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### Version Changes

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This section was added after I have already finished the 1.0 version of this FAQ. I decided to add more due to the fact that there were some extra stuff that I wanted to cover in advance in the amazing capability that one, like myself, can do. Like my Level One Game in FFI. Which everyone didn't believe in. I will try to do more of that. I like the feel to show someone the impossible, that they'll even think that you've used a Gameshark, or something of that nature.

Version 1. This is the first and original version. The first disc is detailed on who gets what EXP and what level they will be. This goes from the beginning to the end of the disc.

Version 1.2 This version, Version Changes, has been added, with the Lowest Level Party Game Mini Section. I will include the rest of the bosses HP. Fixed some typos, I don't want any improper english in my FAQs. And I fixed a little here and added a little there.

Version 1.4 Added more FAQ, more into Mini LLP section, added Terence's quotes. Corrected more typos on the way. The things included in the LLP section are as follows: boss strats due to lower level than LAL, Level 8 Cloud V.S Special Battle. More will come, I promise.

Version 1.6 My goal for now is that for Version 2.0 I'll have most of everyone I want to credit for be credited. I keep on adding to this FAQ and leaving them out. By 2.0, I'll add a lot to the credit section. For this version I'll include how to beat Emerald and Ruby with a LLP Game.

Note to self: Make Battle Plan to obtain the lowest level for all characters when they join.

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Personal Intro

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The author, me, KADFC, is writing this guide. In my earlier work, I haven't much to say about my FAQ. But now I've aimed a higher goal. To give my every insight. That the reader, you, can inform me on the message boards or by e-mail and give the parts that I fail in, so that you can correct my work. I will talk a lot in this FAQ, and I mean A LOT. Just by reading this FAQ, it can make you go to sleep and keep reading this the next morning. That is the pleasantness thing any writer wants from their readers. I will do a lot things in math. So you should be at least good with basic math. I will do my best to complete this FAQ in less than 6 months or so. This will be my fifth FAQ and I hope I've done well to present my knowledge in this one. Also, most of my writing will be typed in paragraph form due to me explaining certain stuff. I'll do something else, if I feel needed to. Added later, trying not to overdue this FAQ, after Disc 1, I lower my standard. If I made this too large of a file, Gamefaqs might not post this one up. After Disc 1, only strategy will be said and not the exact numbers.

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INTRODUCTION

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I am well aware that there is already a low level faq out there. But the author of that guide, EDMAN, seems to leave out a few things that doesn't makes it a True Low Level game. He was the one that inspired me to write this FAQ/Walkthrough. I'm not saying this guide is better than his guide or anything to insult him and his work. The guide that I'm trying to make, doesn't fit all his descriptions.

His low leveled can be used to:  
(I just copied and paste it from his guide)

- > Speed game (finish the game as quickly as possible. You will probably be at a very low level, so this is useful)
- > No Save Game (very useful strategies for beating the bosses even if you are in a need of sleep)
- > If you simply want to have fun with this game, and not make it too easy and beat it as quickly as possible. This is what I really achieved, as I beat my game at LV30 (for Cloud) and in 16 hours.

But for this FAQ, this doesn't apply to any of those. I don't care if the challenger wants to beat the game as fast as possilbe. I don't care if the player is aiming for a No Save Game, I love these by the way. I've completed one for Final Fantasy FVIII. This guide is defintly not to make to game fun. That means to get the lowest

level possible, you have to stick with everything I say. If you decide to go off somewhere and do something in the game that requires you getting EXP, that's your fault, not mine. Even though Edman's FAQ inspired me to write this guide, his guide is also the reason that I've got me so mad. His guide has too many flaws. He writes if everything is optional and makes the game fun for the player, I don't intend to do any of that. Seriously, you have to limit EXP. The whole purpose of this guide is to find every way possible to get the lowest level possible for every character. When I was doing my research on this, I found out a lot of different obstacles that I didn't quite understand. But thanks to a few experts on the boards, I was able to accomplish and aim for my true goal. The people that helped me do this was:

Terence  
Defcon999  
Shadow666  
GarlandG

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True Understanding of What I'll Be Going Through  
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I'm gonna type a lot right now and I hope you can understand of what I'm thinking about when I'm writing this. First off. I like to say that people entering in the party, doesn't always get the average level of who ever is in the party already. You might disagree and I got the proof to show for it. Cloud was at level 7 after the first battle against 2 MPs. After that there was the Scorpion Guard. I let Cloud die and let Barret get all the full 100 exp. Barret has stayed at level 6 before and after the fight. Here is my main point. The next person joining is Tifa. When I got her, from my calculation she should be at level 6 or 7. Because 6 plus 7 is 13, then divide 13 by 2 is 6.5. But when I got Tifa though, guess what level she was at? Four. I couldn't believe it. Before I keep on doing more research and start diving the exp up, I first must best solve what level they would join in if I keep this up.

Instead, each character joining has an average level, plus or minus a certain mod number, determine by who the character is when he/she joins.

Experience Points (EXP) are the enemy of this challenge. Getting too much of it, isn't the way of this game. I will try to limit it as much as possible for the challengers.

Active Party are the ones that you use to fight the boss. In every case They'll get 100% of the exp listed

Inactive Party are the ones that you don't use to battle with. As long as they have joined Cloud's party once, they'll become this party, even if they are no longer selectable anymore. This party will get 50% of what the Active Party would get. You must remember this because this applies to some really good places, it makes you wonder why you weren't writing this FAQ instead of little ol me.

The only battles that you have to worry about is the Boss Battles and the forced battles. There are a certain number of forced battles that you must do. If I didn't say it was available or if it isn't listed here, you probably messed up and got into a force battle by accident. These do appear if you aren't too careful. About the E-Skill. I'll tell you when the appropriate times are for you to get them and I'll follow by an explanation of why.

During force battles and Boss battles, there is only one way for a character to not get any EXP at all. They must be in the active party and they must be KOed. Besides this way, there isn't anymore. So I'll use this strategy to my manipulation.

In the EDMAN FAQ, it said to use E-Skill. I'll use it too, but you will be amazed on how much I limit this stuff. Why I limit this thing is because getting E-Skills requires you to win the battle, meaning getting EXP. I only want one move out of all of them and that is Chocobuncle. Even more skillful, I want to require that move without ever getting Lvl 4 Suicide. I haven't done it yet, but hopefully I got a way. Added Later: I did not get the Chocobuncle at all, rather, some other useful ones instead.

EDMAN mentions the Aeris Exploit. I won't ever use that. You know why? I found a flaw in it. When you are trying to level up materia, the inactive party will get 50% of it as well, making them level up.

EDMAN said that you'll need a lot of gils to buy HP Plus's and that if you did have that much money you would need to require to fight battles. I, on the other hand, have found a way to get pass this. It will be long and boring, but since the main purpose of this game is to require the lowest possible level. Nothing can stand in my way of obtaining the lowest, no matter how long it takes me. This idea comes from using the Steal materia. In my first two games I've discovered this trick to get more money than the battles offer. Basically you steal Ethers, my first place to steal this was at the Train Graveyard, one of the first places after you have got the Steal materia in the sewers. Each Ether can be sold to give you a profit of 750. The HP Plus materia cost 8000 each, just think of how many Ethers you would need to steal to get all the materias that you wanted. This will also be used for getting more equipment. By getting the new equipment, you will need to steal even more Ethers. I hope you feel it's worth it like I do. In EDMAN FAQ it said not to buy certain stuff, well, not anymore.

EDMAN said that it was a good idea to get Yuffie because it will benefit you for a low level game. I find that be rather false. Let me explain. He said that getting Yuffie and doing her sidequest is getting less EXP than fighting Rude, Reno, and Elena at the end of Disc 3, when they raid in midgar.

Yuffie's sidequest alone, not including Yuffie's EXP, gets you this much EXP:

Battle #1 Attack Squad A and B =	600
Battle #2 Attack Squad A, B, and C =	900
Battle #3 Rapps (BOSS) =	3200

Total for Yuffie's Sidequest: 4700

And this isn't counting in gettin Yuffie in the first place.

Kicking Reno, Rude, and Elena's Ass = 4500

Surely you can tell which one gives you more EXP. Plus the fact that this I haven't a the EXP required to get Yuffie.

Yuffie, aka Mystery Ninja, can give you different EXP based on the many versions that you can get. This is based on what Cloud's level is.

Yuffie's Level	EXP from fighting her
17	160
22	240
27	320
32	480
37	640
42	720

The max, you can't get a higher level.

Yuffie's level is based on Cloud's Level alone. From what the experts say, the best time to get Yuffie is when Cloud is at level 20 or less. When you get Yuffie by staying at this limit, her level will be 16. They also claim that you can't get a lower level than 17 for Yuffie. The only beneficial part that I find Yuffie is useful is that she comes with the Throw materia. I know how powerful this materia can be because I used it on one of my other challenges. This is one the materias that I would never give up on, even if I limited myself to holding 8 Materia in my inventory. So I would find a way to beat bosses without Throw or E-Skill. I have to figure out how would this be possible, while at a low level.

I have to figure out how to distribue the EXP into everyone as well. At first I thought I can give all the EXP to Aeris and have everyone else KOed and all the inactive party get 50%. Then I would exchange the KOed party into the active party, so that they wouldn't get any EXP for certain battles. I found a major flaw. Giving Aeris all the EXP wasn't the way to go because she was the one that leveled up the fastest. Getting her at a such a high level is bad for other characters joining in, such as Cait, Vincient, and Cid. Instead from by calculation and Terence's knowledge Barret was the one that leveled up the slowest due to his need for EXP to level up.

There is one thing I need to test out. It it possible to skip the battle with Reno and Rude in Gongaga.

Nevermind, I read Edman explain that part, he said to skip it, I agree.

I have to do some testing of who to get first into my party, Vincient first or Cid first. I ask this question because the requirement to get Vincient is to Missing Number and then Materia Keeper. That would bring the party level's kinda high. And when I got Vincient, he would probably absorb some of the EXP from Materia Keeper. That could boost the group average level. If I got Cid first and then come back to get Vincient, using Aeris to get the full EXP for Missing Number, would that make a difference?

Is it best not to get Vincient at all because of Missing Number's EXP?  
OR by that time, from my calculation, it wouldn't matter to get those EXP?

There are a few tests that I would need to do to determine how much limit

break moves I can get, without having to fight Movers constantly. One of which is a random battle against cactuers at Corel Prison. Yet there are 3 other Boss battles that I need to test out personally.

1. H0512 and his yellow friends
2. Gi Nattak and his fire friends
3. Hojo at the end of disc 3

From what I got from Terence, the first two can't be used because by killing each of those guys, the exp will stack up. If that was the case, I could've use those in my regular game to power my people up, why didn't anyone tell me before.

Yet, he said I could possibly use #3 because the only EXP that I would get was from Hojo's final form, the others wouldn't add up. From what he said I'm trying to get 2-1 and 3-1 for the active party that I pick.

I heard that you can get limit break moves in a battle, even if the active party member is dead. Good to know, isn't it?

Terence gave me MOD numbers so that I could find out how much EXP is required for certain character to level up a ceratin level. So far I believe these calcuation work and hopefully I can figure out how I would distribute the EXP as well.

When you are willing to get E-Skills, it's best to have Aeris be the only one alive, at the end of the fight, so that this will limit the ammount of EXP gotten. Know this, you have to win the battle for E-Skills to be learned.

Killing and fleeing from battle doesn't count towards getting a new Limit Break Move, you have to win the battle for it to count, at all.

A thing that I'm thinking about is trying to Morph sources at the Battle Arena, since doing so won't give you EXP. Morph Materis is located in the Temple of the Ancients, so by then you won't have Aeris anymore

There are 6 Forced Battles that I can name in the game:

1. Cave of Gi, the Two Spiders that you must break the web in
2. First Battles with Cloud against 2 MPs
3. The Five Battles at the Corel Train Mission, led by Cid. There is one more battle before this one as well.  
(There is away to avoid this, read on to find out how)
4. The 4 Icicles at Gaea's Cliff
5. The couple patches of Shinra Soldier in the Underwater Reactor
6. The couple patches of Shirna Soldier in the Rocket City/Huge Materia launch
7. The three Shinra Soldier you have to defeat in order to get Key 60 in the Shinra Building

The Low Level FAQ said that you only need to do 3 Icicles and that if you only hit the Icicile and not the bats, you won't get any EXP. I need to test this out again, even though I'm quite sure you would get 500 Exp per icicle. I have tested out it out. Edman FAQ is wrong, he said you won't get any EXP, BS, you get 500 per icicle.

I'm not too sure about Chocobo raising. Catching Chocobos require getting EXP from random battles, but since it's that far in the game. I wouldn't probably even give you enough EXP level up anyways. I think that was how EDMAN thought. I would agree to his idea, if I actually started this challenge already. Added Later: I did get Chocobos at the end. By doing so, I only got

around 1200 EXP, which I can manage without raising anyone's level by the end of the game.

Number 7 was added when I was doing the challenge. I didn't know you couldn't escape that faith. Besides the low level FAQ never mentioned that this existed at all.

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#### Understanding My Goals (FACTS)

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From all the force and boss battles that you have to face, before getting Cid, you must keep the levels as low as possible. I will clarify how and when you actually read the walkthrough/faq combo. Getting 1 level up in a battle is way better then getting 3 level ups in the same battle

Cloud and Barret are the starters

Tifa = Before getting her, fighting against Scorpion Guard determines her level.

Aeris = Before getting her, fighting against Air Buster determines her level.

Nanaki = Before getting him, fighting against Apps and Reno determines his level. H0512 might also affect his level as well

Cait Sith = Before getting him, fighting (A large list) against Heli Gunner, Rufus, Motorball, Bottomswell, and Jenova's Life determines his level.

Yuffie = Her level is determined solely by Cloud's level. It's best to get her when Cloud's level is equal to or lower than 20. For some reason, I'm having doubt if I should get her or not.

Cid = Before getting him, fighting against Dyne, Gi Nattak, Materia Keeper, and Palmer determines his level. He is the last guy left to join the party, so his level range can be very high or medium. It depends on if I my average level is low enough.

Vincient = Out of everyone that can join the party, I find him to be the hardest to get because of Missing Number. Should I let him join before getting Cid or after getting Cid, I must do two tests to determine his faith.

Yuffie and Vincient are the only ones that I think, just think, that I won't get for this game. If I got Yuffie, I won't be able to buy stuff from Wutai without doing her sidequest. Yet if I got her later in the game, Rapps and

the Turks won't be there, meaning I won't get unnecessary EXP. I'll try to Vincient some time in the game, but I haven't made up my mind yet. Should I get one, but not the other, or should I not get them at all? Both?

Added Later: I got Yuffie, but not Vincient.

When I first thought about this challenge, I have deveopled three different plans in approaching this challenge. All three can be combined, but it will make it now good for the other characters joining in later on.

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#### Plan #1

Cloud get all the exp fully. While the other two party member are dead. One of them being Aeris because she has the lowest level and rather keep it that way. While the third party member can be swapped with the inactive members.

Pros/Reasons: Cloud will take all the EXP making him hard to level up. While everyone gets half or none. Having Aeris dead means that she will not get a lot of level ups. She does level up the fastest, in which case can increase the average level, which isn't good at all. Cloud does starts out of the highest EXP and Aeris has the lowest EXP.

Cons/Dispute: Making Cloud take this much EXP isn't really good. I know that Cloud can take a lot of EXP before reaching over level 20, the number to get Yuffie, but most people can have a second opinion about things. When people say they have done a low level game, they always follow it up by saying what level their Cloud was at when they beated Safer Sephiroth.

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#### Plan #2

Since Aeris is leaving the party by the end of disc 1. It would be best to let her take the rest of the full gained EXP with her. While having Cloud dead, she can take all the full EXPs, making Cloud have a lower EXP ammount. The third party member can be switched for the inactive team, as well.

Pros/Reasons: While Aeris takes all the EXP, the inactive party will only gain half the EXP, until they're switch to fill in the spot of KOed Active party member. When Cloud is back in action after Aeris leaves, he can take the rest of the EXP, he might even take on Diamond Weapon's EXP and still be at a rather low level.

Cons/Disputes: Even if Cloud does stay at his own level, his own level will increase the average level of the party. Even worse, having Aeris right there means she will level up the fastest out of all of them, you know why? She starts out a level 2 and can easily jump to level 5 in a single battle. With both their levels combined, the average level will be higher than Plan #1, IMO.

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#### Plan #3

This plan was made up easily. Since Barret takes a lot of EXP to level up. Shouldn't he take the Full EXP, so that the other, Tifa and Aeris stay at their current level. Aeris and Cloud will always be KOed and in the active party. The inactive party will always get the 50% EXP.

Pros/Reasons: I stated already. Barret takes a longer time to level up.

Cons/Disputes: In the begging battles, Barret doesn't have a higher level than Cloud, why should you switch now to a lower leveled character? In the begging battles

Barret isn't always in most of the battles, so he won't be able to take the Full EXP everytime. When he doesn't do that, Cloud will level up for that

battle alone. Increasing the average level.

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From these plans, I will pick Plan #1 to test out first because I do want lower levels for the characters that are joining in.

The question is now, does it matter if I have them at a lower level. Sooner or later, if they are part of the inactive party, they'll get the EXP require them to level up to a certain level. I, will try my best to limit this EXP explosion, by switching them with the KOed active party members.

Added later: I found what my mission is before getting Cid. That is to keep the two lowest character from getting any more level ups. You must do this by keeping them in the active party while remaining KOed after any battle.

Added second later: I found out a whole new goal. Plan #1 was the way to get the lowest average level for everyone that joined in. Its purpose was not to get the lowest level by the end of the game. Having Aeris there alive and active, could've taken away 15660 EXP that was Cloud's during Plan #1. The average level doesn't matter, only the EXP matters. It's no good to keep them such a low level in the beginning of then have them gain 20 levels by the end, so why not just throw away that 15660 EXP in the beginning to begin with. I've decided to use Plan #2 now. The current Walkthrough that I wrote will still be apart of this guide, except that it will be named how to get the lowest level for each character instead.

\*\*\*\*\*Main Objective and Rules\*\*\*\*\*

1. Beat the game with the lowest level possible, 26, 28, 28.
2. Use all means possible, use what the game offers the player.
3. Don't use Gameshark or any other cheating devices.

Side: Do the LLP Game.

This is concept was based off of my Level One FFI game. I beat the game with a party 1s and 3 out of the 4 characters in my party could deal 9999. This means that I put a lot effort and time to do this challenge. Which I did. The idea is to stun the audience seeing you battle. "How the hell is that possible," they would say. Explanation wouldn't convince them and they'll probably said you cheated. Let them think whatever.

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General Tips  
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1. Escape from all Random Battles by holding L1 and R1 or by using the

Exit materia's Escape move. Don't use Remove from Exit materia.

2. While escaping Random Battles, if it doesn't seem like it's going anywhere. Have anyone of those active party members use Defend or even better Steal or manipulate. Just don't run like a sitting duck. What a great analogy isn't it?
3. If you know there isn't a boss coming up, it's best to have everyone in the back row. If one is coming up, prepare yourself by having it in the front row. Or unless I tell you wise, meaning that you know that a character has a long range weapon or if you plan to use magic to attack the enemy.
4. Since one person will end the battle, meaning one person will be alive at the end. That also means only that person's materia will get any AP. Make sure the materia, not that it should matter too much unless it's a E-Skill, is the ones that you want to put AP on.
5. While using the Cover materia, it's best to put on someone that you want to be dead at the end of the battle. Putting this on Cloud should not be done because you'll need to waste more MP for cure, you need him alive after all.
6. When stealing from a certain enemy, put everyone in the back row and the people that aren't stealing should use defend during there turn, for at least once per battle. They people that aren't steal should also put on the Cover materia to protect the stealer from taking any damage, besides they are on the defend mode, which is an extra plus.
7. When you using Aeris to take the EXP for the beginning fights, most of disc 1, one of the best items to buy are grenades. These babies are like Cloud attacking himself, to some level. Buy these items to kill the boss with. Other explosives are fine as well, only knowing that it won't inflict half or let the boss absorb the attack.
8. Get everything that get you into a random battles. Tressure chest or just laying there on the ground just get it. Getting into random battles and then running away from it is a good thing, it can power up Chocobuncle. Don't be afraid. Added Later: This part shouldn't matter anymore, I didn't use or even get Chocobuncle.
9. If you think your materia setup and item list setup is good to go for one battle, save before entering the battle so that you can resume it if you get game over. Resave if you can think up a better combination, like what I did while writing this FAQ. Using Tents and Items should be done after the save, since changing materia can lower your HP and MP.
10. Added Later: Getting AP doesn't really matter to me anymore, almost none of materia that you're trying to upgrade will level up, except do try to level up those HP Pluss.
11. Added Later: When using Wait mode, take the extra advantage with strategy of course. When your characters, any of them get a turn and you don't know what moves to select, well don't just passive, do something. Instead you should go select any of the commands at least once. By doing so, you have freezed the time of anyone else's turn, enemies and allies as well. Don't be too hasty after you have selected. In boss battles, or any other battles, you can just let it play out, meaning you can see all the moves selected before you froze time. Then the next move that you make will be activated instantly, unless the other guy was about to make a move

before you froze time. Press Cancel to start back the time up and select something else if you want, and be quick about it, every move matters.

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#### Experience Points Requirements for Levels

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For this section, I'll start listing the Experience Points requirements for each level. Since each person has a different way of gaining certain levels. I'll try to do all them indivisually. Be a sured that these numbers are required for one to level up to another level. These are not the EXP needed for one to gain to go to the next level. There are the sum of all the EXP gotten since the beginning of the game. Also note this, Cloud doesn't and can't start at level 0 or 1 or 2 etc..., but due to his Mod numbers, his faith is revealed. This table only goes to level 30 because this is a low level game. I'll try to get the rest of the levels if someone, particullary Terence, gives my the mod number or if I found the EXP requirements by myself.

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Terence quoted: "XP requirements are a lot more complicated than can be swiftly explained. In general, the XP required to get from Lvl to Lvl+1 is equal to  $[\text{Mod} * (\text{Lvl}^2) / 10]$ , where Mod is a value unique to that character for that level. However, it doesn't always work that way, because this value is recalculated from L1 every time you go up a level, and at certain levels, the Mod value can change.

A few examples: the XP req for L2 is equal to  $[(\text{Mod for L2}) * 1^2 / 10] = [\text{Mod} / 10]$ . But the XP req (total) for L3 is equal to  $[(\text{Mod for L3}) * 1^2 / 10] + [(\text{Mod for L3}) * 2^2 / 10]$ . Also note that anything within [] brackets must be rounded down.

Because of all this, it's difficult to give an 'average' value, and the Mod values over levels are definitely unique for each character.

As for other questions about XP, Aeris only finally overtakes Barret for the L82-99 range. Far beyond the scope of a Low Level game.

Really, though, the range of variance isn't very big between the characters' XP reqs. Barret is usually only 3-4% ahead of Cloud's XP reqs.

I'll give you some low level Mod values so you know what to expect and who'll increase in levels fastest:

L2-11: Aeris has 67, Cloud/Tifa/Red have 68, Cid/Cait/Yuffie have 69, Barret/Vincent have 70.

L12-21: Aeris has 70, Cloud/Tifa/Red have 71, Cid/Cait/Yuffie/Vincent have 72, Barret has 73.

