

Final Fantasy VII Stat Maxing Guide

by mike tru

Updated to v1.09 on Sep 3, 2004

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|               Final Fantasy VII |
|               Playstation       |
|               Stat Maxing Guide |
|               Version  1.09     |
|               Sunday, January 18, 2004 |
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|           I                ABOUT THIS FAQ           |
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FAQ Sizes

Pages	21
Words	9 117
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Paragraphs	1 086
Lines	1 194

Mission Statement

I have noticed through the many years that I have been playing Final Fantasy VII that a few questions have always been asked numerous times. I hope to inform the reader of this FAQ of the best way to gain levels, increase their teams statistics, gain Gil - AP - and Exp. To do this I will use a term known as Automatic fighting. Also, if you haven't noticed, I have gone a little bit table-crazy (17), sorry if you don't like them.

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| I I VERSION HISTORY |
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Version 1.07 - Version 1.09 Did nothing more than update stats. Also, on
in here I added a section devoted to which
enemies you are able to morph into sources for stat maxing.
Fixed some minor errors in version 1.09.

Version 1.06 More information added in the statistics. I have put in
information pertaining to Mideel Forrest. I have also decided
to add a new section that displays how battles are
distributed for each section. I have also confirmed the Max
Battles (It's odd - after it resets the sleeping man says
that you have fought 0 battles. Also added information on how
to Max BP and some other categories.

Version 1.05 Added more information in the area of statistics for battles.
Mainly added stats for Northern Crater inside the Magic Pot
room. Also confirmed Max GP.

Version 1.04 Huge advancement in a previously unknown max! I came home
from school today to notice that my Gil went from 4.2 billion
to just over 6 million. I did the math using the hexi-decimal
calculations and found that THE max gil one can have is
4 294 967 295 - I will be working on a definite amount later
on today to double check that number as being the exact one.

Version 1.03 Added strategies for getting max GP as well as another method
of Auto-fighting. I have added some more stats that can be
maxed, some of which I do not know how I missed, but This FAQ
is still in its beginning stage, so expect to see some
discrepancies, other than that I am pounding my way through
this whenever I get a chance.

Version 1.02 Finished up everything with the FAQ that is necessary for
posting. I will soon add ways to automatically max out your
GP once I can verify one method that is much better than my
current, but if the "new" method doesn't work then I will
post the older ones. I also should have enough information on
another section to add to the statistics, which I will try to
keep updated on a regular basis.

Version 1.00 Started out the FAQ. Most sections have at least a small
portion of it completed. I have gotten much more than I
thought that I would today, which is nice. Outside of the
information in the Statistics section, I would say that the
FAQ is about two thirds of the way as far as how presentable
it is.

Version Statistics			
1.00	23.7 Kb	Monday, September 22, 2003	
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| I I I BASICS |
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As you progress your way through Final Fantasy VII you will come across many different Statistics, some of which can be maxed out. Maxing out a statistic means getting that specific statistic to the point where it is unable to gain any more of what it keeps track of. These statistics keep track of anything from Experience to Strength to Money to Fights. Some statistics are extremely hard to keep track of, while others are quite simple. Some max out at a couple hundred, while others in the billions. Throughout the rest of this FAQ, I will show you how to "max out" every one of your stats.

In order to know what stat you are trying to max out then you first must understand what each stat does and how you can increase that stat. Here is a chart describing each stat I will explore and how you can increase it.

Stat Name	Purpose	How Stat is Increased	Stat Maximum
Strength	Attack Power	Power Sources Gaining Levels	255 (+)
Dexterity	Speed (ATB)	Speed Sources Gaining Levels	255 (+)
Vitality	Attack Defense	Guard Sources Gaining Levels	255 (+)
Magic	Magic Power	Magic Sources Gaining Levels	255 (+)
Spirit	Magic Defense	Mind Sources Gaining Levels	255 (+)
Luck	Critical Hits	Luck Sources Gaining Levels	255 (+)
Experience (Exp)	Gain Levels	Winning Fights EXP Plus Materia	4 294 967 215 *
AP	Master Materia	Winning Fights Multiple Growth Armor Multiple Growth Weapons	16 777 215 **
Gil	Purchasing	Winning Fights	4 294 967 295

