

In short, equip the following accessories:

- Genji Shield OR Protect Ring
- Genji Armor
- Genji Glove
- Genji Helm OR Ziedrich

As for Materia, you'll definitely want to be able to heal yourself, so have a Curaga Materia equipped. If you have Genji Helm equipped you don't need to worry about MP and AP, but if you don't, you should also have a healthy stock of Elixirs.

Equip the Costly Punch Materia, as this is the key attack for winning the battle. Costly Punch has a very high attack power (38 base), plus it does more damage the higher your current HP is (unless you go over your own Max HP by 1.11, then it does 0 damage). It also ignores the enemy's Vitality. Therefore, Costly Punch can easily inflict 99999 damage versus Minerva. It's not the quickest attack, but it's still quick enough to be of extremely good use.

Also equip a Steal or Mug Materia. You can steal 99 Phoenix Downs from Minerva, something that'll do you good in this battle. This way you can maintain the ReRaise status throughout the whole battle, should anything go wrong. You'll need many Phoenix Downs, since Minerva's strongest attack, Judgement Arrow, negates all status effects (except Invincibility), so it also negates ReRaise. Then again, 99 should be enough, don't you think? Have ReRaise when you enter the battle.

Also, if you have some time to prepare, get an SP Master Materia and save up on a LOT of SP before going into the battle. If your SP Master Materia is mastered you will take a full 100% reduction of all damage as long as you have SP. Since your SP gets drained VERY FAST, be sure to have over 10 million SP to at least last a decent while. You can get this much SP by doing the Gil trick by selling the 99 Phoenix Downs from Minerva, getting killed, buy/convert Dualcast Materia and .. profit!

One last note: It may also be useful to increase your Luck stat to 155+. If you do this, some of Minerva's attacks cannot do double damage to you anymore. This isn't essential, but it can certainly help. Materia Fusion can help you accomplish this.

So once again, in short, here are the best Materia to equip:

- Costly Punch
- Curaga
- Steal OR Mug
- SP Master

With the proper preparation, half the battle is already fought. If you've got max stats and the above equipment, the battle isn't all that hard. It'll be long, but not extremely hard.

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      ||           {MAX-1} Super Fast Gil & SP           ||
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Note: This trick does NOT work in the Japanese Version of the game. In that version, you will get Game Over if you fail a Mission, thus it won't work.

6. Fuse your Ultima Materia with an other DMW Materia, and throw in the 99 Phoenix Downs. This will surely give you a HP +999% Ultima.
7. This is already a great result. If you want a different stat instead of HP, simply fuse the Ultima Materia with the last DMW Materia, and throw in ONE Hero Drink OR Adamantite OR Dark Matter OR Mythril OR Gysahl Greens.

Note: If you need Fat Chocobo Feathers, you can get them from Humbaba in Mission 6-6-6. For a list on the other items, look at {LIS-2}.

Now take your powerful materia and use them to beat the hell out of Minerva!

With the proper preparation, half the battle is already fought. If you've got max stats and the above equipment, the battle isn't all that hard. It'll be long, but not extremely hard. Let's go over to the battle specifics.

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      ||                {BAT} Battle Specifics                ||
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.=====
|Name: Minerva | *20 million HP on Hard Mode.                | Class: Minerva |
|=====
| Level: | *HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 100 |10000000| 999999 | 255 | 201 | 255 | 255 | 255 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 0 | SP: 40000 | Gil: 0 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [HALVE]| [HALVE]| [HALVE] | [IMMUNE]|| [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:|Cast Stagger:| Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 2 sec. | 5 | [IMMUNE] | [YES] |
|=====
| DROPS: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 25% |Common: Phoenix Down x99 |Rare: Phoenix Down x99 |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. [BOSS] Mission 9-6-6. |
|=====
| ATTACKS: | ZACK's VIT & SPR: 255 & 255 + BARRIER + MBARRIER|
| ===== | '=====
| Moment Slash [Physical Attack, 1st Hit: Max 4520 Damage, 2nd Hit: Max 5725|
| Damage. Double Damage if your Luck is below 155] |
| Photon Feather [Physical Attack, Max 2712 Damage*x] |
| Crimson Flare [Magical Attack, Max 30148 Damage] BLOCK THIS for ~3k DMG. |
| Cocytus [Magical Attack, Max 14322 Damage] |
| Thor Hammer [Magical Attack, Max 21534 Damage] |
| Ultima [Magical Attack, casting time is only 2 secs, BLOCK AGAINST |
| THIS or it does 99999 Damage, With Block: Max 64583 Damage] |
| Anti Material [Physical Guard for 20 seconds, Casts in 1 sec] |
| Anti Magic [Magical Guard for 20 seconds, Casts in 1 sec] |
| Absolute Barrier [Invincibility for 20 seconds, Casts in 2 sec] |
| Blessing Light [Recovers some HP, Casts in 1.3 sec] |
| Judgement Arrow [Physical Attack, Reduces HP/MP/AP, Scene, No Block, |
| Max 33150 Damage, Ignores all status effects except |
| Invincibility] |
|=====
|Strategy: Come equipped with the Genji Shield (or Protect Ring), Genji Armor,|
|----- Genji Glove, Genji Helm (or Ziedrich) as explained above. While |
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Images of Minerva:

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<http://www.shillatime.org/finalfantasy7/crisiscore/images/>

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Oo*=-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-oO
||                                     Version History                                     ||
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December 3rd, 2007.

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First version complete. Preparations, Strategies and Rewards covered.

March 31th, 2008.

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- o I now accept Donations. Thanks in advance. :)
- o Updated Guide layout.
- o Added tricks on how to quickly boost Gil/SP/Stats.

April 9th, 2008.

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- o Birthday update. :)
- o Small corrections here and there.

June 26th, 2008.

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- o Minor additions.

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||                                     Credits                                     ||
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Main Credits:

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- o Kouli: His FAQ is excellent, and was a reference here and there.
- o CC Ultimania: What'd you think?
- o Absolute Steve: For writing this Guide, all rights reserved.
- o My Readers: Thank you for reading this.

If I missed anyone, please let me know by email.

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||                                     Copyright                                     ||
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