L22-31: Aeris has 72, Cloud/Tifa have 73, Red/Yuffie has 74,  
Barret/Cid/Cait/Vincent have 75.

L32-41: Cloud/Tifa/Aeris have 74, Red/Cid/Cait/Yuffie have 75, Barret/Vincent  
have 76.

Characters with the same Mod value within a range will have the same XPReq  
values within that range.

Also useful are some actual values for key levels to go with those Mod values:

L12: 70 Mod = 3542 XP, 71 Mod = 3588 XP, 72 Mod = 3639 XP, 73 Mod = 3689 XP

L22: 72 Mod = 23831 XP, 73 Mod = 24161 XP, 74 Mod = 24493 XP, 75 Mod = 24827 XP

L32: 74 Mod = 77066 XP, 75 Mod = 78112 XP, 76 Mod = 79149 XP

L42: 74 Mod = 176259XP, 75 Mod = 178647XP, 76 Mod = 181023XP, 77 Mod = 183403XP

Note: Those are total XP Req values, not the XP to get from the last level to  
the next."

"And KADFC, I told you: the Mod \*changes\* at certain levels. L12 is the first  
time it can change. And your value for 1 there ( $[68 \times (1^2)]/10 = 6$ ) is the  
requirement to get from L1 \*to\* L2. So what you have there is:

XP Req for L2 =  $[68 \times (1^2)]/10 = 6$

XP Req for L3 =  $[68 \times (1^2)]/10 + [68 \times (2^2)]/10 = 6 + 27$

...

XP Req for L11 =  $6 + 27 + 61 + 108 + 170 + 244 + 333 + 435 + 550 + 680$

Your value for 11 (which you have as 822), however, is wrong, because the Mod  
changes at this point. And when it changes, you have to start recalculating  
the next level from L\*1\*. Since Cloud's new Mod for getting to L12 is 71,  
you have to work it out again:

XP Req for L12 =  $[71 \times (1^2)]/10 + [71 \times (2^2)]/10 + [71 \times (3^2)]/10 + \dots +$   
 $[71 \times (11^2)]/10$

Do you understand now? This is why the levels I gave you the XP Reqs for are  
important; they're the first levels when the Mod changes for each range.

And no, this is not me 'predicting'. I \*know\* how it works. This is how it  
works in the game."

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Cloud's and Tifa's Experience Requirements needed to reach level:

Like to Give Full Credit to MetalGearSolidBoy for Level 31 to Level 99. He  
was the one that recorded these numbers and emailed the new info to me. I am  
deeply grateful and will add it to this guide as well. I've also added some  
of his comments as well. Thank You. (PS. His EXP Requirement added list only  
applies to Cloud ONLY)

Mail Sent From MetalGearSolid:

"From : <Ben101388@aol.com>

Sent : Thursday, July 8, 2004 7:51 AM

To : new\_kadfc@hotmail.com

Subject : Returning the Favor...in a weird sort of way, KADFC.

My mother has always taught me to try and find good ways to show your  
appreciation to them. So, taking what you said in your reply to me....I  
wanted to go all the way to 99...I'm pleased to give you the rest of Cloud

and Tifa's EXP Requirements, all the way to level 99. I did it the long way on my GH version, in case EXP stuff is different depending on the version. I hope this helps you in some way, shape, or form. Enjoy, but there's no need to salivate.

Heheheh, that's it. I'm going to be using this on my own guide, so if you ever want to put that info on your FAQ at all, I hope it won't look like I stole the info from you.

Again, thanks. See ya later. Peace out. Hug a rainbow. Burn down the barber shops....uh, never mind. Bye.

Original Message:

(For levels 1 through 4, I used your info because Tifa doesn't start out at exactly level 4, so I couldn't find out that one myself)."

LEVEL 1:	0
LEVEL 2:	6
LEVEL 3:	33
LEVEL 4:	94
LEVEL 5:	202
LEVEL 6:	372
LEVEL 7:	616
LEVEL 8:	949
LEVEL 9:	1384
LEVEL 10:	1934
LEVEL 11:	2614
LEVEL 12:	3588
LEVEL 13:	4610
LEVEL 14:	5809
LEVEL 15:	7200
LEVEL 16:	8797
LEVEL 17:	10614
LEVEL 18:	12665
LEVEL 19:	14965
LEVEL 20:	17528
LEVEL 21:	20368
LEVEL 22:	24161
LEVEL 23:	27694
LEVEL 24:	31555
LEVEL 25:	35759
LEVEL 26:	40321
LEVEL 27:	45255
LEVEL 28:	50576
LEVEL 29:	56299
LEVEL 30:	62438
LEVEL 31:	69008
LEVEL 32:	77066
LEVEL 33:	84643
LEVEL 34:	92701
LEVEL 35:	101255
LEVEL 36:	110320
LEVEL 37:	119910
LEVEL 38:	130040
LEVEL 39:	140725
LEVEL 40:	151980
LEVEL 41:	163820
LEVEL 42:	176259
LEVEL 43:	189312
LEVEL 44:	202994
LEVEL 45:	217320

LEVEL 46:	232305
LEVEL 47:	247963
LEVEL 48:	264309
LEVEL 49:	281358
LEVEL 50:	299125
LEVEL 51:	317625
LEVEL 52:	336872
LEVEL 53:	356881
LEVEL 54:	377667
LEVEL 55:	399245
LEVEL 56:	421630
LEVEL 57:	444836
LEVEL 58:	468878
LEVEL 59:	493771
LEVEL 60:	519530
LEVEL 61:	546170
LEVEL 62:	581467
LEVEL 63:	610297
LEVEL 64:	640064 (weird, huh? Level 64, 640064....)
LEVEL 65:	670784
LEVEL 66:	702471(I was expecting some evil number for 66,lol)
LEVEL 67:	735141
LEVEL 68:	768808
LEVEL 69:	803488
LEVEL 70:	839195
LEVEL 71:	875945
LEVEL 72:	913752
LEVEL 73:	952632
LEVEL 74:	992599
LEVEL 75:	1033669
LEVEL 76:	1075856
LEVEL 77:	1119176
LEVEL 78:	1163643
LEVEL 79:	1209273
LEVEL 80:	1256080
LEVEL 81:	1304080
LEVEL 82:	1389359
LEVEL 83:	1441133
LEVEL 84:	1494178
LEVEL 85:	1548509
LEVEL 86:	1604141
LEVEL 87:	1661090
LEVEL 88:	1719371
LEVEL 89:	1778999
LEVEL 90:	1839990
LEVEL 91:	1902360
LEVEL 92:	1966123
LEVEL 93:	2031295
LEVEL 94:	2097892
LEVEL 95:	2165929
LEVEL 96:	2235421
LEVEL 97:	2306384
LEVEL 98:	2378833 (One more...phew!)
LEVEL 99:	2452783

Barret's Experience Requirements needed to reach level:

LEVEL 1:	0
----------	---

LEVEL 2:	7
LEVEL 3:	35
LEVEL 4:	98
LEVEL 5:	210
LEVEL 6:	385
LEVEL 7:	637
LEVEL 8:	980
LEVEL 9:	1428
LEVEL 10:	1995
LEVEL 11:	2695
LEVEL 12:	3698
LEVEL 13:	4740
LEVEL 14:	5973
LEVEL 15:	7403
LEVEL 16:	9045
LEVEL 17:	10913
LEVEL 18:	13022
LEVEL 19:	15307
LEVEL 20:	18022
LEVEL 21:	20942
LEVEL 22:	24827
LEVEL 23:	28457
LEVEL 24:	32424
LEVEL 25:	36744
LEVEL 26:	41431
LEVEL 27:	46501
LEVEL 28:	51968
LEVEL 29:	57848
LEVEL 30:	64155

Aeris' Experience Requirements needed to reach level:

\*NOTE\*: For levels I'm just gonna go to level 20 because..., you know.

LEVEL 1:	0
LEVEL 2:	6
LEVEL 3:	32
LEVEL 4:	92
LEVEL 5:	199
LEVEL 6:	366
LEVEL 7:	607
LEVEL 8:	935
LEVEL 9:	1363
LEVEL 10:	1905
LEVEL 11:	2575
LEVEL 12:	3542
LEVEL 13:	4550
LEVEL 14:	5733
LEVEL 15:	7105
LEVEL 16:	8680
LEVEL 17:	10472
LEVEL 18:	12495
LEVEL 19:	14763
LEVEL 20:	17290

Nanaki's (Red XIII) Experience Requirements needed to reach level:

LEVEL 1:	0
LEVEL 2:	6
LEVEL 3:	33
LEVEL 4:	94
LEVEL 5:	202
LEVEL 6:	372
LEVEL 7:	616
LEVEL 8:	949
LEVEL 9:	1384
LEVEL 10:	1934
LEVEL 11:	2614
LEVEL 12:	3588
LEVEL 13:	4610
LEVEL 14:	5809
LEVEL 15:	7200
LEVEL 16:	8797
LEVEL 17:	10614
LEVEL 18:	12665
LEVEL 19:	14965
LEVEL 20:	17528
LEVEL 21:	20368
LEVEL 22:	24493
LEVEL 23:	28074
LEVEL 24:	31988
LEVEL 25:	36250
LEVEL 26:	40875
LEVEL 27:	45877
LEVEL 28:	51271
LEVEL 29:	57072
LEVEL 30:	63295

Cait Sith's Experience Requirements needed to reach level:

LEVEL 1:	0
LEVEL 2:	6
LEVEL 3:	33
LEVEL 4:	95
LEVEL 5:	205
LEVEL 6:	377
LEVEL 7:	625
LEVEL 8:	963
LEVEL 9:	1404
LEVEL 10:	1962
LEVEL 11:	2652
LEVEL 12:	3639
LEVEL 13:	4675
LEVEL 14:	5891
LEVEL 15:	7302
LEVEL 16:	8922
LEVEL 17:	10765
LEVEL 18:	12845
LEVEL 19:	15177
LEVEL 20:	17776
LEVEL 21:	20656
LEVEL 22:	24827
LEVEL 23:	28457
LEVEL 24:	32424
LEVEL 25:	36744

LEVEL 26:	41431
LEVEL 27:	46501
LEVEL 28:	51968
LEVEL 29:	57848
LEVEL 30:	64155

Cid's Experience Requirements needed to reach level:

LEVEL 1:	0
LEVEL 2:	6
LEVEL 3:	33
LEVEL 4:	95
LEVEL 5:	205
LEVEL 6:	377
LEVEL 7:	625
LEVEL 8:	963
LEVEL 9:	1404
LEVEL 10:	1962
LEVEL 11:	2652
LEVEL 12:	3639
LEVEL 13:	4675
LEVEL 14:	5891
LEVEL 15:	7302
LEVEL 16:	8922
LEVEL 17:	10765
LEVEL 18:	12845
LEVEL 19:	15177
LEVEL 20:	17776
LEVEL 21:	20656
LEVEL 22:	24827
LEVEL 23:	28457
LEVEL 24:	32424
LEVEL 25:	36744
LEVEL 26:	41431
LEVEL 27:	46501
LEVEL 28:	51968
LEVEL 29:	57848
LEVEL 30:	64155

Vincient's Experience Requirements needed to reach level:

LEVEL 1:	0
LEVEL 2:	7
LEVEL 3:	35
LEVEL 4:	98
LEVEL 5:	210
LEVEL 6:	385
LEVEL 7:	637
LEVEL 8:	980
LEVEL 9:	1428
LEVEL 10:	1995
LEVEL 11:	2695
LEVEL 12:	3639
LEVEL 13:	4675
LEVEL 14:	5891
LEVEL 15:	7302

LEVEL 16:	8922
LEVEL 17:	10765
LEVEL 18:	12845
LEVEL 19:	15177
LEVEL 20:	17776
LEVEL 21:	20656
LEVEL 22:	24827
LEVEL 23:	28457
LEVEL 24:	32424
LEVEL 25:	36744
LEVEL 26:	41431
LEVEL 27:	46501
LEVEL 28:	51968
LEVEL 29:	57848
LEVEL 30:	64155

Yuffie's Experience Requirements needed to reach level:

LEVEL 1:	0
LEVEL 2:	6
LEVEL 3:	33
LEVEL 4:	95
LEVEL 5:	205
LEVEL 6:	377
LEVEL 7:	625
LEVEL 8:	963
LEVEL 9:	1404
LEVEL 10:	1962
LEVEL 11:	2652
LEVEL 12:	3639
LEVEL 13:	4675
LEVEL 14:	5891
LEVEL 15:	7302
LEVEL 16:	8922
LEVEL 17:	10765
LEVEL 18:	12845
LEVEL 19:	15177
LEVEL 20:	17776
LEVEL 21:	20656
LEVEL 22:	24827
LEVEL 23:	28457
LEVEL 24:	32424
LEVEL 25:	36744
LEVEL 26:	41431
LEVEL 27:	46501
LEVEL 28:	51968
LEVEL 29:	57848
LEVEL 30:	64155

#####  
 Experience Points from Battles  
 #####

In this section, I will list all the possible unavoiable battles and how much EXP it gives out. This be listed as column A and column B. A will be the inactive party's EXP gain. B will be the inactive party's EXP gain, which is half of A's.

	A	B
0. First Battle	32	16
A. Scorpion Guard	100	50
B. Air Buster	180	90
C. Aps	240	120
Ca.Reno		
D. (3) Almighty Grunt	290	145
E. H0512	300	150
F. Heli Gunner	250	125
G. Rufus	310	155
H. Motorball	440	220
Ha.Bottomwell		
I. Jenova's Birth	550	275
J. Dyne	680	340
K. (2) Stingers	580	290
L. Nattak Gi	1400	700
M. Materia Keeper	3000	1500
N. Palmer	1800	900
O. Red Dragon	3500	1750
P. Demon's Gate	3800	1900
Q. Jenova's Life	4000	2000
R. (3) Icicles	1500	750
S. Schizo	4400	2200
T. Jenova's Death	6000	3000
U. Carry Armor (not in order)	5700 (Lowers if arms2850aren't killed)	
	4250 One arm left	
	2800 Both arms left	
V. Underwater Army	13540	6770
a. (1700) 850		
b. (1700) 850		
c. (2550) 1275		
d. (1640) 820		
(Carry Armor's Slot)		
e. (1700) 850		
f. (1700) 850		
g. (2550) 1275		
W. Corel Shinra Guards	600	300
X. Rocket Shinra Army	3660	1830
a. ( 600) 300		
b. ( 600) 300		
c. (1530) 765		
(Rude's Slot)		
d. ( 930) 465		
Y. Rude (not in order)	3600	1800
Z. Diamond Weapon	35000	17500
ZA.Turks in Shinra	4500	2250

ZB.Proud Clod	7000	3500
ZB.Hojo	25000	12500

#####

Author's Battle Plans (for the LAL Game)

#####

This is the battle plan that I will use for this game. This section is written I have finished all the strategical part of this guide. I will have the same format as was what Garland had in his Battle Plan except that his Survivor and KOed won't be the same as mine. Basically, if you want, you can just print this section out and follow this plan without using this guide. Surely it will make it a better challenge for you. When you get stuck you always come back to this walkthrough and use it.

	Survivor	KOed
Scorpion Guard	Barret	Cloud
Air Buster	Cloud	Tifa, Barret
Aps	Aeris	Cloud, Tifa
Reno	Cloud	Barret, Tifa
(3) Almighty Grunt	Cloud	Barret, Tifa
H0512	Cloud	Tifa, Nanaki
Heli Gunner	Aeris	Barret, Nanaki
Rufus	Cloud	
Motorball	Aeris	Cloud, Tifa
Bottomswell	Aeris	Cloud, Tifa
Jenova's Birth	Aeris	Cloud, Tifa
Dyne	Barret	
(2) Stingers	Cloud	Tifa, Nanaki
Nattak Gi	Cloud	Tifa, Nanaki
Materia Keeper	Aeris	Cloud, Tifa
Palmer	Aeris	Cloud, Tifa
Red Dragon	Aeris	Cloud, Tifa
Demon's Gate	Aeris	Cloud, Tifa
Jenova's Life	Cloud	Cait and Cid
3 Icicles (A)	Cloud	Cait and Cid
(B)	Cloud	Cait and Cid
(C)	Cloud	Cait and Tifa
Schizo	Cloud	Cait and Cid
Jenova's Death	Cloud	Cait and Tifa
Corel Guards	Nanaki	Cait and Cid
Big Guard	Nanaki	Cait and Cid
Magic Hammer	Nanaki	Cait and Cid
White Wind	Nanaki	Cait and Cid
Underwater Army		
a. (1700)	Cloud	Cait and Cid

b. (1700)	Cloud	Cait and Cid
c. (2550)	Cloud	Cait and Barret
d. (1640)	Cloud	Cid and Barret
Carry Armor	Nanaki	Cloud and Barret
e. (1700)	Nanaki	Cloud and Barret
f. (1700)	Nanaki	Cloud and Barret
g. (2550)	Nanaki	Cloud and Barret
Rocket Shinra Army		
a. ( 600)	Cloud	Cid and Barret
b. ( 600)	Cloud	Cid and Barret
c. (1530)	Cloud	Cid and Barret
Rude (lowerable)	Cloud	Cid and Barret
d. ( 930)	Cloud	Cid and Barret
Diamond Weapon	Tifa	Cloud and Nanaki
Yuffie	Cloud	Barret and Cid
Turks in Shinra	Yuffie	Cloud and Tifa
Proud Clod	Cloud	Yuffie and Tifa
Hojo	Yuffie	Cloud and Tifa

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#####
Author's Battle Plans (for the LLP GAME)
#####
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#####
GarlandG's Battle Plan
#####
```

This battle plan was created and designed by GarlandG to make everyone's EXP as relatively as close as possible. This takes time to create, seeing as how perfect he wants everyone to be for this low level. Even though I argued to the point that this whole challenge was to make everyone stay at level 28 and gain any more levels, he agreed later on to this fact that we shouldn't waste any EXP we have left before 29. Yet I still honor his work. So this is how it is. Yuffie was not gotten in hiw orginal work. I tried to do as much as the table that he showed me.

Scorpion Guard	Survivor	KOed
Air Buster	Barret	Cloud
Aps	Tifa	Cloud, Barret
Reno	Aeris	Cloud, Tifa
(3) Almighty Grunt	Tifa	Cloud, Barret
H0512	Barret	Cloud, Nanaki
Heli Gunner	Aeris	Barret, Nanaki
Rufus	Cloud	
Motorball	Aeris	Cloud, Tifa
Bottomswell	Aeris	Cloud, Nanaki
Jenova's Birth	Aeris	Cloud, Barret
Dyne	Barret	
Big Guard (Enemy Skill)	Aeris	Cloud, Barret
White Wind (Enemy Skill)	Aeris	Cloud, Barret
(2) Stingers	Aeris	Cloud, Barret
Nattak Gi	Aeris	Cloud, Nanaki
Materia Keeper	Aeris	Cloud, Tifa
Palmer	Aeris	Cloud, Barret
Magic Hammer (Enemy Skill)	Aeris	Cloud, Cid
Red Dragon	Aeris	Cloud, Cid
Demon's Gate	Aeris	Cloud, Cid
Jenova's Life	Cloud	Tifa, Nanaki
3 Icicles (A)	Cloud	Cid, Barret
(B)	Nanaki	Cloud, Barret
(C)	Tifa	Cloud, Cid
Schizo	Cid	
Jenova's Death	Cloud	Tifa, Nanaki
Underwater Army		
a. (1700) 850	Cid	Cloud, Tifa
b. (1700) 850	Cid	Cloud, Tifa
c. (2550) 1275	Cait	Cloud, Cid
ca. other two	Cait	Cloud, Barret
d. (1640) 820	Cloud	Barret, Nanaki
(Carry Armor's Slot)	Cid	Cloud, Barret
e. (1700) 850	Cid	Cloud, Barret
f. (1700) 850	Barret, Cid	Cloud
g. (2550) 1275	Cloud	Barret, Cid
Corel Shinra Guards	Cid	Cait, Nanaki
Rocket Shinra Army		
a. ( 600) 300	Cloud	Tifa, Nanaki
b. ( 600) 300	Cloud	Tifa, Nanaki
c. (1530) 765	Cloud	Tifa, Nanaki
(Rude's Slot)	Barret	Cloud, Cid
d. ( 930) 465	Cid	Cloud, Barret
Diamond Weapon	Cloud	Barret, Cid
Turks in Shinra	Cid	Cloud, Barret
Proud Clad	Cid	Cloud, Nanaki
Hojo	Barret	Cloud, Cait

Ending Stats:

Character	Level	EXP
Cloud	28	53727
Barret	28	53705
Tifa	28	53729
Aeris	20	18607
Nanaki	28	53728

```
|Cait      | 28      | 53705 |
|Cid       | 28      | 53724 |
-----
```

```
#####
Walkthrough/FAQ at the same time
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#####
```

The main point of this walkthrough is to give all the EXP to Aeris when given the chance to. If she isn't available, then Cloud will have to take all the EXP. By doing so, Aeris will take most of all the boss's EXP when she leaves, while Cloud some and other member not get any of it.

Added Later: This is the Lowest Average Level Game, aka LAL

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DISC 1

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First Reactor

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#####
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When I say do a stats check. It means going into the menu screen and looking at the Stats of certain characters. It's important only the look at the EXP recieved so far for this guy and how much EXP it's needed for him or her to level up.

When you begin the game, you see the train going and then Cloud jumping out. Barret tells him to follow him and there are two Shinra Guards coming at you. You'll get into a fight with two MP. MP A and MP B. This battle, proven by me and many others out there, are unescapable and unvoiable. Before fighting them though, search the Guard that's already down for a Potion.

But before you kill them, let me explain something rather odd. If you checked Cloud's Stats before entering the battle, meaning the first chance you got to go into the menu screen and checekd Cloud's stats. It should say Cloud has currently 610 EXP and needs 35 EXP to level up to the next level. But from my calculations he only needs 6 EXP to go to the next level. At first I was wrong, but at the last minute the game decided to correct itself. Isn't that weird. The time part that it decides to correct itself happens after the battle against the two MP soldiers.

There is no strategy for killing these two MPs, just keep on attacking. One slash from Cloud should kill each one of them by ease. And after

the battle you should get 32 EXP.

If you look closely like I said before, from the previous stats check. This battle shouldn't have made Cloud gain a level, but it did. So the previous stats check was fake, a spoof. The real one comes after the first battle.

Stats Check Before Battle:

	Total EXP	EXP Needed to Level UP	Level On
Cloud	610	35	6

The Two MPs give 32 EXP total, I said he only needed 6 EXP to level up.

Stats Check After Battle:

	Total EXP	EXP Needed to Level UP	Level On
Cloud	642	307	7

After the battle, check any soldier to get two potions. Then go to the main of the hall and turn to left. Approach the other members of AVALACHE and give them your name. I decided to stick with Cloud though. Barret comes along, and he will have to name him as well. Keep going and follow the rest of the party. Later on Barret will become a part of your party. Grab the phoenix down after the doors are opened. Go to elevator.

Stats Check on Barret once you have gotten him:

	Total EXP	EXP Needed to Level UP	Level On
Barret	395	242	6

After that, run toward the reactor. If you see a Save point and there and use it. Keep on going and you'll see a Restore materia on the ground, you have to grab it, you can't run/walk by it, it block your way. Go to the reactor and Barret will start talking. The Boss comes:

\*\*\*\*\*  
BOSS BATTLE: Scorpion Guard      HP: 800    EXP: 100  
\*\*\*\*\*

This boss isn't hard at all. Note that he has about 800 HP. Use Cloud's Lightning magic to deal 90 and Barret should attack. Be on alert for his tail. If you attack it while it is still up, he will slaughter everyone. So while his tail is up, don't attack him anymore. Instead you should be thinking how to kill Cloud before this boss dies. Barret is doing around 30s and 40s with his normal attack, so it would be best to knock Scorpion down to 100 HP before killing Cloud off.

I like to Note, Cyrus Virus from the boards. He said that it was possible to get Cross Slash from this battle alone, if I'm not mistake. You can try this out if you want, just make sure Cloud is dead at the end of the battle. And he should learn Cross Slash, if you've used Braver 8 times in that battle, make sure you don't kill the boss before you've done the 8 times part. I, on the hand, won't use this until the third boss. I don't want to risk it this early in the game. I rather do it when I have the Steal materia. That way, I can have as many potions as I want without risking anything at all. Besides I don't have to do it, I can wait for any futher bosses to try it on, it's not like the 2-1 Limit Break requires me to use Cross Slash or Braver 8 times anyways, it can wait.

Stats Check After Battle:

	Total EXP	EXP Needed to Level UP	Level On
Cloud	642	307	7

Scorpion Guard gave 100 EXP only to Barret, Cloud didn't get any because he was KOed.

Barret	495	142	6
--------	-----	-----	---

After that, the 10 minute timer should be set and you're ready to leave this place anyways. You probably want to save before exiting, but that is up to you. Remember to grab/talk to Jessie before leaving. Without her, you won't escape this place a live. Head out of here and the Reactor explodes.

When you get a chance to talk to Aeris, select what you want. I decided to to reject the flower and move on. On the next screen, make sure to pick up the potion. With the low gil supply you have right now, any item is good.

For the fights against the three groups of Shinra Soldiers, skip all three of them by selecting the lower option. You don't need extra EXP.

After that you should jump on the train. Later you'll get on the train. Talk to Jessie to have her inform you about the sectors, then move close Barret and there will be more talking. After that the train stops and your off.

