

# Final Fantasy VII Boss FAQ

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Final Fantasy VII  
"Boss FAQ" Version 2.0  
Playstation Console  
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## I. Introduction

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If you are afraid of this FAQ spoiling the game for you, then please do not continue any further. So read this at your own risk. This is the first FAQ that I've ever written so please bear with me here. But I promise that my FAQ's will get better as I continue to write more. Just to let you know, I finished this game about three years ago, and I noticed that there wasn't a Boss FAQ so I decided to write one. So I hope that the information here is at least 95% accurate.

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## II. Version History

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Version 1.0: May 8, 2002

The "Birth" of my Boss FAQ. Stopped at Reno and Rude. I believe that's enough for one day. :)

Version 1.3: May 23, 2002

Fixed my FAQ so all lines now contain less than 79 characters.

Version 1.4: June 9, 2002

Added a "Reward" section to the Legend. This is what you get for defeating the boss.

Version 1.7: June 20, 2002

I have officialy finished with all the NORMAL bosses on Disk 1. I'm hoping that Disk 2 will be done by... July 4th. It's really boring here and I have nothing else to do. :(

Version 1.8: June 25, 2002

Added a "Shameless Promotion" section.

Version 1.9: June 30, 2002

Added some questions to the FAQ.

Version 2.0: July 4, 2002

Happy Independence Day! Guess what? I didn't finish Disk 2 as planned! :( I've had a lot of things on my mind lately so I didn't get to work as much. GOD BLESS AMERICA!!!

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=====  
III. Legend  
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This is the order of the information that my FAQ of the bosses will be in.

- Name:
- HP:
- MP:
- Attacks:
- Location:
- Elemental Weakness:
- Morph:
- Steal:
- Experience Points:
- AP:
- Gil:
- Reward:

Boss Strategy:

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=====  
IV. Disk 1  
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Name: Guard Scorpion  
HP: 800

MP: 0  
Attacks: Search Scope, Scorpion Tail, Rifle Tail, Tail Laser  
Location: Mako Reactor No. 1  
Elemental Weakness: Lightning  
Morph: n/a  
Steal: n/a  
Experience Points: 100  
AP: 10  
Gil: 100  
Reward: Assault Gun

Your very first boss is extremely easy. It's robotic so it's weakness is lightning. Have Cloud use his "Bolt" spell while Barret uses his normal attack. After several attacks, the Guard Scorpion will raise it's tail. If you were paying attention to Cloud, he warned Barret to be careful. From that point, DO NOT attack the Guard Scorpion while it's tail is up. Use that time to heal any weak characters. Once the tail is down, continue to pummel the boss with your attacks.

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Name: Air Buster  
HP: 1200  
MP: 0  
Attacks: Counter Attack, Big Bomber, Rear Gun  
Location: Mako Reactor No. 5  
Elemental Weakness: Lightning  
Morph: n/a  
Steal: n/a  
Experience Points: 180  
AP: 16  
Gil: 150  
Reward: Titan Bangle

This boss is also simple and is also robotic. So use Bolt again as much as you possibly can. Your attacks will also be more effective when you hit Air Buster in the back. Always use your Limit Breaks when they are fully charged.

---

Name: Aps  
HP: 1800  
MP: 0  
Attacks: Sewer, Tsunami Tail  
Location: Sewers  
Elemental Weakness: Fire  
Morph: n/a  
Steal: n/a  
Experience Points: 240  
AP: 22  
Gil: 53  
Reward: n/a

Aps strongest attack is the Tsunami Tail that causes damage to your entire party, AND himself. Have Aeris use "Fire" while the other two use their normal attacks and Limit Breaks.

---

Name: Reno

HP: 1000  
MP: 0  
Attacks: Pyramid, Electro-mag Rod  
Location: Support Pillar  
Elemental Weakness: Fire, Ice  
Morph: n/a  
Steal: n/a  
Experience Points: 290  
AP: 22  
Gil: 500  
Reward: n/a

Reno's most dangerous attacks are the Pyramid and Electro-mag Rod. The Electro-mag Rod can temporarily paralyze your victim. The only thing you can do is wait until that party member recovers. The Pyramid will entrap your character in a gold pyramid that also paralyzes them. You can destroy the pyramid by having a non affected member attack the pyramid. Make sure you use your Limit Breaks and keep your HP up. Free your characters when they are trapped immediately and use "Fire" and "Ice".

