

Final Fantasy VII SCIENMNANE Challenge FAQ

by Xenomic

Updated on Jan 4, 2007

SCIENMNANE Challenge FAQ

```
-----  
| Copyright 2007 Steven Marr |  
| By Steven Marr (aka Xenomic) |  
| xenomic@bigstring.com |  
| kushara@bigstring.com |  
| entity_of_chaos@hotmail.com |  
| AIM: Xenomic, AnkokuRyu |  
| |  
-----
```

```
-----  
Legal Script  
-----
```

Final Fantasy 7 Copyright 1997, 1998 Square Co., Ltd. Final Fantasy and Squaresoft are registered trademarks of Square Co., Ltd. All copyrights and trademarks are acknowledged where are not specifically mentioned. If you wish to reproduce this document AS IS, you may do so after asking my permission, and not for profit. If I see fit, I, however, will revoke permission and ask for it to be taken down if necessary.

Now, before I begin, you'll find that the format of this faq is the same as with the SCNIENANE faq. However, don't let this fool you! The strategies and everything else is different than from its predecor. Keep this in mind as you use this faq.

```
-----  
Table of Contents  
-----
```

To navigate to a separte section, use Cntrl + F and type in the bracket and the corresponding letter at the end of each section.

1. Welcome!	[001]
2. The Basis of this Guide	[002]
3. The Rules	[003]
4. Tips & Tricks	[004]
5. The Guide	[005]
-Disc 1-	
A. Midgar	[006]
B. On the Way to Kalm	[007]

C. On the Way to Junon	[008]	
D. Junon to North Corel	[009]	
E. Corel Prison		[010]
F. The Buggy		[011]
G. On the Way to Nibeheim	[012]	
H. On the Way to Rocket Town	[013]	
I. On the Way to the Temple of Ancients	[014]	
J. The City of the Ancients		[015]

-Disc 2-

A. On the Way To Icicle Inn	[016]	
B. On the Way to the Gaia's Cliff	[017]	
C. Whirlwind Maze		[018]
D. In Search of Cloud		[019]
E. Huge Materia Quest	[020]	
F. Underwater Reactor		[021]
G. Diamond Weapon's Attack	[022]	
H. Raid On Midgar		[023]

-Disc 3-

A. Northern Crater		[024]
B. The Final Battles		[025]
6. FAQs (Frequently Asked Questions)	[026]	
7. Credits		[027]

1. Welcome! [001]

Hello to all of you, and welcome to my third challenge faq! If you're reading this, then I'm assuming that you're looking for a tough challenge. Well, you've come to the right place for it! This challenge is by far one of the most difficult challenges you can do for Final Fantasy VII, and there are still yet those that are downright impossible to beat. However, I myself can guarantee that this challenge is in fact possible to do. So, without any further adieu, let us begin this challenge!

2. The Basis of this Guide [002]

This faq is specifically dedicated to those who want a challenge that is extremely tough to beat, but not downright impossible. It is also dedicated to helping those who are doing this challenge to avoid problem areas and to overcome the various obstacles that they will face along the way to Sephiroth.

I'm also assuming that you've played this game at least 4 times and have familiarized yourself with the game and what to do. If not, then I would suggest you do so. This is not a challenge that you want to start out with.

3. The Rules [003]

This challenge is composed of many, smaller challenges to make this whopping behemoth. Each part of the SCIENMNANE name is divided into 5 parts. Here are the different parts and the rules of each part:

-Solo Character (SC)-

You may only use one character throughout the entire challenge. You must kill off any other party member, and leave them dead. You are prohibited from using PHS. You can only use the following characters at the designated part of the game:

Barret: Duel vs. Dyne, Duel vs. Hundred/Heli Gunner

Yuffie: Wutai Pagoda sidequest

Tifa: Search for Cloud

Cid: Huge Materia sidequest

-Initial Equipment (IE)-

You can never equip anything other than what the character comes equipped with. For example, Cloud can only use the Buster Sword and Bronze Bangle throughout the challenge.

-No Materia (NM)-

You are not allowed to equip materia at any time. When a character comes equipped with a piece of materia, you must immediately unequip it and scrap it. If you are forced to have materia equipped, you are not allowed to use that materia at all.

-No Accessories (NA)-

You can never equip any accessories. Ever. This part also makes the challenge tough.

-No Escape (NE)-

You cannot escape any battles. All random encounters must be fought and won. Extremely tough early on in the game.

4. Tips & Tricks [004]

0. This challenge will end up feeling like an extreme version of an Items Only game. This will remain true throughout the entire game. If you want to, you can turn this challenge into a SCIENMNAIONE game, but you'll have to use Meteorain in order to beat Reno at Sector 7.

1. Get Meteorain immediately at Sector 7 before boarding the train. This cannot be stressed enough, as you can fight many enemies here quickly and gain Limit Levels faster here than at the Sector 7 Plate later on in the game.

2. Inns are helpful in conserving your Items. Try to save some money for times when you really need to rest up.

3. Items such as Grenades, Molotovs, and S-Mines are very useful in this challenge.

4. ALWAYS keep a full supply of Potions, Hi-Potions, and Tents at all times. This will keep you with a way to constantly heal yourself in the tougher battles in the game.

