Final Fantasy VII IENANENPANLBCMO Challenge FAQ

by Paltheos

Updated to v1.1 on May 23, 2006

Author: Brian Lundin First Version's Date: 2/1/06			-		23/06			l I
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#3 Rules of the Challenge

#4 Command Ratings

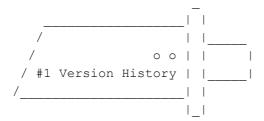
#5 Some Helpful Tips

#6 Walkthrough

#7 Frequently Asked Questions (FAQs)

#8 Legal Information

#9 Credits



Version 1.0

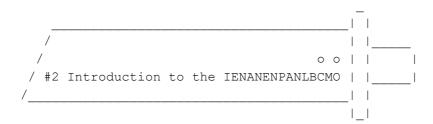
Frame: Created "Version History, Introduction to the IENANENPANLBCMO, Rules of the Challenge, Command Ratings, Some Helpful Tips, Walkthrough, Frequently Asked Questions (FAQs), Legal Information, and Credits" sections; created various ASCII art. 2/1/06 92KB

Personal Notes: I fell short in three areas: 1) I could have provided more comprehensive random enemy encounter strategies; 2) I didn't provide *any* commentary on Emerald Weapon; 3) I didn't tie up various loose ends. The first and last are symptoms of most V1.0 guides, but the middle one I feel a bit more obliged to say something on. Eh, well, first I need to gather more info, then I'll be back! >> < < With info concerning Emmy. *runs*

Version 1.1

Update: Primary grammatical errors fixed; added Emerald data to FAQ section. 5/23/06 93KB

Personal Notes: Most corrections you'll find were the typical, stupid V1.0 mistakes. Otherwise, the only major change was providing some of the info I've gathered in my tackles with Emerald. Check it out. As for the excessive use of box formatting, yes, I'm well aware of that, and I'll figure something out by the next major update, so look forward to it.; P

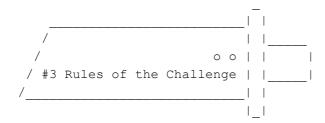


I'd never really played through an FFVII challenge, yet I wanted to do something no one had done before (... >_> as... far as I know). What I'd really wanted to do was an ESO, but due to my inexperience, a totally pure ESO (as strict as you it can be), is a *tad* out of my skill range. Furthermore, the restrictions I tried to impose on it left far too many exceptions for the challenge to still be similar to its original form (as both I and the GameFAQs FFVII board figured out), so I just scratched out that

whole plan and came up with this rather... lengthily-titled challenge, which operates on the same idea.

Given the number of limitations, this challenge isn't really that different from an ESO. The most notable exceptions however are the enabling of Manipulate (obviously granting access to many more Enemy Skills than ordinarily available) and the unlocked Item command, whose ramifications and implications are both somewhat obvious and rather long, so I'll leave them out of this discussion.

Difficulty-wise? Don't let the number of letters fool you; this challenge is actually pretty tame and fun to boot... at least to me. FFVII has always been a very easy game with almost too many options as to how to fight, but attaching these limitations to the game has made less easy with fewer options yet consequentily more enjoyable as a result.



Initial Equipment (IE)

You may never change any character's Weapon or Armor. Ever.

No Accessories (NA)

You may neither equip nor wear (by corollary) any Accessory. Likewise, ever.

No Escaping (NE)

Never run from battle. Again, obvious.

No Physical Attacks (NPA)

Finally, a rule that's not a one liner. Mind you, not only is the Attack command banned, but other commands which depend exclusively on the strength stat or, for items, can be classified as "physical attack". All such items are: Grenade, Molotov, Right Arm, S-Mine, Shrapnel, and 8-inch Cannon. As for this rule's implications on Command Materia, *points to the Commmand Materia section*

No Limit Breaks (NLB)

Not *entirely* redundant. >_> Bear in mind that some Limit Breaks for several characters are not physical attacks (e.g. *all* of Aeris' but many other characters have non-physical Limit Breaks)

Command Materia Only (CMO)

Okay, here's the thing-- Due to the other stipulations of the challenge, many of the yellow materia are banned, for a basis on physical damage... or just plain uselessness in this challenge, namely:

Throw Deathblow Morph
Double Cut
Slash All
W-Magic
W-Summon
L2/MASTER Steal (Mug)

Now for the ones you can use, in order of acquisition:

Sense

L1 Steal

Enemy Skill

Manipulate

W-Item

Mime

Level Caps

Bear in mind that *my* final levels are already a little high, so I don't think anyone will complain about me saying that you should never exceed Level 70.

No Exploitation of Glitches

Considering the variation limitations in this challenge, there aren't too many tricks or glitches to exploit... except the big one-- the W-Item Duplication Trick. That's a no-no. Besides, you won't need it anyway.

Starting Point

Here's the thing: Due to the limitations of this challenge, it's impossible to pass through Midgar on Disc 1 (lack of offensive capabilities, namely Enemy Skills). Therefore, the challenge starts immediately after Motor Ball.



Notes:

- 1) Individual Enemy Skills get their own ratings.
- 2) Ratings are based on a Five-Star system based on overall usefulness:
- * No conventional use: It never has a good use... ever.
- ** Rarely if ever useful: It can be utilized, but it's really not
 worthwhile as survival doesn't lean on it at all; it can easily become
 outdated.
- *** Fairly useful: It's still fairly unimportant in the grand scheme of things, but it has its uses; it will likely become outdated at some point.
- **** Extremely useful: Frequently cast and a very useful tool; likely not to become *completely* outdated.
- $\star\star\star\star\star$ Indispensable: Used so much that it has come in some way to define the

character and proceeding without it would be radically more difficult; never loses value and is incessantly used from when it is first gained to the very end.

- 3) To give a more accurate rating, each command/skill is rated in three separate game periods somewhat ambiguously called "Early", "Mid", and "Late". To clarify these divisions, think of each respectively being divided from the next/last by the start/end of the three game discs.
- 4) Command Materia are listed in order of acquisition. On the other hand, individual Enemy Skills are listed in the order they are in the game's menus. Otherwise:
- a) Sense
- b) Steal
- c) Enemy Skill
- i) Frog Song
- ii) L4 Suicide
- iii) Magic Hammer
- iv) White Wind
- v) Big Guard
- vi) Angel Whisper
- vii) Dragon Force
- viii) Death Force
- ix) Flame Thrower
- x) Laser
- xi) Matra Magic
- xii) Bad Breath
- xiii) Beta
- xiv) Aqualung
- xv) Trine
- xvi) Magic Breath
- xvii) ????
- xviii) Goblin Punch
- xix) Chocobuckle
- xx) L5 Death
- xxi) Death Sentence
- xxii) Rouelette
- xxiii) Shadow Flare
- xxiv) Pandora's Box
- d) Manipulate
- e) W-Item
- f) Mime

a) Sense

Description: View a single target's stats.

