be almost the only form of attack
- Try to stay over or around 140 MP at almost all points.
- Never have everyone choose a command at once. Always have someone ready to choose a command if something goes wrong.
- Don't bother with Big Guard, it will be a waste of a turn since he just takes down the barriers.
- Heal and revive immediately. When someone is hurt, don't let them stay that way for long, Sephiroth will have no hesitation in finishing them off.
- When you're not healing, keep your MP up high and alternate Magic Hammer and Shadow Flare for the most part.

Now for those hypothetical situations...

If there are any attacks/patterns I missed, tell me or email me about them. If there are some I missed, they will usually fit under one of the plans I used for another one of his attacks. So just follow whichever strategy best fits the situation. After getting this far, your own judgment should be able to get you through any situation, I trust that you can handle this on your own.

- 1) Sephiroth uses Shadow Flare: White Wind with someone who still is healthy, or, if the target dies (more likely), Angel Whisper them back to life.
- 2) Sephiroth uses a physical attack: One of the two people who wasn't hit can White Wind it away (or use Angel Whisper on the knocked out character).
- 3) Sephiroth flies up: You now have a small window of opportunity to get any commands you chose before he flew up in. After that he casts Pale Horse and then Supernova. Don't bother healing from Pale Horse.
- 4) Sephiroth cast Supernova: Angel Whisper the character with the highest HP (or whichever one will act next) and have them use White Wind.
- 5) Sephiroth uses Heartless Angel immediately after you healed Supernova: Heal just as you did for Supernova (Angel Whisper + White Wind).
- 6) Sephiroth uses Break immediately after Supernova: Use Angel Whisper on whoever he hit and killed with Break, and then have them White Wind to heal the damage dealt by supernova, since they will be at full health after Angel Whisper.
- 7) Sephiroth uses Despell: This is a free turn to keep on attacking him.
- 8) Sephiroth uses Deen: Use White Wind.
- 9) Sephiroth uses Pale Horse: White Wind with one of the two characters who was not hit.

If you follow my strategies, keep your HP up, and don't lose your head (pause and calm down if you have to), this fight isn't as hard as you might expect. It's mostly just long (my run against him took almost an hour), and occasionally frustrating. Luckily for you, Mystiles mean a lot of his physical attacks, Shadow Flares, and Breaks will miss.

=====

Congratulations!!! You just finished Final Fantasy VII with (almost) nothing but the Enemy Skill materia.

=====

vii) Sidequests <sq*>

=====
This section will give you a rundown of most of the sidequests that can be done in an ESO challenge. More may be added later, but this is not a guarantee.

=====
Getting Vincent <sq001>
=====

While I did not use Vincent in my challenge, you have all the right in the world to use him in yours.

Go to Shinra Mansion in Nibelheim, head to the back-left room on the second floor, and attempt to open the safe. The combination is:

36 Right, 10 Left, 59 Right, 97 Right

This means from where you start, go to the right to 36, and press Circle. Go to the left to 10, and press Circle. Go to the right to 59, press Circle, and finally, go to the right to 97, and press Circle. Do not pass any numbers along the way, or else you have to try again.

Once it opens, a boss attacks.

=====
Boss

=====
Lost Number

=====
HP - 7000

MP - 300
=====

For this boss, attack with your strongest spell at the time, and constantly keep up Big Guard. You will probably have to heal a few times in this fight, as his attacks can be devastatingly strong. With Big Guard up, you shouldn't have too much trouble, though.

=====
Yuffie's Pagoda <sq002>
=====

This sidequest can only be attempted in Disc 3, because any earlier, Yuffie takes your materia, which is the only thing we have in an ESO game.

This sidequest pits Yuffie one on one against several floors of enemies. These enemies resemble regular random enemies, but are much harder versions of them.

If you have trouble between any of the fights, leave, rest at an inn and come back refreshed.

Equip Yuffie with a Mystile and a Ribbon for these fights.

Floor 1: Gorky:

HP - 3000

MP - 150

Just Magic Breath two or three times to finish this fight.

Floor 2: Shake:

HP - 4000

MP - 180

Magic Breath two or three times to finish this one as well.

Floor 3: Chekhov:

HP - 5000

MP - 210

Magic Breath once, Magic hammer once or twice to gain back some MP, and finish him off with another Magic Breath.

Floor 4: Staniv:

HP - 6000

MP - 240

Same strategy as before.

Floor 5:

=====

Boss

=====

Godo

=====

HP - 10,000

MP - 1000

=====

My Party Levels:

Yuffie - 40

=====

Attack with Shadow Flare or Magic Breath and use White Wind before you get below half of your max HP. Be careful not to run out of MP as also. He has plenty to draw from.

=====

Claim your prize, which is mostly useless to you. But take it anyway.

=====

Ultimate Weapon <sq003>

=====

Fly into him as he hovers over the crater near Junon, and you will fight him. Attack with everything you have, healing when you need it. Try to follow him before he gets away. Crash into him constantly until he stops at a city. Now rest up, save your game, and fight him again. Continue this until he stops over Cosmo Canyon.

He has 100,000 HP, but that's the total for every time you fight him. Each encounter you reduce his HP more, so be sure to take out as much as you can when you get the chance, so the final battle is much easier.