```
#####  
Sector 7- Seventh Heaven  
#####
```

Head down, head back to sector 7 and the 7th Heaven. Talk to Barret and then enter this place. Talk to Tifa and then try to leave this place. Follow Barret down to the basement. Tifa will come down later, go back up to the top floor. Tifa approaches and they talk. Later Barret comes and give you money. Later you'll find yourself in the basement sleeping. Go to up and Barret wants you to teach him how to use materia, reject the offer is my choice, it's a waste of time anyways.

Stats Check on everyone

	Total EXP	EXP Needed to Level UP	Level On
Cloud	642	307	7
Barret	495	142	6
Tifa	102	100	4

I told you she was on level 4, didn't I.

After that, head for the weapon shop. Get the All materia with the Ether that inside the box. Then go back down to the first floor and buy Iron Bangles, at least three of them. Don't buy the one for Aeris later in the game, she can have Cloud's, because the Air Buster will drop a Titan Bangle. By then give Cloud the Titan and Aeris the Iron Bangle. Sell all the the Ethers that you have, you don't need them, but they do sell for 750 a piece. You can sell the Bronze Bangles if you want, I

did. You should only buy two more Restore Materia. These materia will get all three of your characters the 1-2 limit against the next boss. Since the potions are 50 a piece, you should probably get some till you have 20 of them. Don't worry you still have a lot of money. And that will be all the things you should buy for right now.

#####

### Second Reactor

#####

Head back to train station, save or don't save, you have to be sure if you want to keep the things that you bought. OR even better yet, make a second save on a different file. As you are on the train, there isn't very much you can do here. You can get the phoenix down, hi-potion, and get back the things the guy stole from you. When you are in the reactor pick up the Ether, Potion, and Tent. This reactor is the same as the last one and you must go to the same place as the last reactor. When you have Cloud has touch the controls, then you should really save. Remember the first reactor, use that same route to escape this place. You'll run into a chess which contains a Ether and you'll have to do the three men push button thing, after the door is opened save again. Up ahead is the 2nd boss fight. Before going there, make sure you have divided the materia to your liking. The Ice and Lighting materia should not be used for this battle, but the All and Restore materias are welcome.

\*\*\*\*\*

BOSS BATTLE: Air Buster                      HP: 1200    EXP: 180

\*\*\*\*\*

In this battle, this is very tricky. I have a plan that I hope you can follow with me. I'm gonna to try get everyone's 1-2 Limit Break in this battle. The whole process goes as follows. You have two ways of healing yourself and Air Buster, by potion and by Restore magic. This guy only attacks one of your men at a time, so this will work out fine. Just remember that Barret needs to do his Big Blow at least 9 times, Cloud's Braver 8 times, and Tifa's Beat Rush 9 times. Just to let you know, Cloud's the only one left to survive this battle. Also note that you should not let anyone die unless they have used their limit break at least that many times or if they still have MP to spare. If they don't have neither of these obligations and that person isn't Cloud, then just let them be KOed. The best way to do this, is set the ATB at Recommended and Battle Speed to 75% to fastest side. When doing this, either have a paper and pencil or a calculator so that you'll know when to heal Airbuster, so that you can keep on using your limit breaks. If someone has done all their limit breaks yet still has MP or is close to getting a limit break, have them use defend. By using Defend, it can cut the damage done by Airbuster by half making the limit bar take less power. Filling the bar when the person doesn't need that much or not at all is better for choosing who to heal when its time to do it. Doing a backattack will double the damage on Air Buster, so you should be careful. Just by having Barret using Big Shot twice while doing a backattack, it can just kill Air Buster, or close to it. When everyone has done doing their limit breaks, let Tifa and Barret be KOed, and make Air Buster's HP 100 or less, so that Cloud can kill it with ease. That shall now end the fight.

Stats Check after Boss Battle:

	Total EXP	EXP Needed to Level UP	Level On
Cloud	822	127	7
Barret	495	142	6
Tifa	102	100	4

If you let Cloud survive this battle alone, no one will level up. Keeping the average level to a minimum.

Also note that you don't have to get everyone's 1-2 limit in this battle. You can decide when you want to get your's, but still get them in boss battles you think you can manage to stay alive and still can beat the boss. It really determines if you even need the 1-2 Limit Break. I far one, don't plan to really get it, until after Midgar. I fooled you didn't I?

After the battle, the Air Buster will explode the Bridge the fight was being held at. Cloud will now fall into Aeris' Bed. I mean flower bed. There, Cloud would awaken in front of Aeris. Give her a name and say there is nothing to talk about. Talk to her again and Reno comes in. When you can move Cloud, get close to Reno and Aeris will talk. Keep pressing X. Aeris and Cloud decided to leave the scene and walk up to the top and try to escape from Reno and Shinra.

Before going any further, how about we check Aeris Stats

Stats Check for Aeris

	Total EXP	EXP Needed to Level UP	Level On
Aeris	6	26	2

Extremely low, wouldn't you say?

Keep walking up the stairs, and then you'll need to push barrels to protect Aeris from getting attacked, even more importantly, getting any EXP. Push the Barrels in this order (o'clock): 9, 12, 3

After that wait for Aeris to come up, and then go up the log to the upper left side. They'll chat for a while and then you'll be heading to Aeris' House. Before going in, get the Cover materia with the Ether that's in Aeris' garden. Also in Sector 5, you should probably want to get some Titan Bangle but that is optional since there are better equipments in the next Sector visit. I personally bought 2 extra Titan Bangles, that's all. Later on when you're inside, you'll have to walk away from the bedroom. Walk and don't stand anywhere close to the center of the room. Once you got the house, I advise that you save.

Get out of this screen and go left. Aeris will not join back into your party. Head left and then up to the top of the screen. Now it's time to rescue Tifa.

```
#####
      Sector 6
#####
```

Go into Sector 6 slums.

Even though it may not matter much to you, I still have to limit every

single EXP gotten. So you'll have to make Don pick you no matter what. If you don't, you don't Cloud will have to face Don's Cronies. Each crony will give out 6 EXP. Not much, but it still counts

When you first enter this place, go to the left and to the Honey Bee. Talk to one of the man standing outside and ask for Tifa. Then go all the way to Don's Mansion. Talk to the guy standing outside. Next head back to the first screen and go the upper left store. Talk to the guy. Next go to the screen north of this one and enter the bar. Talk to the man drinking on the right hand side. Tell him that you want something "Soft" and something that "Shimmers." Go back to the cloth store and talk to the Clerk. Next get the wig from the wrestling place by doing Squats. You should probably save if you plan to lose or if you're aren't too confident in your skills.

My record so far has been 20 Squats to his 15.

Go back to the first screen and enter the place that you can eat a meal in. I ordered my self "Today's Special." We you are about to leave answer with "It was ok." You'll then recieve a Coupon. Go to the store close the one that saids ITEM. Talk to the man and get the "Digestive." Go to the bar and give it to the person inside the Bathroom. Go back to the first screen now and go to the store in the upper right side. Tell him that you'll do it. Now go to the Inn and buy the 200 gil drink. Go back to the store and give the man the drink.

Summarization:               Soft and Shimmers = Silk Dress  
                                  Winner of Squats = Blonde Wig  
                  "It's was ok" and Digestive = Sexy Cologne  
                                  200 gil Drink = Diamond Tiara

Other words summarization: Always pick the second option and get the most most expensive stuff.

You can do the honey bee thing though, but it's not needed so I'll just leave it at that. You should probably save now, I don't think you want to do that thing all over again.

Now go to the weapon show and buy yourself some nice weapons. I forgot this was avaiable at the time, so I didn't bothered to get any. It's not needed to survive other fights, but I think should come in handy. You should buy the Mythril Armllet, at least 3 of them for your active party. The weapons are ok, but I rather use limit breaks and they work pretty fine later in the game. It's ok if you don't want to buy any of it. If you do, I recommend just selling any ethers you currently have. I always sell my ethers because I know it wasn't worth it. I had too low of MP to use my ethers.

Next, go to Don's Mansion and talk to the guy standing there. Once you get in, find Tifa. Before talking the Tifa mandatoryly, get the Ether. Go talk to Tifa now and next go to Don's Room. Don will pick Cloud. During the alone time, pick the one that you think will end the conversation the quickest. Don't forget to get the Hyper behind Don's bed. Tifa and Aeris will now come in. At the end they will go down to the Sewer. Before talking to both Aeris and Tifa grab the potion, not sure if it'll be any help. Then you should prepare yourself. Put Restore materia on everyone and equip them properly, do equip any new bangle or armllets you bought recently.

\*\*\*\*\*  
BOSS BATTLE: APS  
\*\*\*\*\*

HP: 1800   EXP: 240

This battle should be very easy. If you are trying to get their 2-1 Limit Breaks, this seems a fairly good battle to use it on. Use Cure when you think you can't take a hit anymore. When I'd played him, he hardly use the his big waves at me, until both Aeris and Tifa are dead. Oh, yeah I almost forgot. For this battle, only Aeris gets the full EXP. The others won't get any. You can get more 5 limit breaks and deal it on to this guy and he still won't be dead. You should also try to estimate how much HP he has left before he dies, that way you can make sure Tifa and Cloud doesn't get any of it. This is the first battle that you'll get Aeris. The next one will be far away.

Stats after Boss Battle:

	Total EXP	EXP Needed to Level UP	Level On
Cloud	822	127	7
Barret	615	22	6
Tifa	102	100	4
Aeris	246	120	5

I just added Barret 120 EXP from this battle. Like I said before, even though he isn't part of the battle or with the party at that time, he will still get the inactive part of the EXP. If you don't believe me, check for yourself when you get Barret back.

After this battle, go to the right side and YOU MUST GRAB THE STEAL MATERIA. This is by far the most helpful materia in the whole game. Without this, you won't know how to get more gils to buy the stuff that you need to beat this challenge. You must get this. Don't use the rest of this FAQ/Walkthrough if you don't plan to get this or you don't plan to get it. I'm SERIOUS.

Make it all the way out of the sewers. There is a save point, use it. I, for some reason didn't use it, yet. I plan to get some money making investments. This idea came from me the first time I played this game and I've always used it whenever possible. In this place there are these enemies called Deenglows. If you equip your Steal onto one of your party memeber and steal from them you'll get an Ether. Remember how Ethers sell for, let me remind you, 750 gils. In 4 steal you can rack up 3000 gils, but only when you sell them though. I, myself, sent a hour in here try to steal these Ether from these guys. At the end I fulfilled my goal of getting 33 ethers, instead I got 34. Meaning in that hour, I got myself 25500 gils.

\*Added Later\* Get 5+ Ghost Hands from the Ghosts, if you plan to beat this challenge without using nor getting any Enemy Skills.

Here are some pointers when trying to steal from them while in the train graveyard. Be cautious when they come in threes. They can be very deadly. Twos are nice and healthy, you won't die to often from them. Deenglows do use Ice which deals 80 or so damage. You can equip Aeris with the Cover materia so that her limit bar may fill up faster, so that she can cast Healing Wind. If there are 2 or 3 of them, try to kill until one remains, so that you can esacpe and not get any EXP. If for all three of them, you stole every single ether out of all three of them, but you haven't been able to skill them yet, escape now. Don't bother killing them. Your whole goal is to steal ether only. Nothing else matter for this point. You can try to beat my goal of 34 ethers, but I must remind you. With Aeris' HP being this low, she might get killed by one of the Deenglow's Ice attacks. Try to keep her HP as high as possible for her to use Healing

Winds. When I was done with this place, I didn't use the train graveyard's save spot, instead I used the one in the upcoming screen. I couldn't still go on getting more ethers, but my Aeris was KOed. Remembered the Ice attack that I was talking about. I wasn't too careful and well, she died. Twice. I had only one Phoenix down left and I didn't want to use it. So I decided to quit. Before going to the next screen though, make sure to take off Aeris' equipment (armor) and any materia equipped to her. Barret needs these things for the Reno battle.

```
#####  
Attack on Sector 7  
#####
```

When you finally get to Sector 7, Tifa and Cloud will head up to the tower. Aeris will leave the party and deal with other matters at hand. During that time, check your current party and see that they're restored in health. That is when you should save. Before heading up, talk to one of the men standing around, if you notice him, he is a store clerk and he is willing to sell you some items. From what I see fit, this is the best time to sell your first small patch of Ethers, if you did what I asked and stole them. I got about 20k worth of gils from that. Now, buy at least three Hypers. Those are needed for the upcoming battle. Save again or not. Added Later, from the same guy standing there, this is the only time in which you can buy Grenades. Since you are trying to let Aeris start winning the fights later on, you should buy at least 20 Grenades. You could also buy some extra Phoenix Downs, and Hyper, wouldn't hurt at all, you never might know when you need them. Remember this is the last time to buy Grenades

Now go to the top of the tower, you don't need to talk to any of them, just go straight up. I'll admit it, I did lose to this boss 2 times and I won on my third attempt. The first and third attempt, I got into 2 random battles and my second attempt I just got one.

Once you talk to Barret, it's time to get the party ready for the battle against Reno. Let me say first, this battle got me the Cross Slash limit break for Cloud. Give Barret the armor that was on Aeris. Barret should have the All linked with Restore and then the lightning/ice materia as well. Cloud should get a Restore with the Cover materia, so that he has a greater chance of using limit break. Aeris should get a Restore with the left over magic materia. After that make sure they have the best armor available and then give everyone a Hyper, so that fury can make this battle go a little bit faster.

This idea of Cover with Hyper was a superb idea and I found that out myself. This should be the technique of getting any part B limit levels. I will use that for the future and I hope you'll to, for this challenge though and for boss/force battles.