Early - ***

Mid - ***

Late - **

A generous rating honestly. If you have an FAQ with an enemy's stats and a calculator handy, Sense becomes totally and completely useless.

b) Steal

```
Description: Steal an item from an enemy.
Early - **
Mid - **
Late - ***
There are a bunch of reasons Steal suffers. For one, Enemy Skills tend to
dominate the offensive field. Also, much of what can be stolen can't be used
due to limitations, the same limitations which mean you don't spend Gil on
weapons, armor, accessories, etc. meaning you have ample money to buy pretty
much everything else you need. The few exceptions are noted through the guide.
*****
c) Enemy Skill
*****
Description: Perform Enemy Skills.
Early - ****
Mid - ****
Late - ****
i) Frog Song
                                    |ii) L4 Suicide
Description: Turns single target into |Description: Causes critical damage to
a frog and puts said target to sleep |enemies with level divisible by four.
                                    |May also cause 'mini' status as well.
                                    |Critical damage = HP of target * 31/32
MP Cost: 5
                                    |MP Cost: 10
Early - **
                                    |Early - **
Mid - *
                                    |Mid - **
                                   |Late - **
Late - *
                                  |Sparse uses at best. There just aren't
For the most part, Frog Song has
little more than novelty use, as just |that many enemies with levels divisible
blitzing stuff is usually faster.
                                 |by four.
______
iii) Magic Hammer
                                    |iv) White Wind
Description: Transfers 100 MP from the | Description: Heals all targets by the
target to the caster
                                    |amount of current HP of the caster and
                                    |cures all targets of sleep, poison,
                                    |confusion, silence, slow, stop, frog,
                                    |mini, slow-numb, petrify, berserk,
                                    |paralyzed, darkness, Death Force, and
                                    |Shield
MP Cost: 3
                                    |MP Cost: 34
Early - ***
                                    |Early - ****
Mid - ***
                                    |Mid - ***
Late - ***
                                    |Late - ****
Although good at restoring your own | *The* healing spell for most of the
MP, it shines brightest at depriving |game.
an MP-dependent enemy of his own.
```

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v) Big Guard
                                    |vi) Angel Whisper
Description: Casts Haste, Barrier,
                                    |Description: Revives, restores to
and MBarrier on all targets
                                    |maxHP, and cures target of sleep,
                                    |poison, confusion, silence, slow, stop,
                                    |frog, mini, petrify, berserk, darkness,
                                    |and paralysis statuses
MP Cost: 56
                                    |MP Cost: 50
Early - ***
                                    |Early - N/A
Mid - ****
                                    |Mid - N/A
Late - ****
                                    |Late - **
Absolutely incredible and a real
                                    |Problem is, you get it too late, it's
lifesaver. Its only flaws are high
                                   |expensive, and White Wind is outright
MP cost, and requirement to recast
                                   |better. The only time it earns its rent
if you wish to retain the Wall
                                   |is when you want to revive a KOed PC
                                   |to maxHP, which you'd only want to do
status, a flaw which becomes less
apparent once you acquire Magic
                                    |when you're not attacking via ????.
Hammer.
                                    | viii) Death Force
vii) Dragon Force
Description: Raises Defense and
                                  |Description: Target gains immunity to
Magic Defense (ST)
                                    |instant death
MP Cost: 19
                                    |MP Cost: 3
Early - N/A
                                    |Early - *
Mid - N/A
                                    |Mid - *
Late - **
                                    |Late - **
Not particularly effective, single
                                    |This skill would be really cool... if
target, and reasonably pricey.
                                    |only more enemies used instant death
                                    |attacks. Wait a sec... did I just *ask*
                                    |for more enemies use ID attacks? > >
                                    |Never mind.
ix) Flame Thrower
                                    |x) Laser
Description: Inflicts low-tier
                                   |Description: Gravity-elemental damage
                                   |that halves the target's current HP
magical Fire-elemental damage
on a single target
MP Cost: 10 MP
                                    |MP Cost: 16
Early - ***
                                    |Early - **
                                    |Mid - **
Mid - *
Late - *
                                    |Late - ***
I'll be frank. Flame Thrower totally |Eh, limited and highly circumstantial
stinks, but it *is* the only ST |use, but it is pretty cheap in cost and
damage you have early in the game,
                                   | has some notable applications endgame.
and it trumps Matra Magic ever so
slightly as ST damage (even if it's
less economical). The instant you get |
Aqualung and Beta though, it becomes |
utter garbage.
______
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xi) Matra Magic
                                     |xii) Bad Breath
Description: Low-tier, non-elemental | Description: Casts confusion, mini,
                                    |frog, poison, silence, and sleepel on
damage on all targets
                                     |all targets
MP Cost: 8
                                     |MP Cost: 58
Early - ****
                                    |Early - N/A
Mid - *
                                     |Mid - ???
Late - *
                                    |Late - ???
This spell totally rocks until around |Alright, here's the truth. I never got
Desert Prison on Disc 1. When you
                                    |Bad Breath, not because I can't, but
first get it, OHKOes are fairly
                                    |because the odds of the most lethal
common.
                                    |afflictions missing is pretty low. My
                                     |guess is that it would actually be
                                    |pretty badass, but eh. *shrugs*
xiii) Beta
                                    |xiv) Aqualung
Description: High-tier,
                                    |Description: High-tier, Water-elemental
Fire-elemental damage on all targets |damage on all targets
MP Cost: 35
                                     |MP Cost: 34
Early - ****
                                    |Early - ****
Mid - ***
                                     |Mid - ***
Late - **
                                     |Late - **
Together with Aqualung, Beta pretty | Together with Beta, Aqualung pretty
much wrecks everything for the first |much wrecks everything for the first
half of the game and gradually falls |half of the game and gradually falls
                                     |out of use afterwards.
out of use afterwards.
______
xv) Trine
                                     |xvi) Magic Breath
Description: Mid/High-tier,
                                    |Damage: High/Max-tier, Fire/Lightning/
Lightning-elemental damage on all
                                    |Ice-elemental damage on all targets
targets
MP Cost: 20
                                    |MP Cost: 75
Early - ***
                                    |Early - N/A
Mid - **
                                    |Mid - ****
Late - **
                                    |Late - ***
Gained a bit later than Beta and
                                   |Totally rocks almost the entire second
Aqualung and more than noticeably | half of the game. Sure, it costs allot
weaker, Trine's only real application | and doesn't work against anything of
is against weak enemies you don't
                                   |Fire/Lightning/Ice elemental, but
want to waste the MP on.
                                    |still...
xvii) ????
                                     |xviii) Goblin Punch
Description: Deals damage equal to
                                    |Description: Physical damage to a
the caster's maxHP - currentHP
                                    |target that increases as the level of
                                     |the caster approaches that of the
                                     |target (~x4)
```

