

# Final Fantasy VII Yuffie-Only Strategy Guide

by yuffielover

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Final Fantasy 7

Yuffie-Only Strategy Guide Version 9.0

By yuffielover

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I am making this walkthrough for Final Fantasy 7 for all of the Yuffie fans out there.

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  1. Rules in the Challenge

Here are the rules for the Yuffie-only challenge

1. You must only use Yuffie (unless noted).
2. You must have let Yuffie join your party.
3. You must keep the other 2 party members in Death Status.

## 2. Biography

Yuffie Kisaragi

Job: Materia Hunter, Ninja

Age: 16

Weapon: Shuriken

Height: 5'2

Birthdate: November 20

Birthplace: Wutai

Blood Type: A

Although you'd never know it by looking at her, Yuffie comes from a long line of Ninjas. She forced herself into the group just to get a "certain something". She's sneaky, arrogant and "way" selfish. But with her super shuriken and her special skills, there isn't anyone else that you'd rather have on your side in a fight.

## 3. Version History

January 12, 2005

Version 1.0

Got a lot of information for this Strategy Guide.

February 24, 2005

Version 2.0

Added a new strategy for defeating Emerald Weapon. Also edited the Best Armor Section.

March 7, 2005

Version 3.0

Added a question to the frequently asked questions, and added a new strategy for defeating Emerald Weapon.

March 20, 2005

Version 4.0

Removed a Emerald Weapon Strategy.

May 21, 2005

Version 5.0

Added a new challenge to the challenges section.

June 1, 2005

Version 6.0

Added Yuffie's biography

June 12, 2005

Version 7.0

Added another Emerald Weapon Strategy (The 0 Elixer strategy).

June 28, 2005

Version 8.0

Removed a Challenge and replaced it with another one.

September 5, 2005

Version 9.0

Added another question and answer to the Frequently Asked Questions section.

#### 4. Tips

a. NEVER PUT YUFFIE IN THE FRONT ROW. She is a long-range attacker, as all of her weapons are Shurikens. She will also take less damage this way.

b. Master Materia as quickly as possible. You'll need the higher-end Materia for some of the tougher bosses, especially Ruby Weapon and Emerald Weapon.

c. Get the Hp Plus Materia in Cosmo Canyon the first time you are in that place. They will be needed for the all of the weapon boss battles (except for Diamond Weapon, maybe)

d. Get the Final Attack Materia if possible.

e. Morph enemies in the Gelinka! All of the monsters in the Gelinka (except for the boss fight against Reno and Rude) have a source that you can morph them into. They will increase your stats and help you a lot if you are going after Ruby Weapon and Emerald Weapon.

#### 5. Frequently Asked Questions

Question 1: I can't beat the Carry Armor! What are some good things to equip Yuffie with?

Answer 1: I would recommend 2 Speed Plus Materia at Level 3 or higher, at least 1 Counter Attack Materia at level 3 or higher, 1 Hp Plus Materia at Master Level if possible. I would also equip Yuffie with the Champion Belt if you have one. The Crystal Cross is the preferred weapon, equip your best armor too. You should have Yuffie at least level 55 before attempting this fight. Your best summons are good, too.

Question 2: The monsters in the Gelinka are too strong! What are some good requirements before entering the Gelinka?

Answer 2: Have a Hp Plus Materia at Master level and 2 Speed Plus Materia at Master Level if possible, otherwise at level 4. You might want to consider getting the Oritsuru in the Da-Chao Statue Fire Cavern in Wutai, but you'll need the Leviathan Scales to get it. You should get Yuffie up to at least Level 60 before entering.

Question 3: Any advice on beating the weapons in a Yuffie-Only Challenge?

Answer 3: Well, I would strongly recommend that you have Strength, Dexterity, Vitality, Magic, Spirit and Luck at 255. Your Max. Hp should be 9999 and Your Max. Mp should be 999.

For Emerald Weapon, I would strongly suggest the Conformer, Tough Ring and either the Mystile or Ziedrich for Weapon, Armor and Accessory. For Materia, I would use the Knights of the Round, W-Summon, Hp Plus, Underwater, and as many Master Level Counter Attack as possible. Link the Added Cut Materia with the Double Cut Materia with 4xCut Learned if you don't have Knights Of The Round and W-Summon.