5. Get X-Potions the first chance you get from Wutai! You'll be needing a ton of them for this game!

6. You'll be needing a LOT of money for this challenge! Sell off all equipment, and all Ethers.

5. The Guide [005]

And now, we come to the biggest part of this faq: The actual walkthrough!

If you are trying this challenge and want to do it on your own, then use this faq as more of a guide that you can look at for certain sections, rather than reading through it the whole way.

-Disc 1-

A. Midgar [006]

This part is pretty straightforward. Grab the two Potions from the guards, then bust the MPs with regular attacks. Head straight to the Reactor, finishing off all encounters with just regular attacks. Once you get Barret, kill him off. Now, pick up the Phoenix Down and continue onwards. Once you reach the Save Point, save and prioritize your Potions. Set the Battle Speed to Active and Fast, and the Battle/Field Message Speed to max. Now, continue on to fight your first boss, the infamous Guard Scorpion!

Boss Battle: Guard Scorpion

This fight is very straightforward. Attack, use Limits, and heal with Potions. Not that tough. Don't bother building your Limit up via Tail Laser, as you don't need it that badly.

Escape the reactor, then fight the 3 set of battles that follow. The EXP and Gil you get will be useful for later on.

[Skip storyline]

--Sector 7--

Here's where you want to level up your Limits. Before that, head to the hideout and go through the storyline. Once you get ahold of Cloud again, head to the Item Shop and buy Grenades and Potions. Now, go to the Train Graveyard and fight with Cloud until you learn Meteorain. After you get Meteorain, you should have more than enough Gil to buy 99 Potions, and you should sell any Ethers that you may have won, and buy Grenades and Antidotes. After you're done with this, save and head to your next destination.

--Sector 4 Plate/Reactor--

You'll want to pick up the Phoenix Down (to sell for later) and the Hi-Potion, then head to the front of the train and just jump off there. Continue onwards until you reach the lasers, and jump down the hole. Press onwards, picking up any items that you find. You may want to stick Cloud in the back row and use Grenades to save HP, but it's not necessary. The enemies here aren't particularly tough to beat anyways. Once you reach the reactor, though, you better have a big supply of Potions and Antidotes due to Poison attacks here. Grenades will kill everything in one hit here, and if it doesn't, you can simply attack them. Head down to the bottom and set the bomb, then head up (the same way you went in the first reactor). Pick up the Ether here and open the doors, then save. Don't bother setting Cloud in the back row, as it won't matter here. Get Meteorain before heading on, then prepare to own the next boss!

Boss Battle: Air Buster

One simple Meteorain and a few Grenades will easily kill this boss. If you didn't come into this fight with Meteorain, that's alright. Just don't let your HP fall below 150, and you should be fine. None of Air Buster's attacks are particularly threatening.

[Skip storyline]

--Sector 5 Slums/Wall Market--

Once you get control of Cloud again, you can have Aeris fight the enemies instead of running to get more Gil, if you so choose, but it's best just to push the barrels instead.

[Skip storyline]

Once you get to the slums, head to the item shop and buy Potions, Grenades, and Antidotes. Sell off any Phoenix Downs and Ethers that you have (plus any equipment), then proceed with the story. Once you get to Sector 6, put Cloud in the back row and chalk Grenades at all of the enemies. You'll want to save your Limit Breaks for later on. When you reach Wall Market, do as you will, as any outcome will result with you fighting the next boss.

Boss Battle: Aps

Grenades and Meteorain are your best friend here. If you get hit with Sadness before the fight ends, then save Meteorain, as you don't want to try and build up your Limit with Sadness on. Use Potions whenever your HP drops below 200.

After the battle, head through the sewers, ignoring the Steal materia, and proceed through the Train Graveyard. If you want, you can try and win some Graviballs from the Deenglow enemies that lurk around this area.

Once you reach the Sector 7 Plate, it's time to buy out Grenades and Potions, then save and head on up. Hopefully, you have Cloud with his Limit Break ready for the next boss? Good, cuz if not, then you can't win!

Boss Battle: Reno

You HAVE to get Meteorain out BEFORE Reno attacks! If not, you might as well restart your game. If the Meteorain doesn't kill him, throw a Grenade and hope that does it. If not, then level up a little. You should get Meteorain to one-hit kill him eventually. Level 18-20 is the highest that you want to go, but don't unless you have to.

[Skip storyline]

Head back to Aeris's house, and skip through the storyline, then go back to Wall Market and get the Batteries. Head north and follow the kids, then go up the Golden Shiny Wire of Hope.

--Shinra HQ--

You'll want to sneak up this time around, as you want to CONSERVE your items for later. All enemies here are a bit harder to kill off with Grenades alone, but if they live through a Grenade, then a regular attack should be all that's needed to finish them off. Go through this area like normal, picking up whatever you come across. The Star Pendant and Four Slots are mighty useful to sell, so get them when you can. Everything else doesn't matter. Once you reach the Save Point, SAVE! The only real threat on the way up are SOLDIER:3rd enemies, as they can do a lot of damage with their Level 2 magic. Once you saved and healed up to max, hop on the elevator and go through the storyline, then prepare to fight your next

boss. Hopefully Cloud's in the back row?