```
Early - ****
                                   |Early - N/A
Mid - ***
                                   |Mid - LOCKED
Late - ****
                                   |Late - LOCKED
Incredible spell. There are so many | LOCKED - Physical damage.
tactical uses of this spell, but
even the simplest deals huge damage.
_____
                                 _____
xix) Chocobuckle
                                   |xx) L5 Death
Description: Deals damage equal to
                                  |Description: Casts instant death on any
number of battles you've run from
                                   |target with a level divisible by 5
MP Cost: 3 MP
                                   |MP Cost: 22 MP
Early - N/A
                                   |Early - N/A
Mid - N/A
                                   |Mid - N/A
                                   |Late - *
Late - N/A
Yeah... it's unattainable due to the | Gained extremely late, works on
lack of Chocobo Lure and all.
                                  |virtually nothing, costs allot, *and* is
                                   |ST. Not good, not good at all.
_____
xxi) Death Sentence
                                   |xxii) Roulette
Description: Places a 60 second timer | Description: Selects a random target
above the target's head. Upon
                                   |from all the targets on the screen and
termination of the timer, instant
                                 |casts instant death on it
death is cast on that target
MP Cost: 10
                                   |MP Cost: 6
Early - *
                                   |Early - N/A
Mid - *
                                   |Mid - N/A
Late - *
                                   |Late - *
Too many enemies are immune to
                                  |Seriously, beyond novelty, this move
instant death, and more importantly, |totally sucks for being so random.
                                   |Geez, all the ID Enemy Skills stink.
the wait is simply too long.
xxiii) Shadow Flare
                                   |xxiv) Pandora's Box
Description: Max-tier, non-elemental | Description: High-tier, piercing magic
damage to a single target
                                   |damage to all targets
MP Cost: 100
                                   IMP Cost: 120
                                   |Early - N/A
Early - N/A
Mid - ***
                                   |Mid - N/A
Late - ****
                                   |Late - ****
Bar ????, the best ST damage you've
                                   |Best MT damage you've got. Normally,
got. Kind of expensive, but well
                                   |I'd say, "Problem is, it's too
worth the cost.
                                   |expensive," but fortunately you have
                                   |Mime around the time you get it, so
                                   |it's not *too much* of an issue.
```

|MP Cost: 0

MP Cost: 3

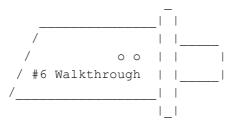
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*****
d) Manipulate
*****
Description: Control an enemy to use its attacks
Early - ****
Mid - ***
Late - ****
Awesome if only becaue of the raw number of spectacular (and not so hot)
Enemy Skills it grants you access to. Plus, there's always that random enemy
who's safer to approach by having him attack himself or just hold him down
while you attack.
*****
e) W-Item
*****
Description: Use two items in one turn
Early - N/A
Mid - N/A
Late - ***
Of course using two items at a time is always good, but it's only *really*
good in... pre-meditated scenarios. > > Either way, great, but not stellar.
*****
f) Mime
*****
Description: Copy the previous action taken by your party
Early - N/A
Mid - N/A
Late - ****
Sure, effectively, you only have Mime for the final boss level and final
bosses, but it's just so incredibly efficient. Incessant castings of Pandora's
Box and Shadow Flare without having to worry about MP Cost is just a blessing.
00 | |
                    / #5 Some Helpful Tips | |
                             ____I I
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Since you're depending entirely on damage that isn't influenced by Row, always keep all your characters in the Back Row. Furthermore, always leave your characters in Sadness status and be sure to keep plenty of Tranquilizers on you for that purpose.

Fairly obvious, but equip your Enemy Skill Materia to the party members with the highest Magic stat and, once you have three (or two for that matter), determine the order of equipping by corellating Magic stat to number of Enemy Skills on each materia.

Earlier in the game, when your number of Enemy Skill Materia is low, spread out your other materia to other characters in a fashion such that non-Enemy Skill characters have more important Command Materia (Manipulate, Steal, etc.).

Save as much as possible, wherever you can. Considering there are no restrictions on saving, there's absolutely no reason you shouldn't.



Notes:

- 1) Just for clarity's sake, each Enemy Skill materia will be labeled "Enemy Skill Materia #1 (or ESM#1), Enemy Skill Materia #2 (or ESM#2), etc." Usually, it'll be pretty obvious which one I'm talking about or almost a rather useless gesture, but it makes sense sometimes... so meh.
- 2) Similarly, when other command materia (non-Enemy Skill) are listed under materia setups, their level will be denoted with "L1, L2, MASTER" obviously meaning "Level One (One Star), Level Two (Two Stars), MASTER (All Stars)."
 3) I just *know* someone will actually ask me this, but when materia setups are listed, I won't say whether or not you equip that materia on your weapon or armor because any bonuses given by Command Materia have the same effect regardless of which you put it on.

And without further ado, we're off!

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Disc 1

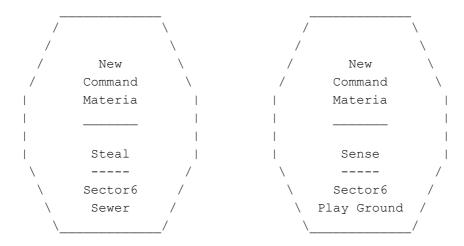
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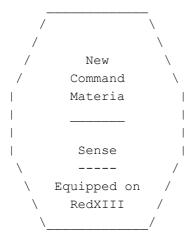
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Midgar Tips

=-=-=-=

Rather obvious, but pick up the Command Materia along the way and after Motor Ball distribute them as equally as possible (Steal for Character A, Sense for Character B, and Enemy Skill + Sense for Character C)







-=-=-=-

Midgar Area

=-=-=-=

Run from everything not Custom Sweeper.

Now you can hit stuff, albeit only through Matra Magic, but that's all you'll need.

-=-=

Kalm

=-=-

Kalm Flashback time. No need to worry about the challenge's stipulations since Cloud's a twig, Sephy will auto-nuke everything on the field effortlessly, and because it's literally impossible for Sephiroth to die.

-=-=-=-

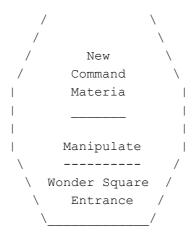
Midgar Area/Grasslands Area

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|not durable either, so nuke them with Matra Magic once they give you what |
|you seek.
0------
More Matra Magic against anything and everything.
With Choco/Mog and Chocobo Lure locked, there's no need to stop at the Chocobo
Farm, but now that means you'll have to cross the marsh... the hard way. Well,
to be fair, there are two ways of doing it. The first is very difficult and
ill-advised. Basically, you become familiar with the Midgar Zolom's pattern
of movement, and find the point on your side of the marsh most expedient
in exploiting that one moment where the Zolom will need the most time to catch
up to you. I've done it myself but only after several pain-staking tries
(plus, I was too stubborn to give up), and from personal experience I can say
that the margin of error is extremely small. Now, putting the annoying method
aside, here's the second, safe method. Time the cross as best as you can,
but as soon as the Zolom gets close, pause, save, reset, and reload the file.
Catch is, the Zolom's location on the map isn't saved when you reset, meaning
that it will restart from its original location instead of on your tail,
giving you a comfortable lead to finish the cross (or... to repeat this
process again if need be).
-=-=-=-
Mythril Mines
=-=-=-=-=
|>>>>*New Enemy Skill - Flame Thrower (ESM#1)
                                                                *<<<<|
|>>>>*Learned From - Ark Dragon
|>>>*Location - Mythril Mines (Eastern Peninsula, Northern Peninsula) *<<<|
|Strategy: Nothing particularly troublesome; Ark Dragons cast Flame Thrower |
|allot, so it won't take too long until your ESM-bearing character gets hit.|
|Then Matra Magic/Flame Thrower to death accordingly.
0-----
Matra Magic everything else.
-=-=-
Junon Area
=-=-=-
I cannot emphasize this point enough: Do not acquire Yuffie under any
circumstances!
-=-=-
Junon
=-=-=
Stock up on Potions and Tranquilizers before heading out to the coast to fight
Bottomswell.
0~~~~~~
|Bottomswell|
0~~~~~~~
|Cloud
        - L15 - ESM#1, Sense (L1) |
|Barret - L14 - Sense (L1)
|Red XIII - L15 - Steal (L1)
```

|Cloud become trapped in a Waterpolo, heal them via Hi-Potions (if you have | |another free character, use him, not Cloud) should they near critical. If |Cloud gets Waterpoloed, wait for her to die ASAP and then revive/heal him |Otherwise, whenever everyone is okay, have your two extra throw Potions labout. New Command Materia Enemy Skill -----\Intermediate Hall/ \ Junon / -=-=-=-Shinra Boat =-=-=-= 0~~~~~~~~ |Jenova*BIRTH| 0~~~~~~~ |Cloud - L16 - ESM#1, Sense (L1)| |Barret - L15 - Sense (L1) |Red XIII - L16 - ESM#2, Steal (L1)| |Strategy: Fairly long and annoying but not hard. Tail Laser smacks you for | $\mid \sim 50$, and all his ST damage hits anywhere between ~ 60 and ~ 70 *shakes fist at \mid |Jenova often acting twice a turn*. Cloud of course diligently Flame Throwers| |(~160) the sucker while Barret and Red XIII seem eternally occupied juggling| |Potions (Bring at least 30 with you). Beware of Stop. Costa Del Sol =-=-=-= Restock and head out. -=-=-Corel Area/Mt.Corel =-=-=-=-=-= Exclusive spamming of Matra Magic pretty much annihilates everything. -=-=-=-North Corel =-=-=-= More restocking and more heading out.