```
*****  
BOSS BATTLE: Reno (#1)                HP: 1000   EXP: 290  
*****
```

Like I said before, Cloud is supposed to be the only one left standing after this battle, alone. This is one of the hardest battles I've had because I have to kill the other two. That's

is why I personally don't like SCC, ever. But I must do what I must do. It will be great to use a calculator again. This battle can go very fast, but I prefer to go slow to add them to my calculator. On my second try, I beat him, but I forgot to kill Aeris and Barret though. So I had to start over again. There are two attacks that he uses that I really hate, the slap is ok. Pyramind being one of them. From what I recall this was a real killer for a SCC as well, since it will give you a game over if your other party members are KOed. The other one, being a less threat is his electro rod, which just paralysis. First try to get his HP lower than 110, 100 is fine as well. One of Cloud's Braver can kill him if he has that much life left. When and if anyone has their limit bar at full power, and you know that Reno's life is depleted if you send in one more attack and he is still using Pyramind on your men, now is the best time to use magic (ice/thunder). Use these things to kill pyramids and even your own ally, as long as it isn't Cloud. When Cloud has a full limit bar and Reno's life is low, start attempting to kill Barret and Tifa. Use them to heal Cloud if needed. If so happen, Barret kills Tifa and then Reno kills Barret, and you have Cloud's limit ready, this is the perfect plan to winning this battle. This is what happen in my battle. Good Luck.

Another way to do this, is have Cloud ready for limit break, Tifa or Barret either one still alive. Have Reno kill one of them off, when he does use Cloud's limit. The reason to keep one other ally alive is if he uses pyramid on you. Good reason enough.

Stats after Boss Battle:

	Total EXP	EXP Needed to Level UP	Level On
Cloud	1112	272	8
Barret	615	22	6
Tifa	102	100	4
Aeris	391	216	6

You are probably asking how I found Aeris's Total EXP and level. Well, I'm using the calculation from the Mod numbers, which I got from Terence. When I was testing this on my game, it has never failed me before and I don't it will ever fail on me ever. If you don't trust me, let me say it again. Check it when she returns.

After the battle, Barret will start grieving for his friends, keep pressing confirm and skip this part. It's boring and long, I know. After that when you get Cloud, attempt to leave the others and continue on. After Barret and Tifa is in your party. Head back and get the Sense materia. With this, I could've beat Reno easily, too late now. Now rush back to Sector 5. You must flee fast from every battle, Tifa and Barret are KOed and Cloud is the only left standing. If you are getting low of HP, cure yourself with Restore. No need to waste a phoenix down on those that are going to be fully healed anyways, right?

When you arrive, you could save on the save point, but you would need to do it again after Aeris' mother talks about Aeris' early days. After you have talked with Aeris's mom, Elymra, is that how you spell her name? It doesn't



	Total EXP	EXP Needed to Level UP	Level On
Cloud	1262	122	8
Barret	615	22	6
Tifa	102	100	4
Aeris	466	141	6

After the battle, quickly run for the elevator, don't waste your time. If you get into a random battle right now, before getting into the elevator, then you're screwed. Like I said before, the random battles in this floor is not escapable.

On the next floor, this is the one that made me have to run the stairs 3 times, the first time was apart of my new discovery, which I wasn't prepared for. Anyways, back to the subject. This part. You have to get pass the guards. If they catch you even once, you'll have to start the whole stairs walking apart, just like me. So try not screw up. The first two is quite easy. The last two is the part that got me, maybe because I was too impatient or something.

On the next floor, 61, find and talk to a man that lets you respond with '.....' Then he will give you the Floor 63 Key.

Next floor up, 62. On this floor, it should matter, but I'm not gonna care. I don't want that stupid 'Elemental' materia. Just go talk to he major and start from the very first option and move all the way down. If you really want it that badly, you can always try the library guess thingy or you could go all the way back to level 1 and save before doing this part. After that he'll give you the Level 64 Key

Moving along. For the next floor, 63. I'm just going to copy and paste this from AA's Guide. I'll credit him for this part though:

'Run to the room with the computer terminal [one room under the stairs]. You will be allowed to open three doors to get all the prizes which you want. Head to the back right corner of this floor. Run left and open the first door that you come too. Head left again until you come to another door. Do NOT unlock this one, instead, open the other door at this intersection [it is below you]. You'll now be able to run into a normal room and grab the prize [coupon A]. In this small room, head into the ventilation shaft. Inside of the shaft, head down, right and then up at the first chance you get. When you get out of the shaft, grab the prize [coupon B]. Exit this room by heading down and make a left. Use your final door key too unlock the door in front of the very middle room. Grab the prize in there [coupon C] and head back the way you came to the computer terminal. Exchange your coupons for an: all materia, star pendant, and four slots.'

\*NOTE\* You must get the Star Pendant, no matter what

Now go to level 64. This is the best floor out of all them because you can heal yourself and save at the same time. While at it go the lockers and grab whatever is available, I remember an ether being in there as well. Remember to save

In level 65, you'll have to play this treasure hunting quest. I can't give you any pointers, just don't ever go into the same room twice in a row. If you run into a battle, even though the chances are slim, just run away. When are the pieces are done there will still be the unopened one by the stairs

you just came in from. Open that treasure chest to get Level 66 Key.

In the 66th floor, follow Hojo and then into the bathroom. Then reach up and go inside and listen to the meeting. Next exit out and follow Hojo up the stairs.

67 floor, follow Hojo and you'll see a small scene with Jenova's head. Keep going forward and you'll get a Poison materia that's in the treasure chest. Save here. Now I strongly advise you to steal 6 items, 5 Carbon Bangles and a Hardedge. Carbon Bangle can be stolen from Moth Slashers. They are tough, so heal whenever they are past the mid life. Hardedge is real pain in the neck to get. Hardedge can be stolen from Soldiers 3rd, these guys are deadly. The way that I got them was get into a battle with two. Kill one of them and steal from the other one. In the process, I made that Soldier use up all his skill moves that he couldn't do anything to be. Remember to use Defend, it will be of great help and Cover too. Another thing I like to remind you, after you have seen the scene in which Hojo talks to Nanaki, for some odd reason, you won't be able to go any other floors.

After that save and let's face the experiment, H0512

\*\*\*\*\*  
BOSS BATTLE: H0512 and his opt.s                   HP: 1000     EXP: 300  
\*\*\*\*\*

For this battle, Cloud should take all the EXPs. So put the Star Pendant on Cloud. For this battle, you'll use Cloud, Nanaki, and Tifa. Place at least a Restore materia on Cloud, you'll need this because when Nanaki and Tifa are dead, this will make him stay alive. Speaking of which, you really don't need to attack Nanaki nor Tifa in this battle, the poison that they'll receive from H0512 is more than to kill by the time you're trying to kill it. Don't worry about the opts, I know they can be a real pest at times, but make sure to bring H0512 before the backup twos are dead, at least till his life is at 100 or so. That way Cloud can use one Cross Slash to finish him off. Putting a Cure linked with All materia on Tifa will come in handy, since 1000 is a large amount of HP to deplete. Don't worry about Sense, Nanaki already has it with him during the battle. During the battle, be sure to waste all of Nanaki's MP on fire on H0512, you probably can't even use all of them by the time Nanaki is dead. Tifa should try to do most of the healing, so that Cloud will have enough HP to stay alive. This battle can be long as hell, but try to maintain your balance. Added later: Elemental linked with Poison for the armor doesn't really work very well. Sometimes the poison still connects.

Stats after Boss Battle:

	Total EXP	EXP Needed to Level UP	Level On
Cloud	1562	372	9
Barret	765	215	7
Tifa	102	100	4
Aeris	616	319	7
Nanaki	961	423	8

After this battle, remember to grab the E-Skill before leaving this place. It doesn't matter who you pick for the next party, you'll go to jail

anyways. After picking the party, go talk to the lady that is nearby, that is seeing all the action. After talking to her, you should get level key. Now go to the floor that has the save point and the healing beds. Heal yourself, after that save, and then continue with going to the elevator and getting caught.

A long conversation will progress and you'll end up in jail. More talking and selecting. Jail Door is open, talk to the downed guard and then to Tifa. Then to

\*NOTE\*: I'm not sure about this or not, but it would be best to take the Star Pendant off of Cloud. I'm not sure if you can take it off later on.

Tifa again, talk to Barret and then talk to Tifa again. Make your way back to the President's floor, Save. Go outside to Rufus. Talk with Rufus and Cloud is only one that stays, other leave. Your party now is only with Aeris, Barret, and Nanaki. Too bad you couldn't save again, that would've been great. You'll also be asked if you want Tifa and Cloud's materia removed, hell yes you do.

Go to the stairs and it's time to face the Heli Gunner.

\*\*\*\*\*

BOSS BATTLE: Heli Gunner            HP: 1600 and 1000    EXP: 250

\*\*\*\*\*

Before going into this battle, let's make a lot of preparations. First off, you must know that Aeris is the only one left standing in this battle, that is why you should give the Star Pendant to him. Give Nanaki or Barret the Talisman that you got from H0512. Give sense to someone. Use Aeris' Healing Wind with great timing. Put Cure linked with All on Barret. Aeris should have a lightning materia on her. Only have Barret attack and Aeris heal everyone. When you get either limit breaks for Barret or Nanaki, use it, unless it can kill him. In that case, make sure Nanaki and Barret are KOed. During times when neither Nanaki or Aeris is doing any action, have them use defend. Another thing, for this battle, have every in the back row. On the second guy, you don't need to start killing any of your allies, this guy can inflict poison. The bad part is that he can inflict sleep as well. Use Aeris to wake them if you need to, but be careful. When the Heli Gunner has less than 70 HP, kill Barret and Nanaki, then have Aeris cast Lightning for the final touch. You can use up to 20 Grenades if so happen Nanaki and Barret dies before the damage is done to lower the boss'HP.

Stats after Boss Battle:

	Total EXP	EXP Needed to Level UP	Level On
Cloud	1687	247	9
Barret	765	215	7
Tifa	227	145	5
Aeris	866	69	7
Nanaki	961	423	8

After that battle, Cloud will face off with Rufus and Dark Nation. Make sure to take off the stuff from the rest of the members. Give Cloud a Restore for the armor materia, Bio linked with Elemental on the weapon. This will give

you the upper advantage of giving Rufus poison

\*\*\*\*\*

BOSS BATTLE: Rufus and Dark Nation                    HP: 500/140        EXP: 310

\*\*\*\*\*

This battle is one of the easiest I faced. In the beginning, use Bio All. Hopefully it inflicts Bio on Rufus. If it doesn't, o well. Next your limit bar should be really high right now, due to Dark Nation's attacks. Use Cross Slash on Dark Nation when you get the chance. That will kill it. Next, make sure your HP is high, so use cure on Cloud. While waiting for your limit bar to fill up, keep on casting Bio onto Rufus or attacking with your weapon, until poison is inflicted. Then use lightning or regular attacks, while waiting for your limit bar to fill up all the way. Cast cure when needed and use Cross Slash when you get the chance. The battle will then end.

Stats after Boss Battle:

	Total EXP	EXP Needed to Level UP	Level On
Cloud	1997	617	10
Barret	920	60	7
Tifa	382	234	6
Aeris	1021	342	8
Nanaki	1116	268	8

After the battle, Rufus will say time it up and leave. Then you'll control Cloud. Now you should to the next floor down and save before talking to Tifa. After talking to Tifa. A long scence will take place and follow by a mini-game. During the beginning of the mini-game, lets prepare for Motorball, the next boss.

\*\*\*\*\*

BOSS BATTLE: Motorball                                    HP: 2600        EXP: 440

\*\*\*\*\*

Your party should consist of Cloud, Tifa, and Aeris. Having Aeris taking all the EXP for this battle. Have everyone in the front row, it'll transverse when the battle begins, and put everyone in the back row instead. Cloud and Aeris should have Cure linked with All. Aeris should also have the Lightning materia on her. Cloud should have Cover, making his Limit bar fill up faster. I can't say anything for Tifa, she can be KOed for the whole battle for all I care. You can use her to attack and unleash or limit breaks, even though they're pretty weak, but still it might get her the 1-2 that you haven't gotten yet.

It's possible to have Cloud and Tifa KOed by the Motorball's second attack and still have Aeris win the battle. You know why? Because I was that lucky survior in that battle. Have her cast lightning or even start using up the rest of your Grenades to attack him. Be alert if Aeris' MP goes down though, that's a sign to stop using your lightning and cure whenever possible. Throw the rest of your Grenades, at least tell me you have at least 10 left to begin with, and you should be able to beat this guy.

Another way you can look at this, is by having Cloud put this combination

into his weapon, Elemental linked with Lightning. It should cause more damage than before, but I haven't done this yet. You can try it out though.

#### Stats after Boss Battle

	Total EXP	EXP Needed to Level UP	Level On
Cloud	1997	617	10
Barret	1140	288	8
Tifa	382	234	6
Aeris	1461	444	9
Nanaki	1336	48	8

When this battle ends, everyone will start talking. They'll plan to head to Kalm. Pick Aeris, Cloud, and Tifa for the party. You'll be using them until Aeris departs. So it'll be wise to start getting use to this now.

Once you arrive at Kalm, you can go into every store, except for the inn and try to get some of the ethers that you have gotten before in your previous games, if you still remember them. Otherwise, it's time to see Cloud's past. Oh, joy!

I personally hate this part, I've seen it too many times, and it goes forever. So I decided to get past this thing the easy way. I use my turbo fire controller and set it on repeated confirm. Sometimes I'll need to walk a certain way with Cloud, but it's still good. In the meantime I can use the bathroom or make a meal or something.

After seeing all of that. It's time to do some shopping. Go to the materia store and buy 2 Steal materias. They are needed very much. These investments will get you the moolah that makes this game a lot easier. If you want spend some more, a few phoenix downs would be good enough, followed by some new equipment would also be nice. You can sell some of your old armor is you want, I just keep them because I know that I'll have all the money I want sooner or later. When buying equipment, make sure to see which ones are stronger, the one that you currently have or the buy thats for sale. Don't buy the Mythril Armlets if you already have the Carbon Bangles. Don't buy the Cannon Ball.

Get in the world map and save. Give everyone Steal materia, and have two your people have Restore linked with All. Turn your speed down to 75% of maximum and set it on for active.

This is what you do. You are suppose to steal from 2 types of enemies, Kalm Fangs and the Custom Sweepers. Kalm Fangs hold Ethers, which makes your wallet full. Custom Sweepers are the ones that you must steal to get Barret's weapon, Atomic Scissors. This might be needed for the fight against Dyne, but there could be something better than this along the way.

I'll try to keep stealing till I get 50,000 or more. You could do this later if you want. Getting HP Pluss and then doing this later is fine as well. I just want to get a heard start, that's all. Proceeding now.

Head for the Chocobo Ranch and enter. Talk to the Chocobo and say 'Wark' to them to get the Choco/Mog materia, this is free and nice, treasure it well. Go talk to the Chocobo boy and buy a Chocobo Lure materia. You won't catch

Chocobos for right now.

\*IMPORTANT NOTE\*: The ultimate attack for this game is Chocobuncle. You might laugh for right now, but sooner or later this will be the best dam attack ever. You just need to flee like hell, thats all. Before you even start thinking about getting this attack, we must account for the EXP that we'll get from the battle. When I figure out how to get I'll tell you. The old fashion way is to use Lvl 4 Suicide on a level 4 Chocobo, I'll have to do something else.

#####  
Mythril Mine and Junon  
#####

Use the Save trick to walk across the the swamp and avoiding the Zolom. We don't need to fight him for right now, or any part of the game as a matter of fact. Watch a Zolom being killed by Sephiroth and enter the Mythril Mines. Be sure to get the Long Range, you need this for.

\*NOTE\*: While in the Mythril Mines, try to steal a Grand Glove from Madagoue.

the next boss battle. This is only materia worth taking from this place. Meet the Turks and now head for the Fort Condor to heal yourself up. Don't buy anything from there, resting is just fine. Now you reach Junon. First thing you should buy, at least 20-30 grenades for the next two boss fights. Those should do nicely. Go to the dam and let's face Bottomswell.

\*\*\*\*\*  
BOSS BATTLE: Bottomswell  
\*\*\*\*\*

HP: 2500                      EXP: 550

For this battle, it will be a long task. Give Cloud the Long Range materia. Everyone have at least one damage inflicting magic materia on them, use the ones you have. Someone with Sense on. All linked with Restore. Limit yourself to using only 10-15 grenades for this battle. When Bottomswell life is down to 100 or less, let Cloud and Tifa be KOed and let Aeris take all the EXP. For the Bubble that this guy makes, use the magic inflicter to destroy it, espically when it's on Aeris.

Stats after Boss Battle:

	Total EXP	EXP Needed to Level UP	Level On
Cloud	1997	617	10
Barret	1415	13	8
Tifa	382	234	6
Aeris	2011	564	10
Nanaki	1611	323	9

After the battle, give Priscila CPR. Next go to the Inn and talk to women standing there. Choose to rest. Wake the next morning and head for Priscila's House. Buy more Grenades

\*Note\*:I forgot to add one thing, she give you Shiva materia, no use though.



#####  
 Corel and Gold Saucer  
 #####

In the Corel Train tracks, pick up every thing. The Transform materia might come in handy later on, I think. Grab the two weapons and thats about it. Also while walking on the wooden bridge, you'll only encounter Bombs in this area. Remember to steal from them Right Arms, they are better than Grenades, but only when attacking a group of enemies.

In Corel, you can buy the Force Stealer if you want, I did. Molotov is optional. After that proceed to Gold Saucer. Make sure you have 3000 gils to spare, if you don't start selling your inventory till you do. Then buy the ticket, for 3000 for the ticket. After the conversations, head to Wonder Square to get Cait Sith, which I refer to him as just Cait.

Here is his stats:

Stats Check for Cait

	Total EXP	EXP Needed to Level UP	Level On
Cait	1418	544	9

For me, I had plenty of gil to spare so I decided to buy the 30000 instead, which in someways, I did regret later on.

Then go to the Battle Square and have you'll be sent to the Desert Prison. While down there, find and talk to Barret. Then go find Dyne. Don't, I repeat, don't get the E-Skill's Matra Magic and Laser from the enemies here, that will only rack up even more EXP. We can live without them. Dyne..

\*\*\*\*\*  
 BOSS BATTLE: Dyne  
 \*\*\*\*\*

HP: 1200      EXP: 600

Just to let you know, only Barret will take him on, one on one. That means everyone else will get inactive party EXP, half of 600. The weapon doesn't matter too much, it's the armor, try to give him your best at this time. Make sure he has the materia that you want APs on and also include the Restore materia. In the battle, keep on attacking until your limit bar is filled up. Use defend when Barret's limit bar is almost filled up, that way he can take in less damage and still get a limit break. Use your limit breaks every chance you get them, but make sure you won't die on the next 2 hits. He can attack two times, sometimes, before you can even make a move on him.

Stats after Boss Battle:

	Total EXP	EXP Needed to Level UP	Level On
Cloud	2297	317	10
Barret	2355	340	10
Tifa	682	267	7
Aeris	2991	551	11
Nanaki	2251	363	10
Cait	1718	244	9

After the battle more talking. Then you'll be playing the Chocobo race. When in the room with Joe, grab the Ramuh materia, it's needed. During the race, remember to hold all the Ls or all the Rs, sorry I forgot which ones, to raise your stamina. During the whole process hold those buttons with the Square. Use the sprint when needed. After winning the race you'll be given your freedom and the Buggy. With the Buggy, head to Cosmo Canyon.

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#####  
Cosmo Canyon  
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At Cosmo Canyon, buy only armor and HP Plus'. I can manage to get 3 HP Plus, with that you can get through the next couple bosses, at least that is what I did. You can buy more if you want. Talk to Nanaki's grandpa and be ready to head into the Gi Cave's. Your party should be Cloud, Tifa, and Nanaki. I choose Tifa because she won't get any EXP in the battles, only Cloud will take the full EXP for these 3 battles. Aeris will get the inactive party EXP. Also buy plenty of phoenix downs, like 10 is good enough.

For me, I also bought Butterfly Edge and the Tiger Fang, for Cloud and Tifa.

Enter the Gi Cave, you probably should've saved before so. Make sure you have Restore linked with All for everyone. Run from all battles and please pick up the Added Effect materia, this is also needed for later strategies. There will be two forced battles up ahead, two Stingers. Take the second hole from the left.

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FORCED BATTLE: (2) Stingers  HP: 2200 (4400 together)  EXP: 290  
***** (580 together)
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The battle with the stinger is some what tough. I'm not saying that they are hard, it's that you have to kill Nanaki and Tifa in both battles. Then you have to revive them for the next one. That is where the phoenix downs comes in. Use every limit break you get. Also equip yourself with Sense. Try to use everything that I told you before. I can't say too much about this battle. After the 2nd Stinger, keep Nanaki and Tifa dead for the battle against Gi Nattak.

Stats the Two Force Battle:

	Total EXP	EXP Needed to Level UP	Level On
Cloud	2877	711	11
Barret	2645	50	10
Tifa	682	267	7
Aeris	3571	261	12
Nanaki	2251	363	10
Cait	2008	644	10

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*****
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BOSS BATTLE: Gi Nattak  HP: Doesn't matter  EXP: 1400
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*****
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If you did like I asked then this will be a simple battle. Have Cloud have in his armor Elemental linked with Fire. In the beginning of the battle, throw an elixir at Gi Nattak. Since I didn't kill the other Stinger, this is what you must use. Death will be cast on him and the battle is over. Fire Ring is used, when you have enough of these games.

Stats after Boss Battle:

	Total EXP	EXP Needed to Level UP	Level On
Cloud	4277	333	12
Barret	3345	344	11
Tifa	682	267	7
Aeris	4271	279	12
Nanaki	2251	363	10
Cait	2708	931	11

After the battle, get the Gravity materia, just for collection. I haven't figured out a good use for it yet. Nanaki will daydream now. Moving on. Exit Cosmo Canyon.

For the next 3 and a half hours, I will be wasting my time trying to power up Chocobuncle, which I still haven't gotten yet. But at the same time I'll be getting stuff to prepare myself for Materia Keeper. As for my advice, read on and don't do what I did. I won't tell you what I did, 3 hours of BS can sum it up.

Take the buggy and go to Costa del Sol. Aboard the ship back to Junon. Once out of Junon, you should take your buggy and go to the sleeping man's cave, you'll need the buggy to do so. Go talk to the Sleeping man. He'll tell you 3 different things, one is about the huge materia, one is about how many times you've escaped (a good way to know about Chocobuncle), the last thing he will tell you how many battles you've been in. How many battles you've been is what you need to see. Try to get the last 2 digits being odd, like: 111, 244, 477 etc... Do this and you'll get a Bolt Ring. If you get evens instead, you'll get mythrill, which in this challenge is rather pointless. I will now tell you what I did for the next 3 hours, I will go into many battles and try to get a second bolt ring and at the same time be traveling from this cave and Kalm by collecting Ethers and Boomerangs. Happy now.

When I stopped doing that, I had 270 escapes.

Get that one Bolt Ring and thats good enough. Now go to Kalm or near the Chocobo Farm and start stealing Ethers until you get at least 30 or 40. In my case, I stole 70 or so. From that 70, I sold 50 of them and kept the other 20. You'll need the Ethers for the battle against Materia Keeper. Now go buy yourself at least 20 Grenades, 10 Tents, and 20 Phoenix Downs, remember to keep the 20 Ethers.

#####  
Nibelheim and Mt. Nibel  
#####

Now head to Nibelheim. Get Tifa's Platinum Fist from her house. Don't open

the safe and fight Missing Number. Just collect all the weapons from this place and then go to the bottom basement where the library is. After talking the Sephiroth, he'll throw the Destruct materia at you.

Go to Mt. Nibel. You can pick up the weapons along the way. Lower the ladder before jumping into one of those pipes. The thing you should be interested in is the All materia that's there. After that save. Before fighting Materia Keeper, go to the lower center of this screen. You should be a ledge and further more as you travel you can get a Elemental materia, take this. It will become part of a strategy.

Go back into the room with Materia Keeper. Just to let you know, you have to talk to it before you can battle it. Anyhow, save again. Now you must steal 3 Gold Armlets, or 5, for your active party. And then try to use this set up, this is mine when I beated him. It was easy to some level.

Cloud	Butterfly Edge Gold Armlet Power Wrist	Added Effect=Choco/Mog Restore=All Elemental=Ramuh Sense=Revive
Tifa	Tiger Fang Gold Armlet Protect Vest	All=Poison All=Restore Elemental=Lightning Chocobo Lure=Cover
Aeris	Wizer Staff Gold Armlet Bolt Ring	Three (3) HP Plus' and Long Range All=Restore Two (2) Enemy Skill