---

Name: Sample: H0512  
HP: 120  
MP: 0  
Attacks: n/a  
Location: Shinra HQ's  
Elemental Weakness: Fire  
Morph: n/a  
Steal: n/a  
Experience Points: 300  
AP: 30  
Gil: 250  
Reward: Talisman

This boss will come equipped with its own henchmen. DO NOT attack the smaller creatures because H0512 will just re-create them. Concentrate your attacks on the main boss. H0512 will always be in the back so only members with long-range weapons like Barret can attack it. Your members will get constantly poisoned so don't even bother to use antidotes. Use Barret for normal attacks and use other party members for magic. Make sure you use your Limit Breaks when fully charged. After defeating this boss, make sure you give Aeris "Lightning" and "Restore" materia. Also give Red XIII at least one materia.

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Name: Hundred Gunner  
HP: 1600  
MP: 0  
Attacks: Main Artillery, Wave Artillery  
Location: Shinra Elevator  
Elemental Weakness: Lightning  
Morph: Aux Artillery  
Steal: Hidden Artillery  
Experience Points: 330  
AP: 35  
Gil: 300  
Reward: n/a

Once again, only members with long-range attacks can damage this boss. If you

paid attention to what I said earlier, you shouldn't be in too much trouble. Have Barret use his normal attacks. Have Red XIII use his magic and Aeris use "Bolt". Use your Limit Breaks as much as you can. After defeating Hundred Gunner, it transforms in to Heli Gunner!

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Name: Heli Gunner  
HP: 1000  
MP: 0  
Attacks: Flying Drill, C Cannon  
Location: Shinra Elevator  
Elemental Weakness: Lightning  
Morph: AB Cannon  
Steal: Firing Line  
Experience Points: 250  
AP: 25  
Gil: 200  
Reward: Mythril Armlet

Use the same strategy that you used against Hundred Gunner. Now equip Cloud with "Restore", and "All". Also place "Elemental" and "Bolt" combination in his armor. You will now have to fight two bosses at the same time using only Cloud!

---

Name: Dark Nation  
HP: 140  
MP: 80  
Attacks: Bolt, Barrier  
Location: Shinra Tower  
Elemental Weakness: n/a  
Morph: n/a  
Steal: n/a  
Experience Points: 70  
AP: 7  
Gil: 250  
Reward: Read Rufus's section below.

Kill this panther FIRST, and then go after Rufus. It's Bolt attack is powerful, but if you listened above, it's not going to be a big problem. Dark Nation will cast protective spells on himself and Rufus, so use magic spells instead.

---

Name: Rufus  
HP: 500  
MP: 0  
Attacks: Shotgun  
Location: Shinra Tower  
Elemental Weakness: n/a  
Morph: n/a  
Steal: n/a  
Experience Points: 240  
AP: 35  
Gil: 400  
Reward: Protect Vest, Guard Source

After defeating Dark Nation, use spells to take down Rufus. Heal ONLY when your HP goes in to critical. Use your Limit Break when charged.

---

Name: Motor Ball  
HP: 2600  
MP: 120  
Attacks: Arm Attack, Twin Burner, Rolling Fire  
Location: Highway  
Elemental Weakness: Lightning  
Morph: n/a  
Steal: n/a  
Experience Points: 440  
AP: 45  
Gil: 350  
Reward: Star Pendant

The damage you recieved from the Motorcycle chase will transfer to this boss fight. Make sure that you use "Bolt" because this is a robotic boss and "Bolt" will cause major damage. Use normal attacks with your other party members and keep your HP up.