-=-=-Gold Saucer



-=-=-=

```
Corel Prison
=-=-=-=-
0------
|>>>>*New Enemy Skill - Laser (ESM#1, ESM#2)
                                             *<<<<|
|>>>>*Learned From - Death Claw
                                              *<<<<|
|>>>>*Location - Corel Prison (Junkyard)
                                              *<<<|
|>>>*Susceptible to Manipulate - Yes
                                               *<<<|
|Strategy: Manipulate, smack yourself with Laser, and Matra Magic them to|
|their doom.
0------
|>>>>*New Enemy Skill - Matra Magic (ESM#2)
                                               *<<<<|
|>>>>*Learned From - Bullmotor
                                                *<<<<|
|>>>*Location - Corel Prison (Desert Outskirts, Junkyard)
                                                *<<<|
|>>>*Susceptible to Manipulate - Yes
                                                 *<<<1
|Strategy: Manipulate, smack yourself with Matra Magic, and Matra Magic them|
|to their doom. > >
0-----
0~~~~0
IDvnel
|Barret - L17 - ESM#1
|Strategy: All of Dyne's attacks barely crack ~50, and even Dyne's multiple |
|actions per turn aren't a problem. Oh, and Flame Thrower hits for ~110. > >|
|*moves on*
-=-=-=-=
Chocobo Square
=-=-=-
Racing = Fun > >
-=-=-=-=-
Gold Saucer Area
=-=-=-=-
Bwhaha! Time to go Enemy Skill hunting!
```

```
=-=-=-
0-----
|>>>>*New Enemy Skill - Big Guard (ESM#1, ESM#2)
                                                 *<<<<|
|>>>>*Learned From - Beach Plug
                                                 *<<<<|
|>>>>*Location - Corel Area (Beach)
                                                   *<<<|
|>>>*Susceptible to Manipulate - Yes
|Strategy: Manipulate, guard yourself with Big Guard, and Matra Mag- *gets|
0------
Gold Saucer Area
=-=-=-=-
0------
|>>>>*New Enemy Skill - Aqualung (ESM#1, ESM#2)
|>>>>*Learned From - Harpy
                                                *<<<<|
|>>>*Location - Gold Saucer Area (Desert - Buggy only)
                                                 *<<<<|
|>>>*Susceptible to Manipulate - Yes
                                                  *<<<|
|Strategy: First cast Big Guard on yourself, then immediately Manipulate|
|him, cast Aqualung on yourself, and then have him continually Aqualung |
Thimself.
Junon Area
=-=-=-
0------
|>>>>*New Enemy Skill - White Wind (ESM#1, ESM#2)
                                                   *<<<<|
|>>>>*Learned From - Zemzelett
                                                   *<<<<|
|>>>*Location - Junon Area (Grass, Dirt)
                                                    *<<<|
|>>>*Susceptible to Manipulate - Yes
                                                     *<<<1
|Strategy: Manipulate him, learn White Wind, and then Aqualung him to death.|
0-----
-=-=-=-
Mythril Mines
0------
|>>>>*New Enemy Skill - Flame Thrower (ESM#2)
                                                  *<<<<|
|>>>>*Learned From - Ark Dragon
|>>>>*Location - Mythril Mines (Eastern Peninsula, Northern Peninsula) *<<<<|
|>>>*Susceptible to Manipulate - Yes
|Strategy: I know what you're thinking: "Why?" To give your second Enemy |
|Skill Materia a form of ST damage... I guess. > > Anyway, it's on the way, |
|and it's not as if Ark Dragons are particularly difficult or rare, so... |
0-----
-=-=-=-=-
Grasslands Area
```

Corel Area

=-=-=-=-=

```
|>>>>*New Enemy Skill - Beta (ESM#1, ESM#2)
                                                       *<<<<|
|>>>>*Learned From - Midgar Zolom
                                                        *<<<<|
|>>>>*Location - Grasslands Area (Marsh)
                                                         *<<<|
|>>>*Susceptible to Manipulate - No
                                                          *<<<1
|Strategy: A serious pain in the butt. Here's the problem-- The Zolom tends|
|not to pull out Beta until one target has been Blown Away, and since only |
|your Enemy Skill bearers can deal damage, that means you'll have to go
|through this whole ordeal twice. Also, the instant Midgar Zolom counters |
|whatever you're doing with Beta, you need to have the Wall from Big Guard |
|up. Anyways, Aqualung him from the start until his HP is less than 3/8s. |
|Next, switch to weaker forms of damage to be used by the character you
|intend to be Blown Away. Then maintain a Big Guard while continuing the
|attack with your remaining attacker. Oh, and don't forget about your third|
| PC; he should be tossing about Potions and Hi-Potions ad exhaustium. Once |
|(if) Beta is cast, have that third character Hi-Potion the Enemy Skiller |
|and Beta/Aqualung for a finish. Note: Said strategy may require an Ether. |
0------
|>>>>*New Enemy Skill - L4 Suicide (ESM#2)
                                                      *<<<<|
|>>>>*Learned From - Mu
                                                       *<<<<|
|>>>*Location - Grasslands Area (Grass)
                                                       *<<<|
|>>>*Susceptible to Manipulate - No
                                                        *<<<|
|Strategy: I'll admit it-- There's really no real reason to go through so|
|much effort to get L4 Suicide, but... uh... it can't hurt?
0------
Gongaga
0~~~~~~~~
|Reno & Rude|
- L19 - Manipulate (L1), Sense (L1)|
|Cait Sith - L17 - ESM#1, Sense (L1)
|Red XIII - L19 - ESM#2, Steal (L1)
|Strategy: Beta and Aqualung FTW!
0------
|>>>> *New Enemy Skill - Frog Song (ESM#1, ESM#2)
                                                       *<<<<|
|>>>>*Learned From - Touch Me
                                                       *<<<<|
|>>>>*Location - Gongaga (Jungle)
                                                        *<<<|
|>>>*Susceptible to Manipulate - Yes
                                                         *<<<1
|Strategy: Manipulate, learn Frog Song, revert them via Frog Jab, and then|
| nuke the frog through any number of ways.
0------
Beta and Aqualung for decimation.
-=-=-=-=-
Gongaga Area/Cosmo Area
=-=-=-=-=-=
```

```
More destruction via Beta and Aqualung.
-=-=-=-=
Cosmo Canyon
=-=-=-=-
0-----0
|>>>>*New Enemy Skill - Death Sentence (ESM#1, ESM#2)
|>>>>*Learned From - Gi Spector
                                             *<<<<|
|>>>>*Location - Caves of the Gi (Third Screen)
                                              *<<<|
|>>>*Susceptible to Manipulate - Yes
                                               *<<<|
|Strategy: Manipulate, learn Death Sentence, and Beta as a finisher.|
0-----
Beta everything, but remember to Frog Song Stingers first.
0~~~~~~
|Gi Nattak|
|Cloud - L23 - Manipulate (L1), Sense (L1)|
|Cait Sith - L22 - ESM#1, Sense (L1)
|Red XIII - L23 - ESM#2, Steal (L1)
|Strategy: Phoenix Down = Instant Win.
Cosmo Area/Nibel Area
=-=-=-=-=
Aqualung/Beta rules the day.
-=-=-=-
Nibelheim
=-=-=-=
|>>>>*New Enemy Skill - ???? (ESM#1, ESM#2)
|>>>>*Learned From - Jersey
                                                    *<<<<|
|>>>*Location - Nibelheim Mansion (2nd Floor, Spiral Staircase)
                                                     *<<<|
|>>>*Susceptible to Manipulate - No
                                                      *<<<1
|Strategy: Wait for the Jerseys to hit you with ????, then respond with ????, |
|and finish them with Beta/Aqualung.
0-----
0~~~~~~~~
|Lost Number|
|Cloud - L25 - Manipulate (L1), Sense (L1)|
|Cait Sith - L24 - ESM#1, Sense (L1)
|Red XIII - L25 - ESM#2, Steal (L1)
|Strategy: Agualung and Beta, as usual, works wonders, hitting for ~700-~800 |
|on average. After Big Guard, Lost Number's damage usually doesn't top
|anything in the low 100s. After he changes into his magical form, let him
|ream you a little bit, switch to ????, and quickly finish him before he gets|
```