		Gil Plus Materia	
		Selling	

Battles	Gaining Levels	Fighting	65 535
		Enemy Lure Materia	

Escapes	Running Away	Running Away	65 535
	Chocobuckle	Exit Materia	*

GP	Playing Games	Chocobo Racing	10 000
	Buying Items	Winning Games	
		Purchasing	

BP	Buying Items	Winning Rounds in Battle	65 000
		Square	

Everyone's Grudge	Killing You	Killing Enemies	9 999

HP	Health	Gaining Levels	9 999
		HP Plus Materia	

MP	Magic Usage	Gaining Levels	999
		MP Plus Materia	9 999
		HP<->MP Materia	****

Snowboarding Mini Game	Fun	Getting Balloons	100
		Not falling	

Submarine Mini Game	Fun	Killing Subs	????
		Not getting hit	*****

Speed Square Mini Game	Fun	Blowing up things	????
	Getting Items		*****

Motorcycle Mini Game	Fun	Saving your truck	????
		Knocking over the enemy	*****

* = No one has been able to get to this number yet so it is all projected and none of it has been verified. In order to be verified a GameShark CAN NOT be used.

** = Technically there is no "Max" for AP. However, the understood max for AP is based on how much one materia can hold. Underwater being that materia - can only hold 16 777 215 before it resets itself back to zero.

*** = Everyone's Grudge is actually an attack on you that is used by only one enemy: Master Tonberry. In order for you to have this done to you, you must attack him a few times and wait.

**** = The max MP that one can have is only 999, however, if you happen to have the HP<->MP Switch materia equipped, you will then be able to have your MP go up to 9 999.

***** = I do not know the highest score possible for these mini games if anyone has knowledge of the highest score possible, please tell me. I will be sure to include correct attribution to you.

If you are able to understand the chart and the statistics that you will be trying to increase, you will have a much better chance of being able to complete your goal in a shorter period of time. You must know what you are doing to do it in the best way.

MAXING OUT STRENGTH

Strength is one of the easier stats that one can max out. Naturally, with every level that you gain, you will be higher stats in all categories - however, this is never enough to get your stats up to 255. To get your stats this high, you must gain Power Sources. The easiest spot for this is to go to Gongaga and fight in the room with the broken reactor. Here you will only find one enemy, Heavy Tank, and you can morph him into a power source. There are other enemies that will give you power sources, but they are not as common. To see all enemies that give you these sources, and their stats, go to "Important Enemies".

MAXING OUT DEXTERITY

Speed sources are not as easy to come by as Power or Guard sources, but they are still easy to obtain. To get them, simply get into your sub and go to Gelnika. Go into the room where you fought the boss fight. In this room you will only fight two enemies. One of the enemies looks like a squid, Poodler. Morph it and you will get a Speed Source.

MAXING OUT VITALITY

Vitality is increased when you give your character a Guard source. The easiest spot to get large amounts of Guard sources in a small amount of time is right by Mideel. You should see sections of badlands (rocky, dark areas). Run around in this section and you will fight enemies that look like aardvarks. They are called Spirals, they can be easily morphed into Guard sources.

MAXING OUT MAGIC

To increase magic, you must get Magic sources, which are the hardest sources to get, so it will take a bit of patience. To get them you must go into Gelnika and fight in the Cargo room (this is the room where you got Hades). Run around and eventually you will run into an enemy named "Unknown 3". Morph him and you will get your source

MAXING OUT SPIRIT

Just like Magic sources, these are also harder to come by. To get them, you must go into the same room as you did to get Magic sources, but this time morph the enemy called "Serpent".

MAXING OUT LUCK

Luck sources are easier to come get than any other source. In fact, they are twice as easy to get as Speed sources. To get them go into the same room that you fought Poodler to get your Speed sources. Also in this room you will fight enemies called Bad Raps. Morph them and you will get

you Luck sources.

MAXING OUT EXP

Experience, is looking to be the HARDEST thing to max. Or as the patterns are showing, reset. There is no easy way to get your experience to its max. Just keep on fighting enemies that give you high Exp. There are charts in the "Stats" section of the FAQ that will show which enemies yield the greatest Exp. Good luck on this one.

MAXING OUT AP

This is a fairly odd thing to Max, because quite simply, you will get nothing out of maxing the AP in your Underwater materia. However, if you would like to achieve the "AP reset" of Underwater, then the best thing to do is to equip the materia into a 3x Growth weapon and fight away. Eventually you will get there. Just like Exp., check out the "Stats" section of this FAQ to see the best spots to get large amounts of AP.