\*\*\*\*\*

BOSS BATTLE: Materia Keeper HP: 8400 EXP: 3000

\*\*\*\*\*

Since you have plenty of Ether, don't mind using all the MPs you want. Elemental=Lightning isn't needed since Tifa does die after every Trine. Long Range and All=Poison are also not needed, but Poison is needed. Before goint into battle, best to have Cloud and Aeris' limit bar at full. At the start of the battle, have either one use Cross Slash or Seal Evil, don't use both of them. Use it when needed, like when he is still moving. After that have Tifa cast Bio on him, keep casting until he is poisoned. When it does, he will now lose roughly 200 each time. Don't let your guard down yet. Cast Sense to see how much he have left. Remember to kill off Tifa an Cloud before he dies. You can even use Grenades to have them KOed. Tifa will die most often due to her low HP. You can revive if you want, but it's a waste of MP, instead just keep healing and attacking. You can even just kill off Tifa and Cloud and keep casting Seal Evil on Materia until he has no more life. Oh, one more thing, hope you get Trine. If you do, cast away, this will speed up the process. Heal when needed, only use All when everyone is needed, otherwise just cast it on the person that was hurt.

Stats after Boss Battle:

	Total EXP	EXP Needed to Level UP	Level On
Cloud	4277	333	12
Barret	4845	1046	13
Tifa	682	267	7
Aeris	7271	1409	15

Nanaki	3751	859	12
Cait	4208	467	12

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#####
      Rocket Town
#####
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After the battle, get the Counterattack Materia and exit Mt. Nibel. Save on the world screen. Continue to Rocket Town. Find the Little Bronco and then go talk to Cid. Come back and yadayada. I don't want to explain too much. You can buy weapons and materia here, but I would advise not to, Palmer isn't tough and you don't need to waste your money here. Go talk to the man standing and staring at the Rocket to get Cloud's weapon and open the chests in this town to get Barret's other weapon, which isn't needed at this time. Before going back to Cid's House though, Save on the world map. Once you enter Cid's House, Cid should come and it's time to face Palmer.

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*****
BOSS BATTLE: Palmer          HP: 6000   EXP: 1800
*****
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You can basically keep the same equipment and the same materia placement as last time. Choco/Mog, Cross Slash, Seal Evil to stun Palmer. Cast Bio on him until it sticks and see his HP wittle away. Cast Trine and attack until his HP is lower than 1000. Kill off Cloud and Tifa, and cast Trine a couple more times and he is finished. Heal when needed.

Stats after Boss Battle:

	Total EXP	EXP Needed to Level UP	Level On
Cloud	4277	333	12
Barret	5745	228	13
Tifa	682	267	7
Aeris	9071	1401	16
Nanaki	4651	1158	13
Cait	5108	783	13

After this battle, a scence will occur. Later, get Cid. Here's his stats.

Cid's Stats Check:

	Total EXP	EXP Needed to Level UP	Level On
Cid	5909	1393	14

Now that you have the Little Bronco, we can do many things. Going to Wutai is optional, but very helpful. In Wutai you can buy some Swift Bolts and Fire Veils. Besides that, there isn't anything very useful. Now here is a list that you must get.

# 3 Spider Webs from Kimara Bugs. There are located where you were suppose to meet Reno and Rude in Gongaga, but I skipped that part in this challenge.

- Steal it from them. (optional) While there, get the Deathblow materia as well
- # 15-25 Right Arms from Bombs. They are located on the wooden bridge that you past by while you were trying to go Corel. They're there frequently. Steal it from them. (I got 33 just in case some missed, which they don't, LOL)
- # Buy 3 Diamond Bangles from the Digging Place in the north continent.
- # Buy a Time materia either in Rocket Town or Gongaga. While in Rocket Town, you could also buy Barrier, but I don't know if it's much help or not.
- # Buy at least 15 Phoenix Downs and 15 Hi-Potions.
- # Buy at least 6 Tranquilizers

Since getting E-Skill is getting EXP as well. I will not get either Beta, Big Guard, nor Aqualung. I do have Trine right now, but I will not use it against the next two bosses. Now you are thing, is this possilbe. I can tell you, it is possible.

#####  
 Return to Gold Saucer and Temple of Ancients  
 #####

Go to Gold Saucer and go on the date. Then head to the Ancient Temple. Have a save before entering, just so that you can back track if you needed to. Pick up all the treasure along the way. Make sure you get the Morph materia, I have a big future with that. Don't forget to get the Luck Plus materia as well, it's a lost item and it proves to be useful in boss battles as well. Don't use up any Limit Break on Cloud and Aeris, they're needed.

In the Clock room, head into 4, 5, and 7. They contain very good equipments, along with the almighty Ribbon. After that head to 6. This is what you should do to speed this process. Jump into these holes, not including the one you just came out of, 4 to get the wizard. Then go to the lowest floor and get the treasure chest and then 9. Exit out of this screen. Go back in and the wizard will be on the first floor. Check your materia and save. This is the materia combo I had when facing the Red Dragon. Also move Right Arms, Phoenix Downs, and Spider Webs to the top of the item list. Set Battle Speed on 50% or lower.

- Cloud Butterfly and Diamond Bangle Steal, Sense, Restore=All, anything else
- Aeris Princess Guard 3 HP Plus, Counterattack, All=Restore, Luck Plus  
 Diamond Bangle Elemental=Ice, Elemental=Fire
- Tifa Tiger Fang and Diamond Bangle Restore=All, Chocobo Lure, Steal & Sense, anything else

\*\*\*\*\*  
 MINI-BOSS BATTLE: Red Dragon HP: 6800 EXP: 3500  
 \*\*\*\*\*

Enter this battle with Cloud's Limit Bar being all the way full and quickly use Cross Slash, this will stop him in his tracks. If anyone dies, besides Aeris, don't revive them. Use Sense and Right Arms by the turn. Since Right Arms does about 1200-1300 damage, 5 or 6 of them should be enough to kill him. Before you kill him though, make sure Cloud and Tifa is KOed. This battle should be easy enough.

Stats after Mini Boss Battle:

Total EXP	EXP Needed to Level UP	Level On
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Cloud	4277	333	12
Barret	7495	1427	15
Tifa	682	267	7
Aeris	9071	1401	16
Nanaki	6401	799	14
Cait	6858	444	14
Cid	7659	1263	15

After battle, pick the Bahamut materia up. A lot of other FAQ said to use this guy, but the things is, it's that you have low MP and using Ethers wastes turns. Instead Right Arms are way better. Cait calls and then your out of this room. Heal everyone with the wizard. DON'T PUT THE DRAGON ARMLET ON AERIS because if you do, after the next battle against Demon's Gate, you won't get it back. Try to make a materia setup similiar to this:

Cloud Butterfly and Dragon Armlet Restore=All, All=Time, All=Revive

Aeris Princess Guard 3 HP Plus, Counterattack, Steal, Deathblow , Luck Plus  
Diamond Bangle Steal, Steal, All=Restore, Chocobo Lure

Tifa's doesn't matter much, just keep the same equipment, All=Materia, Sense.

Set Battle Speed at lowest. Heal yourself. Save. Then give everyone tranquilizers so that everyone is on sadness. Then head for...

\*\*\*\*\*

BOSS BATTLE: Demon's Gate HP: 10000 EXP: 3800

\*\*\*\*\*

His life is what you must be very concerned with. At the beginning of the battle, best to pray Aeris gets attacked but not be KOed by it. If this happens, have the other party members use Spider Web followed by a Phoenix Down. If that doesn't occur, at the beginning of the battle have Cloud cast Haste on everyone or Aeris throw a Spider Web at Gate, which ever comes first. Tifa's first turn should be to heal all, heal one, use phoenix down, or use Right Arms. If she dies, no biggie, I don't see any reason to bring her up though. Aeris' limit break Healing Wind is crucial in this battle. If Cloud is KOed, have Tifa use a phoenix down on him and quickly use Healing Wind, then a Heal all. That all I can say about beginning tactics. Added Later: use Hi-Potion before the bar fills up all the way, then quickly use Healing Wind to bring Aeris' Hp to full.

After you've thrown your 4th or 5th Right Arm, he should be a phase which he is slower than normal. Heal everyone up to full life, he's about to use Demon's Rush. At the same time throw Right Arms until you've reaced your 8th one. The 9th and 10th one are the ones that can kill him. Use sense to see how much he has left. After you've thrown your 8th one, make sure Aeris' life is fully healed and put her in defend mode. Better yet,you can use a calculator since using Sense wastes a turn. Make sure Cloud and Tifa are KOed before you kill him though.

Stats after Boss Battle:

	Total EXP	EXP Needed to Level UP	Level On
Cloud	4277	333	12
Barret	9395	1518	16
Tifa	682	267	7
Aeris	12871	Doesn't matter anymore	18
Nanaki	8301	496	15
Cait	8758	164	14
Cid	9559	1206	16

I have played this guy over 15 times. I have beaten him 3 times and almost once. In those 3 times I have managed to kill him, but Cloud and Tifa wasn't KOed, so I had to start all over again. That almost once was just bad luck. Besides that, he is very powerful. I think this should be one of the hardest battle in this whole challenge. It's not being able to beat him that I'm worried about, it's how to survive with Aeris only at the end. Sometimes your bad luck will start at the his second turn, in which case he rams everyone and they're all dead. He is beatable though, be patient. Later Added: This battle will only be hard if you don't have Big Guard with you, like what I did for my battle.

\*\*\*\*\*Ending results, EXP WISE\*\*\*\*\*  
 With this plan I got most of everyone to level 28 or under by the end of disc 2. I don't know about my Cloud and Vincient. Cloud could be at level 27 or 28 and Vincient can be from level 27-29. When I'm typing this out, I haven't done the Raid in Midgar part yet. Here it is:

BOSS NAME	Survivor	KOed
Jenova's Life	Cloud	Cait and Cid
3 Icicles (A)	Cloud	Cait and Cid
(B)	Cloud	Cait and Cid
(C)	Cloud	Cait and Tifa
Schizo	Cloud	Cait and Cid
Jenova's Death	Cloud	Cait and Tifa
Corel Guards	Nanaki	Cait and Cid
Big Guard	Nanaki	Cait and Cid
Magic Hammer	Nanaki	Cait and Cid
White Wind	Nanaki	Cait and Cid
Underwater Army		
a. (1700)	Cloud	Cait and Cid
b. (1700)	Cloud	Cait and Cid
c. (2550)	Cloud	Cait and Barret
d. (1640)	Cloud	Cid and Barret
Carry Armor (Carry Armor's is lowerable)	Nanaki	Cloud and Barret
e. (1700)	Nanaki	Cloud and Barret
f. (1700)	Nanaki	Cloud and Barret

g. (2550)	Nanaki	Cloud and Barret
Rocket Shinra Army		
a. ( 600)	Cloud	Cid and Barret
b. ( 600)	Cloud	Cid and Barret
c. (1530)	Cloud	Cid and Barret
Rude (lowerable)	Cloud	Cid and Barret
d. ( 930)	Cloud	Cid and Barret
Diamond Weapon	Tifa	Cloud and Nanaki
Yuffie	Cloud	Barret and Cid
Turks in Shinra	Yuffie	Cloud and Tifa
Iron Clad	Cloud	Yuffie and Tifa
Hojo	Yuffie	Cloud and Tifa

I know this isn't the lowest EXP possilbe, I'm not an EXP expert ok, unlike someone else I know. (Namely: GarlandG) Even though I made a few errors, at the end I still could get everyone to level 28, maybe Cloud will be lucky and stay at 27, until Vincient's Missing Number. No matter what anyone saids, these are the lowest average level for everyone. Couple key points you must remember though.

1. Carry Armor's EXP can be lowered due to how many arms you take off. The best way to get the lowest EXP is beat him leaving both arms alive at the end.
2. Rude in Rocket Town can be lowered if you don't kill the two cronies that is with him. Even though though you get less EXP, I'm not too sure if you can steal the Ziedrich if did so. Added Later, if you stick with this concept, no, you won't be able to steal the Ziedrich
3. About the Enemy Skills that I got later on after the North Craters. I believe those could be gotten before you enter the north crater for the first time, with no penalties to get any higher levels. Yet, if you them during while Cloud and Tifa are at Mideel, then those two wont any EXP whatsoever. If you do want to get them, have Cloud as survior and Barret and Cid as KOed when getting them, assuming that you are using the table above. Also it's better because the 4th E-Skill can also get 3 of the 5 skills that the others have, even though you won't need the 4th one anyways.
4. Get Yuffie only after beating Diamond Weapon. We don't need Diamond's EXP to over kill Yuffie's level, now do we.

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#####
      North Continent
#####
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After this battle, more storyline goes on. Then you are at Gongaga. Grab Titan from the Reactor. Now head for the North Continent and dig that Lunar Harp. Then go get the Kjata materia, even though you won't be able to use it. Keep going, grab the Water Ring, it's needed very much. Once you reach the Forgotten Capitol, take the left route and get the Aurora Armllet, this is needed as well. Go to the right route and go to sleep. Once everyone joins you at night, pick up the Enemy Skill materia behind the bed.

Go search of Aeris now, pick up the Comet materia along the way. Save at the save point. Go see Aeris for the final time.

\*\*\*\*\*

BOSS BATTLE: Jenova's Life                    HP: 10000      EXP: 4000

\*\*\*\*\*

Put the Water Ring on Cloud and the battle will be very easy. Because this is an easy battle, why not use it for its worth. Have Cloud equip the Rune Sword, gotten from Mt. Nibel, it has double AP. You can put either the Rune Armlet or Edincoat on. Try to put every high experienced materia on Cloud, especially the HP Plus'. Put all Enemy Skill materia on Barret and hope that Jenova uses Aqualung before Barret dies, use high potions when Barret take damage. Water Ring will absorb every attack Jenova has to offer. To kill Jenova, use Right Arms or use regular attack. If you decide to use regular attack, cast haste on Cloud.

After she is defeated, more storyline will take place. Then save your game and lets move on to disc 2.

#####

DISC 2

#####

Before you go any further in game. I want you to know that I'll do some powering up. Your probably asking what I mean. You aren't suppose to level up in this challenge. I plan to get Power Sources. There is only one way from my research that I found it possible to get these Sources without getting any EXP. I will take a long time to do, but I think it's worth it. You probably might not think so.

Take your highest HP people. I pick Cloud, Barret, and Cait. One with the Steal materia and Morph materia, I pick Cloud. One with the Manipulate, I pick Barret. One with Steal and Deathblow. And everyone put on All=Restore to heal yourself. Now head to Corel Mountain. Walk around the front of the reactor. You'll encounter this guy called a Screamer, he holds a ball and swings it. He has 800 HP and can be morphed into power sources. You'll encounter 2 of these or 2 of these and a twin brain in a single battles. Now you have to morph the Screamers, but make sure at least one enemy is alive so that you can run away. That is why I like the Twin Brain with 2 Screamer battle. In that battle, manipulate Twin Brain so that he doesn't cast stop on you. Instead, cast it on the screamers. You can also manipulate the Screamer as well. Becareful on using your limit breaks, these Screamers aren't really common you know. At the same time, you can steal an ether from the Twin Brain to heal yourself up. I got my Cloud to 50 Strength before leaving this place. I don't know if it helps or not, but it's worth a shot. A even more better way to use the manipulate materia is to get the Hypno Crown from cracks in the wall when you were climbing near to Icicle Town.

Next, go steal Right Arms from Bombs until you get 33, just in case. After that may you keep playing. Get more money if you want. I don't think it's needed though. I just want the next two battles a little bit faster, as stated before, this is not needed at all. You could always attack 50-200 or deal 1000+ per turn, depending on your style.

Buy about 30 phoenix downs and hi-potions, if I didn't already say so

Go back to the Forgotten Capitol and head to the Icicle Town. Near the cracks in the wall, grab the Hypno Crown, Bolt Armlet, and Magic Plus materia. The others are not special enough for me to say. Head to Icicle Village now, all the way.

#####

Icicle Village

#####

The only thing I bought are Cloud's Weapon 'Organics' do to its slot, in hopes of getting more AP for my materia. Later I learned, AP doesn't matter too much in this game anymore. It's too low to level them up anyways. So my advice is that you don't buy anything whatsoever. Go to the top of the screen and attempt to leave. Elena will come, grab the skateboard, and the map and then leave this place. Don't pick the Hero Drink up. What would you do when someone stole it. Just leave it be.

Get pass the Great Glaciers. I didn't get anything from this place and I did fine. Get the northmost place. Enter the Inn with the old man and rest. Get a party of anyone you like, you can change them later on. Pick up the Ribbon on your way up to fighting the (3) Icicles. Grab the Fire Armet nearby and Last Elixir if you want.

\*\*\*\*\*

Forced Battles: (3) Icicles

HP: 3000 Each

\*\*\*\*\*

These are in fact some of the hardest battles I've ever faced in my life. Due to not getting Fire Ring and other stuff, I had to do these battles over 20 times and having three rounds of full clearance and then ruined by Stilva. Anyways this what you do. Don't kill any of the bats, don't remember the name. Definetly use Sense on the Icicle. Demi to lower it's HP by half, it can miss though, but not too often. Be prepared to use Ethers if you are low on HP. You can manipulate the bats and attack the Icicle if you want, note that it deals 200+. The bats can be slowed down so use a Spider Web and cast Haste/Big Guard afterwards. These battles are beatable without Big Guard or any other E-Skills. Use only Hi-Potions to heal. Transform=All does work, but its random, mini on all the bats. Use Cait's Limit with caution, it can even deal 1100. Cloud's Cross Slash can deal anywhere from 600-700s. Best to use 2 Demis. Using the bat's silience attack on one of their own doesn't work, they'll still use that 200-300 dealer no matter what. In mini mode, the bat's drain attack does very little damage, in the teens. After two battles with Cloud, Cait, and Cid, switch Cid with Tifa for the last battle.

After battle, cautiously heal yourself and save. Try not to die from Stilva or any Malboros. Use tent if you feel it's neccessary. Grab the Enhance Sword and climb some more. On the next save point that you come across please do save. The Blue Dragons here can be very deadly but do try to run the hell

away from them.

\*\*\*\*\*

BOSS BATTLE: Schizo

HP: 18000 each

\*\*\*\*\*

Be prepared before going into this battle. I can make this seem to easy for anyone, but it will take a long time. Cloud, Cait, Cid. Cloud is survior so give him the Aurora Armlet and Fire Ring and back him up with as many materia as you want, try to limit on the greens and reds. Now in this battle, Cloud has only 33%, if not lower, of actually getting killed. Meanwhile, you can use your Right Arms or you can attack away. Cast Haste with Time, Sense to check both of their lives, don't kill both heads on the same turn. It's even possible to wear him down by letting him use up all his MPs. The only two attacks that can kill you is if he hits you with two Quakes, which is rare. O, speaking of which, I forgot to add something. In Cloud's Aurora Armlet add this combination (Elemental=Titan) and (Elemental=Ramuh)Make sure the other two memeber have Steal to steal the Schizo's Right's Protect Ring. Do get it.

Climb to the top of the Crater and then go down. Don't mess any of the battles, even with Gigas, he can kill you in a heart beat with one attack alone. Cloud, Tifa, and Cait. Before so, make sure to remove the others armor. Save again after Rufus talks to his people, just incase you screw up the Whirlwind Maze constantly. Pick up the Neo Bahamut materia. Avoid all random encounters, even Whirlwind Maze's. Get Tifa's weapon, Kaiser Knuckles. Keep going and it's time to face the next boss.

\*\*\*\*\*

BOSS BATTLE: Jenova's Death

HP: 25000

\*\*\*\*\*

Cloud, Tifa, Cait. This battle can go on forever without the aid of Right Arms. You can always use Magic Hammer to kill her 800 MP away and then attack constantly. Make sure you put Fire Armlet on Cloud and Fire Ring on someone else. This will secure your victory. Haste=All is also nice if you plan to use full phycal attacks alone. This boss is beatable without any E-Skill because I just did that. I didn't do that only once, I did it 4 times due to experimental and testing. You can use Cross Slash to paralyze her, but those will be one per battle or none.

After battle, quickly revive anyone and give everyone their full HP no matter what. I've been killed twice due to those seahorse looking things by their two attacks and I couldn't run away and plus the fact that only Cloud was alive at that time. Don't try to get yourself screwed over like I did. Grab the Turbo MP materia and followed by the Poison Ring. Save during any during those times to be safe. One more whirlwind to pass and the rest of is just storyline. Give Cloud the weakest armor that you got and take his accesory off. He won't need it.

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Prisoned in Junon and Huge Materia

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Control of Barret, do the routine. When you get Cait and Barret under control, give them your best and highest defense armors, mine was Adaman Bangles. The randon battle that you fight are phycal anyways. By the way, all battles are escapable even the first one with guards rushing at you. Get Tifa out the gas chamber. Get into the Highwind. Give Tifa the weakest armor you got and take her accesory off and any other materia on her.

Places to pickup certain stuff with Highwind:

- Full Cure = Cosmo Canyon
- Fourth Bracelet = Rocket Town
- 4th Enemy Skill = Chocobo Sage
- Curse Ring = Mideel
- Contain = Mideel

\*Optional\* On a sidenote, you can get Tifa's Premium Heart and her Level 4 Limit 'Final Heaven' Later on, of course

Added Later: I don't know if I have mentioned this or not, but this the time that I gotted my 3 Enemy Skills, and if haven't yet, you should to unless you want to beat it without any Enemy Skills.

Go to Mideel now and Tifa will stay with Cloud. Party of Cid, Cait, Nanaki. Go to Corel now and take the opposite path of which you took from Costa Del Sol to Corel. Cid should have a Ribbon on him with Fourth Bracelet. Kill off Cait and Nanaki before using Aqualung with Cid to finish them off. This battle is too small for me to make a huge section about. For the other 5 force battles, you can just skip them and not take any EXP from them. You won't get the Ultima materia, but who needs it anyways. All you need to do is get on the train with Cid in control. You see that 20 minute timer, well all you have to do now is wait until that reaches zero. Make sure you don't do anything before than. Getting too close and making Cid jump on the other train will force you start over again from 20.

Added Later: Actually you can get the Ultima Materia. The the earliest time you can get it is before the Diamond Weapon fight, but I think you can get earlier than that though. Try and find out yourself.

Next Huge Materia: Fort Condor. Well you need some basic tactical skills. Make sure you have at least 20,000 gils and the more the better. You need to win this battle, you ain't getting no EXP from that optional boss no matter what. I'm not gonna too indepth about this. This is what I do. Divide the whole field into 3 chokeholes. For each chockehole have one defender, one triple-rockroller, one healer/repairer, and two archers/shooters. Reposition the rockroller according to your tactics. With this, add no more army, you can beat this minigame.

#####

Attack on Mideel and Final Huge Materia

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Just to let you know, this is the final chance you take on getting the three enemy skills. After that, your in danager of over leveling your people up. After that head to Mideel.

\*\*\*\*\*

Quick Boss: Ultimate Weapon

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The reason why I call this a quick boss is because battling wise he is very fast and because this battle end after he has releashed his third attack. From my research/tests he only uses three moves in this order: Quake3-Attack-UltimaBeam. Once Ultima is done and you are still alive the battle will end. Before the battle though. Give one person this combo: Wizard Bracelet and Protect Ring. In the Bracelet put Elemental=Comet and Elemental=Titan. Now for during each turn, after recieving damage, have that person use a hi-potions on himself. You only need 2 and that you should be it. You could steal Curse Ring, but that is just a hassle to

do.

You now will go through Cloud's memory phase. After that you will get control of Cloud again.

\*Optional\* On a sidenote, you can get Tifa's Premium Heart and her Level 4 Limit 'Final Heaven' This the time to get it, once again

Head for the Junon Underwater Reactor. For the first two battles use Cloud, Cait, and Cid. These should be easy battles. Kill off Cait and Cid, and then have Cloud use Aqualung to quickly finish these two battles. This takes care of Underwater Army A and B. Cloud having the Protect Ring on him is vital key for protection, espically in these quicky battles. The Counterattack materia on him will also be an extra plus as well, followed with Enemy Skill and those 5 skills.

\*Note\*One of theese battles is escapable, from what I heard. I don't know which one it is, I can't test it because I don't have a save from back then.

Save before fighting the next group. A word of advice, it's better to encounter group, C, separetly. So that you can avoid the backattack, which deals more damage than ususal. To do this, talk to the soldier that is the closes and fight him first and then approach the other two to fight then as well, see no back attack. Should I remind you, this battle, Cs, is done with Cloud, Cait, and Barret.

Now go back to the save point and switch Cait for Cid. Head back in and face the MP Soldiers. Kill off Cid and have Cloud use an Aqualung, use it again. This should eliminate then. Instead of going back and change the party again, go to the next screen and see Cloud talk. Enter the next screen after this one to see the Huge Materia being taken away and Reno close by. Don't approach him yet, now should be the right time to go back/heal/swith members and save while your at it. The next battle is by far one of the toughest and hardest battles you'll have to face. Your party will now be Cloud, Nanaki, and Barret. Make sure one has Sense materia and everyone has a Enemy Skill materia on them. Nanaki should have the Protect Ring. Tranquilze Nanaki first and anyone else if you have those to spare. Elemental=Comet should be helpful on the armors, at least that is what I've heard, to protect against Lapis Laser, since it's nonelemental.

\*\*\*\*\*

BOSS BATTLE: Carry Armor                      HP: 24000 (Arms: 10,000 Each)

\*\*\*\*\*