Boss Battle: Sample: H0512

Throw Grenades at the boss only, and ignore his flunkies. If you find yourself getting trashed by Level 2 magic, use Hi-Potions to get your life back up, and use Meteorain to kill off any enemies that you can. Not that difficult of a fight.

[Skip storyline]

After you get control of Cloud, head on up to the top floor. The enemies are different now, but they can still be dealt with by Grenades and a physical attack. You may also want to try and get some Deadly Wastes here, but they aren't really needed, as you can simply kill enemies quickly with other items. Continue onwards and save before going up to the top floor, then prepare yourself by putting Barret in the back row. Hope you stocked up on a lot of Potions and Grenades earlier!

Boss Battle: Hundred/Heli Gunner

This fight's a little tough, but only due to Heli Gunner's Sleep and Poison combo. Start the battle off by using Big Shot, if you have it, and use Grenades and Potions for the rest of the battle. Use Big Shot whenever you get the chance, but make sure that your HP stays above 150 at all times. Hundred Gunner's easy to finish off, but Heli Gunner may take a little while. Watch for if Barret falls asleep or not, and act accordingly to that. Putting the ATB to Wait may help here too.

After the battle, put Cloud in the back row.

Boss Battle: Rufus, Dark Nation

If you have Meteorain, use it at the start. If it doesn't kill Rufus, then use Grenades to finish this battle. Nothing hard at all.

Once you finish this fight, save! Now, you probably need to restock your Potions and Grenades, right? Well, once you get control of Aeris, head up the first set of stairs and head into the Item Shop, then max out your Potions first, then buy Grenades. Or, if you want, split it 50/50. Either way, you should have an ample supply to use for the road ahead. Once you're done shopping, head onwards and finish the Bike minigame, then get ready to fight your next boss.

Boss Battle: Motor Ball

As long as Cloud is in the back row, this fight's a piece of cake. Twin Burner and Rolling Fire will do their fair share of damage, but a simple Hi-Potion can easily take care of that problem. Meteorain works well here, but if you don't have it, just focus on Grenades. If you somehow manage to run out of Grenades, jump to the front row and start pounding the boss with physical attacks. An easy enough fight.

[Skip Storyline]

B. On the Way to Kalm [007]

Well.....to be honest.....there's not a whole lot to do here. If you need to level up, fight around the Kalm area, but other than that, you should be good enough to head straight to Kalm and complete the flashback sequence. You should, however, stock up on Potions, Grenades (if possible), Antidote, and the like. Don't bother with Echo Screens if you can buy them, as you won't ever need to worry about Silence. Don't forget to check the cupboard in the room where Cloud does the flashback 5 times to get a Megalixir! This will be very handy at a later time! Once you're done, head out and go straight to pass the Chocobo Ranch, as you don't need to bother with it (since you can't use materia). Instead, head into the swamp, save, reload, walk a few, save, reload, and repeat until you reach the other side of the marsh. The best place to do this is at the far east side of the mountains (you have to switch to ground view for this one). Once you've crossed, head straight into the Mythril Mines.

C. On the Way to Junon [008]

The Mythrill Mines is a blink and a sneeze. You can pick up the items here if you want, but you don't really need them badly. Head straight from the Mythrill Mines to Junon, as you don't need to stop at Fort Condor yet. You don't even need to bother with getting Yuffie, as the fights for her aren't really needed. Once you reach Junon, save and go stock up on Potions and Grenades, then stick Cloud in the back row if he isn't already.

Boss Battle: Bottomswell

This fight is not that tough. Grenades and Meteorain will be your only means of damaging the boss, so if you run out of Grenades, jump to the front row and start throwing Potions until you get Meteorain. Make sure that Cloud's HP remains above 200 at all times, so that a Critical hit won't kill him. Not that hard at all.....yet.

D. Junon to North Corel [009]

[Skip storyline]

Once you go into Junon, do the minigames (it doesn't matter what you get really), and once you get the chance, have Cloud go stock up on Potions and Hi-Potions. Do the Parade for Rufus, then jump on the boat. Once you're on the boat, do what you need to do, then set up your party with whomever. If you need to rest for whatever reason, just talk to the sailor here. The enemies, however, aren't that tough aside from Scrutin Eye's Level 2 magic, but a few Hi-Potions will take care of that problem. Hopefully you have plenty of Potions and Grenades?

Boss Battle: Jenova-BIRTH

If you get the chance, use Meteorain if Stop misses. If Stop DOES connect, then you'll want to wait and use a Hi-Potion or Elixir after Stop wears off, since you might need it. Keep Cloud in the back row, and chalk Grenades and Meteorains at Jenova. This fight may take up to 5-10 minutes, but isn't as tough as you'd think. 4000 HP just sounds like a lot.