MAXING OUT GIL

In many ways, Gil can be an easy thing to max / reset. If you chose to do this, there are a few different options that you could do. One is you could just fight away and make your money that way. If that is your method of choice, check out the "Stats" section to help you out. Another thing that you could do is selling your mastered materia. Here is a chart showing just how much each materia is worth once you have mastered it. Note: There are no summon materia listed, because they all are only worth 1 gil. Sorry about how ugly it looks, I was pressed for time to get this done. Next update, I might make it prettier, but it still serves its purpose.

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=====
|   MATERIA   |   VALUE   |   MATERIA   |   VALUE   |
|=====|=====|
|   MAGIC MATERIA   |   INDEPENDANT MATERIA   |
|=====|=====|
| Barrier      | 700 000 | Chocobo Lure | 1 |
| Comet       | 1 400 000 | Counter Attack | 1 400 000 |
| Contain     | 1 | Cover | 70 000 |
| Destruct    | 630 000 | Enemy Away | 1 |
| Earth       | 105 000 | Enemy Lure | 1 |
| Exit        | 700 000 | Exp Plus | 1 |
| Fire        | 42 000 | Gil Plus | 1 |
| Full Cure   | 1 | HP Plus | 560 000 |
| Gravity     | 560 000 | MP Plus | 560 000 |
| Heal        | 105 000 | HP<->MP | 1 |
| Ice         | 42 000 | Long Range | 1 |
| Lightning   | 42 000 | Luck Plus | 1 |
| Mystify     | 420 000 | Magic Plus | 1 400 000 |
| Poison      | 105 000 | Mega-All | 1 |
| Restore     | 52 500 | Pre-Emptive | 1 |
| Revive      | 210 000 | Speed Plus | 1 400 000 |
| Seal        | 210 000 | Underwater | 1 |
| Shield      | 1 | | |
| Time        | 420 000 | | |
| Transform   | 350 000 | | |
| Ultima      | 1 | | |

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SUPPORT MATERIA		COMMAND MATERIA	
Added Cut	1	Deathblow	700 000
Added Effect	1	Double Cut	1
All	1 400 000	Enemy Skill	1
Counter	1	Manipulate	700 000
Elemental	1	Mime	1
Final Attack	1	Morph	1
HP Absorb	1	Sense	70 000
Magic Counter	1	Slash-All	1
MP Absorb	1	Steal	84 000
MP Turbo	1	Throw	700 000
Quadra Magic	1	W-Item	1
Sneak Attack	1	W-Magic	1
Steal As Well	1	W-Summon	1

MAXING OUT GP

There are different ways to get your GP up to the 10 000 max. Besides just playing games forever, there are better ways.. The quickest way would be Chocobo Racing. This method can be done one of two ways. You can bet on races at the counter, which is extremely hard and you rarely get a winner. Or you can race chocobos, which if you are even somewhat decent you will win every time. Either way, once you win, you will be given two choices... one is to take a prize, which is generally an item, but if you are lucky, it will be a rare materia or armor. The other option is taking the GP. If you take the second one, you will get the following GP amounts for each corresponding item...

Thank you to Foyboy21 for the confirmation on the max GP.

Item Name	Class	GP Worth
Potion	C	5
Hyper	B C	10
Phoenix Down	S A B C	10
Tranquilizer	B C	10
Hero Drink	S A B	15
Hi-Potion	A B C	15
Antarctic Wind	A B C	20
Bolt Plume	S A B C	20
Fire Fang	A B C	20
Ether	A B C	30
Fire Veil	S A	50
Ice Crystal	S A	50
Swift Bolt	S A	50
Turbo Ether	S A B	150
Elixir	S A B	200
Counter Attack	S A	300
Enemy Away	S A	300
Megalixer	S	300
Precious Watch	S	300
Sneak Attack	S A	300
Chocobracelet	S	400
Cat's Bell	S A	500
Magic Counter	S	500
Sprint Shoes	S	500

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So as you can see from the chart, you can get some serious GP in a short amount of time - if you are lucky. However, sometimes you will go long periods of time without winning the 100's of GP ones, but nevertheless you will still get more GP in a shorter time than any other method.

MAXING OUT GP: PART 2

Another way that is easier than chocobo racing, and involves much less set up and is probably quicker than it also is through GP purchasing. The only disadvantage is that it gets quite redundant, and kind of expensive if you are early in the game. Overall if you buy all 10000 of your GP then it will cost you exactly 1 000 000 gil.

In order to purchase your GP you must first have your lifetime pass to the Gold Saucer. Once you have that then keep on running in and out of the entrance. Every 7 to 8 times you should see a man standing at the top a the screen by the house - directly above the save point. When you see him, talk to him and he will make an offer to you to buy 1 GP for 100 Gil. If you accept you will be able to purchase up to 100 GP each time you see him. Once you buy your GP run back into the Gold Saucer entrance and repeat the process.