|on a roll.

```
Retrieve Vincent from the basement.
-=-=-=
Mt.Nibel
|>>>>>*Materia Keeper (Boss)
|>>>>*New Enemy Skill - Trine (ESM#1, ESM#2) *<<<<|
|>>>>*Susceptible to Manipulate - No
- L30 - Manipulate (L1), Sense (L1)|
|Cait Sith - L30 - ESM#1, Sense (L1)
|Red XIII - L29 - ESM#2, Steal (L1)
|Strategy: Aqualung all the way... pretty much. Slow down until he pulls out|
|Trine, then let him bash you around for a bit, switch to ???? to deal the |
|finishing blows. Materia Keeper's damage is pretty much the same as Lost |
|Number's, bar Trine hitting closer to ~300 without Big Guard.
Rocket Launch Pad Area
=-=-=-=-
More blowing up of everything that moves by Beta's and Aqualung's hands.
-=-=-=-
Rocket Town
=-=-=-=
0~~~~~0
|Palmer|
|Cloud - L31 - Manipulate (L1), Sense (L1)|
|Vincent - L30 - ESM#1, Steal (L1)
|Cait Sith - L30 - ESM#2, Sense (L1)
|Strategy: Smash him with Beta and Aqualung. Given the quickness/easiness of|
|this battle, there's no real need to list any of the figures.
-=-=-=
Wutai Area
=-=-=-
0------
|>>>>*New Enemy Skill - Death Force (ESM#1, ESM#2)
                                           *<<<<|
|>>>>*Learned From - Adamantaimai
                                            *<<<<|
|>>>*Location - Wutai Area (Beach)
                                            *<<<<|
|>>>*Susceptible to Manipulate - Yes
                                             *<<<1
|Strategy: Manipulate, hit yourself with Death Force, then blow away with|
|Aqualung/Beta.
0-----
0-----
|>>>>*New Enemy Skill - Magic Hammer (ESM#1, ESM#2)
                                              *<<<<|
```

```
|>>>>*Learned From - Razor Weed
                                                               *<<<<|
|>>>>*Location - Wutai Area (Grass)
                                                                *<<<|
|>>>*Susceptible to Manipulate - Yes
                                                                *<<<|
|Strategy: Manipulate, hit yourself with Magic Hammer, and... er... > > *try*|
|to blow them away with your best stuff, but odds are you're too low on MP. |
Stop in at Wutai and buy 10 Swift Bolts and 10 Fire Veils, in addition to the
regular stock items.
-=-=-=-=-
Smith's House
-----
Inquire about the keystone, etc. > >
-=-=-=-
Gold Saucer
=-=-=-=
Battle for the keystone. Fortunately, the fact that winning all eight battles
is unrealistic *isn't* a bad thing as none of the prizes are of any help,
because they're all accessories.
Now, as for choosing your party for the Temple of the Ancients-- Cloud, Aeris,
and Cait Sith (not Vincent) should be your third inside the temple, due to his
considerably higher maxHP (600ish >.>). Similarly, for the future, stick with
Vincent and Cait Sith as your party in general, since, although Cid has the
shiny Gold Armlet, his Magic stat is much lower than either Vincent's or Cait
Sith's, and I question whether or not that defensive bolstering is worth the
trade off in offensive power (plus, ya know, Cait Sith's HP advantage at least
*somewhat* compensates for the lower defense, both inherently and due to the
Silver Armlet).
-=-=-=-=
Woodlands Area
=-=-=-=-
I'm skeptical you'll encounter anything even remotely scary, but you know
the deal. Heck, Trine will probably cut it on these guys.
-=-=-=-=-=
Temple of the Ancients
=-=-=-
Aqualung/Beta/Trine all.
0~~~~~~
|Red Dragon|
- L34 - ESM#1, Steal (L1)
|Aeris - L28 - Sense (L1)
|Cait Sith - L33 - ESM#2, Sense (L1), Manipulate (L1)|
|Strategy: Aqualung (~850) pretty much the whole way, bar moments when your |
|HP is really low and you should pull out a ???? followed by White Wind. W/o|
|Big Guard, the tail attack hit for ~200, bite for 400+, and Red Dragon
|Breath for \sim 550. Easy enough. *moves on to DG*
```

```
|Demon's Gate|
- L34 - ESM#1, Steal (L1)
        - L29 - Sense (L1)
|Cait Sith - L34 - ESM#2, Sense (L1), Manipulate (L1)|
|Strategy: This... actually won't be as bad as you probably think it will be.|
|A little preparation makes this battle easy. > > First off, Big Guard's
|gotta be up all the time, to reduce Cave In's damage to \sim 150, Demon Rush's |
|to \sim\!250, and his physical's to \sim\!200 (because of the low HP you should keep |
|Cait Sith at). After the Big Guard, Cloud Lasers Cait Sith, who then starts |
| ?????ing DG. To avoid the tediousness of White Wind followed by another
|Laser, Cloud and Aeris spend most of the remainder of the battle
|Potioning/Hi-Potioning everyone accordingly (bar those moments when Cloud |
| has to reinstate Big Guard) while Cait Sith hammers away at 1100+ per hit to |
|quickly down DG.
-=-=-=-=
Icicle Area/Bone Village
=-=-=-=-
Time to go diggin'.
-=-=-=-=-
Forgotten Capital
=-=-=-=
                              New
                             Command
                             Materia
                          Enemy Skill
                          -----
                        \Forgotten Capital/
                         \ Rest Stop /
-=-=-=-=
Corel Valley
=-=-=-
0-----
|>>>>*New Enemy Skill - Death Sentence (ESM#3)
                                                          *<<<<|
|>>>>*Learned From - Boundfat
                                                           *<<<<|
|>>>*Location - Corel Valley (Entrance, Giant Conch Shell)
                                                            *<<<|
                                                            *<<<1
|>>>*Susceptible to Manipulate - Yes
|Strategy: Manipulate, cast on self, and then decimate them.
-=-=-=-
Various Areas
=-=-=-=-=
```

0~~~~~~~~

```
|>>>>*L4 Suicide (Mu), Beta (Midgar Zolom), White Wind (Zemzelett), *<<<<<|
|>>>>*Flame Thrower (Ark Dragon), ???? (Jersey), Frog Song
                                                        *<<<<|
|>>>>* (Touch Me), Aqualung (Harpy), Big Guard (Beachplug), Death
|>>>>*Force (Adamantaimai), Magic Hammer (Razor Weed) (ESM#3)
                                                         *<<<<|
|Strategy: I didn't see any particular reason to list *all* of those strats |
|again, so I just listed the skill and "enemy from" name. Refer to past
|strats for a clue on how to tackle with the scenarios. And as a hint, Midgar|
|Zolom should be much easier now. > >
0-----
-=-=-=
Forgotten City
=-=-=-=-
0~~~~~~
|Jenova*LIFE|
- L37 - ESM#3, Manipulate (L1)
|Vincent - L36 - ESM#1, Sense (L1)
|Cait Sith - L37 - ESM#2, Sense (L1), Steal (L1)|
|Strategy: Holy ****! O o Jenova opening with Aqualung can pound you into the|
|ground for ~1500! Obviously, promptly Big Guard (reducing Aqualung to a
|tame(?)| \sim 750 damage; likewise, Blue Flame and Blue Light are reduced to \sim 200
|from their ~400). Have your highest HP character cast White Wind while the |
|others take a couple Magic Hammer potshots until Jenova casts Reflect.
|Follow up with a couple Betas (~800) until your HP reaches the ideal zone
|for ????.
Disc 2
======
-=-=-=-
Forgotten Capital
=-=-=-=-=-=
Tally ho! To the north!
-=-=-=-
Icicle Area
=-=-=-=
To the north yet again!
Icicle Inn
=-=-=-
Restock and again to the north!
-=-=-=-
Great Glacier
=-=-=-=-=
Beta everything and head nor-*gets shot*
```