[Skip storyline]

Once you reach Costa Del Sol, it's time to pick up your newest weapon; the Molotov! Much stronger than the Greande, but the downside is that it has Fire element on it, which can be bad if you run into Fire-elemental enemies like Bombs. Sell off anything that you don't need and stock up on some Softs. You never know when you're about to get hard.....err..... get turned to stone....

Once you've stocked up, it's time to head out and go straight to Mt. Corel. The path is pretty straightforward, and with the new Molotov in your possession, your trip should be even easier. If you don't have that many Molotovs, fight a few battles and get some Gil so that you can stock up at least 20-30 Molotovs minimum.

--Mt. Corel--

Save before entering, so that if you die, you don't start way back at Costa Del Sol or something like that.....proceed through this area as normal. All enemies here are easy to deal with by a single Finishing Touch, and Molotovs can easily kill off some enemies. If you run low on Molotovs, switch to Grenades to conserve your Molotovs. Pick up the Star Pendant, W Machine Gun, and Wizer Staff to sell for later, and ignore the 10 Phoenix Downs and the hidden cave, as you don't need them at all. The bridge area can be a little rough if you don't kill the Bomb enemies off quick enough. Molotovs only heal them, so save your items and go with a few Grenades instead. Once you reach North Corel, save outside, then go buy more Molotovs. If you need to, stock up on Potions and the like. Now, head for the Gold Saucer and proceed with the storyline.

E. Corel Prison [010]

This area is pretty straightforward. Hopefully Barret hasn't been in your party this whole time? If he has, then this is going to be a little tougher than you'd hope for....

Proceed into town and save, then go into the house on the bottom-right corner of the area and go through Barret's flashback. Now, you'll have to kill Cloud off here (ahhh.....), and stick Barret in the back row. There's an Item Shop around here too, if you need it, but you shouldn't. Skip straight through the desert to Dyne. Any enemies here should be dealt with extremely quickly with Molotovs and Big Shot. The toughest battle will be with the x4 Bullmotor enemies, as Matra Magic deals a ton of damage, especially if Barret has been in the party the whole time. Once you reach the area before Dyne, if Barret isn't in the back row for some reason, stick him there! And don't worry about healing him before the battle. He should be healed automatically.

Boss Battle: Dyne

This fight is just constantly trading punches. Big Shot will be key here, but never let Barret's HP drop below 300. Use Molotovs at the start of the battle, and when Dyne starts using S-Mine, that's where you constantly use Potions. Use Big Shot whenever your HP is near full. This fight isn't too difficult.

[Skip storyline]

F. The Buggy [011]

To be honest, there's not a whole lot you can do with the Buggy. If you wanted, you can go back to North Corel and stock up more on Molotovs and Potions, but heading back to the other continent is pointless, as you have no reason to return there. So, instead, head straight to Gongaga.

Boss Battle: Reno, Rude

This fight is pretty simple if you use Meteorain the whole time. Don't waste Molotovs or Grenades, as you want to try and kill them both at the same time to get all of the EXP and Gil you can get.

Head into town after the fight and pick up everything (including the X-Potion). Now, sell off all and any equipment that you have, and get some Impalers and Shrivels. These are nice alternatives to hampering your opponent's power. Once you've gotten these, head on over to Cosmo Canyon.

G. On the Way to Nibeheim [012]

--Cosmo Canyon--

You should stock up on Hi-Potions now, and forgo the Potions, as their effects are long but useless now. Continue with the story until you get to go to the Cave of the Gi, and save before entering. This area will be pretty tough to get through in one go, especially if you don't have enough Items to support you here. If you have to, fight a

couple battles here, then go back and rest, stock up, then try again. The only real threat here is Death Sentence, as it might take you more than the allotted time to kill the enemies off. If you have to, use Finishing Touch for those moments. For the Stinger battles, use an Impaler or Shrivel to easily wipe them out. Once you reach Gi Nattak, hopefully you've kept a few Phoenix Downs? If not....then....that's my fault for not telling you....heh.

Boss Battle: Gi Nattak, Soul Fire x2

This fight's not that tough in this challenge, as opposed to the SCNIENANE version. Just keep throwing Phoenix Downs at the boss until it dies. Simple as that! Why make it more complicating than it has to be?

[Skip storyline]

After the storyline is over, head back to the Buggy and head straight for Nibelheim.

H. On the Way to Rocket Town [013]

--Nibelheim--

Feel free to pick up everything from the Black Cloaked people this time around, and sell off anything that you can't use. The Shinra Mansion is entirely optional, but the equipment there sell for quite a bit. If you want to risk it, go ahead and go for the gold. Otherwise, ignore it and head straight to Mt. Nibel. Lost Number can wait some other time and playthrough.

--Mt. Nibel--

Most enemies here can be a pain, especially since you don't have any multi-hitting items aside from Bolt Plumes and Deadly Wastes. Your best bet is to just throw Molotovs at one enemy at a time, and save your Finishing Touch for when you desperately need it. Ignore all of the treasure here, and just proceed straight to the boss. Make sure to push the ladder down, just in case you need to go back and restock. Save, then go to fight the boss.

