

Partial Effect: Lightning Spells

Invulnerable: Garvity Spells

Air Buster is vulnerable from back attacks, so make sure you use your most powerful attack when his back is turned at you. You may want to use Bolt instead of attacks on weak fighters such as Tifa. Make sure you watch your HP because Air Buster is able to display some powerful attacks.

-[Aps Sewers]-

Stats: HP-1800 MP-0 EXP-240 GIL-0 AP-22

Weakness: Fire

Aps is a rather easy boss, his attacks actually hurt him in some case scenarios. You need to ensure you keep your allies HP up because his Tsunami can take some good attacks off of all allies.

-[Reno Pillar]-

Stats: HP-2500 MP-120 EXP-660 GIL-1500 AP-60

Partial Effect: Fire, Ice

Reno is pretty easy, but you have to watch out for the pyramid attack which puts an ally in a pyramid and makes it so they are unable to attack. In order to get a affected ally out of it, you need to have an unaffected ally attack it. Have you allies attack or use Fire/Ice attacks on Reno, and he should be down in no time.

-[H0512 Shinra Tower]-

Stats: Unknown (maybe in later version)

Weak: None

H0512 is a pretty simple opponent, but in order to make it easy you should have Cloud equipped with Long Range Materia so he can effectively attack. Ignore H0512's buddies, as they are nothing but distractions and H0512 will revive them if one dies. Watch your HP and keep attacking.

-[Rufus & Dark Nation Shinra Tower]-

Stats: HP-750 MP-0 EXP-240 GIL-400 AP-35

Weak: None

First things first, start with the Dark Nation that accompanies Rufus, by casting Lightning Attacks on him. Then move to Rufus, and just use regular and Limit Break attacks. Watch your HP because Rufus' shotgun blast can be dangerous.

-[Motor Ball Motorcycle Chase]

Stats: HP-2600 MP-120 EXP-440 GIL-350 AP-45

Weak: Lightning Attacks

Motorball seems to be a long battle, but if you use lightning with all your allies he shouldn't take too long to defeat. Motor Ball has a powerful attack that can inflict as much as 250 HP against ALL allies, so WATCH YOUR HP.

-[Bottomswell Junon Harbor]-

Stats: HP-2500 MP-100 EXP-550 GIL-1000 AP-52

Bottomswell requires the Long Range Materia equipped on Cloud. Have Barret and Cloud attack and use magic on Bottomswell, then have the third party member focus on casting magic to heal the party, and use magic to attack when there is a chance.

-[Jenova-BIRTH Shinra Boat]-

Stats: HP-4000 MP-110 EXP-680 GIL-800 AP-64

Weakness: Flame Thrower Enemy Skill

If you learned Flame Thrower Enemy Skill use this consistently on Jenova. Have everyone else attack and use their most powerful spells. You can use Shiva and Choco/Mag Summon Spells for some decent damage.

-[Dyne Corel Prison]-

Stats: HP-1200 MP-20 EXP-600 GIL-750 AP-55

Weakness: None

Dyne is a single fight between him and Barret. Have Barret use his regular attacks and use Limits. You should keep your HP above at least 300 or more, because Dynes final Molotov Cocktail attacks will do some serious damage.

-[Gi Nattak GI Cave]-

Stats: HP-5500 MP-200 EXP-1400 GIL-3000 AP-150

Weak: Holy Spells

Gi Nattak is a pain, not because of himself because of the Soul Fires that accompany him. You should use Cure spells against Gi since he is a undead monster. Also, use summon magic such as Shiva or Choco/Mog. If you run out of MP, this is where you should use regular attacks, but rely on magic first.

-[Lost Number Shinra Mansion]-
Stats: HP-7000 MP-300 EXP-2000 GIL-2000 AP-80

Lost Number can be tough if you don't know what you are doing. Have Aeris in your team and her limit breaks at Level 1. Have Aeris use her limit break of Seal Evil the first chance she gets. Now fight the Red Side with Physical attacks and fight the purple side with powerful magic spells. Use Choco/Mog to have a chance paralyzing the Monster.

-[Materia Keeper Mt.Nibel]-
Stats: HP-8400 MP-300 EXP-3000 GIL-2400 AP-200
Absorbs: Fire
Invulnerable: Gravity Magic

Use limit breaks whenever possible, and cast spells such as Bolt 2 and Ice 2, then switch to normal attacks if MP gets low. Make sure one of your team members is always ready to cast Cure-All on all allies of your party.