For Ultimate Weapon, I would use the same as Emerald Weapon, except to remove the Underwater Materia and use The Enemy Skill Materia instead.

For Ruby Weapon, instead of using the Tough Ring for the accessory, use the Ribbon because of his arsenal of Status-inflicting attacks. Don't use any Counter Attack Materia or Double Cut Materia.

For Diamond Weapon, if you have Knights of the Round, you can kill him with one summon!

Question 4: Any advice for the Sephiroth fights?

Answer 4: Hp should be at least 7000, Mp should be 999, Strength, Dexterity, Vitality, Magic, Spirit and Luck should be at least 170. The Conformer should be your weapon, the armor of choice is either the Mystile, the Aegis Armet or the Ziedrich and the accessory of choice is either the Champion Belt, Tough Ring or Ribbon. If you're desperate, you could use the Curse Ring, but you'll have to take him out fast.



Try to enter the fight with Cloud ready to use Meteor Rain. Be sure to kill Red 13 first. If not, hit HO-512 with magic attacks. Equip a Star Pendant to prevent poison. Heal yourself whenever you have less than 150 Hp.

Boss 6: Hundred Gunner                      Hp: 1600 Weak against Lightning                      Note:  
Use  
Barret    Difficulty: Easy

Before you start the battle, equip Barret with the Star Pendant, as it will help in the very next battle. Also, put Barret in the back rank, since he has a long-range weapon equipped. Put the Restore Materia on Barret. Try to have the Lightning Materia and Elemental Materia linked together on Barret's weapon. With a lightning strike, you should do around 100 damage each hit and a Big Shot should do around 400 damage (Big shot does a lot of damage with a Lightningstrike early in the game!). His attacks do anywhere between 60-120 damage. Use a Cure spell whenever you have under 130 Hp.

Boss 7: Heli Gunner                      Hp: 1000 Weak against Lightning                      Note: Use Barret  
Difficulty: Normal

Your attacks are slightly weaker against this boss than the last boss. He does anywhere between 70-130 damage. Use a Cure spell whenever you have under 150 Hp. His AB cannon can also put you to sleep, so you might want to consider healing yourself whenever you have under 200 Hp.

Boss 8: Rufus                      Hp: 500 Note: Use Cloud  
Dark Nation                      Hp: 250 Difficulty: Easy-Normal

Dark Nation sets up Barrier and Magic Barrier on Rufus. Try to hit him with Meteor Rain before he does this. Even if he does have a Barrier, you can still kill him with Meteor Rain, if it does enough damage. Beating Rufus first will win the battle instantly. If you don't have a Meteor Rain at the start, hit Dark Nation with strong spells, then hit Rufus with all you got. Heal with a Cure spell whenever you have under 100 Hp.

Boss 9: Motor Ball                      Hp: 2600 Weak against Lightning                      Note: Use Cloud  
Difficulty: Easy-Hard

You will be back attacked at the start of the battle. Hit him with constant Bolt 2 spells if you have it, but keep an eye on your Mp. He also has a blade-type attack that does about 35-40 damage. Sometimes he will use the blade-type attack twice consecutively. He will use Twin Burner twice during the battle that deals about 200-250 damage. Use a Cure spell when you have under 250 Hp.

Boss 10: Midgar Zolom                      Hp: 4000                      Notes: Optional battle, can beat it  
unlimited times, Use Cloud or Yuffie  
(when you get her)                      Difficulty: Normal-Ultimate

If you are using Cloud to fight the Midgar Zolom, better have a Meteor Rain ready to unleash. If not, run from every battle with the Midgar Zolom and heal yourself before you fight him again. If you come back to this area after you have got Yuffie, use Level 2 Magic against him and to heal yourself. Use a Limit Break when you get it. Heal every other turn. This battle can all be avoided by using a Chocobo.