Boss Battle: Materia Keeper

Make sure that Cloud is in the back row before the fight, and if you can be bothered to, get Meteorain. If you don't get Meteorain, that's fine. You'll be getting that a lot in this fight. When Materia Keeper starts using Cure2, that's where you start hammering away with Grenades and physical attacks. Trine will do about 500-1000 HP, but it's not that big of a deal.

After the fight, head out of Mt. Nibel and straight towards Rocket Town. The enemies shouldn't be much problem, unless you run out of items on the way there.

--Rocket Town--

Save outside of the town, then enter and stock up on Hi-Potions and the like. Now, continue on with the storyline, and when you are forced to go to Cid's backyard, put Cloud in the front row. You won't need to worry about this next fight that much.

Boss Battle: Palmer

You can just keep throwing Hi-Potions throughout this whole fight and wait until Palmer runs out of MP, then bash him in with physical attacks. No need to use Molotovs here.

[Skip storyline]

I. On the Way to the Temple of Ancients [014]

You can do one of two things now. If you need to level up, you can head straight back to Junon (via Buggy, IIRC. Don't know if you can go back using the Tiny Bronco) and fight the enemies there, or you can head straight to Wutai and do the sidequest there. Yes, it'll be tough, and you'll most likely end up being around Level 40 or so, but you'll be needing the items that are there for this challenge.

--Wutai--

Here, just head up the hill and activate the sidequest. Finish off the

Attack Squad with whatever you have, and continue on down to Wutai. The enemies will be tough if you aren't a suitable level, but you should be able to manage with Finishing Touch/Hi-Potion combo. Here is where you'll want to build up your stock of X-Potions (40 will be useful for the Temple of the Ancients). Once you reach Wutai, go through the little minigame, then head towards the pagoda and ring the gong. Enter the temple and pick up the items here, then follow the Don and beat the Attack Squad again. Now, you can go back to the item shop and buy some Fire Veils and Swift Bolts (which will help tremendously throughout this challenge). Head towards the Da-Chao Statues (save beforehand!) and head straight towards your next boss fight! If you can, get some Lunar and Light Curtains here as well (10 or more is good).

Boss Battle: Rapps

Aero3 is your biggest threat here. If you can't survive it, then level up so that your HP is higher than 1500 (about the amount of damage Aero3 will do. Sometimes, it'll do about 1900 HP). Scorpion Tail will be a pain due to Poison, but don't bother with healing it, and just go for keeping your HP up. Use Meteorain only (and keep Cloud in the back row).

[Skip storyline]

After you're done with this sidequest, spend all of your money on Fire Veils and Swift Bolts. These will help you in many battles later on in the game, so if you can manage, stock up to about 30 minimum for each of them.

Now, once you're done, head straight from Wutai to the Gold Saucer and do the arena battle.

[Skip storyline]

Once you get the Keystone, head southwest until you get to the Temple of the Ancients. Make two saves now; one for in case you need to train more, and the other for venturing into the temple. If you don't have these items, go get them:

Impaler (10+)
Shrivel (10+)
Fire Veil (40+)
Swift Bolt (40+)
Molotov (20+)
X-Potion (50+)
Lunar Curtains (15+)
Light Curtains (15+)
Mirror (15+)

Ignore the treasures, as you don't want to waste items in battles (unless the treasure is on the way to where you need to go). Ignore the first room and continue straight to the room with the boulders. Do this little part and skip through the storyline, then in the Clock room, make the clock stop on VI (easier to do it yourself). Catch the purple guy here (and easy way of doing this is to jump down twice, then go into the second door), then save. Enter the room on the top floor, skip through the storyline, and prepare to bust down your next opponent.

Boss Battle: Red Dragon

This boss is a pushover for you if you have Cloud in the back row, and if you did the Wutai sidequest (you really should have...), because by the time you get here, you should be around Level 40-50, which means you can take damage and not worry about healing for a few turns. However, this doesn't mean that you shouldn't let the Red Dragon hurt you and not recover from it. You never know when he'll inflict a Critical hit on you, and you don't want to have to go through all of that storyline again, do you? Don't use any Fire Veils or Molotovs, as they just heal the boss. Instead, use Swift Bolts and Meteorain to bash the boss down. Before the fight ends, get Cloud's Limit Break back up and finish the boss with Swift Bolts.

Now, heal and save, and prepare for one of the more tougher bosses.

Boss Battle: Demon's Gate

Keep Cloud in the back row and fire X-Potions the whole time (unless you can somehow survive 1500 damage every turn...), and make sure to heal Petri-Eye immediately. Use Meteorain when your HP is high and Demon's Gate uses Cave-In. Demon's Rush isn't that bad, especially if you use a Light Curtain to soften the blow.

[Skip storyline]

After the events are over, take the Tiny Bronco to the northern continent. Enter Bone Village (save outside, just in case) and dig up the Lunar Harp, then continue down the path (ignore the Water Ring, unless you want more Gil) and head towards the City of the Ancients.

Pick up everything here, so that you can sell them later on (except the stuff that you will want to keep). Rest, then head to the center of the city. Proceed onwards and save before jumping on the altar. Skip the storyline and prepare to fight the final boss of Disc 1.