MAXING OUT GP: PART 3

This method is the easiest method once you get it set up, unfortunately it will also take the longest. What you are going to need to do is get your Turbo Controller and tape down the left button and the circle button. Once you do that, go into Wonder Square and stand just to the right of the Arm Wrestling Game. This will enable you to walk towards the game, accept the default for the game and then beat the Sumo Wrestler giving you 1 GP and then you just begin the process over again. Just like the purchasing method you will end up spending just under 1 000 000 gil while you are attempting to max out your GP.

This method can also be used in the Claw Game. But your prizes are not as predictable. But here is a chart showing just what items you can get and the chances of it actually happening (432 attempts)...

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Prize	Probability
Nothing	29 .167 %
Potion	38 .657 %
1 GP	20 .370 %
3 GP	6 .944 %
100 GP	1 .157 %
Phoenix Down	3 .472 %
Elixir	0 .231 %

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MAXING OUT BP

BP is actually quite easy to max out. It maxes out at 65 000 and after that you must spend it on something or just leave Battle Square. Either way it will decrease the amount. There is no real trick to maxing it out. You just have to fight a series of battles in Battle Square numerous times and you will get it. After each fight you will receive a handicap - which will give you a designated BP if you are able to complete the next round.

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•=====•
| Handicap          | Abbr |
•=====•
| Poison            | Pois |
| Toad              | Toad |
| Mini              | Mini |
| Break Summon Materia | Summ |
| Break Support Materia | Supp |
| Break All Materia  | AllM |
| Break Accessory    | Acce |
| Break Item         | Item |
| Lucky Seven        | None |
| Halve Speed        | HSpe |
| Halve HP           | H-HP |
| Halve MP           | H-MP |
| Halve HP and Halve MP | Both |
| Zero MP            | 0 MP |
| Break Weapon       | Weap |
| Break Armor        | Armo |
| Time 30 Damage     | Time |
| Descend 5 Levels   | 5Lev |
| Descend 10 Levels  | 10Le |
| Restore HP         | ReHP |
| Break Magic Materia | Magi |
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•=====•
| HAND | ROUND 1 | ROUND 2 | ROUND 3 | ROUND 4 | ROUND 5 | ROUND 6 | ROUND 7 |
•=====•
| Pois | 4 | 6 | | 16 | 33 | 82 | |
| Toad | 6 | 10 | 19 | 44 | 130 | 520 | 3 069 |
| Mini | 5 | 8 | 16 | 36 | 108 | 453 | 2 940 |
| Summ | | 18 | 37 | | | | |
| Comm | | | 17 | 41 | | | |
| Indy | | | | 99 | | 1 014 | |
| Supp | | | | 91 | 279 | | |
| AllM | | | 59 | | 463 | | 10 000 |
| Acce | 10 | 18 | 35 | | 248 | | |
| Item | 13 | 23 | | 118 | 355 | 1 368 | 7 200 |
| None | 7 | 7 | 7 | 7 | 7 | 7 | 7 |
| HSpe | 5 | 7 | | 19 | | | |
| H-HP | 13 | 22 | 40 | 84 | 204 | | |
| H-MP | 12 | 20 | 36 | 73 | 173 | | |
| Both | | | | 94 | 244 | 775 | 3 134 |
| 0 MP | | | | 70 | 171 | 502 | 1 855 |
| Weap | | 37 | 67 | 130 | | 1 575 | |
| Armo | | 17 | 33 | | | 654 | |
| Time | | 15 | 26 | 54 | 130 | | |
| 5Lev | 5 | 8 | 13 | | | | |
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10Le		16	28	53	118	308	968
ReHP	1	1	1	1	1	1	1
Magi	15	28		145	445	1 755	9 425

MAXING OUT EVERYONE'S GRUDGE

This stat is the easiest stat to max out in the game. Everyone's Grudge is an attack on you by Master Tonberry, who can only be found in the Northern Crater. This attack hits you ten points for every enemy that character has killed throughout the game. To max this out, simply kill 1000 enemies and you should be set.

MAXING OUT YOUR HP

As far as stat maxing is concerned, HP is probably the easiest stat to get maxed. Due to the fact that HP and MP gaining are both completely random throughout the level gaining process, there is no exact way to determine what each characters stats will be. However, none of the characters will ever be strong enough to get 9999 HP naturally. In order to do this, you must buy an HP Plus materia and equip it on your character. Depending on your characters natural HP you might need to equip a second one or just wait until you get it to a higher level.