Boss 11: Bottomswell                      Hp: 2600 weak against wind                      Difficulty:  
Easy-Hard

Before you go into this battle, make sure Yuffie has learned at least Bloodfest (Doom of the Living would be great!) Also, start the battle with a Limit Break ready to unleash. Link the Elemental Materia with the Choco-Mog Materia. Make sure you have the Boomerang equipped on Yuffie, since it's better than her 4-point Shuriken. Why do I say that? Well, because he has an attack that drains your Hp constantly, and if you are hit by this attack, it's Game Over.





Boss 26: Diamond Weapon                      Hp: 50000                      Difficulty: Normal-Extreme

Use Comet 2, and Ultima against him, as they are inflict an excellent amount of damage. Watch out for his most devastating attack when he is low on Hp, as it does 3500-5500 damage. Use Cure 3 or Full Cure (if you have it) immediately if you are hit by this attack. If you managed to evade this attack, keep attacking. Also use Cure 3 or Full Cure when you have under 4500 Hp. Eventually, all of this can be avoided if you have Knights of the Round and summon it on the very firstturn.

Boss 27: Elena                                      Hp: 30000                      Difficulty: Normal-Hard  
          Reno                                      Hp: 27000  
          Rude                                      Hp: 25000                      Note: Optional battle if you completed  
the Stolen  
Materia Sidequest in Wutai.

Steal (Mug if you have it) the Tough Ring from Rude, the Ziedrich from Reno, and the Minerva Band from Elena. Then, use Comet 2 and Ultima like you did in the last boss battle or if you have Knights of the Round, use that to defeat all 3 Turks. You don't have to use Knights of the Round, since you just have one of the Turks to win.

Boss 28:                      Prod Clod                                      Hp: 60000                      Difficulty: Normal-Ultimate  
          Jamar Armor                              Hp: 20000

If you're going to use magic against this boss, equip Yuffie with the ribbon before the battle starts, otherwise you'll have to take out the Jamar Armor first, since its Materia-Jammer attack disables your Magic Materia. Best to attack Proud Clod with physical attacks, but take him out quickly.

Boss 29: Hojo                                      Hp: 13000                      Difficulty: Easy  
          Bad Rap Sample                              Hp: 11000  
          Poodler Sample                              Hp: 9000

Hojo's first form isn't very hard. Just attack Hojo with a few spells or physical attacks if Yuffie's equipped with the Conformer.

Boss 30: Helletic Hojo                              Hp: 26000                      Difficulty: Normal-Hard  
          Left Arm                                      Hp: 5000  
          Right Arm                                      Hp: 24000

Don't attack the arms unless you have a Limit Break ready to unleash or the Double Cut Materia is at least Level 2. Hit Heletic Hojo's body 3 or 4 times with Yuffie's Conformer to take him out. Heal with Cure 3 or Full Cure when you have under 3000 Hp, as you will need to have your Hp high for the next battle immediately after this one.

Boss 31: Lifeform Hojo-NA                              Hp: 30000                      Difficulty: Easy-Extreme

If you have Yuffie's Conformer equipped and the Double Cut Materia at least Level 2, all you have to do is hit him with one 4xCut, just be sure that you do an average amount of at least 7500 damage per hit. If it doesn't do enough damage, heal yourself with Cure 3 or Full Cure if you need to, and attack with 4xCut again and that will kill him. If you don't have Yuffie's Conformer or the 4xCut Materia, this battle can be a very tough one. Equip the Oritsuru if you don't have the Conformer. Use Cure 3 or Full Cure when you have under 4000 Hp. Use the Quadra Magic-Bahamut Zero Materia combination if you want, just make sure that your Max. Mp is at least 720.

Disc 3 Bosses

Boss 32: JENOVA-SYNTHESIS                              Hp: 60000                      Difficulty: Easy-Normal  
          Left Tentacle                              Hp: 8000  
          Right Tentacle                              Hp: 10000

Equip Yuffie with the Conformer before you start the battle. Also equip the Mystile, Aegis Armet or the Ziedrich on Yuffie before starting the battle. The Materia I recommend equipping Yuffie with are Double Cut with 4xCut learned, at least 1 Hp Plus at least level 4, Knights of the Round (if you want to), Master Summon (if you have it and you want to use it) and Full Cure.