For the main purpose of this battle, you are suppose to beat this guy without destroying neither arms by the end of the battle. I played this guy over 30 times, seriously, and I've only done so twice. It's hard, I know. But twice I lost to the final battle with the Underwater Army, so I can't help what I did. I just decided to give up that phase and just went with killing one arm and then finishing him off. In this battle, get Big Guard up and then use Magic Hammer on him twice, so that he can't use Lapis Laser no more. Then use Trine and Right Arms to knock his arms to critical. At this point, you have to decide to stick with one arm gone or have both of them stay. Heal the arms that you want to stay. I used Elixirs to do so, X-Potions also works as well. Meaning I used 3 Elixirs to beat this guy. You could always use S-Mines, that cost 1000 gils each and attack one target, if you're planning to take out no arms at all. Use White Winds when one is close to KO. When he Arm Grabs one character, quickly attack him to have that character back

on the floor so that you can revive him. Best to have the game speed set to Wait and 30% Game Speed or even lowest if wanted. HP Plus is a must. S-Mines were mentioned by GarlandG. Luck Plus, Magic Plus, and MP Turbo are the other materias that I used as well. Followed by Life=All, Cure=All, and Phoenix. I use a Wizard Bracelet for Nanaki because of the AP given from this battle.

Easier version of this that I have thought of are:

1. Get Throw materia and powerup Cloud's Stength and buy Nail Bats and thrown them directly at Carry Armor.
2. Get the three Enemy Skill to beat him, which is mentioned above.
3. Chocobuncle attacks 9999.

Deadliest events I've seen is him using Lapis Laser as his first move and then Arm Grab on Nanaki as the next move, gameover. Next one, he grabs two of my characters and then when I do enough damage to have either one or both on the ground for revival, he quickly grabs my last guy standing, gaveover. Next one, he uses Lapis Lazer twice, gameover. Next one, Grabs two of my people, after my first Magic Hammer, he uses Lapis Lazer and then he uses it again.

The whole point of this battle is to see how much arms you want to keep, keep at least one, and how fast you can eliminate his MP so that he won't use Lapis Laser on you. Even with Protect Ring on one person, this guy can still wipe you out fast. That's the reason why I sticked with one arm. Challenge this guy with your own risk. If I'm not mistaken, this was also a reason it gave other challenges their hard points. The last thing you should be worried up and the most crucial of them all is the arms of death, what I call them.

GOOD LUCK! YOU'LL NEED IT!

Added Later, just for the record, when he has no MP to use and he picks up 2 of your characters, the only thing you can do is attack. By using any attacks, your characters hold by Arm Grab will suffer damage. By using Magic Hammer or just healing the arms can damage your characters as well. The computer just takes any numbers and deal them to your hanging characters.

Pick up the tressure chest near by after the fight, all three of them. Scimatar looks nice. Proceed.

\*\*\*\*\*

DEADLY FORCE BATTLES: Underwater Army EFG

\*\*\*\*\*

These are the battles that can easily screw you up. If you lose anyone of these battles you'll have to face Carry Armor all over again, did you think it was fun? For the first battle, it's fairly easy just use Aqualung. Now, make sure you hear this straight. Take the Wizard Bracelet off of Nanaki and give him that has a high defense power. I know I should be using Adaman Bangle, but instead I choose a Crystal Bangle instead and I was close to death. Do this before starting the second battle, F, because you won't get a chance after that battle. For some reason, Cloud would get over himself and disobey your command and jump on down and face the next battle, which by the way is a backattack battle.

For this battle, White Wind and Aqualung should be your main attacks. White Wind to heal you up. If you are lucky, you can aim and kill two Soldiers with one Aqualung, that is only if you have a lot of luck. If you don't hope that your counterattack materia will act out and kill

those guys for you. Also use White Wind you mind appropriate, I really don't know when I used it, I did use it once though. Your limit bar can help you speed up your next attack after using Aqualung once. If you find that White Wind won't heal that much, it heals what the caster's HP is at the moment, consider using Hi-Potion instead. If you're really desperate, go ahead and use an elixir if you want. Or even start reviving other characters as well, but I don't know what good that will do.

After these battles, save. Go ahead and say to take them as prisoner/hostages. Go back and save again if you don't trust your skills with the submarine mini-game. I would assume that this should be a easy battle, for me at least. Beat it and end it. You are at Junon now, hop on back onto the Highwind and head for Rocket Town.

Before that though, Head for the Submarine and take back that lost Huge Materia in the sub. Go to the Gelikna and get Conformer, Heaven's Cloud, Double Cut Materia, and a Escort Guard. While down there you probably want to get Ancient's Key as well. Don't touch Emmy though.

#####  
Rocket Town Huge Materia Scenrio  
#####

At Rocket Town, be ready with the three battles followed by a pause.

\*NOTE\*Having Cid in the party in the first place will not allow you to switch party members for the fight against Rude and so forth.

\*\*\*\*\*  
Rocket Shinra Army ABC  
\*\*\*\*\*

Party consist of Cloud, Barret, Cid and you won't be given the option to change party members after this battle. Just kill off Barret and Cid and then have Cloud use Aqualung and use Magic Hammer if Cloud's MP gets too low. Cloud should have on either a Protect Ring or a Ribbon.

After battle, revive Barret and Cid and get their HP to maximum and give them a proper materia and weapon setup. Steal shouldn't be needed since you can't steal Rude's Ziedrich. Read further on per possible materia selections and etc...

\*\*\*\*\*  
Rude and 2 Soldiers  
\*\*\*\*\*

This can turn out to be a hard battle. Yet I've found some easy cheap ways to get by this. For this battle, you have to beat Rude without killing the 2 Soldiers. These Soldiers be turned into toads, but they still can keep some of their basic attacks though, even their basic physical attack does more than just one. Rude on the other hand can be poisoned and Cross Slash can paralyze him for a couple turns. Slow works as well, meaning you should throw a Spider Web, which you should still have since I didn't tell you to use them for any other battles. Cast Big Guard to speed up your chance to hit Rude. A great materia to use is Comet, but due to its high MP cost, you'll need to use Magic Hammers a lot of times, it still does great damage though. Use Big Guard

and/or Protect Ring. Turn the speed to slow and wait so that you won't lose the effect and this battle too quickly. Don't bother trying to equip steal and trying to steal the Ziedrich from Rude, for you to be able to do that you have to kill the two guys in front of him, which you can't do, unless you want to gain 600 EXP and besides it's not needed anyways. I manage to do so. Make sure Cloud is the sole survivor. Best way to do this is after poison, kill the two other off. Use Cross Slash on Rude and let the poison finish him.

There should be one more person after Rude. Don't worry he is by himself. You should give Cloud full HP and use Comet twice to finish him off. Aqualung works as well. Kill him and be done with it.

After that you'll be sent into space. O,Square,X,X, if you want to Huge Materia.

Go to Cosmo Canyon and talk to Nanaki's Grandfather. Get the Ancients key, should have done so, and head for the Forgotten Capitol. Place Key in. Cait calls. And you'll see Diamond coming up.

\*\*\*\*\*

BOSS BATTLE: Diamond Weapon

HP: 30000

\*\*\*\*\*

Can not Sense HP

This guy can't be sent, so no need to equip anyone with Sense materia. To prepare for this battle you should have everyone equip Fire Armlets. Fire Ring are for losers. Not meaning that you're a loser of course

To get the other two Fire Armlets, you need to steal them from Unknowns in the Gelnika. I know I should have told you to do so during the first trip, but you didn't need it back them. When you still from Unknowns, the one that has a big head on and no spikes pink haired, you should try to equip on some high Defense armor like Adaman Bangle or something else in that sort of nature. A good idea is to use Big Guard at the beginning of the battle. And if you have extra money buy a Exit materia before coming here so that you may use it to escape from these battles. These guys do are pretty hard compared to everyone else in this game. Make sure everyone has Steal equipped as well. The other guy in that room has Aurora Armlets up for steal, but those aren't needed, but they do make a good profit when sold.

When you fight him, make sure the Fire Armlets are equipped. For my battle, Tifa will take all the EXP in this battle. Make sure you a calculator or pencil and paper to measure his life. I had to battle him 4 times because I got clumsy and screw up on how much life he really has. Two Ribbons and one Protect Ring should be used in this battle. The materia doesn't matter except for Tifa, the one that will actually get some AP from this battle, 2500 to be exact. Don't bother wasting your Ethers, just use Magic Hammer whenever you feel like it on Diamond, his MP source is unlimited. Use Aqualung, Trine, Right Arms, or Swift Bolts to attack. If using magic equip the MP turbo for extra boost, not much though. Diamond Flash can lower everyone's HP, not that you should be concerned or anything, but there is a way to overcome this low HP. After the flash, have someone throw a hi-potions on someone else. Then that someone else quickly use White Wind, and there you go, full HP once again. Buy at least 15+ phoenix downs, those are needed. Big Guard should only be used once to get the Haste on everyone. Contain's Freeze also backs a punch, so do the Bahamut Brothers. The Fire Armlets will absorb every single attack except his Stomp attack.





you've done. For the first form, only attack Hojo, second form only attack the head. Don't use Vaccine at all so that Big Guard's barriers can stick on. Use Big Guard to increase your speed. Yuffie's attack alone can finish this battle. Yuffie is the only one left standing to get the full EXP. SO make sure that Cloud and Tifa are KOed before then.

For this battle, I was going to test out if I could get 2-1 and 3-1 limit breaks from this one battle alone. Dissappointingly, I don't find this doable. I've tried it for Cloud and Yuffie, but I just can't keep track of my number of kills being made. Sometimes I even killed Hojo himself before I could keep on attacking Bad Rap and Poodle Example, killing them as well. They don't give EXP by the way, only the boss' EXP is given out. At the end I gave up on this test. If anyone is willig, can they test it out and confirm my results. I gave up, even though I could of kept on testing it, oh well.

END OF DISC TWO RESULTS!

By the end of disc two, your people should all be at level 28, except for Cloud. He is at level 26 instead. I know you can't check this for right now, so you'll have to wait until you get disc 3. There is some stuff you can do, some what of alot. Be proud that you've completed the lowest level game, or what I call 'Lowest Level Average Level Party Game.' The Lowest Level Party Game is the other game that you should try to do. That is mentioned in the FAQ section.

Stats after the End of DISC 2:

	Total EXP	EXP Needed to Level UP	Level On
Cloud	42067	3188	26
Barret	55095	2753	28
Tifa	52902	3079	28
Nanaki	53468	3604	28
Cait	53233	4615	28
Cid	57274	574	28
Yuffie	53993	3079	28

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At the beginning of the disc 3, don't enter the North Cavern yet. Inside go back into the ship and we have to do some really long minigame, you know it, it's getting the Gold Chocobo.

About Getting Vincient:

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First, I like to say that you can get Vincient, but he'll increase the average level of the party. When you get him, his level will be 30. If we insist of getting him, have Cloud, Barret, and Cid as the party to take Missing Number out. Cloud should be the survivor of this battle, while having Barret and Cid KOed at the end. Cloud should have Double Slash, Ragnorak, Tough Ring, Mystile/Ziedrich on him for this battle. Another thing he should have or/and use are Big Guard, Contain's Freeze, Trine, Beta or even Right Arms. His attacks won't do too much damage. This battle is easily won. For the other two, don't give them anything useful so that they can be KOed by Missing Number much faster. Personally I did beat Missing Number and got Vincient, that's how I got his level, but I just restarted and completed this challenge without getting him. You decide what you want to do.

Quick Info: R36, L10, R59, R97

Sidequest Mini-game: Chocobos

Goal: Get Gold Chocobo

True Goal: Get Mime and Knight of the Round (this is the real name, real it yourself when you get it)

Side Goal: Quadra Magic, HP<=>MP, and Apocalypse

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For this part, you'll only to capture 3 Chocobos to get a Gold Chocobo. Believe me this is possible because I've been told so and I've actually tested and done this part. Get Reagan or Mimett Greens then use the W-Item Trick to get more of those. To get the quickest money for the Chocobo Stables, or if you just want money for other purposes, buy Sylkis Greens. Duplicate them and sell them for a lot Gils. Doing this once should take care most of everything, but more is needed to feed the Chocobos. Get these 3 Chocobos first.

Chocobo #1: Gold Saucer Area (Good Chocobo) 2 Spencers With Chocobo. EXP: 220  
Party: Cloud, Cid, Barret. Cloud is Survivor.

Chocobo #2: Rocket Town Area (Great Chocobo) 2 Valron With Chocobo. EXP: 600  
Party: Cloud, Cid, Barret. Cloud is Survivor.

Chocobo #3: Icicle Area (Wonderful Chocobo) 1 or 2 Jumpling/s. EXP: 400/800  
Party: Cloud, Cid, Yuffie. Cloud is Survivor once again.

After getting this save first. Put the Good Chocobo into its stable and feed it 75 Sylkis Greens. Save. Put the Great Chocobo into its stable and it must be the opposite sex of the Good Chocobo. If it isn't, then keep restarting until it is the opposite sex. When it is, give it 75 Sylkis Greens as well. Then go to the Gold Saucer and race them both to Class A, I did Class S just for fun. Now head for the islands northeast of Corel and get into battles with Vlakorados and steal their Carob Nuts. You just need three of them. Go back and mate the two Chocobos, if you can't, get into a couple more battles. To get into battles quickly and flee from them, the most effective way is the Midgar Zolom with Exit materia. Sneakattack works well with this technique.

Try to get a Blue/Green Chocobo the first time. Then get a Chocobo of the different color and opposite sex of the previous Chocobo that you've mated.

I got a Male Blue and Female Green. Give them 75 Sylkis and race them to Class S, which shouldn't be too hard. Then get into battles with the Goblins northeast of Midgar and steal the Zeio Nut from them. You just need one. Get into a couple more battles. Then mate the Blue and Green Chocobo by feeding them a Carbo Nut. Save before though and restart until you get that Black Chocobo. Once you got the Chocobo, go into the World Map and save. Go back into the ranch and place the Wonderful Chocobo into its stable, but it must be the opposite sex of the Black Chocobo that you currently have. Feed it also 75 Sylkis as well. Then race them both to Class S. Get into more battles and mate these two using a Zeio Nut. Save before so and keep on restarting until you get a Gold Chocobo.

With the Chocobo, get KOTR and the Mime materia, the other two doesn't matter much to me. You can also go into the Ancient Forest and get the Apocalypse. I thought it might be useful, but I never found it useful.

Get at least 24 HP Pluss, with the unlimited money source you have right now. While at it, get until you have 3 Wizard Bracelts. These can be stolen from the Epitohs in the Ancient Forest, I think that is how you spell there names. Also try to get 3 or 4 MP Pluss. Another thing that you could get, but I didn't get because I was just too lazy, is W-Summon from the battle arena.

Added Later: You don't need 24, more like 18-20 HP Pluss. Getting more won't make a difference on your HP.

Another thing you can do is go to Genilka and get Hades and Highwind for Cid, since the Turk battle is not there anymore. Max Luck and Speed if you want to as well. I didn't do neither of these things.

#####

North Cavern - Finale

#####

This is the end of the game. I will try to make this swift as possible, while still keeping my memos.

Quick Review: At the fork roads. Send Tifa to the Right and everyone else to the Left. Then send everyone up, but take Cait and Cloud to the bottom. This is a quick review for the Mystile Duplication trick. You don't really need this, it's for people that wants to do it.

At the Left Upper path, there should be enemies called Movers, which give no EXP whatsoever. They do give a good ammount of APs, but the bad part is that they're extremely rare, more rarer then Magic Pots. From Edman's FAQ, these guys are said and you can level up your materia in this place and also get your 2-1 and 3-1 limit breaks. I did plan to do this for some time and then I suddendly got impatient and decided to beat Sephiroth without this boring task to do. Believe me, it's possible at this point.

Quick Note about HP and MP Pluss: I don't know why, but this is what I found out in my clumsy testing on accident. HP Pluss for some reason will not increase your max HP sometimes. If you equipped it on and then removed them, it will not make a difference on your character HP. This isn't a lie, you can test it out yourself. I could just be my game, but that is my result. This might make you think if you really want to keep upgrading your HP Plus materias. Most of my people's HP was at 2400s when they were at the end of the game.



Ultima being cast gives out 1000 APs. I don't know if you still want them or not.

Summary: With Ultima Casted - No EXP, No AP  
No Ultima Casted - No EXP, 1000 AP

After battle, more storyline. Choose to create only one party to battle against Bizzaro. Remember that once you start this battle, you can't change materia/equipment for the Safer fight. So do this wisely. Now is the time, if you haven't already done so, have one with KOTR and another with Mime=Counter. Also make sure that the one that has KOTR has at least 250MP as their Max MP. The other person can have W-Item. Also make sure that someone has a Ribbon on, or both Ribbons used are useful as well. Added Later: That KOTR should be linked with a Counter, if you did the Mystile Duplication Trick.

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BOSS BATTLE: Bizzaro Sephiroth                      HP: Doesn't matter      EXP: NONE

\*\*\*\*\*

This could be described as 'Quick.' All you need to do is summon KOTR. After seeing the Knights in action, this battle will end and it's time to face the Final Boss, Safer.

\*\*\*\*\*

FINAL BOSS: Safer Sephiroth

\*\*\*\*\*

This battle is somewhat of a gamble in some ways. In the beginning of the battle, if you are fast enough, quickly throw a Megalixir and use KOTR instantly. Otherwise, use Megalixir and Big Guard. Throw 2-4 Hero Drinks at the person using KOTR and the other Mime KOTR. Once you summoned KOTR, don't use anything else or else no more KOTR will be used. So you must pick the best time to use KOTR, only have one chance. Don't bother using Shadow Flare right back at him, it will miss. All you need is 4 KOTR being summoned to kill him. If you have W-Summon, may I suggest you have a Bahamut teaming up with KOTR than Miming it. Once the 4th one comes out, the game is over and you're done, even if he has Wall up at the moment. Having him fly high might be a good thing after all, it means that he skipped a turn so that you can use KOTR on him.

If KOTR with Mime fails, you'll have to turn to a different strategy. That is keep on using your items with the aid of W-Item and Mime. Megalixir to heal. Right Arms to attack. Team those up with Mime for double the power. Use Big Guard and White Wind for the upper defense and healing. Confuse can be one of the most deadliest things, unless you have Ribbon of course. Phoenix down with Megalixir is a basic thing you should get use to. This battle may seem hopeless, but instead it could be a boring battle that will take a hell of a long time due to Super Nova. Don't use Vaccine since it can cancel Big Guard's Barriers.

I would think 4 Hero Drinks with KOTR would do more damage, so 3 KOTR might be possible. This battle is based more upon luck and quick strategy. When in doubt, pause the game before deciding your next move. Sometimes the best way is not care about anyone being KOed or not, it is instead to summon KOTR and quickly have the other person Mime it as fast as possible before the Safer kills you. Which ever way you find effective against him, use it and beat this challenge. Good Luck and Congrats if you beat him.

\*Sidenote\* It is possible to beat Safer without using KotR and the W-Item Duplication Trick. As a matter of fact, you can beat the game without these two as well.

The Author, me, has the ending time of less than 39 hours, which by all means, this is not a speed game!

\*\*\*\*\*The ENDING\*\*\*\*\*

#####

#### Lowest Level Party Game (LLP) - Mini-Walkthrough

#####

Now it's time for me explain the difference. There is a difference between this challenge and the Lowest Average Level Game. LAL game means that everyone ends the game at 26 and 28s, Cloud being at level 26. LLP game is having the lowest level party battling against Safer by the end of the game. The strategies for both challenges still apply, but this game will let you do more stuff, but there is still that same restriction.

#### Restrictions:

- Cloud and Tifa was be KOed by the end the battle, if possible.
- Tifa must not be switched into the inactive party, unless the game doesn't let you.
- You can't upgrade with EXP while Cloud is away to take on Rufus.
- Like LAL, you can't get "All Creation," Yuffie's Lvl 4 Limit Break
- Best to have Cloud kill only Rufus and not Dark Nation, to get the lower EXP amount

#### Freedom From LAL:

- You can get any, if not all, the enemy skills out there.
- You can get level up as much as you want, under the restrictions.
- You can get all the Limit Breaks, with restrictions to Yuffie's.
- You can get everyone's Ultimate Weapon
- You can beat Ultimate Weapon and obtain Ultimate Weapon
- You can get Final Attack
- Battle Arena will be easier than LAL
- Maxing Stats will be easier than LAL
- Not worry about Carry Armor and his arms, kill both of them

The levels between these two challenge will have a big difference.

#### Levels:

Cloud - Level 8  
Tifa - Level 7  
Yuffie - Level 17

Yuffie is gotten after you have disc 2 and after you have done powerup everything, materia, weapon's and their powerups, stats, etc... all relating to getting any EXP in the process

#### Challenges taken in part of this one:

- Beat the game with this party

- Beat Emerald and Ruby with this party, restart afterwards
  - Ultimate Challenge: Beat Emerald and Ruby, with Tifa only, the lowest leveled character by the end of the game. Restart afterwards.
- About the Ultimate Challenge. Like I stated before, since Tifa is at level 7 and she is the lowest leveled character you can get. Wouldn't it be nice to see her kick the weapon's ass by the end of the game, by herself?

\*\*\*\*\* Tips and Comments \*\*\*\*\*

- I would see that Barret and Vincent being the main takers of EXP. Cid would not be one of them because of his late arrival. By the time you get Cid, Vincent would be better person to use because of one reason. The reason would be that Vincent's Ultimate Weapon, with himself of course, would now replace Yuffie, the Morpher of the game. Since you can't get her due to not wanting her to take any EXP after you have gotten her. Vincent would thereby need to get a lot of kills to power his weapons up, and his levels also plays another factor in morphing and how much damage he deals. Morphing is needed in preparation to taking down the Weapons, Emmy and Ruby
- You can steal Ethers and Right Arms if you want. Ethers still give a lot of gil when sold. Right Arms will be found useful or not, determine by how much your main attacker will deal for the regular attack. Since you have Enemy Skills on your side, I doubt you'll reconsider stealing Right Arms. There aren't hard to steal, sometimes they're, but it's just time consuming that's all. Why bother with that when you could just simply upgrade.
- About Vincent and Death Penalty. From what I see, there is no point in getting all the Limit Breaks early in the game. I would find it to do it later in the game solely because the enemies would give better EXP and AP for your materia. And that Death Penalty can be powered up while doing so, plus leveling is a major factor of this process as well. By using this guide, you could easily maneuver this game with the the first level limit break anyways. See what I mean, or you can just do whatever.
- When getting Beta, there is a slight difficulty. It's not that you can't, kill the Midgar Zolom, after having it cast it Beta on you and you learning Beta. It's that it uses a move that knocks one of your character out the battle. It might not seem much at first, but when you recap the total amount of EXP gotten from the person being botted out of the battle, you'll know that they have gain some EXP, or rather half of the Zolom's full EXP given. I don't know if this effects with neither Cloud or Tifa's levels by the end of the game, by not having them stay at level 8 or 7, it's just a warning to you that, they'll give EXP in the process if this does occur. So I would advice you not to take that risk for right now. When you have a sure way of having him cast Beta then you have a sure way to kill him instantly, that would be the best time. Until then, you don't need it for right now. I never used it in my previous low level challenge anyways, and neither should you. You can level up your character anyways.

\*\*\*\*\*

BOSS BATTLE: Lost Number

HP: 7000

\*\*\*\*\*

I didn't mention this guy in the previous LAL Challenge, but those boss can be beaten now, meaning you can beat him not ruin the whole challenge. I don't know if this is considered to be low level or not, but I did beat him with hardly any upgrading process, a few battles at the most, not too much. I had Barret be my main EXP getter, so his level will be somewhat high, but that shouldn't destroy the concept of my strategy, so this strat can be used even at a lower level.

My Party: Cloud - Level 8

Barret- Level 15

Tifa - Level 7

During this battle, I did not use any Enemy Skill during the battle, so no Beta, White Wind, Big Guard, nor Aqualung. Laser won't work, so don't bother trying.

Have one with Poison to cast Bio, I had Tifa be this person. Tifa should also have Elemental=Ramuh. Have at least 5 potions and 3 or 4 phoenix downs, that's all the items you need. Have everyone on the back row and turn the speed low and with wait ATB. The weapons equipped on them doesn't matter. Barret has the Bolt Ring, gotten from the Sleeping Man near Junon. The Talisman and Protect Vest, can be placed on either Cloud or Tifa, or use these three placed on different people. Mythril Armlet should be at least placed on Barret. If you have more, use them as well.