Boss Battle: Jenova-LIFE

The only thing to worry about here is Aqualung, and if you keep chalking X-Potions the whole fight, then you can survive until Jenova runs out of MP. Light/Lunar Curtains help to soften the blows, and using a Tranquilizer will also reduce damage by up to 30%. Meteorain will get you through of course, but it's not necessary. It just makes the fight go faster.

[Skip storyline]

--Disc 2--

A. On the Way To Icicle Inn [016]

Now, before you go past the City of the Ancients, check your item stock and make sure you have these amount of items:

60+ X-Potions
10+ Light/Lunar Curtains
5+ Mirrors
99 Hi-Potions
25+ Molotovs
25+ Impalers/Shirvels
10+ Tranquilizer/Hyper

Yes, you're looking at a lot of time-investment here. However, you can take the Tiny Bronco to the far southeast and land near an island close to Mideel and fight the enemies here for a lot of Gil Plus, sometimes you may win an Ether, which is an extra 750 Gil. But your main concern is getting the X-Potions, as you won't survive long without them.

Once you've stocked up, head to the back of the City of the Ancients and go through the Corral Cave (ignore the treasures). Once you reach the exit and start traveling the snow-covered world map, put Cloud in the back row and prioritize your Fire Veils and Swift Bolts up front. The

Fire Veils will be your ultimate weapon against the enemies that lurk here. You shouldn't really need the Swift Bolts unless you start running low on Fire Veils. Molotovs also work well here, but can only hit one enemy at a time. Once you reach Icicle Inn, sell off any unwanted stuff, then proceed with the events to go to Great Glacier.

B. On the Way to the Gaia's Cliff [017]

--Great Glacier--

Here, Fire Veils are your best weapon. Virtually every enemy here will succumb to it's power, and if they don't, then you can simply finish them off with a physical attack or a Grenade/Molotov. You can simply head straight towards Great Glacier or pass out. Either method works; however, there is a way to get an infinite amount of Elixirs. However, I don't want to spoil this, as that would ruin this challenge.....

Once you reach Mr. Holzoff's place, save and rest up, then head towards your next destination.

--Gaia's Cliff--

This is where the challenge really kicks in now. The enemies here aren't that strong, and a couple Fire Veils can usually wipe them out, but the most dangerous enemies are the Malboros and Stilvas, as they are capable of killing you quickly. Lunar Curtains will reduce the damage of Trine and Magic Breath, and Remedy will help to cure Bad Breath, if you have any. Once you reach the Icicles, have the Fire Veils ready, and make sure that you have an ample supply of Hi-Potions ready. Use these instead of X-Potions (unless you desperately need to use them) and just use Finishing Touch to blow the Evilheads away, and use Molotovs to cripple the Icicles. Once you kill 3 Icicles, jump down to the bottom floor, save, and head down the path. Once you reach the healing springs and the save point, save, then prepare to fight your next boss.

Boss Battle: Schizo

This fight will seem tough if you don't have a good supply of X-Potions to keep you going (at least 60 or more is needed, for later too). Use Lunar Curtains (Light Curtains won't help here at all) and focus on just using X-Potions and Meteorain to beat through the boss. Keep your HP above 2000 HP at all times, so that you don't end up dying from any double attacks that Schizo will do most of the time. Once Schizo runs out of MP with both heads,

just blast Schizo with physical attacks until you finish both heads off. Keep his HP above 1500 at all times though.

Once you beat Schizo, head outside and to your next destination.

C. Whirlwind Maze [018]

This area won't be as tough as you might think. None of the enemies are particularly tough, as using Sadness will lower the damage taken. Proceed through this area as normal, and use Swift Bolts and Fire Veils to finish off the enemies here, and save your X-Potions for the boss fight.

Boss Fight: Jenova-DEATH

Put Cloud in the front row, and have him in Sadness. Lunar Curtain is nice to use, but you shouldn't really need to use it. Keep using Hi-Potions (X-Potions only when your HP falls to about 1500) until Jenova runs out of MP, and use Meteorain for the times that your HP is near max. This fight is not that difficult.

[Skip storyline]

D. In Search of Cloud [019]

--Junon--

[Skip storyline]

The fights here aren't that hard at all. Impalers and Shrivels make the fights very easy, as they cripple your opponents easily. The only enemy to watch for are the Roulette Cannons, as you can't really use those two items on them. For them, just use Swift Bolts to finish them off, if you have any. Other than that, there's nothing hard about this area.

[Skip storyline]

Now, head straight for Mideel and do the storyline there. When you get control of Cid, head straight to Fort Condor.

E. Huge Materia Quest [020]

At Fort Condor, just let the boss come to you, so that you can save your money and earn some more. After you get the first of the Huge Materia, go buy some S-Mines. These will be your biggest weapons from now on, so try and earn some more. After you get done with Fort Condor, head straight to North Corel and do the quest there. Don't bother with trying to get the Huge Materia here, and just let it go. Don't bother with fighting any of the battles on the train, so that you can conserve your items for later. After you take care of these two quests, head back to Mideel, save, then prepare for the next boss.