|>>>>>*New Enemy Skill (Learned From) - Matra Magic (Custom Sweeper), *<<<<|

```
Gaea's Cliff
=-=-=-=-
0------
|>>>>*New Enemy Skill - Magic Breath (all ESMs), Trine (ESM#3)
|>>>>*Learned From - Stilva
                                                *<<<<|
|>>>*Location - Gaea's Cliff (Indoors)
                                                 *<<<|
|>>>*Susceptible to Manipulate - Yes
                                                  *<<<|
|Strategy: Big Guard your party, have Stilva cast Magic Breath, White Wind|
| your party, have Stilva Trine your party, then have Stilva Magic Breath |
|itself continually (while you White Wind yourself).
0-----
Concerning Malboros and Bad Breath, without status defenses, the chances of
surviving a Bad Breath are very slim. Otherwise, Beta on everything else works
pretty well (and Magic Breath on the Icicles for good measure).
0~~~~0
|Schizo|
|Cloud - L43 - ESM#3, Manipulate (L1)
|Vincent - L42 - ESM#1, Sense (L1)
|Cait Sith - L43 - ESM#2, Sense (L1), Steal (L1)|
|Strategy: Of course, Big Guard pronto. After that, Magic Hammer away all
|their MP, leaving them helpless. Then ???? to near-death, restore your
|Barrier/M-Barrier, kill one off, and repeat with the other. Easy enough, ne?|
|;P
-=-=-=-
Northern Crater
=-=-=-=-=
Beta/Aqualung/Magic Breath/etc.
0~~~~~~~~~
|Jenova*DEATH|
|Cloud - L44 - ESM#1, Sense (L1)
|Vincent - L43 - ESM#2, Sense (L1), Steal (L1), Manipulate (L1)|
     - L36 - ESM#3
lTifa
|Strategy: Same strategy as against Schizo, bar having to worry about a final|
|attack and protecting yourself. So... easier.
-=-=-
Junon
=-=-=
Magic Breath to decimate all the Shinra soldiers.
-=-=-
Mideel
=-=-=-
*drops off Tifa*
```

-=-=-=

```
Wutai
=-=-=
Buy a bunch of extra Fire Veils and Swift Bolts (20 of each or so)
-=-=-=
Mt.Corel
=-=-=-
Magic Breath takes care of everything on the train.
_____
Fort Condor
=-=-=-=
Hire an army, kick tail, and move on to the nearby forests to (finally)
acquire Yuffie. Then fly off to Wutai...
Wutai
=-=-=
Lost Materia Quest is the reason you picked up all those Fire Veils and Swift
Bolts. Promptly annihilate all your obstacles.
0~~~~0
|Rapps|
0~~~~0~~~~~~
       - L39|
|Cid
|Barret - L37|
|Red XIII - L38|
|Strategy: Not a hard battle persay, but the first one in a long time that'll|
|keep you on your toes. If possible, come in with items to put you in Barrier|
|or M-Barrier status. His physical, though often multi-hitting, isn't too
|bad, as it only hits for ~200 each time. However, Aero3 tears you a new one |
|with its devastating ~1500 damage (at least it was only ST damage). Due to |
|his rather hasty speed, you are left with the task of keeping all your party|
|members well between 1500 and 2000 HP with little more to work with than an |
|abundancy of Hi-Potions, all while hitting Rapps for a depressing ~250 via |
|an alternation between Swift Bolts and Fire Veils.
-=-=-
Mideel
0~~~~~~~~
|Ultimate Weapon|
- L41 - ESM#1, Sense (L1)
|Yuffie - L43 - ESM#2, Manipulate (L1)
|Red XIII - L40 - ESM#3, Sense (L1), Steal (L1)|
|Strategy: Big Guard ASAP. Good thing too-- Quake2 would have hit for ~1200 |
|and Ultima Beam for a staggering ~1800. After White Winding >.>, you'll only|
|be able to get in a couple potshots before he runs off.
```

```
Junon
=-=-=
Any max-tier MT spell should take care of anything here.
0~~~~~~
|Carry Armor|
- L46 - ESM#3, Manipulate (L1)
|Vincent - L46 - ESM#1, Sense (L1)
|Cait Sith - L46 - ESM#2, Sense (L1), Steal (L1)|
|Strategy: >.o Lapis Laser stings (~1600)! Fortunately, Magic Breath's there |
|to save the day! After Big Guard, let loose a barrage of Magic Breaths
|(~2800) that quickly take out his arms (at best, he'll probably grab one
| PC... and for less than a turn), Magic Hammer him to recover a little MP and
|to put an end to those annoying Lapis Lasers, and finish him off with more |
|Magic Breaths (although, admittedly, Trine would be sufficient against such |
|an innocuous target).
Pick up all the random items at the bottom of the sea you can.
-=-=-=-
Rocket Town
=-=-=-=
Magic Breath yet again rules the day. No need to list any specific strategy
again Rude.
-=-=-=-=
Cosmo Canyon
=-=-=-=-
Hand over all the Huge Materia to Bugenhagen.
-=-=-=-=-
Forgotten Capital
=-=-=-=-=
*takes out some popcorn and watches the movie*
-=-=-=-
Midgar Area
=-=-=-=
0~~~~~~~~
|Diamond Weapon|
- L47 - ESM#3, Manipulate (L1)
|Vincent - L47 - ESM#1, Sense (L1)
|Cait Sith - L47 - ESM\#2, Sense (L1), Steal (L1)|
|Strategy: Surprisingly easy. > > With all your defenses up, his damage|
|tops ~300. Certainly a long battle, considering all the Magic Breaths |
|(\sim 1800) you have to cast, but by no means hard.
```

```
Airship (Over Junon Area first, then the below locations)
If Ulty appears over Northern Crater, Fort Condor, Mt. Nibel, Mideel, etc.
that's fine. But if he should ever appear over Midgar, reset. Succinctly,
only save *before* you fight him. After he runs away, find him again, and
if he doesn't stop over Midgar, then leave the Airship, save, get back in
and ram him to fight again.
One more important note: Keep track of Ultimate Weapon's HP. I don't care how
you do it, whether it be a calculator or by paper and pencil, but be sure to
know at all times how much of that 100000 HP has has left.
|Ultimate Weapon (Random Encounters) |
- L49 - ESM#3, Manipulate (L1)
|Vincent - L49 - ESM#1, Sense (L1)
|Cait Sith - L49 - ESM#2, Sense (L1), Steal (L1)|
|Strategy: Spam Magic Breath (~2800) until he runs away, giving no regards to|
|the HP of your characters. Without the Big Guard, his attacks hurt a little, |
|but not all that much (Ultima Beam ~1200, Quake2 ~800, Claw ~500, Energyball|
|~900).
Nibelheim
=-=-=-=
Drop by the Shinra Mansion and fight Mirages until one drops a Mirror.
-=-=-
Airship (over Cosmo Area)
=-=-=-=-=-=-=
|>>>>*Ultimate Weapon (Final Encounter/Boss) *<<<<|
|>>>>*New Enemy Skill - Shadow Flare (All ESMs) *<<<<|
|>>>>*Susceptible to Manipulate - No
- L49 - Sense (L1), Manipulate (L1)|
        - L49 - Sense (L1), Steal (L1)
|Vincent:
|Cait Sith: - L49 - ESM#1, ESM#2, ESM#3
|Strategy: Big Guard, followed by Magic Breaths. Meanwhile, Cloud and Vincent|
|are to throw around Hi-Potions and Ethers. Once Ulty is one hit away from
|death (I told ya to keep track of his HP >_>), pull a quicky on him, both
|Ethering him and using that Mirror on Cait Sith. Then Magic Breath him and
|enjoy as he casts Shadow Flare and it bounces off of Cait Sith so that you
|can get the ~kewl~ death along with Shadow Flare on all your Enemy Skill
|Materia.
-=-=-
Wutai
```