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Name: Bottomswell  
HP: 2500  
MP: 100  
Attacks: Tail Attack, Moonstrike, Big Wave, Water Bubble Attack  
Location: Junon Harbor  
Elemental Weakness: Wind  
Morph: n/a  
Steal: n/a  
Experience Points: 550  
AP: 52  
Gil: 1000  
Reward: Power Wrist

This is a flying boss, so make sure Barret is in your party. I also recommend having Cloud and Aeris. Have Barret use his normal attack and equip Cloud with the "Long-Range" materia. His Water Attack Bubble will entrap a party member in a bubble and it will suck the HP slowly. This bubble can only be destroyed by magic. Give Aeris the "Bolt" and "All" combination so she can attack the bubbles and the boss. Make sure you use the Guardian Summon "Choco/Mog" because it is weak against Wind elements. The Enemy Skills "Matra Magic" and "Flamethrower" are also effective. His Big Wave will damage your whole party for about 100 HP each. It will also use the Big Wave as a FINAL ATTACK before it dies, so make sure your characters are around 150 HP or higher.

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Name: Jenova-Birth  
HP: 4000  
MP: 110  
Attacks: Tail Laser, Stop, W-Laser, Gas  
Location: Shinra Boat  
Elemental Weakness: n/a  
Morph: n/a  
Steal: n/a  
Experience Points: 680

AP: 64  
Gil: 800  
Reward: White Cape

Its Tail Laser is its strongest attack. It does around 200 HP damage and it sometimes does it TWICE in a row. Keeping your HP up is a huge priority. Jenova can even cast "Stop" on one of your characters. Use "Shiva", "Choco/Mog", and "Quake" to deal damage. Use the Enemy Skill "Flamethrower" to deal some more damage. Make sure you use your Limit Breaks.

---

Name: Dyne  
HP: 1200  
MP: 20  
Attacks: Needle Gun, S-Mine, Molotov Cocktail  
Location: GS Prison Desert  
Elemental Weakness: n/a  
Morph: n/a  
Steal: n/a  
Experience Points: 600  
AP: 55  
Gil: 750  
Reward: Silver Armlet

This is a one on one fight between Barret and Dyne. His S-Mine attack will usually be used right after his normal attack, and it will deal around 300 HP. Your Limit Break will be built up rather quickly so use that. Dyne usually uses the Molotov Cocktail as a FINAL ATTACK or when his HP gets low, and that does around 150 HP.

---

Name: Rude  
HP: 2000  
MP: 135  
Attacks: Punch, Fire, Cure  
Location: Gongaga  
Elemental Weakness: n/a  
Morph: n/a  
Steal: n/a  
Experience Points: 720  
AP: 70  
Gil: 2000  
Reward: Read Reno's section below.

You will now have to face both Rude and Reno. Go after Rude first because Rude performs most of the healing in this battle. Before the battle, have somebody equipped with the Fire Ring and the "Elemental-Fire" Materia combo in to their armor. Have Aeris use her "Seal Evil" Limit Break ASAP. The Limit Break should paralyze both enemies.

---

Name: Reno  
HP: 2000  
MP: 80  
Attacks: Slap, Turk Light, Electropod  
Location: Gongaga  
Elemental Weakness: n/a

Morph: n/a  
Steal: n/a  
Experience Points: 660  
AP: 60  
Gil: 1500  
Reward: X-Potion, Fairy Tale

Read Rude's strategy above.

-----  
Name: Gi Nattak  
HP: 5500  
MP: 200  
Attacks: Take Over, Aspil, Hit  
Location: Gi Cave  
Elemental Weakness: Holy  
Morph: n/a  
Steal: n/a  
Experience Points: 1400  
AP: 150  
Gil: 3000  
Reward: Phoenix Down, Wiser Staff

This boss has some helpers with him called Soul Fires that can posses your characters and deal fire damage. They can also heal themselves with fire. Before the fight, equip your fighters with armor that will protect them from fire. Gi Nattak's main weakness is Holy so use cure spells on it. Also use your Summons "Shiva" and "Choco/Mog".