MAXING OUT YOUR MP

Similar to HP, the only way to max out your MP is by buying an MP Plus materia and getting it to a certain level.

However, you are able to break the 999 max on MP by equipping the HP<->MP Switch materia. By doing this it switches your HP max to 999 and your MP max to 9 999. However, to make your MP go up higher for some reason you have to use an HP Plus Materia when you have the HP<->MP switch materia equipped.

SNOWBOARDING MINI GAME

The snowboarding mini-game has a top score of 100 no matter which course that you take. In order to get a perfect score of 100 you must get every balloon on that level, fall down zero times as well as keep a fairly quick pace all the way to the end. This is next to impossible on the hardest track - in fact I have not heard of anyone doing it, which includes me. I will be working on it, but the only real help I can give on this is practice makes perfect.

I V AUTO-FIGHTING

Auto-fighting is a way of fighting that involves literally no effort once you have started. It involves setting your characters up to enter a battle and win

it without you ever being at the controls. When it is done correctly at its most advanced, you will be able to get sources in seconds when it used to take you minutes. You will be able to increase your stats for anything that you would like while you are asleep - while you are at school - while you are at work - watching television - anything. For how amazing auto-fighting can be, it is actually quite simple...

Auto-fighting was first conceived in the later part of 1998, and the soon thereafter the first "successful" auto-fighting technique was established. However, compared to many of the fighting techniques that have been discovered it is quite basic and - it hurts me to say this - useless. However, for respect to it I will outline it here.

Auto-fighting Basics

In order to auto-fight (at any spot or any level) you will NEED a turbo controller. Other than that, depending on your spot, you will not need much else - or you may need quite a bit depending on what you are trying to do. Auto-fighting will allow you to max out all of your stats except for GP and BP.

It is also recommended by just about everyone to use Cloud's Apocalypse and Cid's Scimitar because both have Triple Growth for their materia. Likewise it is also recommended that you use Rune Armlets. However, in some situations that I will describe later none of which are needed, in fact, are actually a burden to you.

THE BEGINNING

What you need:

- Turbo Controller
- Rubber Band / Tape
- Mastered Cover
- Mastered Final Attack
- Mastered Phoenix
- HP-MP Switch

What is additional: Mastered Counter Attack (2+)

Set up:

Equip one character with a Mastered Cover materia, this person should also hold as many Counter Attacks as you have. The other two characters should have as much materia as you want mastered. One of the characters should have the MP-MP Switch Materia with the Mastered Phoenix linked with Final Attack.

Once you have that set up, simply tape down (or use a rubber band) the circle button on your turbo controller, and turn the turbo on.

Location: Midgar Swamp

Methodology:

Midgar Swamp is the only location in the game where an enemy will come and attack you (Midgar Zolem). As soon as the battle begins, the turbo powered Circle button will set up for the attack on that snake bastard. If he

is able to get an attack in, the person with the mastered Cover will take the blow. Then should then counter-attack (depending on how many Counter Attack materia you have equipped) a certain number of times. Once you win the battle, the turbo powered circle will accept the screen where you get your EXP / AP and then the one with the Gil. Finally, you will go back into the swamp where you will be attacked again.

When your main attacker will die (which they will eventually, the length depends on your level), your other two characters will fight following battles by themselves. Once the person with the Final Attack linked with Phoenix is killed, they will summon Phoenix and all knocked out players will be revived. Starting the whole process over again.

Analysis: Like I had stated earlier, this was a good start to things. However, the rewards you get are quite sad, but it did set the president for greatness. Likewise, if the game is left on too long the Phoenix will use up all of the MP for the user, which means Game Over.

Auto-fighting did not grow too popular simply because you could fight for twenty minutes in some of the better spots in the game and do more than what you would have done in a few hours in the swamp. However, a huge breakthrough came along in early 2000 when it was discovered that there is a better way. *Personally, I like to take credit for the discovery, but I have no proof that I was the first person to find it.*

THE BREAKTHROUGH

What you need: Turbo Controller
Rubber Bands / Tape
Tetra Elemental (3)

What is recommended: Final Attack
Phoenix

Set up: Choose your three characters and equip them all with a Tetra Elemental. Then go down to Mideel area. The part with the actual city is the easiest location but anywhere can work. Once you have done that, go to the overhead view (Hit R2 and you should switch to it). Once you do that, go right below the city and hold down. After a second or so, you will be on the beach and running back and fourth in a short little track.