Just for completionism... to the Pagoda! *dashes* Ether/Turbo Ether between

```
battles as necessity calls.
0~~~~~0
|Pagoda|
|Yuffie - L46 - ESM#1, Sense (L1) x2, Steal (L1), Manipulate (L1)|
|Strategies: Well, not much to say actually. Shadow Flare's ridiculously
|massive ST damage pretty much clears away everything. Gorky and Shake fall |
|from two Shadow Flares (~2500), as does Chekov (who only presents a problem|
|due to Stare Down) and Staniv. Finally, the big guy, Godo himself is
|defeated by three Shadow Flares (~4200).
-=-=-
Gelnika
=-=-=
More completionism fun. Should you encounter anything along the way, pull out
your trusty Magic Breath to knock it out.
0~~~~~~~
|Reno & Rude|
- L49 - ESM#3, Manipulate (L1)
|Vincent - L49 - ESM#1, Sense (L1), Steal (L1)|
|Cait Sith - L49 - ESM#2, Sense (L1)
|Strategy: Another Turk battle. The only thing you have to do is act
|immediately after Reno's turn, to avoid feeling the consequences of Neo Turk|
|Light. Otherwise, it's a breeze. Magic Breath, ahoy!
Midgar, Sector 8
=-=-=-=-
Trine takes care of most things here, and you always have Shadow Flare for the
particularly big and scary single targets.
Also...
                          New
                        Command
                        Materia
                         W-Item
                         _____
                    \ Midgar Sector 0 /
                     \ Subway Tunnel /
0~~~~~~~~~~~~~~
|Elena, Reno, & Rude|
|Cloud
       - L53 - ESM#1, Manipulate (L1)
```

```
|Vincent - L53 - ESM#2, Sense (L1), Steal (L1) |
|Cait Sith - L53 - ESM#3, Sense (L1), W-Item (L1)|
|Strategy: Easier than the last fight; all you need to do is avoid Elena's|
|infrequent confusion attack. The only irritation is being forced to stick|
|with Aqualung (due to differing immunities and absorptions), slowing the |
|battle up a bit.
0~~~~~~~
|Proud Clod|
- L54 - ESM#1, Manipulate (L1)
|Vincent - L54 - ESM#2, Sense (L1), Steal (L1) |
|Cait Sith - L54 - ESM#3, Sense (L1), W-Item (L1)|
|Strategy: Pathetic. After Big Guard, none of its attacks top ~200. After |
|Magic Breathing away the Jammar Armor, switch to ???? (after Magic
| Hammering away its MP) to finish the giant mech. No danger here, at all. |
0~~~~~~~~~~~~~~~~
|Final Disc 2 Battles|
- L55 - ESM#1, Manipulate (L1)
|Vincent - L55 - ESM#2, Sense (L1), Steal (L1) |
|Cait Sith - L55 - ESM#3, Sense (L1), W-Item (L1)|
|Hojo Strategy: As usual, a warm-up. A Big Guard, a few Shadow Flares and|
|Magic Hammers, and you're off to the second phase of the battle.
|Hellectic Hojo Strategy: Considering the ridiculous number of status effects|
|at his disposal, choose the most direct (even if not the wisest) course of |
|action: Blitz the main body with Shadow Flares (\sim 4000 - \sim 4500), and pray that |
|Confu doesn't make an appearance.
|Lifeform-Hojo N Strategy: Not that bad really. Once you Magic Hammer his MP |
|to take care of that pesky Silence, all he has is the ST Combo, whose status|
|attacks you can White Wind away. So, every turn two characters should cast |
|Shadow Flare (~4000-~4500) while the remaining one prepares to White Wind
| (even if the counter Combo doesn't always work as planned).
=====
Disc 3
-=-=-=-=-=-
Inside Northern Crater
=-=-=-=-=-=-
There's *allot* of different stuff down here, but generally Magic Breath as MT
damage and Shadow Flare as ST damage will do the trick. Once you learn it,
switch to Pandora's Box for MT damage. On specific random notes, White Wind
is great against all Dragon Zombies except the first one you fight *points to
far below*.
0------
|>>>>*New Enemy Skill - L5 Death (All ESMs)
                                                    *<<<<|
|>>>>*Learned From - Parasite
                                                     *<<<<|
```

|>>>>*Location - Inside Northern Crater (All of Descent & Graveyard)

*<<<|

```
|>>>*Susceptible to Manipulate - Yes
|Strategy: Manipulate to have them use it on you, and, forgive me if this may|
|seem painfully obvious, but make sure your level is *not* a multiple of 5. |
|Magic Breath them once you're done.
0-----0
|>>>>*New Enemy Skills - Dragon Force (All ESMs), Laser (ESM#3)
|>>>>*Learned From - Dark Dragon
                                                       *<<<<|
|>>>*Location - Inside Northern Crater (All of Descent)
                                                        *<<<|
|>>>*Susceptible to Manipulate - Yes
                                                         *<<<|
|Strategy: "Manipulate so they use it on you, blahblahblah". Really danger |
|here is that the dragon counters magical damage with Ultima, so either use|
|???? or keep him under manipulation, have him Laser himself until he's
|inches away from death, and then finish him with, say, Shadow Flare.
0-----0
0-----
|>>>>*New Enemy Skill - Angel Whisper (All ESMs)
                                                        *<<<<|
|>>>>*Learned From - Pollensalta
                                                         *<<<<|
|>>>>*Location - Inside Northern Crater (Graveyard)
                                                          *<<<|
|>>>*Susceptible to Manipulate - Yes
|Strategy: Manipulate, cast it on yourself, and then blow her away via Shadow|
|Flare and the like.
0-----
0------
|>>>>*New Enemy Skill - Roulette (All ESMs)
                                                        *<<<<|
|>>>>*Learned From - Death Dealer
                                                        *<<<<|
|>>>*Location - Inside Northern Crater (Graveyard)
                                                         *<<<|
|>>>*Susceptible to Manipulate - Yes
|Strategy: The problem -- Sure, Death Dealer can be manipulated into using
|Roulette, but because it hits a random target on the field, it might take a|
|while for everyone to learn Roulette. Once (if) everyone knows Roulette, |
|Shadow Flare or Magic Breath, depending on the number of remaining targets.|
0-----0
0------
|>>>>*New Enemy Skill - Pandora's Box (All ESMs)
                                                        *<<<<|
|>>>>*Learned From - Dragon Zombie
                                                         *<<<<|
|>>>*Location - Inside Northern Crater (Graveyard)
                                                          *<<<|
|>>>*Susceptible to Manipulate - No
                                                           *<<<1
|Strategy: The zombie only casts Pandora's Box as a final attack, but he only|
|does so *once a game*. Otherwise, the first Dragon Zombie you defeat will be|
|the only one to ever cast Pandora's Box, so be sure all your Enemy Skill
|Materias are equipped (as if you had a reason to take them off). Furthermore
|be sure not to cast White Wind on him to OHKO him: You'll inflict petrify
|status on him and he won't cast Pandora's Box. Instead, cast Big Guard as an|
|opener and continually cast Shadow Flares on him. Once he approaches near- |
|death, be sure your Walls are still up (restore them if they're down),
|finish him, and watch his final attack.
0-----
```

*<<<1

=-=-=

Wander around in the Jungle for a little while until you encounter a Kimara Bug. Then steal a Spider Web and move on to the next location. >>

-=-=-=

Bone Village =======

Wander around on the screen where you encounter Boundfats (Note: If you encounter even one Hungry, you're on the wrong screen), and keep stealing from those Boundfats until you accumulate 20 or so Dazers.