Boss Battle: Ultimate Weapon

All you have to do is simply survive. Just chalk X-Potions the whole fight, and don't bother with anything else. Sadness works well here too.

[Skip storyline]

F. Underwater Reactor [021]

Once you have control of Cloud, is time to go Item harvesting. Here's what you should have before going to Junon:

60 + X-Potions
5 + Lunar/Light Curtains
15 + Mirrors
99 Hi-Potions
99 Molotovs
60 + S-Mines
99 Shrivels/Impalers
50 + Fire Veils/Swift Bolts

*The Impalers and Shirvels are optional now, but having at least 20 of each wouldn't hurt.

Once you've acquired all of the items above, head straight for Junon. Take the elevator down and kill the enemies that you face using Fire Veils and Swift Bolts. Save the S-Mines for later. None of the encounters here should be tough at all, since you might be around Level 50-60 at this point of the game. Once you reach the save point before the Shinra grunts, save, kill off all of the grunts, then go back, heal, and save again. Then, put Cloud in the front row and prioritize S-Mines, X-Potions, and Swift Bolts for this fight. Also, make sure that Cloud is in Sadness.

Boss Battle: Carry Armor

This fight's a pain due to Arm Grab. The key here is to damage both arms slightly, then just focus on using S-Mines on the main body. One Swift Bolt will take care of the odds of Arm Grab, but use Meteorain at least once in this fight. X-Potion after every Lapis Laser, or when your HP drops to about 1800. This fight will take about 40 S-Mines to beat Carry Armor.

Finish the minigame, and continue on to Rocket Town. Once you reach Rocket Town, save and head straight to the rocket. You'll be forced to take Cid (if he's not in your party already) after you finish the 3 battles. Put him in the front row, and Cloud in the back row.

Boss Battle: Rude, Attack Squad x3

Finishing Touch to kill the Attack Squad, then focus on using S-Mine and Meteorain to finish this battle quickly. Use X-Potion whenever your HP hits 1900. This fight is cake compared to the last boss.

[Skip storyline]

After you get control of Cloud, and if you haven't done so yet, go and get the Ancient's Key (you should know where it's at...), then head straight to the City of the Ancients.

[Skip storyline]

Once you get back to the Highwind, it's time to once again restock your arsenal. So, here's what you're going to need now:

99 Hi-Potions
99 X-Potions (no joke here)
50 + S-Mines
50 + Fire Veils/Swift Bolts
25 + Mirrors
10 + Light Curtains/Lunar Curtains

Once you've gotten all of these, it's time to face off against your next opponent.

Boss Battle: Diamond Weapon

This fight will probably take you quite a while to finish. First off, don't waste S-Mines in this fight. Meteorain will be your best friend here throughout the entire fight. Instead, wail on the Weapon with Swift Bolts and Fire Veils, and when you get your Limit Break, use it immediately. Make sure that you keep your HP above 4000 at all times, and use X-Potions whenever your HP drops to about 1500, or when you see Countdown at 1. All in all, this fight should be very straightforward.

H. Raid On Midgar [023]

Get the following amount of items before you go to Midgar, or make sure that you have at the very least the minimum amount of items:

99 X-Potions
99 Hi-Potions
99 Molotovs
10 + Lunar/Light Curtains
25 + Mirrors
99 Impalers/Shrivels
60 + S-Mines
99 Fire Veils/Swift Bolts
99 Tents
10 + Tranquilizers/Hypers
25 + Remedies

Vaccine from Icicle Inn *REQUIRED!*

*10 M-Tentacles
*10 Earth Mallets
*25 + Earth Drums
*5 + Elixirs/Megalixirs
*10 + Stardusts
*20 + Graviballs
*50 + T/S Bombs
*20 + Dazers

**All items with an * by them are all optional. You do not really need them to get through the area, but they help a lot in some of the battles.

Once you've gotten the required items, and went to the Northern Cave, it's time to head straight for Midgar. Hopefully you got that Vaccine from the Icicle Inn? If not, then go get it! You don't want to miss that, or else you're pretty much gonna have to start over if you go into Midgar. And don't use it in ANY fight! You'll need it for a boss battle here!

Once you reach Midgar, save twice like you did for the Temple of the Ancients, then head in and go underground. Ignore everything here, including the Elixirs and Megalixirs. You don't need them since you have X-Potions. Try to save your X-Potions for the boss fights, and ignore the Turks fight here. Proceed straight to Sector 8 (go to the Shinra HQ if you need to heal up for some odd reason....). This is where you'll start your first of the tedious boss battles.

Boss Battle: Proud Clod

This fight isn't hard....it just takes a while to finish. Use Meteorain at any given time, but make sure your HP is above 1500 at all times! To lessen the damage from Proud Clod, put Cloud in the back row and put him in Sadness by giving him a Tranquilizer. All you need to do is throw S-Mines, and keep using X-Potions if your HP gets too low, or use Hi-Potions to counter Proud Clod's attacks.

After the battle, continue onwards and save. You may end up using some X-Potions if you run into SOLDIER: 1sts or Grosspanzers. Save as many X-Potions as possible. Make sure that Cloud is in the front row to begin this next battle, and make sure that Cloud has Sadness on!