Once he starts to run back and fourth switch to your turbo controller. Instead of holding just Circle, you will also need to hold the down direction button to ensure that you will keep running on the beach.

Location: Mideel Beaches

Methodology:

It was realized that most of the attacks that the Sea Worm uses are elemental. These elemental attacks are all absorbed by you when you have the Tetra Elemental. On the rare opportunity that the worm hits you with his physical attack, there is no real need to worry because you will absorb over double what you lost with each elemental attack.

Just like the Midgar Swamp method, the Circle button attacks the worm - and lucky for us it does it well before the down button will ever get recognized, allowing you to attack over and over again. Just like before you will scroll through the EXP / AP / Gil screens and you will start all over again.

Analysis:

With the advent of this method came a great outbreak of acceptance for auto-fighting. Now people were able to get a high amount of EXP, AP, and Gil with no effort. To this day, this is still the easiest method to level up in the second disk as soon as you get the Highwind - and the third disk if you need to get materia mastered for some of the advanced methods.

This method made it possible to get 200 AP per battle; 600 if using a triple growth weapon. Up to 10 000 Gil per battle and over 2 600 EXP per battle. For a long time this was the best method of automatic fighting in the game, and is still a very common spot for many.

Method 2:

What you need:

Turbo Controller
Rubber Bands / Tape

What is recommended

Final Attack *if at low level*
Phoenix *if at low level*
Preemptive Materia

Set-Up:

All you really need to do for this method is set your characters up for the materia that you would like to have mastered. If you would like you can have a Double-Cut materia on a person that you would like to have more kills, but the set-up for this really is nothing at all because the enemy only uses defenses until you get your attacks in, and the enemy only has 1600 HP which generally means an easy kill.

Location:

Wutai Beaches

Methodology:

Adamantaimai is the only enemy that you will fight in this area. He only has one attack that he will use against your team, all of the other attacks that he does revolves around setting up a defense for him. This means that if you are able to get at least 1600 HP taken away on every attack *his HP* then you should be able to beat him before he ever attacks you.

Analysis:

This method is a good way to pick up kills and good Exp and

Gil and AP if you have beaten Yuffie's side-quest in the first disk and are not powerful enough for the Mideel beaches yet. The one flaw at this point is, if you are a low level he will attack you and eventually it can kill you, but the Final Attack = Phoenix combo should save you from that, as long as you do not leave your game one for days at a time without checking it.

This is about as far as you will be able to go if you stick to the basics of automatic fighting. If you are going to go into getting items, sources, and others, you will need to go more into the advanced methods of the automatic fighting.

THE ADVANCED:

What you need:

- Turbo Controller
- Rubber Bands / Tape
- Sneak Attack Materia
- Deathblow Materia / Mug
- Mastered Cover
- Mega All Materia
- HP Absorb Materia
- Master Command Materia

What is recommended:

If you have everything listed, then nothing, however, an extra set (or two) of Sneak Attack and Deathblow / Mug must replace if you do not have a Master Command yet.

- Sprint Shoes
- Preemptive Materia

Set-Up:

Find a character that has a weapon a high attack power, or you can use their ultimate weapon to equip the following set-up in. First you need to give that person *I like Vincent because the more kills that he has, the stronger he gets, and doing this makes him exponentially better ever time you fight, which will be many, many times* the mastered Cover materia linked with the Mega All. Once you have done that you need to give them a set of Sneak Attack = Deathblow or Sneak Attack = Mug, either one will work. You should also give them the Mastered Command Materia linked with the HP Absorb. If you have a set of Sprint Shoes you should equip them on the character that you equipped the materia onto.

Location:

- Mideel Grasslands
- Mideel Badlands
- Wutai Grasslands
- Wutai Beaches *with mug*
- Anywhere on world Map

Methodology:

Many of these places will need you to use the R1 button to circle around to the right angle that allows you to run back and fourth on the screen. Once you find that angle, your character will begin to run back and fourth. When you are in a fight you will begin with a Deathblow or Mugging all of the enemies *thanks to Mega All*. If it is on one of the unlucky times that you do not hit

the enemy and you get attacked, the mastered cover on your "main" character will force him to take the hit. Since that person has Sprint Shoes then about 90 percent of the time they will attack. When they do so, the HP Absorb with Master Commands gains thousands of HP back for the hundred that you lost, making you virtually invincible. This also works well because the Preemptive materia insures that most of the time you will attack before the enemy even has a chance to.