Start the battle with 4xCut to do some serious damage to the boss and/or kill one of the tentacles. Use 4xCut again to wipe out the other tentacle and possibly kill JENOVA-SYNTHESIS. She will start counting down from 5 when she is low on Hp, but because you have the Conformer equipped and the Double Cut Materia with 4xcut learned, you will never ever let her use Ultima.

Boss 33. Bizzaro Sephiroth	Difficulty: Normal-Extreme
Head	Hp: 2000
Left Arm	Hp: 4000
Right Arm	Hp: 4000
Body	Hp: 10000
Core	Hp: 40000

Use 4x Cut constantly, as this will take him down very quickly. Use Full Cure if you need to. Watch out for the head's nasty Fallen Angel attack, which reduces your Hp to 1. Use Full Cure immediately if the head uses this attack. Use Full Cure when your Hp is under 6000, as you will need high Hp for the battle after this one.

Boss 34: Safer Sephiroth	Hp: 80000	Difficulty:	Easy-Hard
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Use 4xCut twice and he should be dead. You may need a third 4xCut to defeat him. Use Full Cure when you have under 7000 Hp. Watch out for Super Nova, which does 6000+ damage. Use Full Cure immediately if you are hit by this attack.

Boss 35: Human Sephiroth	Hp: 1	Note:	Use Cloud
Difficulty: Very Easy			

All you have to do is hit him with Omnislash or a Counter Attack and he's dead.

#### 7. Side Quest Bosses

##### 7a. Fort Condor

There are no bosses in this Side Quest.

##### 7b. Getting Yuffie in your group\*

\*This side quest has to be completed in order to activate this challenge!

Side Quest Boss 1: Mystery Ninja	Hp: 900
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Use a strong group here and she'll be defeated in no time. Then choose the options in this order: bottom, top, bottom, top, bottom. DON'T USE THE SAVE POINT.

##### 7c. The Sleeping Old Man and the Weapon Seller

There are no bosses in this Side Quest.

##### 7d. Gongaga Village

Side Quest Boss 2:	Reno	Hp: 2000	Difficulty: Normal
	Rude	Hp: 2000	

Use your Level 2 magic spells to defeat them. Use Cure 2 when you have under 500 Hp.

##### 7e: Getting Vincent

Side Quest Boss 3: Lost Number

Hp: 7000

Difficulty: Extreme-Ultimate

Use Doom of the Living right away to do some serious damage. Then use normal attacks until he is dead or you have to switch to using magic. If you need to switch to magic, use any summon like Titan or Ifrit and he'll be dead in just a few summons. Use Shiva if needed.

#### 7f. Wutai Side Quest 1: Stolen Materia

Side Quest Boss 4: Rapps

Hp: 6000

Difficulty: Normal-Ultimate

Note: Use Barret

Start the Battle with Barret using Mindblow to decrease his Mp to 0, then use standard attacks and Big Shots. Use an X-Potion when your Hp are under 600, because he can't use Magic.

#### 7g. Wutai Side Quest 2: 5 Story Pagoda

Side Quest Boss 5: Gorky

Hp: 3000

Difficulty: Easy

Attack him with standard attacks and try to get a critical hit as your very first attack. Use Cure 2 if you need to heal yourself.

Side Quest Boss 6: Shake

Hp: 4000

Difficulty: Easy-Hard

This battle can be tough. Starting the battle with Doom of the Living could cause him to die with one move. Use Cure 2 to heal after his Rage Bomber attack, which does between 500-1200 damage.

Side Quest Boss 7: Chekov

Hp: 5000

Difficulty: Normal

Use Level 2 magic against him. It does around 600-1500 damage each hit. If you're lucky, you can defeat him with 4 or 5 spells. Use Cure 2 if you must. He uses a attack that drains your Hp and gives the Hp he drained from Yuffie to him. Use Doom of the Living if you must.