-[Palmer Rocket Town]-
Stats: HP-6000 MP-240 EXP-1800 GIL-5000 AP-98

Use the Choco/Mog attack, and Aeris' Seal Evil Limit Break. Then speed the team up with the use of Haste and just keep pounding on him, he isn't that tough of an opponent.

-[Rapps Wutah]-
Stats: HP-6000 MP-300 EXP-320 GIL-20000 AP-33

Rapps is a pretty tough opponent since no magic is available for you to use. Have Vincent and Barret fight aside Cloud, when Barret gets his Limit break, have him cast Mind Blow to suck some of that MP Rapps has. Have Vincent use any transform into any beast forms. Use any Items that cast spells like Bolt. Make sure you have lots of Hi-Potion and Phoenix Downs for this battle Good Luck.

-[Gorki Wutah]-
Stats: HP-3000 MP-150 EXP-1500 GIL-0 AP-50
Weak: Wind Spells

Have Yuffie equip Elemental-Gravity Materia combination, plus give her a Cure, Barrier, and Counter Attack Materia. Gorki will cast Demi 2 but it won't do much with the Materia equipped. Have Yuffie cast Haste to keep her up to speed.

-[Shake Wutah]-

Stats: HP-4000 MP-180 EXP-2200 GIL-0 AP-50

Weak: N/A

Have Yuffie cast Haste and Barrier. Keep your HP up and cast Choco/Mog to freeze Shake and the fight should be easy.

-[Chekhov Wutah]-

Stats: HP-5000 MP-210 EXP-2900 GIL-0 AP-50

Weak: None

Cast Barrier and Haste. Make sure the Jem Ring is equipped before battle. Now just use regular attacks.

-[Staniv Wutah]-

Stats: HP-6000 MP-24 EXP-3600 GIL-0 AP-50

Use same methods as described against Chekhov.

-[Godo Wutah]-

Stats: HP-6000 MP-240 EXP-5000 GIL-4000 AP-60

Godo is the hardest of the Wutah monsters. You should approach Godo using the following measures:

- Equip Counterattack, Heal, Cure, Time, and Barrier Materia.
- Equip the Added Effect-Poison Materia with her weapon
- Cast Haste, Barrier, and Regen
- Use attacks and keep your HP up.

-[Red Dragon Temple of the Ancients]-

Stats: HP-6800 MP-300 EXP-3500 GIL-1000 AP-200

Weak: N/A

Immunity: Gravity Spells

Absorbs: Fire Spells

Cast Regen at the beginning of the battle, then continue your assault with BIO 2, then cast Barrier and Haste. Have someone equipped with Deathblow Materia attack. Now just have the other members do regular attacks.

-[Demon's Gate Temple of the Ancients]-

Stats: HP-10000 MP-400 EXP-3500 GIL-4000 AP-220

Weak: N/A

First off cast Slow on Demon's Gate, as he is a fast attacker.
Cast Barrier and Haste as usual. Use Softs when your party
members become Petrified. Fight as usual, and keep your HP
up.

-[Jenova-Life City of the Ancients]-

Stats: HP-10000 MP-300 EXP-4000 GIL-1500 AP-350

Weak: N/A

Have Cloud be equipped with Water Ring, and have Haste be casted
on all party members for a speed advantage. Use Quake as a weapon
against Jenova. Cast Regen and M. Barrier to help protect your
allies. If Jenova manages to use Barrier on himself cast DeBarrier
to rid him of his Barrier.

-[Schizo Gaea Cliffs]-

Stats:

Left Side HP-18000 MP-350 EXP-2200 GIL-1500 AP-120

Right Side HP-18000 MP-350 EXP-2200 GIL-1500 AP-120

Weak Left: Fire Spells

Weak Right: Ice Spells

Cast MBarrier and Regen on the Team. Have party members use Ice 3
on the right side of Schizo, and have another member cast Fire 3
on the left side of his body.

-[Jenova-Death The Crater]-

Stats: HP-25000 MP-800 EXP-6000 GIL-5000 AP-400

Weak: None

Have the party start with casting MBarrier, Haste, and Regen on
the entire party. Cast Slow with another party Member, keep the
spell Esuna ready in case Jenova casts Silence on the entire
party. Attack as usual.

-[Ultimate Weapon Mideel]-

Stats: HP-10000

Cast MBarrier on all party members, and use limit breaks. The
main idea of this battle is just to survive. Make sure your HP
is always high.