-----Gold Saucer Area

=-=-=-

Ok, here it is. I'm sure you've been wondering what I've been building up to hitherto after sending you on apparently meaningless item quests. Here's your goal (after looking below, you may want to restock on Phoenix Downs, Remedys, and Ethers):

0~~~~~~

|Ruby Weapon|

|Cloud - L61 - ESM#1, Manipulate (L1)

|Vincent - L61 - ESM#2, Sense (L1), Steal (L1) |

|Cait Sith - L61 - ESM#3, Sense (L1), W-Item (L1)|

|set at a minimum, Cloud and Vincent dead, and Cait Sith with critical HP. |As soon as Ruby's tentacles enter the ground, toss a Spider Web and Dazers | |at him, Phoenix Down Cloud and Vincent on the next turn, and finally Big |Guard your team. Now that all the preliminaries are out of the way, Ruby's |attacks. There will be brief periods between the Dazers that, no matter how | |you manage your team, Ruby will have an opportunity to attack. His ST damage| |is OHKO, but that's not a problem really (it's not like you don't have |plenty of time), it's his MT damage. Considering what the battle plan is |(you'll see soon enough), his only form of MT damage, Ultima, spells death |for your party. Therefore, you need to nullify the threat, Magic Hammer him | |25 times, reDazering the Weapon while you're at it. Once you've drained all | | his MP, Laser every member of your team once and switch to ????ing Ruby. |You should be getting anywhere between 12 to 18 turns of attack. How does |that translate? Well, that means anywhere between 40000+ (minimum- for |revivals and re-Big Guardings), 50000+ (typical 12 turn minimum, which |assumes all your characters are in good health), and up to 75000+ (absolute | |maximum) inbetween each Paralysis. If all goes well, you should finish him |on the 17th Dazer.

|Oh, >.> and just to explain why I'm so insistent on finishing this battle | |quickly... well, thing is after Ruby's 26th turn, he can Whirlsand one of | |your PCs at any time and after his 32nd turn he can Whirlsand another one, | |leaving you with only one character on screen to face the wrath of Ruby Ray. | | Ergo, here are...

|A few mathematical notes on the most efficient ways of finishing this | |battle time-wise: 1) After Phoenix Downing a fallen ally, Lasering (or | |any superior form of non-lethal damage, even if not fractional) the revived | |once in the longterm yields a shorter battle. Given that Ruby is not only in | |Slow status but also, when his turn does finally come up, also has a mere |

|1/3 chance of killing any character (Shadow Flare and Ultima require MP and | |he'd waste a turn trying when he can only perform the free yet lethal Ruby |Ray; thus making the Laser a waste of time when a ???? could have sneaked in| |a good 4000-5000 damage), the overall effect, namely, the boost in damage of| |at least 600 points per character per ???? results in an overall bolstering | |of ~7200-~10800. Granted, that Laser could go awry and Ruby could kill a |character, but the long term ramifications make the action more than |appropriate; 2) Big Guard... wait, do I even need to explain this?; 3) |Remedies/Maiden's Kisses/Softs (accordingly) after being hit with a |Tentacle. Never White Wind. Although this, like the last, should be |fairly obvious; 4) No need to re-establish Sadness mid-battle, given that | you want the Tentacles to drain your HP, that MP is a rather moot point |considering that ???? only costs 3, and the only mathematically constant |damage values Ruby attacks with are not only lethal, but even if they |weren't, if the character was hit with confusion in the process, you'd want | |him dead as he's more of a pain to deal with than if he were dead, |especially if your other characters have very low HP (a.k.a. a few hundred | |or less). |Estimated Battle Length: ~33 minutes

Congrats! Now you have the Desert Rose! Time to utilize it!

-=-=-= Chocobo Farm

Buy a lone stable.

-=-= Kalm

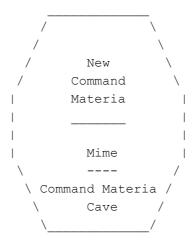
=-=-

Trade the Desert Rose for a Gold Chocobo from the Kalm Traveler. Woot!

-=-=-= Chocobo Farm =-=-=-

Saddle up on your shiny, new Gold Chocobo and head off for...

Yellow/Command Materia Cave



-=-=-=-=-= Inside Northern Crater =-=-=-=-=-=-Mow through the enemy hoards the same as last time > > except this time you can showcase your shiny new Mime materia while you're at it. -=-=-=-Inside the Planet =-=-=-=-=-Laser Iron Giants several times and then Shadow Flare as a finisher. As for the Dragon Zombies, White Wind them for instant victory! 0~~~~~~~~~~~~ |Jenova*SYNTHESIS| - L65 - ESM#1, Mime (L1) |Vincent - L64 - ESM#2, Sense (MASTER), Manipulate (MASTER), Steal (L1) | |Cait Sith - L64 - ESM#3, Sense (MASTER), Manipulate (MASTER), W-Item (L1)| |There's a catch to this battle. Basically, if you wait until the Ultima |countdown (technically the turn after the countdown but whatever), then you | |automatically fight the One-Party verison of Bizarro Sephiroth, the easiest | |of the Bizarro Sephiroths. So, without further ado: |Strategy: After Big Guard, a few quick Pandora's Boxes (~3300) takes out the| |tentacles, disabling Jenova. From there keep having Cloud Mime Pandora's |Box (both to take care of the tentacles, should they revive, and to be a |waiting action until you're sure Jenova's had her 13 turns) until the |Countdown to Ultima starts. Then everyone should switch to dishing out |Shadow Flares (~5000) to take her out before she casts Ultima. 0~~~~~~~~~~~~~ |The Final Battles| - L66 - ESM#1, Mime (L1) - L66 - ESM#2, Sense (MASTER), Manipulate (MASTER), Steal (L1) | |Cait Sith - L66 - ESM#3, Sense (MASTER), Manipulate (MASTER), W-Item (L1)| |Bizarro Sephiroth Strategy: Big Guard followed by Pandora's Boxes (Cloud |Mimes, duh; ~3300) until all of Bizzaro's parts are eliminated. Once only |the main body is left, have everyone switch gears to Shadow Flare (~4500), |ignoring the sparse part or two that might revive in the mean time. Without | |most of his body parts, Bizzaro can do little more than a feeble physical |(~300).|Safer Sephiroth Strategy: By this point, I don't really need to say this, |but will anyway, if just for consistency: Big Guard. And might I add: Ouch. | |His Wall reduces your Shadow Flare to around ~2200 on him, plus his tops |your own (again with Wall status) at ~2400. His physical/Pale Horse only |hits for ~1600/~1300, but the Darkness and Paralysis/Frog and Mini are |annoying until you White Wind. Break was probably his best form of ST damage| |at ~3000. Supernova is... well, Supernova. Fortunately, at most, the odds of | |your entire team being hit by its status effects are pretty low. Either way, | |X-Potion the most able character and have that character Wind Wind ASAP. |Finally, Deen is pretty much a pushover, only hitting you for a few hundred |

|points of damage. Overall, Safer is a final battle that's far too easy.

That's it, congratulations! You've successfully completed the IENANENPANLBCMO Challenge!

Q: Isn't ???? technically physical damage?

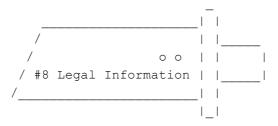
A: In the strictest sense, yes, but that's moreso because it *has* to have a damage basis. Its damage calculation is entirely different from ordinary physical damage (methinks I've mentioned it before >><<).

Q: How many times did you reset against Ruby Weapon?

A: 4 times. I went into my first try knowing I couldn't win. Heck, I even had some vague idea of finding a way of Pandora's Boxxing him to death. Yeah... that plan lasted >_>. Second run- I got smacked with Ultima while I was ????ing and my party got wiped out. Then I added in the Magic Hammering step. For my third run, I discovered, the hard way, the time limit to the battle, as one of my party members was funneled away and I was like, "WTF?! O_o," another was funneled away, and I struggled on in vain before my poor Cait Sith fell at the hands of a Ruby Ray. As for my fourth try, just a stupid mistake on my part: I forgot to change the Battle Speed and reset before I faced any potential problems. Finally, on my fifth try, I floored Ruby.

Q: You promised updates on progress against Emerald Weapon! Me want now!

A: Yeah... that. Well, my test runs against Emerald haven't been encouraging to say the least. For the most part, Graviballs and T/S Bombs do the trick for damage (both ~9999, woot!), but I've encountered a few problems I haven't been able to get around. First and foremost are how he chains attacks together with his Eyes to obliterate me. If I'm lucky, I'll sneak some healing inbetween, but I'm not always so fortunate. My second problem-- aforementioned healing supplies. Without W-Item duplication, I don't see having enough supplies to take him down, but I'll give him a few more runs to see if I can make any progress. If anyone else has had better luck against him, don't hesitate to contact me with your findings. Thanks.



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Until next time, this has been Paltheos, wishing you good luck and happy gaming.

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