Materia Setup:

Cloud: Choco/Mog=Added Effect, Restore (optional), Steal

Barret: Restore=All, HP Plus, Enemy Skill (no use)

Tifa: Sense, Poison, Cover

Elemental=Ramuh

That's about it that I placed on my people, others if you want, but not too much Magic materia now.

Strategy: Get poison to stick to him. When Cloud gets attacked, his limit break should be filled up all the way, so use Cross Slash to paralyze him. After that, use Barret's Restore to heal Cloud. Keep trying to get poison on him. Most likely that Lost Number will have a flash of green when you get it on him. After that, put everyone on defend mode and use Cures and Potions to heal, and quickly put that one back into defend mode after that turn. More than likely you're going to keep on healing Tifa due to her having the Cover materia. DON'T ATTACK HIM. If you're going to attack him, use only your limit breaks ONLY! By not attacking him with regular attacks, he can't remove his cloaks to become almighty powerful. If he did become that form, you won't survive with any low levels. His attacks should only deal around 75 per attack, with defend and back row. Keep healing and soon he'll die. Cross Slash is a very useful attack. Keep your HP up and always keep Barret alive, the other can be KOed by the end of the battle, which is what you want if doing the LLP Challenge.

For the second test, after I've already beaten him, I used the same strats as before. This time, I was making a meal, and this battle went smoothly, as I pay attention to both task, the meal and the game. I was making some eggs for a sandwich, just to let you know. O and one last thing. With Cloud and Tifa KOed and Lost Number having the poison on him, there is no point in reviving them. Just Defend and Heal Barret only. He won't die trust me. The person getting the Full EXP should have at least 400 HP though, or this might get very difficult.

\*\*\*\*\*

BOSS BATTLE: Carry Armor                   HP: 24000/10000 each arm

\*\*\*\*\*

Just like in the last challenge, this boss is more difficult this time. The main reason is because your characters can't even with stand a single regular physical attack nor a Lapis Laser. With Big Guard up, those physicals are taken care of, but make sure to drain his MP before he uses Lapis Laser. You just have to keep on restarting until his first move isn't Lapis Lazer. Right Arms and Trine should be used to take down the

Arms, which are the main concerns after draining the Carry Armor's MP. Use Tranquilizer on your main attacker. You could use your only Dragon Fang, but that is your only one, those things are really rare you know. Once the MP is drain and Arms are gone, just end the battle with any attacks you wish, just so long as you can kill him.

Note: \*Morph and get the Underwater Materia, just in case.\*

\*\*\*\*\*

BOSS BATTLE: Rude in Rocket Town                   HP: 9000

\*\*\*\*\*

This isn't really a different strategy for this boss battle different from the original, just though you know that the option of stealing his Ziedrich is doable this time. Big Guard and then Aqualung to finish the two soldiers guarding him. Put Poison on him and cure yourself when needed, in the spare turns try to steal that Ziedrich away from him. Cure2 and White Wind are very useful in this battle, judging by your current HP, but Big Guard's MBar does block some of Cure2 effects though. Using at least one elixir is it to restore the current character in battle worth it because you can get more elixirs later on but you can only get the Ziedrich now or never, take that into consideration.

\*\*\*\*\*

OPTIONAL BOSS: Reno & Rude (Gelnika)           HP: 15000/20000

\*\*\*\*\*

For this battle remember to steal the their items, Tough Ring and the Ziedrich. If those weren't such really go items, their wouldn't really be a good reason to fight them. This battle shouldn't really be hard at all. I faced off against Rude in Rocket Town before fighting this battle, so my main attacker for this battle is Cid with Ziedrich and a Ribbon. For some reason in battle, Rude only attacked me twice and Reno was the main attacker after that. Reno has this attack called Neo Turk Light, which suppose to cast confusion, but the ribbon can cancel that effect. Steal both their items and keep casting Aqualung after that. Use Magic Hammer to get more MP, even though they don't have a lot, and use more Aqualung. You can either use Ethers after that, or even just use regular physical attacks. When I faced these guys, my Cid was at level 33, which was still easy. You do have to kill both men in order to win this battle

After you have gotten these two items, do you them for the upcoming battles in Raid in Midgar battles, it can be very useful indeed, don't worry about your materia getting any APs or not. I even used Venus Gospel for those battles as well.

Get some Tetra Elementals if you want. Morph Cactuars on their island to get some. Do this only when Cloud and Tifa are in Midgar.

\*\*\*\*\*AFTER DISC 3\*\*\*\*\*

Before going any further into into my mini-walkthrough, finish the Mystile Duplication Trick in the Cavern. Even though Yuffie won't be there to give you the extra Counter materia, you don't really need it anyways. Do get Mega-All and the the Mystile though. After that head back outside and try to complete the following. Complete the Gold Chocobo Raising part as well and get KOTR, Quadra Magic, HP<=>MP, and Mime.

## Getting Tifa and Cloud's Limit Breaks

\*\*\*\*\*

This is one of the hardest and boring tasks, even more frustrating if you accidentally killed all the other monsters, while still having either Cloud or Tifa alive during that battle. So you'll have to start again if you did so. For this purpose, I've selected the Mythril Mines to this task, not knowing fully if it will help in the fights against Safer, Emerald, or Ruby. O well, I really want to this in the first place anyways, just to prove that the Limit Break Mechanism Guide is right, I'm not sure if they mentioned the thing that I'm going to do though, if they didn't, they should really add it in as well. One last thing, you should really do this while raising chocobos, the 10 battles until they're mature enough to mate part.

Vincient - He is going to be your main survior in each battle only, you could pick someone else, but it will be better to power up Death Penatly right now anyways, killing two birds with one stone I always say. Give him a Tetra Elemental. Any Strong Armor will do, Escort Guard, Aegis Armlet, Aurora Armlet, etc... Weapon shouldn't matter. Materia placed on him should at least consist of W-Item.

Items need for duplication: Phoenix Downs, Hi-Potions, Right Arms, S-Mines, Elixirs/Ethers, and Spider Webs.

Tifa and Cloud's setup - Give her an enemy skill with Matra Magic. Mega All and Long Range for their other choices of materia. Crystal or Diamond Bangles/Armlets for their choice of Armor. Power Wrist for accesory.

Tifa needs a total of 193 kills and Cloud needs a total of 310 kills. Those are the goals. Make sure that Cloud/Tifa are KOed by the end of the battle so that they won't get any EXP. Remember to revive the person that you are working on before the next battle, that is one of the things I keep on forgetting from time to time.

First Scenrio Battle: Castants (Crabs) x 4 or Crawler (Snakes) x 5

In this battle have this order of command/attacks

Cloud - Mega-All attack  
Vincient - Spider Web on other side and Hi-Potion on the other side  
Cloud - Mega-All attack  
Vincient - S-Mine on Cloud, S-Mine on other side

Note: 'other side' means on the other monster party. When using Hi-Potions on other side, just select one of the monsters there, it doesn't matter which one you select. On Vincient's last move on the list, you must use S-Mine on Cloud first, KOing him, before taking down the last guy and making the battle end. This also applies for the next battle scenrio

Second Scenrio Battle: Ark Dragon present with any other (3 Crawler etc...)

In this battle have this order of command/attacks

Cloud - Matra Magic  
Vincient - S-Mine on Cloud and S-Mine on Ark Dragon. Or Right Arm if Cloud doesn't killed the 3 monsters with Matra Magic.

Final Note: Remember to use Phoenix Down on Cloud/Tifa after every battle. Do try to save often, what I do is save after every 5 battles, just in case something messed me up. A thing that can mess you up, is that you have a Pre-emptive strike on the enemy and you killed all of them with one slash. The other one is using Matra Magic in a



## Level 8 Cloud V.S. Special Battle

\*\*\*\*\*

This is one of the mini-challenges that is apart of beating Ruby and Emerald with such a low level. Some might even want to think, how this will be possible. That answer relies in getting the Final Attack materia. Yet in order to get this mighty materia, we must beat the Special Battle in the Gold Saucer. There are two other things stopping you besides the random handicaps, those are Cloud's level and Cloud himself. Meaning you can only use Cloud to get Final Attack. As I'm typing this, I haven't this myself, at least not yet. Choosing between KotR and Omnislash, aided with Mime, is somewhat of a hard question. In order to use KotR, Cloud's total HP will be very little for the battle. Using Omnislash has no side-effects, but the fact is that it does about 500 per hit, and that is with using 4 Hero Drinks before using the attack. I'll have to experiment and do some more research before I keep losing. So far the farthest I got was to the Unknown3. Added the Next Day, today I made it to Behemoth and lost to his flare attack. Added two days later, I have beaten Proud Clod and gotten Final Attack. I like to thank Defcon999 and from a little assitance from Catnip, on how to get pass Behemoth's Flare attack. Nice to say, I have lost to every single monster here, except for the Sea Worm, aka first battle I have played this thing over 50 times, I've counted all of them, seriously. Well a little bit more than 50, actually. Here are my strats.

(Added Later: Final Attack is not needed or used when facing the WEAPONS.)

Cloud - Weapon: Ultimate Weapon (this doesn't matter, I could be using Enhance sword, for all I care, I just need slots)

Armor: Mystile (this is needed to evade)

Accessory: Ribbon (this needed to block the negative status slots)

Materia setup (not needed to be linked)

Enemy Skill (Magic Hammer),

W-Item,

HP Plus (3 of them, enough to double your current HP.

Mine are 2 at 4 stars and 1 at 2 stars),

Counterattack (3 Stars)

Mime (not really needed),

Luck Plus (I would think it would be best to get luck sources and Cloud's luck up to 77 before fighting. It's possilbe to beat this without it.

Speed Plus (If you have it)

Chocobo Lure (To raise Luck)

Long Range (Just for the hell of it)

Items to use and duplicate with W-Item:

-Light Curtain (Gotten from winning against Garuda at Da Chao)

Casts Barrier

-Lunar Curatin (Gotten from winning against at Da Chao)

Casts MBarrier

-Mirror (Gotten from winning against Mirage (Mirror), somewhat rare)

Casts Reflect

-Spider Web (Gotten from

Slows All Enemies

-Elixir/X-Potion (You better have these to duplicate with, Da Chao monsters)

Healing Source

-Hero Drink (Same as what I said above, Chocobo Racing)

Raises Stats

- Stardust (Thanx to Defcon about this item, I will use this, Battle Square)  
Comet 2 - 4 Hits Total
- Speed Drink (Morph Formulas to get them, outside of Junon)  
Casts Haste
- Dragon Scale (Ultimate Offense Item, Steal from Sea Worms located north of Water Attack Corel (desert area) or shores of Mideel.

-----  
To get Luck Sources:

This part is only for you if get tired of losing to Unknown3 and Proud Clod, like I did. Increasing Luck will increase your chances dodging attacks, being as they are Magical or Physical. Go to Gelnika. Get to the room with Bad Raps and Poodles. Added Later: This part should also be considered when facing against Emerald and Ruby. But in fighting the WEAPONS, you must also consider Speed Sources as well.

Poodles (6000HP) and Bad Rap (9000HP). Bad Raps are the enemies you want.

Use Vincient, Death Penalty, Mystile, and Ribbon

Materia setup: (not need to be linked)

Mega All, Morph, Mime, W-Item

All Bap Rap Battle: (This is for Luck Sources)

- Use 2 Dragon Scales
- Use 2 Right Arms
- Morph, with Mega-All
- Mime, mimic Morph until all the Raps are morphed

All Poodle Battle: (This is for Speed Sources)

- Use Spider Web and Right Arm
- Use 2 Dragon Scales
- Morph, with Mega-All
- Mime, mimic Morph until all the Poodles are morphed

2 Raps and A Poodle Battle (For 2 Luck and 1 Speed)

- Use Spider Web and Right Arm
- Use 2 Dragon Scales
- Use 1 S-Mine on each of the the Raps, 2 total
- Morph, with Mega-All
- Mime, mimic Morph until all of them are morphed

Note: Heal often. Use Enemy Lure. In the battle with all Raps, it may be a good idea to Spider Web and Hero Drink, but it's optional. 77 Luck for Cloud = goal

Note 2: For the WEAPONS battles, remember that you can equip Speed and Luck Plus's. Meaning if you plan on equipping a Mastered Luck/Speed on a character, they only need to have 170 ( $170 \times 1.5 = 255$ ). Figure the rest of the math yourself.

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Note: I would recommend doing all the duplicate to 99 for every item, then save in Gold Saucer. Items that were listed above. If you lose to these 8 battles after 2 or 3 attempts, restart the game and try again. Wait mode with Slow speed is needed to be set, also with memory cursor. Move the items listed to the top of item list for easy access. Wait mode is the best of friends, you can basically go into the Item Menu and stay there, making the enemies wait bar not move. This is one of the greatest advantages, especially against Proud.

Sidenote: I figure this by myself. When using W-Item in these battles, if your first Item already kill that monster and the second one hasn't been unleashed

yet. Then on your next Battle, you will have a chance to make the first move because your wait bar is already full. Use this as your advantage, you'll need it for sure.

Sidenote 2: I was actually amazed that everyone, except Proud, can be placed on Slow by my Spider Web. This battle will be based mostly on using W-Items.

Sidenote 3: My Cloud has HP of 672 before entering these battles, due to HP Plus. YOU CAN NOT OVER DOUBLE YOUR CURRENT HP, from materia alone. Adding more HP Plus's won't give you any more HP for that matter. Also give him Sadness so that he'll take on less damage. Backrow as usual.

Thank to Defcon and Catnip for telling me that Flare is reflectable. And double thank to Defcon for telling me about Reflect and how long it lasts, which is it can only reflect 4 spells before it is all gone. And also for letting me know about Stardust.

Sidenote 4: About Stardust, I only found it usable in a few battles. It does take more time to use than Dragon Scales. To take this into time advantage, sometimes it's best to use Stardust and Light/Lunar Curtain, knowing that your Light/Lunar is about gone. By doing so, the enemy won't get an unbarrier hit. Dealing damage wise compared to Dragon Scales, Stardust is only dealing more in a few battles. Dragon Scales should be use majority of the time being.

Sidenote 5: The Slot that you need and breaking anyone of them mean you'll definitely lose and have to start over includes. So don't breakum. Everything else besides these are fine:

- Items (Brown Bag)
- Armor (Silver Armlet)
- Accessory (Ring)
- Yellow Materia (Command)
- Purple Materia (Independent)
- HP and MP
- Break All Materia (5 Materia)

Some deadly ones, but not that much threatening are:

Timex30 and 1/2 Speed (Boot) and Level # Down

Try to pick to ones that you can handle by using the Square button to lower the slot and pick the one before the one that you aiming for.

\*\*\*\*\*Eight Monsters of the Special Battle\*\*\*\*\*

Battle #1: Sea Worm                   HP: 18000

This will be starter and the battle with the most freedom to do stuff. First, use Spider Web on him and then Speed Drink on Cloud. On second turn, use 2 Hero Drink and same goes for the 3rd Turn as well. Later on use 2 Dragon Scales on him, which knocks him down 4000 per turn, do this for a total of 4 turns. After that put Lunar and Light Curtains up. Then kill him with Dragon Scales.

Battle #2: Ho Chu                    HP: 8000

If you get the first strike, just use 2 Dragon Scales to kill him instantly. If not, you'll be attacked by his wip or his poison attack. In that case, use Spider Web and Elixir. Remember now, 2 Dragon Scales can kill him and in the mean time, if you got a W-Item turn to spare, use Mirror on Cloud. His attacks, both them, can be invaded if Cloud's Luck is high enough. I have evade both before.

Losing Reason - Forgot to put MBarrier up and he used his poison attack.

Battle #3: Unknown3 HP: 30000 (HARD BATTLE) MP: 150

Like stated, this battle is the hardest ever. Most of the time I race across the previous battles just to try my luck on this guy. This guy has 4 attacks, one he uses to counter with called Creepy Touch. I know too much about this guy, but not enough to overcome him. His other attacks include Poison Fang, which is a free turn for you. Bolt 2, which is quite deadly depending on what you got setup and your HP. The last move that you'll hate definitely is his physical attack called Slap, this is the only move you wish not to read on the top of the screen and if you do, you probably are praying that Cloud will invade and get a miss on that attack. Enough with the decription, here comes the strategy. The first thing you should do is get Spider Web on him and make sure you have Mirror up, if you aren't did so from the previous battle. Even though you'll reflect Bolt2 him, giving him a heal 1000, that's better than you taking the damage and having to heal yourself and a wasting a part of W-Item turn. Don't bother to setup Barrier, if you die from slap, you die, no point in wasting a Item turn because it will nail 800+, with every I listed before. Only way to avoid this is to evade it. I have once sucessfully evaded 3 Slaps in a single battle with him. You'll have to use at least 7-8 Dragon Scales at him for this battle to end. This is 3-4 TURNS of using Dragon Scales. You just better hope his Slap attack won't connect to Cloud's face and you'll have to start all over again if that was to happen. At first I thought, he only had a 25% chance of killing me in each battle, this doesn't seem to be true anymore. He mostly uses Slap on his second attack, and first is quite frequent as well. This enemy is the only reason why I had to give Cloud a Luck of 77. Before this battle ends, make sure that Cloud as MBarrier on with at least halfly ful HP or just full HP. Don't use Dragon Fangs! It's also possibe for him to waste all his MP away, forcing him not to be able to cast Bolt2.

Losing Reason - SLAP! or No Mirror or No MBarrier with FULL HP and Bolt...SLAP!

Battle #4: Serpent HP: 28000 MP: 290

This guy has only 1 type of attack and that is magical ice attacks. If you have high luck, you can even avoid those attacks as well. To better secure yourself, have MBarrier on with Elixir on yourself for the first turn. Follow by Spider and heal as well. Without MBarrier on, you'll take 500+ worth of damage, enough to kill you if you're HP is full. If there are by any chance that you evade one of his attacks and you didn't take any damage for it, quickly go into the Enemy Skill screen and Magic Hammer his ass. Doing this 3 times, while make him unmovable because he doesn't have any MP to cast his spells with. At that point use only Stardust. Dragon Scales will heal him. Stardust does deal more damage than the other items that you have for this battle. After using Stardust for a few turns, get your Barrier up and make sure Cloud has full HP. If your Barrier is filled up to A, in the word Barrier on the screen, just wait until the Barrier is fully drained so that you can cast a second one to replace it. This will give you better preparation for the next battle. MBarrier is secondary. Kill him after those guildlines. It's possible to dodge all his attacks, while your fighting him, while you are trying to kill him of course.

Losing Reason - Didn't enter this battle with Full HP and MBarrier on.

Battle #5: Wolfmeister HP: 20000

This guy is extra fast and attacks a lot phycally. So on your first turn make sure Barrier is up and that you get a full HP by the end of the Item

turn. On your second turn, give him Spider Web. Full your HP frequently with turns. He can even strike with your Barrier on and dealing 500+. He does have an magical attack that is rarely used. You'll have to use 6 or 7 Dragon Scales to finish him off. Always make sure your Barrier is up for this battle and have some for the next battle as well. Timing is everything from this battle to the next one. Each Dragon Scale should deal about 3800 to him, by the way.

Losing Reason - No Barrier and No Spider Web = KO, Healing doesn't cut it

Battle #6: Behemoth HP: 14000

For starter, make sure Barrier is up and full HP as well. Your next thing should be to heal yourself after every attack made from him and at the same time try to remember how times Cloud has reflected. If it's less than 4, then you're fine, if not give Cloud a Mirror. I would like to advise you that everytime you deal damage to him or use Spider Web on him, he'll counter back with Flare. If you don't have reflect up, that your done for. When using W-Items on him, think of the consquences first. Will that trigger 2 Flares and do you have enough reflects to bounce them back at him. Know that I have personally lost to him due to this reason. So Elixir might be part of your item turn after all, or at least put it into consideration. Using limit breaks, like Omnislash, will not trigger Flare however. So Omnislash first followed with Mime will work to killing him, but it doesn't quite work against the next boss. One of the ways I beated him was to use Omnislash, followed by a Spider Web, which made him cast Flare on himself and he was dead. On a sidenote, Defcon recommends using Mirror to it's advantage with help from Magic Hammer. Meaing cast Magic Hammer on him to deplete 100MP away from him, he'll counter will Flare, and now he only has 200MP left. Do this again and he doesn't have any MP left, which means he can't counter with Flare anymore. This should waste him, but this was made intentionally if you were afraid he was going to use ????, which has a great chance to kill Cloud instandtly.

Losing Reason - Didn't have Reflect up. Lost to his physical attack due to not timing great. Forgot how reflects you got left before you can't reflect anymore. Two Quick hits that did critical damage and no Barrier and no Spider Web on him.

Battle #7: Maximum Kimaira HP: 8000

This guy is like an upgrade version of Wolfweister, or Behemoth minus the counter Flares. He has 3 attack, I figure out the third attack, the hard way. He has a physical attack that does a decent ammount of damage with barrier on, Southern Cross which means a free turn for you, and Freeze... This guy is fast, so get Barrier up and get HP to full. Follow by Spider Web and make sure Reflect is up after that. Heal yourself in your turns against him. Even though he doesn't have a lot of HP, I did lose to him because of Freeze. I didn't know he has that move, I did see it before and he did get reflected it did kill him. I just forgot if my reflect still has counters on it before it was gone. By using 3 or 4 Dragon Scales, he is defeated. Before going to the next battle though. Make sure you have some Barrier left to spare and full HP is recommended.

Losing Reason - Not enough HP to survive his attacks, Taking on Freeze without Reflect on.

Battle #8: Proud Clod HP: 120,000! MP: 400 (Last Challenger)

This will be a long and boring fight. Yet there are a few consideration of how this guy can easily kill you. Materia Jammer doesn't seem to work when he used it on me, for some odd reason. All his attacks are physical, except for Beam Cannon, which is unleashed when he starts to bow down.

For some reason, his Knee Fire is also physical as well, oh well. This just means that Barrier should stay on for the majority of this battle. I don't recommend using Stardust in this battle, Dragon Scales is better. But due to the fact that you want Barrier on at all times, Stardust does prove to be useful while being played on the same turn as using Light Barrier. When he is about to use Beam Cannon, put MBarrier on quickly. Then start using Magic Hammer to deplete his MP, so that he won't use Beam Cannon anymore. You just need to use 4 times that all. The next time he uses Beam Cannon without any MP to use, just keep throwing Dragon Scales. You'll get 3 free turns in the process. Even so if you take down his armor he still gets 2 attacks. Sometimes one, I have figured out his pattern yet because I was too busy trying to kill him. Elixir and Dragon Scales should be frequently used in this battle. Even if he doesn't deal over 200 during that turn, it's still better to have your Cloud healed fully, just in case One time, he scored 2 critical attacks on me, I have Barrier on at the time with full HP, Both of those attacks took 400+ in damage and he killed me. Better stick on the safe side because you don't want to start the whole battles all over again. Slow doesn't work on him, I've tried. Using Omnislash is a waste of turn, it deals only 200s or 300s per slash. If you want to use it, use it during this fake Beam Cannon phase. This is the only battle that you'll need to start duplicating stuff, mainly Elixirs and Dragon Scales. While doing that, don't worry about a thing, he won't kill you, as long as you have Wait on. Speaking of which, it is best to go directly into your Item screen and stay there until he Proud has used his 2 attacks. This will stop his Wait bar, and gives you time to think on what to do next. If he attacked twice and he missed both times, there will no need to heal yourself, meaning you can attack some more at him. It's possible to dodge every single of his attacks, even Beam Cannon, but that is based on your Luck. Mine was high enough to dodge it 3 times in one battle. Seriously, I have played this guy 3 times before I beat him. The first time I was clumsy enough and let Beam Cannon attack me. I was thinking it was a physical attack, wrong move. Second time he did that double critical on me, whiped me out, and I have frustrated. Thrid time was better, I stayed on the safe side and always healed Cloud in any of my turns, which made Mime a great piece of work. Before I knew it, I finally defeated him. What an amazing match. Hopefully I will do better against the WEAPONS.

Losing Reason (for me at least) - I forgot that the Beam Cannon was a magical attack, not physical. Bad luck, I lost to him because he scored 2 consecutive attacks on me and they were both critical and I couldn't dodge neither of them. For many, I would consider timing of heals.

#### Preparations for WEAPONS, Ruby and Emerald

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For this section, I'll include all the things you'll need in order to beat the WEAPONS. So that you don't waste 7 hours of basically doing no contribution for these battles. You should be lucky to read this section and the other followig 2 sections as well, I sent a lot of time making and thinking about them. So you should be grateful. You can decide not to use them and that would be the greatest challenge ever, thinking about Emerald's and Ruby's greatest powers and you'll have to deal with them alone. If not, then keep on reading them. Note that for the first version, I'll only include of how to beat it with KotR, this is the first path that I took. In the later version, will I then add how to beat them without it. Being as so many people on the boards hate the idea of using KotR and consider it to be cheap and cheating. I did consider that aspect, but for this game, those are definitely not true due to the lowered power it can dish out. One more