Boss Battle: Hojo

This fight is very straightforward. Ignore the Samples and just focus on attacking Hojo. Use Hi-Potions to heal if you need to, but you shouldn't have to. Before you kill Hojo, jump to the back row and throw items like Swift Bolts and S-Mines to finish him off. Use your Vaccine before the fight ends as well!

Boss Battle: Hellectic-Hojo

This is where you'll want Cloud in the back row. Focus on throwing anything at Hojo here, especially multi-hitting items like Swift Bolts and Fire Veils. If you have any Stardusts, use them as well! Heal if your HP drops to about 1500 with a X-Potion. This fight isn't that hard if you used the Vaccine beforehand.

Boss Battle: Lifeform Hojo

This fight is very straightforward, especially if you used the Vaccine in the first fight. Keep Cloud in the back row and throw items at him, and use Meteorain when you get it. Keep your HP above 1800 at all times!

[Skip storyline]

--Disc 3--

A. Northern Crater [024]

Here is the final list of items that you'll need before going into the crater:

- 99 X-Potions
- 99 Hi-Potions
- 99 S-Mines
- 99 Molotovs
- 99 Swift Bolts/Fire Veils/Impalers/Shrivels
- 99 Remedies
- 20 + Mirros
- 10 + Light/Lunar Curtains
- *5 + Elixirs/Megalixirs

Once you've gotten these items, head into the crater (save beforehand). Pick up the Save Crystal and proceed as usual. The only real threat

here are the Gargoyles and the Scissors enemies, as they can instantly kill you if you don't watch out. Once you reach the part where your party splits up, take the right path, so that you can avoid the Master Tonberry fights. If you get into a battle with one of these enemies, consider it game over, as you have no way of defeating them. Use the Save Crystal in the room just a couple of screens before you get to where you meet up with your party. That way, if you need to go back to the surface, you don't have to take the long ways around and risk never getting back up. Once you've reached your party, prepare yourself for some very tedious battles!

B. The Final Battles [025]

The enemies on the way down are going to be tough to fight. Iron Mans have very high HP and strong attacks, Allegmagres have deadly attacks (L4 Death and L3 Flare), and Dragon Zombies have Pandora's Box (if you haven't been hit with it yet) and Shadow Flare. You'll have to fight each of them accordingly, and hope that you still have enough X-Potions to survive the remainder 3 battles.

Boss Battle: Jenova-SYNTHESIS

Here, use the first Vaccine to stop Stop (ironic, no?) and Bio2. With Vaccine in place, kill off the Left Tentacle and focus on Jenova itself. S-Mines will work just fine here. Leave the last Tentacle alive, and use X-Potions only when your HP drops to about 1000. When you see the Countdown, it's time to get your HP back up to full.

Heal up to full with Hi-Potions before the next fight.

Boss Battle: Bizarro-Sephiroth

Here, you'll want to toss a Mirror first, then wail away with Dragon Fang to start with. Make sure that after your Mirror wears off that you use another Mirror IMMEDIATELY! Try to kill off both arms and then the core to really get the battle to an end. Once you managed to do this, Bizarro will start using Heartless Angel. Use Meteorain right after you use a X-Potion, and hope that you can kill him before he pulls off his series of physical attacks.

Boss Battle: Safer Sephiroth

This fight's gonna be a bit tricky. You'll want to come into this fight with Meteorain to start with, if possible. To start off with, use a Mirror, then defend to reduce the damage of the Havoc Wing attack. Don't bother healing Frog, as it'll help you more than hurt you. Use an X-Potion the turn after Super Nova to heal yourself (hopefully) and use another X-Potion after Break (and hope you don't get Petrified). Now, after that, use some S-Mines and continue the pattern until you hit the second Wall, then throw another Mirror to and start the whole pattern over. This fight will take a LONG time (about 45 mins), and there is most likely a much faster solution (possibly using a Vaccine and some Remedies?), but this is one way to go about this fight.

After the final battle, do the rest of the fight, and enjoy the ending!

6. Frequently Asked Questions (FAQs) [026]

Q: How is this challenge even possible?!

A: It is, you just have to have patience, as you'll need a lot of items to win this challenge. Think of it as a super-hard version of Items Only.

Q: Why did you do this after the SCNIIENANE challenge?

A: Why not? If I'm going to finish this game off permanently, then might as well do as many tough challenges as possible, right?

Q: You play too much, you know that?

A: Maybe, but then again, I just have a lot of free time on my hands. I also like to help people too, if that means anything to anyone.

Q: Who's the toughest to beat in this challenge then?

A: Let's see.....Carry Armor's hard due to Arm Grab, Demon's Gate can be tough, Sephiroth is a little hard, but not by much.....so just those 3 are the tougher ones.

7. Credits [027]

Thanks to GarlandG and lolo26, for having the General Challenge Discussion Topic, which got me back into the world of FFXVII.

Thanks to anyone else that I've missed.

Thanks to Gamefaqs, for hosting this faq.

This document is copyright Xenomic and hosted by VGM with permission.