Analysis:

This method has been designed to make you literally invincible. This is a great way to fight, especially if you go to the Mideel areas. The mug method works great against Adamtaimai because you will get the Adamtaimai Bangle every time, which is a fairly decent armor, and if you are going for a game where you have 99 of most items, then this is an easy way to do so. This is the best way to auto-fight if you are not trying to get sources, and the great thing about it is, if you have this setup, you can have up to 40 materia being mastered in the whole party.

THE SOURCES METHOD

What you need:

Turbo Controller
Rubber Bands / Tape
Good Morphing Power
--- Yuffie with Conformer (high strength)
--- Vincent with Death Penalty (high kills)
--- Barret with Missing Score (high AP)
Sneak Attack Materia (Three at least)
Morph Materia (Three at least)
Mega All Materia

What is recommended:

More sets of Sneak Attack = Morph will be needed for one of the methods, I generally used seven just to be safe.
Preemptive Materia
Ribbons

Set-up:

In order to do this method, you must have one of three things... Yuffie equipped with her Conformer and have a power rating of over 150, Vincent with his Death Penalty and a couple thousand kills under his belt, or Barret with his Missing Score that has over 1.5 million AP equipped in it (not counting Underwater Materia). I would also equip everyone with a Ribbon at this point.

I personally like to use Vincent just because I used him for all of my previous killing and it makes the rest much, much easier. Anyway, once you have any of those three things equip that person with as many Sneak Attack linked with Morph as you can, but be sure to leave at least one open spot for the Mega All that you will need also. After you have that set up, you must go into Gelnika, and you can fight in one of two rooms. The Hallway is the first spot that I recommend because the enemies have less than 9999 HP. This means that you can kill them in one hit, which also means you need less Sneak Attack linked with Morph, which in turn means you can do

this earlier. Once you are in that room, stand slightly right of the barrel that is touching the screen and then put your turbo controller in - this time you must also have L1 tapped down in addition to Down and Circle. If you have enough Sneak Attack linked with Morph (at least five) you can go into the Cargo room. Here, you will want to stand on the bottom level about a third to half of the way from the first treasure chest on you left to the second. In either case you should begin to see Cloud shake violently, don't worry this is supposed to happen. In a few seconds he will get into a fight and Morph everything right into the sources.

Location: Gelnika

Methodology: Tapping down the L1 button down allows Cloud to be able to move if he is stuck on a wall, in a way, it almost counteracts the Down arrow, and since it is turbo powered it only does it for a slight moment and then does the same thing again, allowing Cloud to move, which is the only way to get into fights *outside of Midgar Swamp*.

Sneak Attack is an odd materia. Unlike Gil Plus or Exp Plus, or Enemy Lure - the more that you equip the more effective it can be. This leads the way for you to be able to attack numerous times before the enemy is able to. Since the morph is weaker than most attacks you will need to attack a couple of times before it kills the enemy some times. This multiple attack doesn't really help much in the hallway because the enemies should die after one attack. However in the Cargo Room all of the enemies that you encounter have between 9999 and 19998 HP. This means that you need to attack multiple times. This is where the multiple Sneak Attacks come in handy.

Now before I go any further, I think now would be the best time to describe the mathematics behind the Sneak Attack materia. First off there are four different levels of Sneak Attacks....

Level	Percentage	Fraction	
First	20 Percent	1/5	This chart show that if you have no stars then you will attack only one out of every five times. Once you have it to the second to last star, it stops and your next reward is a now materia. However, if I were to have a second materia on there. Lets say one mastered and the other at the second level, this means that on average I would attack the enemy once every 6/5 times. For those who have a hard time following my math that is $(4/5 + 2/5)$.
Second	40 Percent	2/5	
Third	60 Percent	3/5	
Fourth	80 Percent	4/5	

This also means that you will sneak attack 6 times every five battles. If you get four mastered ones in there. Your morpher should attack over three times per battle - on average. From there everything is a simple numbers game.

Being able to morph these enemies in Gelnika comes in handy seeing as though all of them can be morphed into the six different sources, which will turn sleeping into

some serious stat building time.

Analysis:

If you are looking for a way to max out your stats, here is the absolute easiest way to do it without using a Gameshark or any other hacking device - plain and simple.

THE ESCAPING METHOD

This method is the exact same way as using the morphing to kill enemies, except instead of linking Sneak Attack with Morph, link it with the Exit materia. Note: the exit materia must still be on its first level. You can buy them in Rocket town and you can fight anywhere that I had previously mentioned on the world map except for Midgar Swamp.