thing, only get Yuffie after you have gathered all the preparations. Have an extra save file before you get Yuffie and one after you get her.

Get Speedy and Lucky: Get Cloud and Tifa's Luck and Speed Stats to 170 and then give them a mastered Luck and Speed Plus. Luck Plus is found in the Temple of the Ancients. If you didn't get it too bad, you might want to get to 255 instead. Speed Plus is won in the Battle Square by trading in BPs. For those that find this too cheap and shouldn't be placed on the character due to the fact this should be a low level game, look elsewhere. As for a word as advice for those people, consider getting a lot of Speed and Luck Plus's, preferably 10 of them at minimum, each. Chocobracelet and/or Sprint Shoes. Get 99 of each sources extra because it will given to Yuffie when she joins in.

Materias Needed, not Mastered:

KotR  
Phoenix  
Hades  
W-Item (get 3 if possible)  
HP<=>MP  
Fire  
W-Summon

Materias Needed to be Mastered:

(3) Magic Plus Materia (more if possible)  
(3) Mime (Once you get the 3rd one, it doesn't need mastering)  
(4) Luck and Speed Materia (more if possible)  
(1) Elemental  
(1) W-Item (get at least one of these, three is optional)  
(1) HP Plus (2 extra might be needed, but optional)

Optional Materia: Underwater (needed for Emerald)

Items needed: Hero Drinks, Spider Web, Dazers, Megalixirs

Equipment:

Weapons: Ultimate Weapon, Premium Heart, Conformer  
Armor: Mystile (for invasion), or/and Wizard Bracelet (for Higher Magic)  
Accessory: Sprint Shoes (Haste throughtout battle)  
\*Won from Chocobo Racing  
Ribbon (Protection from Ruby, only put in consideration)  
\*Morph Ho-Chu  
Circlet (Adds Magic and Spirit by 30, Magic is main subject)  
\*Get more Circlet by stealing them from Ho-Chu in Special Battle

\*\*\*\*\*

The Real Challenge: Level 7 Tifa V.S. Ruby Weapon           HP: 800,000

\*\*\*\*\*

I choose Level 7 Tifa because she has the lowest level in the game at this point in the game. Be assured that Cloud can beat Ruby as well, being at Level 8 with this same strategy. Yuffie can do this as well, but she also can use a different strategy to win as well, being that is more tactical then the one that I'm going to tell you. This battle shouldn't be too much for you to absorb, being as Ruby is easy to beat in the first place, from testing and IMO.

Get Tifa's Dex to 170+ and her Luck to 170+, then by giving her a Luck and Magic Plus mastered materia, she'll get 255 of each for her stats (Note: 170 Speed is fine as well, I did beat Ruby with that Speed)

Give her Premium Heart and Wizard Bracelt and Circlet  
(Ribbon if you in doubt, you don't need to be though, trust me)

Materia include:

3 Magic Plus (Mastered)  
Luck Plus (Mastered)  
Speed Plus (Mastered)  
HP Plus (Mastered, two might be needed, until you reach 400MP)  
W-Summon  
W-Item  
Hades  
KotR  
Mime  
HP<=>MP  
Elemental(Mastered) = Fire (on armor)

Set the game speed to slowest possible and wait mode.

Items needed:

2 to 4 Dazers  
3 Hero Drinks  
Megalixir or Elixir (Optional)

Begin the battle with the other two allies, Cloud and Yuffie, KOed. Ruby will sink his claws. Use Dazer first on Ruby and then on the left claw with W-Item. Give Tifa 2 Hero Drinks. Then give Tifa a Hero Drink and Dazer Ruby again in that order. Next summon Hades and KOTR on Claws, in that order. Keep Mimiming with Mime after that, until you have beaten Ruby. Take caution when using the items, timing is everything, especially when you are at this kinda of speed. There is one crucial time that you can die and that is after you use your 5th KotR on Ruby. Ruby might on that turn use Ruby Ray, which can just kill you. If it decided to dig it's claws or use Ruby Flame, then you're fine. Notice that after you use a Dazer on Ruby, you can full 5 turns on Ruby with the Hades/KotR attack. Being as the first one paralyze him, Hades, and the other 4 is because of Tifa's Speed. Dazers effect doesn't last long, but if you time it right, then Ruby won't ever hurt you whatsoever.

It should take only less than 25 minutes to beat him. I beated him in 23 minutes 20 seconds. Just remember this is doable and I'm not a expert, I'm a pure hearted challenger.

This strategy was manipulated and converted for my this battle, a similiar one is found it Arctic's Guide.

Note: It's possible to beat Ruby without raising Dex to 255, read the strats if you want to find out why.

\*\*\*\*\*  
The Final Challenge: LLP V.S. Emerald  
\*\*\*\*\*

You need the whole party alive to beat this guy. After you have pulled the pair of summons, you are good to go with Mime. Just hope that you pair of summons won't make him use the Revenge Stamp on you, he only does this when his eyes are opened. Before pulling out the pair of Summons, let me explain your preparation for this battle. This is how I did it, anyone can find their own way of beating this guy, this is just an

example of a way that works.

Cloud

Ultima Weapon

Wizard Bracelet

Circlet

Enough Plus Materias to get 255 Dexterity and 255 Luck. I had 2 Mastered Speed Materias and 1 Mastered Luck. Mastered Magic Plus, W-Item, Mime, and an Underwater Materia. You need it for this battle, but I might be wrong. I did count the total ammount needed for this battle. It should be 14-16 minutes, seeing as I did pause a lot throughout the battle.

-----  
Tifa

Premium Hear

Wizard Bracelet

Circlet

Enough Plus Materias to get 190 Dexterity and 255 Luck. 3 Speed Materias Mastered, and Luck Materia Mastered. Mime Mastered, W-Item, 2 Magic Plus' (One Mastered and one with 1 Star)

-----  
Yuffie

Conformer

Wizard Bracelet

Sprint Shoes

HP<=>MP materia, needed to summon. Mime. W-Summon. Mastered Magic Plus. MP Turbo = KotR, MP Turbo = Phoenix. Note that MP Turbo isn't needed, but since I already did plan to use them, I decided to add it for kickers. Enough Plus Materias to get 181 Dexterity and 234 Luck. I had 2 Mastered Luck Materias and 1 Mastered Speed Materia.

Items Needed:

- 1 Spider Web
- 3 Speed Drinks (Optional, but helpful, not included in the strat)
- 6 Hero Drinks (Optional, but helpful sometimes)

Turn to Battle Speed to as low as possible and set the ATB to wait mode, do these settings before the battle, you can't after in Sub. Begin the battle with Spider Web on Emerald, this actually will slow him down, if you didn't notice the difference. If you choose a guy that has a W-Item equipped, first choose the Spider Web, than give Yuffie the Hero Drink. Emerald should, most of the time, get the first attack which is Emerald Shoot. This will deal 999 and kill that character. Make sure that person isn't Yuffie. If he starts out with Stamp, then you really have poor luck then, because this is a critical point of killing you instantly.

After the Hero Drink has been entered, have Yuffie summon Phoenix and then KotR. It has to be in that order. After the Phoenix's attack has ended, your fallen ally will slowly get his ATB bar filling. Before KotR will take place, quickly have that character use Mime. After the KotR has ended, sometime Emerald will use Stamp as a counterattack. Make sure that this attack doesn't kill everyone. At least one person will have enough luck to escape this attack, trust me.

For a faster way, but a more dangerous way, have the second W-Item person use the other Hero Drinks on the other two, Cloud and Tifa, so that their Mimed Summons can deal 9999 as well.

After the pair of summons has been unleashed for 3-5 Times, Emerald will now start opening up and before you can make a move, he'll unleash Emerald

Beam, which can't kill you. It's like a Demi move. Here come the critical point in which you could, or not, lose and have to start over. On the next Mimed Summons, Phoenix will come out and hit. After it has ended, he'll counter with Revenge Stamp. This move right here takes a lot of luck to evade. Make sure the one that survives isn't the one that casted it in the first place, if not, that prepare for another critical point. When the KotR has ended, he might use a Revenge Stamp again, or in a regular case, he'll use Aire Tam Storm. In which case, you better pray to god that this doesn't kill everyone all at once. That last KotR probably should've killed the eyes and now it will slowly dissolve its eyes, giving you a extra turn for recovery, best if you done this quickly as possible. A second Revenge Stamp on also be used after the KotR.

After the 6 to 9th Paired Summon, Emerald will slowly fade away. This, BTW, is based on my Magic and Luck (meaning the real thing) It took me about 7 tries to beat Emerald with this strategy. I played this guy again when I typing this up with a Laptop and watched the battle. So having the Memory Cursor on, can help out a lot when you plan on being lazy. Remember to take an advatange of the Wait, so that you don't too overly excited. This took me about 17 Minutes. Good Game. You've just now completed one of the greatest battles and challenges in FFXVII.

I got like 3 HP<=>MP materias because I thought I needed it, but instead it was a total waste of time, it's worthless at the end. I just needed one. I spent too much time to do this LLP game, more than LAL, but not out game, but in game. I used a little bit under 59 hours to do this Challenge. Also, I hope that if you have some spare times, try to get more Magic Plus Materia and they better be mastered. This will help greatly against Ruby and Emerald If you didn't notice, I didn't fully fill up all the materia slots. So using the Ultimate Weapons and Wizard Bracelets isn't really needed, but it does give a good Magic boost, stats wise. So it would be best to stick with this setup.

Demi = Quadra Magic Doesn't Work Because: You don't have enough Magic to hit him. Meaning most of the casted Demi will be Miss. If it scores, it will do 9999, but I estimated that that is a 1 in 7 chance. Miming a Quadra Magic will cost you MP, for each casting, which isn't really a great deal is it now, yeah, I didn't think so.

Final Attack = Mime, Phoenix, KotR, and W-Summon Doesn't Work Because: For some reason the computer doesn't recognize very complex materia setups as its own. If you try to Final Attack Mime, mimicing a Phoenix, it won't work A few experts, Shadow666, has also confirmed about these results.

And this will End My Lowest Levels Challenge. I hope you can do this as well Some will be amazed at how much one can do, when one tests these things out. I just couldn't figure out why no one has done this sooner. FFXVII has the most Fanboys out of all the Final Fantasy Series, but there is a lot of novices out there that claim to be experts. But since this FAQ has been release, a lot of experts are becoming a newbie once again and learning from this game even more. Well, I'm done with this and moving on to a new FFXVII challenge known as the Speed Game, aka Speed Run. A group of people have already started this we, including some that I have listed in the credits list, like GarlandG and MetalGearSolidBoy (MGSB). When I'm done with that challenge, I will move on to FFX and the NSG series.

#####  
INDEPTH FAQ  
#####

Q: What's the lowest average level for beating the game?

A: A party that consist of everyone being at level 28 and Cloud at level 26 by using this guide to do so. These levels can't go any lower then this. Average Wise. Vincient will join at level 30, so it would be best not to get him, that way you can say you have everyone at level 28 and under. This also means that you can not ever out lower these numbers, unless you use a cheating device to do so. I will correct my errors if you can only prove me wrong.

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Q: What's the lowest level party you can beat the game with?

A: The lowest level party you can beat the game with is Cloud, Tifa, and Yuffie. Cloud because he can basically not get any EXP throughtout all the battles. Tifa has the same thing as Cloud, plus she starts out with the lowest EXP and level in the whole game. Yuffie can avoid all the EXP on disc 1 and 2, but she enters the party at level 17. At least it's lower than the other members. You must get Yuffie after Disc 2 though.

There is an exact low level though. Cloud at 8, Tifa at 7, and Yuffie at level 17 This, my friends, should be the real challenge in a Low Level game. Or maybe not. I've already figured out how to make this challenge a lot easier. The whole point is to have Cloud and Tifa be KOed at every possible battle and level up when they are in the party so that you be sure that they won't get any EXP at all. Get Yuffie after you're finished getting any EXP. Since Yuffie's Level is based on Cloud's level, keeping Cloud low means Yuffie will always be at level 17, no matter other members' level.

---

Q: What's the lowest level for any one character by the end of the game?

A: I, myself, asked this same question. And Frankly, I found the answer. Here is the list.

Cloud: Level 8  
Tifa: Level 7  
Barret: Level 8  
Aeris: Level 7 before she leaves  
Nanaki: Level 9  
Yuffie: Level 17  
Cait: Level 8  
Cid: Level 14 (needs more backup due to average level)

Vincient:Level 15 (needs more backup due to average level)

Basically you can select any two characters have them at those levels at the end of the game. Three is impossible because one person has to take at least some EXP, making them level up. I haven't gotten Vincient, even though I could test this out as well, probably by the next update.

From Cait to getting Cid, those levels aren't the lowest. A lot of people has pointed this out. Cait was gotten in 8, so I will change it now.

---

Q: What's the lowest level anyone can join the game at?

A: For this question. I'll give the number with a small explanation.

Cloud: Level 6 This is the starting level, no matter what you do. The other lowest level that you can see him in is at level one. That is when he is with Sephiroth.

Barret: Level 6 This is also the lowest for him. It can't be changed, because Cloud couldn't escape any of his battles

Tifa: Level 4 Due to my testing of keeping the average level of the current party low, this is the lowest. No doubt.

Aeris: Level 2 This truly is the lowest possible. The same as what I said for Tifa, but she shouldn't really matter. No one will see her level by the end of the game. Just good for you know that this is the lowest level she can join at, that's all.

Nanaki: Level 8 This is the lowest possible because you can't protect Tifa nor Aeris from leveling during some of the battles, this by forcing their levels to rise rapidly. You, and I can't stop this raise, because this is not optional to us. Aeris won't take apart in the fight against H0512 is one of them, and big one at that.

Yuffie: Level 17 Yuffie's level is totally based on Cloud's level and no matter what level Cloud is on when he is at level 20 and lower, you'll always get a level 17 Yuffie. If Cloud's level is more than 20, like 21, then Yuffie's entering level would be 22. Yuffie will keep coming on 22 until Cloud's level is more than 25, so on and so forth.

Cait: Level 8, So far

Vincient: Level 15, So far

Cid: Level 14, So far

Other lower level are currently not known, yet.

---

Q: Does Tifa and Cloud get EXP while they're in Mideel?

A: No, they don't. At first I thought they did, but later on, GarlandG said it didn't. So I tested this part myself and sure enough, it was true. So this will be one of the best times to get Enemy Skills, since only one person will get the Full and one other will get the half.

---

Q: What are some battles that you don't have to get so much EXP from?

A:+During the Rufus fight, don't kill Darknation  
+Don't kill any H0512-opt, the one with Nanaki in it  
+From the 3 Icicles, don't kill the bats  
+Carry Armor battle, try to beat this boss without knocking of his arms out  
+Rude at Rocket Town, beat him without killing the Shinra Soldiers in front of him.

All of these were given from GarlandG and he deserves all the credit for pointing this out. Except for the 3 Icicles, I figured this out on my own.

---

Q: Is it possible to beat this challenge without learning any Enemy Skills?

A: I personally try to do this part myself. That is the reason why my Battle Plan did not get Big Guard and the other 2 enemy skills until Carry Armor. I believe it would be near impossilbe to beat Carry Armor without Big Guard. Yet there are certain ways to of beating him without getting any Enemy Skills. Read that section for more details, but those tactics will require a lot of time to do. It's possible though, just to let you know, I just haven't done it yet.

---

Q: Is there a way to max out stats in this challenge?

A: Yes. This will be a long and hard task. You have to find creatures that are paired up in twos. That way you can morph one and leave the other one behind while you flee, making you get no EXP whatsoever. There isn't a lot so far that I've found. Here is a list of what I got so far and some are from the Battle Arena as well. I think it's best done after you've gotten Yuffie and given her the Conformer. Against some bosses though, it will still do low damages so warned if thinking about doing this.

Power Source: Screamer x 2, Screamer x 2 and Twin Brain	(Mt. Nibel)
Guard Source: Spirals x 2	(Mideel Area)
Magic Source: 8 Eye	(Battle Arena)
Mind Source : Kilbin	(Whirlwind Maze)
Speed Source: Poodler	(Gelnika)
Luck Source : Bad Rap	(Gelnika)

---

Q: What's the max jump in levels one person can do in a battle?

A: From what I found so far, the best ones to do this with is Cloud and Tifa in a LLP Game. They both are raised to the same level, but Tifa would get one more level because she had one lower than Cloud did. So for the record books, the max jump is 22 levels! Tifa being at level 7. Then when she faces Jenova Synthesis, she'll gain 60,000, the highest EXP given in one battle, and then her level will jump to level 29. (29 - 7 = 22)

Added Later: I must find myself corrected. Myself correcting my previous statement. In fact, those aren't the max. You can get 120,000 EXP from that same battle, just by adding on EXP Plus (2 Starred or Mastered) This will get you this instead: (Not known yet, I haven't tested this out)

Added Later: I have just done it, but it isn't so glamorous as it may seem. The highest set jump is now 30, Tifa going from Level 7 to Level 37 from the

same battle. Yet you'll only see Tifa go to level 17. Once she has reached 17, from 7, here level will instantly jump to 37. Disappointing isn't it? I was hoping for a couple minutes of numbers rolling, LOL, o well.

---

Q: How do you determine what level each Character will join at?

A: Well, each character's level, that is joining in, will have the current average level of everyone in the party. Plus or Minus a certain mod number, depending on the character. For examples: Tifa's Level = Cloud and Barret's level added together, and divide by 2. Then minus 2 because that is Tifa's mod number for her levels. All characters in the inactive party counts as well. Meaning when Cait joins; Cloud, Tifa, Aeris, Barret, and Nanaki's level, determine Cait's level as well. Include Yuffie, if you have gotten her.

PAL = Current Party's Average Level

Cloud = Starts out at level 6, not determined by anyone else

Barret = CPAL - 1

Tifa = CPAL - 2

Aeris = CPAL - 3

Nanaki = CPAL + 2

Yuffie = Cloud's Level | Yuffie's Level

0 - 20 | 17

21 - 25 | 22

26 - 30 | 27

31 - 35 | 32

36 - 40 | 37

41 - 99 | 42

Cait = CPAL + 1

Vincient = CPAL + 3

Cid = CPAL + 3

---

Q: To get 2-1 and 3-1 Limit Breaks, can't you just kill some enemies and then run away, so that they'll count toward the full tally? The same thing for learning Enemy Skills?

A: No, those won't count toward at all. You can try but you'll fail. All those numbers of kills only counts if you have won the battle only. This concepts applies for both Limit Breaks and Enemy Skills? And another thing, nothing done in the Battle Arena counts towards anything because you don't get the screen at the end about the total number of EXP and AP gained.

---

Q: What is the lowest level character that can beat Ruby, one on one?

A: A Level 7 Tifa. This might amaze you, but it's quite possible, even with a Level 8 Cloud, not too much a difference is there? Well, it's possible and I have done it to prove it. Read about it in the LLP section.

---

Q: I don't think those are the Lowest Level's that you've gotten. I've gotten a more lower level than, by average I mean. Are you going to move this silly FAQ from Gamefaqs and type another one?



Other Challenge I hope I can complete in the future:

Final Fantasy X: NSG  
NSGNCNONS  
ODINS (One Days In No Saves)

Final Fantasy X-2: Six Iron Dukes (I got 5 so far, working on 6)  
Level One, One, Two Game  
ODINS

Final Fantasy IX: Attack and Item Only Game  
ODINS (One Day In No Saves)

Zelda OOT: Three Hearts, No Death, Minimum Requirements Game  
ODINS (One Days In No Saves)

Zeld MM: Three Days Game (Even better than ODINS)

Super Mario RPG: Level Three Game

Starcraft: Get over 1000 wins (Currently have 700s)

\*Note\*

If you don't know what ODINS is, it stands for 'One days in No Saves.' Also known as a No Save Game, except that you have to beat it within 24 hours. The concept of a No Save game doesn't really explain it's true meaning. You can just leave the system on and go to sleep and by tomorrow you can play it some more. That isn't a real challenge. ODINS give you the full name that you should do it. It's a very enduranced base challenge. You must know the game very well and you must not sleep throughout the whole process, even if you're using a automatic turbofire controller.

#####

Other FAQs Used

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Here is the list of FAQs that I used on gamefaqs in creation of this one. Even though they might not know it, I truly give them a lot of credit of creating this piece as well

Low Level FAQ

Limit Break Mechanism Guide

AA's WALKTHROUGH (Copied and paste a part from his as well)

(Apathetic Aardvark a.k.a. Sine Nomine)

Arctic's Guide (One of the Strats to beat Ruby with)

Chocobo Raising Guide

Don Cornero FAQ  
Max Stats Guide  
Weapons Guide  
DC's List (Even though this was very inaccurate)

#####

#### Credits

#####

Here is all the people that helped me with this FAQ. Even though I have said there names before this will contribute to their true knowledge and wisdom for helping me make this thing. Helped me meaning on the message boards and giving me more insights then ever.

Terence: One of the first people to help me out on the boards. Besides that, I just remember that from my previous FAQ, that he was also one of the people that helped me make my FFIIX max stats guide. Now for FFVII, he has given me the formulas of solving each character's EXP requirement to reach certain levels. I truly love this man. If only if he would give me the rest of the Mod Numbers so that I may finish my list. Come on man, please. This man is a genius when it comes to giving out formulas. Added Later: Helped on Emerald, listed the attacks and their powers, which is just extra knowledge.

Defcon999: At first I thought this guy was a newbie or something, but later on I was amazed on the ammount of info he holds. During my research he helped me with a lot of different ideas. He was also the only one person that helped me with my large challenge, which I made FAQ to, but I never finished it and it never got finished. I'll try to finish it and hope that gamefaqs will accept it. Defcon is an expert that is waiting to have questioned answered. In fact, in some Walkthroughs that you might read on gamefaqs, his name will be credited as well. One last thing, Deuce ex Defcon is his second account, which is pretty obvious. Added Later: Also helped me with studying Emerald and the Level 8 Cloud VS Special Battle part as well.

GarlandG: After I've started my research and testing, this guy fucked me up. He told me the Ultimate Battle Plan ever made. He made it and I hate him. Why didn't he tell me he had it sooner? I could've used it. Even though I needed to manipulate it a little for my own benefits. This guy has done this challenge and typed a similar FAQ in another language. Hopefully I can use his FAQ and this one and combine strategies to form one large ass one, also hoping that Gamefaqs will accept it. This concept is on standby, since Garland hasn't replied yet. Added Later: Garland has decided to submit his FAQ under a different name and I agree with him with the fact that our FAQ are very different. His being that all his

character's total exp are very similiar and that everyone is at level 28 by the end of the game. Hope he can get it done and have his posted on Gamefaqs as well.

Shadow666: For posting up so many of the same answered questioned that I've always wondered about while I was doing this challenge. Added Later: He also gave me conformation about my materia setup that I was going to use on Ruby and Emerald, even though I didn't mention those names while asking those questions. I truly am grateful from your wisdom.

Shadow411: Doing the same thing as Shadow666, I wonder if they are the same person or not. He did make many, "Online Frequently Asked Questions (OFAQ)" on the message boards. Which are the best things a newbie can ask. Maybe he should just make a FAQ called the 'Ultimate Neverending FAQ Guide.' So that it will keep on growing, I can help him add a few stuff from this FAQ as well.

THE INSOMNIA: He did help through this challenge, somewhat, he desires some credit for his efforts. Added Later: He desire more credit since he was willing to test out Emerald with me. Good guy.

CyrusViRuZ: For telling me that you can get the 1-2 limit break for Cloud on the very first battle against Scorpion Guard. I haven't done this yet, but he said it's doable based upon the items that are available at the beginning of the game.

Lolo26: For noticing the true LAL wasn't what at all what I had thought it would be. Even though I read some thing else on boards relating to this, before he emailed me, he still deserves some credit. A Q&A was made soley for this purpose. He also joined the Speed Run topic and gave a lot of helpful ideas and strategys.

MetalGearSolidBoy: For emailing his recordings of the EXP requirements for Cloud and Tifa from Level 31 to Level 99. His email address is Ben101388@aol.com, I didn't even know his User Name until he has posted on my topic.

Bergqvist: This guy has tested Garland's Battle Plan first, which someone lead me to writing this guide. He also as part of the Speed Run topic and did rather well.

Others: Catnip,

CJayC and Gamefaqs: The only place I go to when it comes to hardcore gaming. This place is where I look upon when I need help in a game or making a FAQ like this one. Without it, this won't have existed. Hopefully this FAQ will only be used by Gamefaqs, not Gamespot, or worse yet, AOL! I have heard about this by the way and I don't approve of them using our guides, but not crediting that it came from Gamefaqs, shame on them.

To Hypropahnt, my long lost love, where are you?! Come back to me... LOL...

My Brother, Elton Chang, and Mother, Gui Ling Chang for being there with me all the time. Love Yall.

Last, but not least, KADFC. The author of this FAQ.