Side Quest Boss 8: Staniv

Hp: 6000

Difficulty: Normal-Extreme

This battle can also be tough. He tends to use one attack, a mace-like attack, which does around 300-700 damage. He sometimes uses a earthquake attack, which could KO you, as it does at least 1000 damage.

Side Quest Boss 9: Godo

Hp: 10000

Difficulty: Hard-Ultimate

There are 2 ways to defeat him.

Strategy 1: If you don't have the Magic Hammer enemy skill, get ready for a long, hard battle. Try to hit him with Demi 2 right away. It's not likely to hit him, but if it does, it does 5000 damage! After the Demi 2 hits, heal yourself with Cure 2. Then, try to poison him with Bio 2. This is also not likely hit him, but if it does, it will take off about 1000 damage plus poison him with a given probability. If it poisons him, he will lose Hp very quickly, even though he might heal himself with a Cure 2 spell of his own, which recovers 1200 of his Hp! Anyway, keep healing yourself with Cure 2 until he dies by poison.

Strategy 2: If you have the Magic Hammer enemy skill, use this attack 10 times to drain his entire supply of Mp. Use Cure 2 every 2 or 3 Magic Hammers. Then he can only use the Beast Sword, and it won't be enough to stop you in your tracks.

#### 7g. Materia Caves

There are no bosses in this side quest.

#### 7h. Midgar and Nibelheim

There are no bosses in this side quest

### 7i. Ancient Forest

There are no bosses in this side quest.

### 7j. Wutai Side Quest 3: Da-Chao Fire Cavern

Unlike the other 2 Wutai Side Quests, there are no bosses in this side quest.

### 7k. The Gelinka

Side Quest Boss 10: Reno: Hp: 15000 Difficulty: Very Easy  
Rude: Hp: 20000

Use the Conformer, Double Cut Materia and Steal Materia in this battle. Try to get the mug ability on the Steal Materia. First of all, Steal the Tough Ring and Ziedrich from Reno and Rude. Then use 2xCut a few times and let them have it!

### 7l: Ultimate Weapon

Side Quest Boss 11: Ultimate Weapon Hp: 100000  
Difficulty: Normal-Ultimate

You will have to fight him multiple times before he flies near Cosmo Canyon, since you have to do at least 100,000 damage overall to get him to fly there. However, if you have the Knights of the Round Materia at least level 2, the W-Summon Materia, and a high enough magic stat, all you have to do is W-Summon Knights of the Round, and it should do enough damage to get him to fly near Cosmo Canyon on his very next destination. If not and he's still fighting, try to hit him with a few times with Yuffie's Conformer. Once he flies over Cosmo Canyon, Keep your Hp at least 7500, as he uses Shadow Flare as a Final Attack.

### 7m: Emerald Weapon

Side Quest Boss 12: Emerald Weapon Hp: 1000000

Note: No Final Attack Materia Difficulty: Ultimate

He is the second hardest boss in the game. There are 2 ways to defeat him.

#### Strategy 1: Knights Of The Round/Healing/Revive

Have a Master Summon Materia, a W-Summon Materia, at least 1 Master Level Hp Plus Materia, a Mime Materia, a Underwater Materia, Final Attack Materia if possible linked with revive (both should be at Master Level) at least 20 Elixers. W-Summon Knights of the Round at the start. After that, mime if possible, otherwise, use elixer. Repeat until he's dead. Change your strategy if needed as well.

#### Strategy 2: Hack and Slash/Healing/Revive

Have a Double Cut Materia with 4xCut learned, at least 1 Master Level Hp Plus Materia, 2 Master Level Speed Plus Materia, at least 3 Counter Attack Materia at Master Level, a Underwater Materia, Final Attack Materia if possible linked with Revive Materia (both should be at Master Level) and at least 50 Elixers or X-Potions. Equip the mystile as your armor. The weapon of choice is the Conformer. The accessory of choice is the Tough Ring. Use 4xCut at the start, then use 4xCut again if possible, otherwise use an elixer or X-Potion. Get as many 4xCuts as possible before he reveals those darn eyes. Once he reveals those eyes, you'll need to change your strategy. Alternate between using a elixer or X-Potion and attacking with 4xCut. Take them out fast or he'll use the Air Tan Storm attack, which is an instant death attack with 9 or more Materia equipped.