-----  
Name: Materia Keeper  
HP: 8400  
MP: 300  
Attacks: Big Horn, Hell Combo, Trine  
Location: Mt. Nibel  
Elemental Weakness: n/a  
Morph: n/a  
Steal: n/a  
Experience Points: 3000  
AP: 200  
Gil: 2400  
Reward: Jem Ring, "Counter Attack" Materia

Before this battle begins, equip any of your characters with the "Enemy-Skill" Materia so they can learn the attack "Trine". When the battle begins, use your magic to deal some damage. DO NOT use Fire or Gravity spells. Always use your Limit Breaks when you have the chance. Have your healer equipped with the "Cure-All" combo. When the bosses HP gets low, it will start to cast "Cure 2" on itself. Most of it's attack will cause around 200-300 damage. Beware of the Trine attack because it will deal around 500 damage to EACH character.

-----  
Name: Palmer  
HP: 6000  
MP: 240  
Attacks: Mako Gun  
Location: Rocket Town



Elemental Weakness: n/a  
Morph: n/a  
Steal: n/a  
Experience Points: 1800  
AP: 98  
Gil: 5000  
Reward: Edincoat

This boss can be extremely simple to defeat if you follow these simple directions and everything goes smoothly. When the battle begins, either summon "Choco/Mog" or have Aeris use her Limit Break "Seal Evil" to paralyze Palmer. Simply use "Haste" on your characters and unleash your fury on Palmer. His Mako Gun will hit the team with several different types of magic.

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Name: Red Dragon  
HP: 6800  
MP: 300  
Attacks: Red Dragon Breath, Tail, Bite  
Location: Temple of the Ancients  
Elemental Weakness: n/a  
Morph: n/a  
Steal: n/a  
Experience Points: 3500  
AP: 200  
Gil: 1000  
Reward: Dragon Armlet

When the battle begins, cast "Bio 2" to poison it. Cast "Barrier" and "Haste" on your entire party. This will weaken the bosses physical attacks. DO NOT use "Fire" or "Gravity" spells. Also try using "Regen" and the "Deathblow" Materia.

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Name: Demon's Gate  
HP: 10000  
MP: 400  
Attacks: Rock Drop, Cave In, Demon Crush  
Location: Temple of the Ancients  
Elemental Weakness: n/a  
Morph: n/a  
Steal: n/a  
Experience Points: 3800  
AP: 220  
Gil: 4000  
Reward: Gigas Armlet

This is one bad dude. Cast "Slow" on the boss to slow it down. Make sure you cast "Haste" and "Barrier" on your characters. Use "Heal" Materia when your characters are "petrified", or just use "Soft". It is extremely important that you keep your HP above 1000. He's immune to "Poison" and "Gravity". It's also resistant to "Earth".

---

Name: Jenova-Life  
HP: 10000  
MP: 300

Attacks: Aqualung, Blue Flame, Blue Light  
Location: City of the Ancients  
Elemental Weakness: Earth  
Morph: n/a  
Steal: n/a  
Experience Points: 4000  
AP: 350  
Gil: 1500  
Reward: Wizard Bracelet

Give Cloud a Water Ring because Jenova's attacks are all water attacks. Have someone cast "MBarrier" on the rest of the party. This will weaken Jenova's magic attacks on the two party members. It is also important that you cast "Haste" on your entire party. Have Cloud use physical attacks while the other two use "Quake" because Jenova is weak against "Earth". Beware, Jenova will sometimes cast "Reflect" on itself to counter your magic attacks. Cast "DeBarrier" to destroy the shield. Your "Cure" spells will not be as effective with "MBarrier", so I suggest you have plenty of cure items or you can just cast "Regen" on your party.

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V. Disk 2  
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Name: Schizo  
HP: 18000 EACH side  
MP: 350 EACH side  
Attacks: (Left) Frozen Breath, Earthquake. (Right) Flame Breath, Earthquake  
Location: Gaea's Cliff  
Elemental Weakness: n/a  
Morph: n/a  
Steal: n/a  
Experience Points: 4400  
AP: 240  
Gil: 3000  
Reward: Dragon Fang

Schizo's right side is fire-based and its left side is ice-based. So do not cast the matching spells to the matching sides. Schizo is also invulnerable to "Gravity". Start out the battle by casting "MBarrier" and "Regen" on your team. Just cast "Fire" on the left side and "Ice" on the right side.  
WARNING: Both sides get a final attack that can cause up to 1000 HP damage.