This pretty much wraps up everything that is needed to be known about auto-fighting. If I find any new ways of fighting or morphing or anything at all I will keep this FAQ updated.

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| V STATISTICS |
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In this section I will go through many test to try and discover what the best place is to get the most amount of stats through both auto-fighting and without. I will also try to discover the best place to level build and everything else at critical parts of the game. All of these averages are got by getting into 100 fights *minimum* then finding the average for each battle.

Location	exp	ap	average gil	OBTAINABILITY
Midgar Swamp	250	25	400	Disk One - Early
Mideel Beaches	1 300	200	5 000	Disk One - Late
Mideel Badlands	1 436	161	3 672	Disk One - Late
Mideel Grasslands	1 712	203	2 796	Disk One - Late
Wutai Beaches	720	100	2 000	Disk One - Late
Mideel Forrest	2 309	268	3 000	Disk Two - Mid
Gelnika Hallway	3 062	208	7 427	Disk Two - Mid
Gelnika Cargo Room	2 014	186	6 413	Disk Two - Mid
North Crater Swamp	6 610	894	12 903	Disk Three

Location	exp	ap	AVERAGE GIL	obtainability
North Crater Swamp	6 610	894	12 903	Disk Three
Gelnika Hallway	3 062	208	7 427	Disk Two - Mid
Gelnika Cargo Room	2 014	186	6 413	Disk Two - Mid
Mideel Beaches	1 300	200	5 000	Disk One - Late
Mideel Badlands	1 436	161	3 672	Disk One - Late
Mideel Forrest	2 309	268	3 000	Disk Two - Mid
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Wutai Beaches	720	100	2 000	Disk One - Late
Midgar Swamp	250	25	400	Disk One - Early

ENEMY OCCURRENCES CHARTS

Basically what these charts do is show which enemies you will fight in which areas. Not only that, but it will also show the probability of occurrence for these enemies. This section will be one that will be under constant updating. I hope that it will be able to help out in certain places like Stat Maxing and level building in a safe manner.

Note: The ratios are not completed in many to most of the sections yet, simply because I do not feel like the information I have would be sufficient to make a distinct ratio at this point.

Gelnika Hallway			
Enemy Group	Times	Ratio	
Poodler x2	61	2:3:2	
Poodler x1	90		
Bad Rap x2			
Bad Rap x4	55		

Gelnika Cargo Room			
Enemy Group	Times	Ratio	

Unknown	x1	376	4:4:3:3
Unknown 2	x1	386	
Unknown 3	x1	288	
Serpent	x1	298	

Junon Alarm			
Enemy Group		Times	Ratio
Death Machine	x1	34	
Slalom	x2	26	
Slalom	x3	25	

Mideel Badlands			
Enemy Group		Times	Ratio
Spiral	x2	86	3:2:2
Spiral	x3	68	
Hippogriff	x1	66	

Mideel Grasslands			
Enemy Group		Times	Ratio
Head Hunter	x2	32	3:3:3:2
Head Hunter	x3	31	
Hippogriff	x1	31	
Spiral	x2	24	

Mideel Forrest			
Enemy Group		Times	Ratio
Head Hunters	x4	42	
Head Hunters	x3	43	
Crysales	x3	35	

North Crater Swamp			
Enemy	Group	Times	Ratio
Christopher	x1	22	
Gihee	x1		
MasterTonberry	x1	20	
Magic Pot	x2	36	
Magic Pot	x1	22	
Mover	x3	9	
Alemagne	x1	17	
Alemagne	x2	17	

VI IMPORTANT ENEMIES

Listed in this section will be a list of enemies that you should become quite accustomed to fighting while going through stat maxing. Note: Next update, there will be much more information that what is here.

8 eye
 Armored Golem
 Bad Rap
 Bagnaranada
 Dragon Rider
 Heavy Tank
 Killbin
 Maximum Kimaria
 Poodler
 Screamer
 Serpent
 Spiral
 Unknown 1
 Unknown 2
 Unknown 3

VI NOTES AND THANKS

Mike Bramwell - You are the man. Without question, this guy decided to format the ugly table I had had in here. Once again, thanks

Ben Bok - Pointed out that I had an error concerning my Enemy Away materia

A great deal of gratitude is expressed towards all webmasters on the internet that spend their priceless time and hard earned money for the sole purpose of allowing people from all different walks of life, come together and discuss and help each other with video games. Without that time and that money, the

video game industry would be nowhere near what it is today. Thank You All.

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