When he stops over Cosmo Canyon, kill off two of your characters, heal the final one, and equip a Reflect Ring (won from Jenova Death). Make sure this character has three Enemy Skill materia equipped. I'd recommend also getting the fourth one from the Chocobo Sage's house near Icicle Inn. Talk to his chocobo to receive it. This way, you have another form of attack other than your "Reflect Ring" character. Crash into him for the final fight.

=====

Boss

=====

Ultimate WEAPON

=====

HP - 100,000

MP - 400

=====

My Party Levels:

Cloud - 42

Red XIII - 44

Cait Sith - 43

=====

This fight occurs once he has under 20,000 HP. Estimate (based on the damage of the last attack you hit him with before he flew away to this point) how much HP he will have left, and get him down to that much. Then let your character with the Reflect Ring finish the boss. Shadow Flare will bounce of them, hit him, you will still learn it on all three Enemy Skills.

=====

=====

Emerald Weapon <sq004>

=====

Sad news, very sad news. After several trial runs, and a similar number of ass whooping, myself, Megaflareon, and lolo26, have decided that this battle is impossible. Though I felt I should make a section regarding it anyway so you all can know.

Xenomic gave me the idea to put in strategies for Emerald, even though it is most likely impossible unless we use items, due to the lack of MP in this fight.

=====

Boss

=====

Emerald WEAPON

=====

HP - 1,000,000

MP - 100

=====

Laser is by far the best source of damage you have for most of the fight until Emerald's HP is too low for it to do more damage than Shadow Flare or Pandora's Box. But I doubt we will even have enough MP to do that much damage once he starts sucking your MP with the eyes. If you want to try it out, give Emerald hell, and go down fighting.

=====

If anyone does have other ideas, or thinks it can be done, then email me giving me your strategy (in detail please) and I will try it myself to see if it can actually work. I will be sure to credit you with this amazing find.

=====

Ruby Weapon <sq005>

=====

We believe that Ruby can be done, though it will take plenty of luck, training, and patience. So we might continue with our progress against Ruby Weapon.

=====

Boss

=====

Ruby WEAPON

=====

HP - 800,000

MP - 2560

=====

The best way it seems like to beat Ruby is with a steady stream of Pandora's Box, and a lot of healing/Big Guard. Pandora's Box ignores Ruby's insanely high defensive stats and deals okay damage anyway. The main reason this fight seems a lot more possible than Emerald, is because Ruby has MP you can suck away for your own use with Magic Hammer. ??? may also play a part in this battle.

=====

If anyone has already beaten this beast in an ESO game, then please, by all means, tell me how. I would love to try it out myself and see if it works, and I will be sure to credit the founder.

=====

Sunken Gelnika <sq006>

=====

Take the sub down in the water and go over to the eastern edge of the western continent. Enter the airplane you find here and go in it with the sub.

=====

Boss

=====

Reno & Rude

=====

HP (Reno) - 15,000

MP (Reno) - 230

HP (Rude) - 20,000

MP (Rude) - 280

=====

Use your strongest spells. I recommend using spells like Magic Breath on the pair. Be sure to heal, as they can be strong enemies as always.

=====

This place doesn't have much to offer for this challenge other than a great place to level up. There are plenty of items in here, most of which serve us no purpose.

Mostly just use this sunken airplane to level up against the strong Unknowns in here. They can be a little hard, so save at the save point.

=====

viii) Disclaimer <dsc*>

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=====
ix) Version History <vsn*>
=====

8/13/2006

Began writing the guide

8/20/2006

Finished writing the complete first version

8/22/2006

Added in many small changes in grammar, info, and added in Sunken Gelnika

8/26/2006

Fixed a few grammatical errors. Added in a few tiny facts here and there, and and added in information on Chocobuckle.

9/6/2006

Updated the credits. Fixed some grammatical errors. Added in a tiny bit more info in Midgar.

1/14/2007

Added in a lot of detail in the final boss strategy. Maybe even a little too much detail...

6/28/07

Began completely re-writing the guide with new rules, better spelling/grammar, and better strategies.

~Vacation~

7/?/07

Finished re-writing the guide to fit the new rules, fixed a lot of spelling and grammar mistakes, re-formatted much of the guide.

8/25/07

Added in some new strategies (Frog Song against Stingers, Bolt Ring for Materia Keeper/Stilva/Schizo, saving before some different points. Additions thanks mostly to Xenomic (and Megaflareon)

9/1/07

Added in Enemy Skill Checklist (Thanks to Game_Geeks for that suggestion).

=====
x) Credits <crd*>
=====

Aurora King - For giving me the idea for this challenge, and even for getting

banned. That gave me the motivation to step up and write it myself.

Megaflareon - For always being one step ahead of me, and even giving me tips along the way. This challenge was really fun with you.

Xenomic - For his many helpful ideas, strategies, and fixes.

Apathetic Aardvark - Though he didn't know it, I needed his guide for a little help with the directions through the underground in the raid on Midgar.

lolo26 - For helping come to the conclusion that Emerald is in fact impossible.

Endless_Dusk - Figured I'd throw you in here for giving me the multiplier for Goblin Punch.

Game_Geeks - For suggesting a quick list of Enemy Skills listed in the order you can get them throughout the game.

TrancerAsuka - For minor grammar corrections I guess. I see no reason why not to include him!

Everyone at the "ESO Challenge Topic" who hasn't been mentioned yet, keep up the good work, and have fun!

And finally,

Thanks to you, the reader, for choosing my humble guide, and for actually bothering to look at the credits section.

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