-----  
Name: Jenova-Death  
HP: 25000  
MP: 800  
Attacks: Silence, Red Light, Tropic Wind  
Location: Whirlwind Cave  
Elemental Weakness: n/a  
Morph: n/a  
Steal: n/a  
Experience Points: 6000  
AP: 400  
Gil: 5000  
Reward: Reflect Ring

Before the battle begins, equip your party with armor and accessories that protect against "Fire". Do the usual by casting "MBarrier", "Haste", and "Regen" on your party. Cast "Slow" on Jenova. Just attack with normal attacks and high leveled magic. Don't even bother using "Gravity". Have some "Esunas" ready in case your party gets silenced.

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Name: Ultimate WEAPON  
HP: 18000 (Estimate)  
MP: 500  
Attacks: Ultima Beam, Quega  
Location: Mideel  
Elemental Weakness: n/a  
Morph: n/a  
Steal: Curse Ring  
Experience Points: 0  
AP: 0  
Gil: 0  
Reward: None

Don't be alarmed by the size of this monster. Cast "MBarrier" ASAP!!! His magic attacks can deal as much as 1500 to each character. Use Limit Breaks because they will build up quickly. After dealing some major damage, Ultimate Weapon will retreat and fly away. Don't worry..... you can finish him off later. :b

---

Name: Carry Armor  
HP: 24000 (Main Body) 12000 Each Arm  
MP: 500 Total  
Attacks: Lapis Laser  
Location: Underwater Reactor  
Elemental Weakness: Lightning  
Morph: n/a  
Steal: n/a  
Experience Points: 5000  
AP: 450  
Gil: 4000  
Reward: God's Hand

This has got to be the most annoying boss EVER! It took me about five tries to finally kill this stupid robot. Make sure one of your characters have the "Ramuh" summon and "Lightning" materia. Set up "MBarrier" and cast "Haste" and "Regen". This boss can pick up your characters. The character can not participate in any way. If two people are captured and the third is killed... GAME OVER! So your first job is to destroy the arms!!! If one of your party members is dead, summon "Phoenix" to heal AND damage Carry Armor. After both arms, the only thing it can do is use it's strongest attack... Lapis Laser. The "MBarrier" should cut the damage in half.

---

Name: Rude & Attack Squad  
HP: 9000  
MP: 240  
Attacks: Punch, Grand Spark, MBarrier, Bolt  
Location: Rocket Town  
Elemental Weakness: n/a

Morph: n/a  
Steal: Ziedrich  
Experience Points: 3400  
AP: 80  
Gil: 3000  
Reward: None

Before the battle starts, equip your party with armor that protects or absorbs lightning. When the battle starts, take out the "Attack Squad" or they will try to put your party to sleep. After you've killed them all, use "MBarrier" on your party to reduce the damage. There is no need to cast "MBarrier" if you have lightning absorbing armor. Then cast "Reflect" on Rude because he will start to use "Cure" on himself. After casting "Reflect", please make sure that you don't use any more magic attacks on him. :b

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Name: Diamond WEAPON  
HP: 50000  
MP: 3000  
Attacks: Diamond Flash  
Location: Midgar  
Elemental Weakness: n/a  
Morph: n/a  
Steal: Rising Sun  
Experience Points: 0  
AP: 0  
Gil: 0  
Reward: None

Oh no! Not another monster! Don't worry though.... I'm here. :b Before battle equip somebody with the "Ribbon". Well do the usual by casting "MBarrier", "Regen", "Barrier", and "Haste" on the whole party. Don't even bother using physical attacks. Some good spells to use are "Ultima", and "Comet". If you have "Knights of the Round", use that too. Just unleash major magic and summons on this biatch! But when it begins to countdown, you know something bad's about to happen. Diamond WEAPON will use it's "Diamond Flash" doing around 1500-3000 damage to each character. It will also mute the survivors. This is where the "Ribbon" will come in to play. This will make them immune against "Mute". Use the person with the "Ribbon" to heal the other party members.