-[Carry Armor Underwater Reactor]-

Stats: HP-24000 MP-200 EXP-2800 GIL-4000 AP-240

Weak: Lightning Attacks

Have the entire party get protected by MBarrier, and use spells such as Bolt and Ramuh to inflict the most damage. During the battle Carry Armor may pick up one of your allies and make them unusable or even kill them, just make sure to revive when this happens. Attack Carry Armor as you would do normally.

-[Rude Rocket Town]-

Stats: HP-9000 MP-240 EXP-3400 GIL-3000 AP-80

Weak: N/A

First focus on Rude's allies, the attack squad so they can't put you to sleep. When they are defeated, focus all your energy on Rude, you can just use regular attacks and he should be dead in no time.

-[Diamond Weapon World Map]-

Stats: Unknown

The Diamond Weapon is pretty easy, simply cast MBarrier on your entire party and cast Regen/Haste on entire party. Use spells such as Knights of the Round, Comet, and Ultima to bring him down quickly. If you get silenced or out of MP use attacks or fill the party member up with ethers.

-[Reno/Rude/Elena Midgar]-

Stats:

Reno HP-25000 MP-200 EXP-5500 GIL-5000 AP-600

Rude HP-28000 MP-250 EXP-5500 GIL-5000 AP-600

Elena HP-30000 MP-100 EXP-6400 GIL-7000 AP-800

This is one of the more tough battles. Cast Wall, Regen, and Haste on all allies. Use attacks that attack all three of them at once for maximum comfort. Use Summon spells, and use Bio. Make sure you watch your HP like a hawk during this Battle.

-[Proud Clod]-

Stats: HP-60000 MP-320 EXP-7000 GIL-10000 AP-1000

Weakness: None

First you must target the armor. Start your setup with Wall, Regen, and Haste. Use regular attacks against the Armor, it is also recommended that you use Slash-All Materia for damage to both components. If you have Knights of the Round you can use it to pull an instant kill.

-[Hojo Battles]-

Stats:

Hojo HP-11000 MP-120 EXP-2000 GIL-2200 AP-150
Helletic Hojo HP-10000 MP-300 EXP-0 GIL-0 AP-0
Lifeform Hojo HP-30000 MP-100 EXP-25000 GIL-6000 AP-2500

The first battle with Hojo isn't too difficult, concentrate on Hojo only, and forget his lil companions. Cast Haste on the entire party, and use Deathblow for a quick victory. You may also use Strong Magic Spells.

The second battle is a little tougher, first focus attacks on that that right arm, when it is destroyed go for the torso area, and forget about the left arm.

The third and final battle with Hojo is the hardest because he can attack extremely fast. You should have someone equipped with Counter Attack Materia. Setup Wall and Regen during this battle. Use your most powerful attacks.

-[Jenova-Synthesis]-

Stats: HP-43000? MP-?? EXP-60000 GIL-??

Jenova-Synthesis has three parts to him, so it is essential to equip the Slash-All Materia. Have the usual defense of Wall, Regen, and Haste. If Jenova-Synthesis gets a 5 count, then be prepared to heal your allies, as it will perform Ultima on all party members.

-[Bizarro-Sephiroth]-

Stats: Undetermined

Do yourself a favor, if you have Knights of the Round cast it for an instant victory...otherwise follow the directions below:

- Cast Wall and Regen immediately
- In Single Team assault, focus on defeating Sephiroth's Left and Right Magics, When they are destroyed aim straight for the core. When that is defeated attack the Toso section until he dies.
- In a Double Team Assault, have team 1 focus on defeating the head and left magic. Then have the 2nd team focus on defeating the right magic and head. Have the team on the right attack the right side of the core, when it is defeated, switch to the left team and have them finish the left side of the core.

-[Safer Sephiroth]-

Stats: Undetermined

Well you have finally made it to Sephiroth himself. This is how I recommend you defeat Sephiroth:

- Cast Wall, Regen, Haste on all party members
- Heal anyone seriously injured in the last battle
- Replenish MP
- Attack with your most powerful attacks you have!
- Maintain Wall, and use DeBarrier when Sephiroth tries to protect himself.

Sephiroth Assaults include:

Pale Horse - hits all allies with every status imaginable
Super Nova - inflicts approx. 5000 HP to every party member
Deen - inflicts 1000 to 1500 HP damage to ally

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