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Name: Proud Clod  
HP: 60000  
MP: 320  
Attacks: Wrist Laser, Machine Guns, Materia Jammer, Beam Cannon, Rainbow Ray  
Location: Midgar  
Elemental Weakness: n/a  
Morph: n/a  
Steal: n/a  
Experience Points: 7000  
AP: 1000  
Gil: 10000  
Reward: Ragnarok

The Proud Clod comes equipped with a heavy duty armor. Attack the armor first so you can cause more damage to the main body. It has a move called "Rainbow Ray" and it will cast "Reflect" on one of your party members. Cast "DeBarrier"

on them to break the spell so you can continue to heal them. Do the usual by casting "Wall", "Regen", and "Haste". Use attacks that will attack both parts like "Slash-All" and Summons. This battle will be one of the hardest in the game.

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More to come in the following updates of this FAQ!

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VII. Optional Bosses  
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Name: Reno, Rude, and Elena  
HP: 25000/28000/30000  
MP: 200/250/100  
Attacks: Turk Light, Electropod/ Punch, Grand Spark/ Flame Light, Confusion  
Location: Midgar  
Elemental Weakness: n/a  
Morph: n/a  
Steal: Tough Ring/Ziedrich/Minerva Band  
Experience Points: 18000 Total  
AP: 2000 Total  
Gil: 18000 Total  
Reward: Elixer

Begin the battle by casting "Wall", "Barrier", and "Haste" on your party. Use attacks that will deal damage against all three enemies at once. Summons would be a good idea. Use "Bio" to poison the enemies. Elena will sometimes cast "Confusion" and use her Flame Light. Rude will usually use his fists. Make sure you steal from ALL enemies to get an item. Here are also some important info. Elena will absorb "Ice" attacks. Rude will absorb "Fire" attacks and Reno will absorb "Lightning" attacks.

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VIII. FAQ  
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Q: How is the Reno, Rude, and Elena battle in Midgar optional?

A: If you completed the "Yuffie Sidequest", you will get an option whether you want to fight them or not. I fought them to get the experience and AP points.

Q: Is there really a "Sapphire WEAPON"?

A: I really don't know. But I do believe it's the one that got decapitated by the Junon Cannon in the FMV.

Q: Can I fight the "Sapphire WEAPON"?

A: No.

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IX. Conclusion  
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I hope this FAQ is really helping you in your quest to finish Final Fantasy VII. If you have any questions, or find any mistakes/typos, please e-mail me at BAdB0i87@earthlink.net I will try my best to answer your questions, and you will get proper credit for the edits. Thanks for reading!

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X. Credits  
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These are the following people or companies that I'd like to thank for helping me make this wonderful FAQ:

- Squaresoft, for making such a breath taking RPG. I can't wait to play the future games that will be released on the PS2 console!
- SCEA, for releasing this wonderful game in North America.
- BradyGAMES, for their "Official Final Fantasy VII Strategy Guide". This is where most of the "HP, Morph, and Steal" information came from.
- Wolfwood, he's from NeoSeeker and helped fix my FAQ
- KB Toystore, they had the game brand new for \$15!
- DeathChicken, he's from GameFAQs and let me know about one of the optional bosses
- Everybody who read this FAQ!

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XI. Shameless Promotion  
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Here are some other FAQ's or Guides that you can find written by ME!

- Dino Crisis "Operation:Wipeout FAQ"
- Legend of Legaia "Armor Guide"
- Legend of Legaia "Weapon Guide"
- Legend of Legaia "Character Arts"
- NBA 2K3 "Team Capsules"

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This FAQ can be found on the following sites:

- GameFAQs (www.gamefaqs.com)
- RPGamer (www.rpgamer.com)
- NeoSeeker (www.neoseeker.com)

\*If you find my FAQ posted on a site that is not on the list above, please e-mail me at BAdB0i87@earthlink.net

\*Please e-mail me if you also find any mistakes and typos. Proper credit will be given.

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