#### Strategy 3: Limit break at start/Knights of The Round/Countering/Mimicking

You must have the Conformer, a Wizard Bracelet, at least 4 Elixers, Doom Of The Living Limit Break ready to unleash, a Tough Ring, a Level 5 Migic Counter Materia, a Level 5 Knights of the Round Materia, a Level 5 Counter Materia, a

Level 2 Mime Materia, 4 Level 5 Counter Attack Materia, a Level 5 Hp Plus Materia, 2 Level 5 Speed Plus Materia and a Level 1 Underwater Materia. Your Materia should be set-up like this: Magic Counter linked with Knights of the Round, Counter linked with Mime, and put the remainder wherever you like. Now for the strategy: Activate your Doom Of The Living Limit break at the start, the 15 hits should do about 100,000 damage overall, then just use Elixers and watch all those

Counter Attacks, Knights of the Round Counter Attacks (you'll get 2 of them because of the Mime Materia linked with the Counter Materia!) and he'll go down very quickly. If you're fast enough, you can defeat him before he even gets a chance to put up his eyes!

Strategy 4: The 0 Elixer strategy!

Here's what is required:

255 Strength, Luck and Magic

Conformer

Wizard Bracelet

1 Magic Counter Materia (Level 5)

3 Knights of the Round Materia (Level 5)

6 Counter Materia (Level 5)

6 Mime Materia (any level)

1 HP Plus Materia (Level 5)

1 Underwater Materia (Level 5)

Link 1 Level 5 Magic Counter Materia with a Level 5 Knights Of The Round, Link 6 Counter Materia, each with a Mime at any level, a Level 5 HP plus materia and a Underwater Materia. At the start, Activate Doom of the Living to do about over 100,000 damage overall then get hit, then watch as 7 Knights of the Round's hit him!

You'll inflict an overall 909,909 damage, killing him with 0 Elixers! But how do you figure out the 909,909 damage? Here's how! Knights of the round will inflict 9999 damage per hit with a 255 magic on almost every boss. Each Knights Of The Round does 13 hits. There will be 7 summons attacking him.  $9999 \times 13 \times 7 = 909909$ .

7n: Ruby Weapon

Side Quest Boss 13: Ruby Weapon

Hp: 1000000

Note: No Final Attack Materia Difficulty: Ultimate

You thought that Emerald Weapon was a very damaging boss? Wait until you begin fighting the Ruby Weapon, Final Fantasy 7's Ultimate Boss!

You must have the following equipment before you even dare attempt this battle:

1 Master Summon Materia

1 or 2 Master Level Hp Plus Materia

2 Master Level Speed Plus Materia

1 W-Summon Materia (doesn't have to be at master level)

1 Master Level Mp Absorb Materia (be sure you link it with Master Summon)

1 Master Level Mime Materia

The Ribbon (so you don't get hit by any of his status ailment attacks, only Hp are lost)

Either the Mystile, the Aegis Armlet or the Ziedrich (Mystile is recommended)

At least level 80

At least 30 Dazers (so you can paralyze the boss)

At least 10 Elixers

Because Yuffie is the only one alive, wait until he sticks his claws into the ground.

Once the claws are into the ground, use a dazers on the boss to paralyze him, then

W-Summon Knights of the Round. If he's still paralyzed after the W-Summon

Knights of the Round, mime if possible,

otherwise heal yourself with an Elixer. When he isn't paralyzed anymore,

immediately use another dazers on him.

Keep your Hp above 9000 at all times. Keep using Knights of the Round, mimicking and healing yourself and you will have successfully defeated Final Fantasy 7's Ultimate Boss!

## 8. Materia

This is a complete list of all the Materia in the whole game. Yuffie is the only character in Final Fantasy 7 that loves Materia. There aren't that many Final Fantasy 7 fans out there that love Materia. I am probably the only Final Fantasy 7 fan that loves Materia.

### Green Materia (Magic)

#### Lightning

Level 1: Bolt	4 Mp	0Ap
Level 2: Bolt 2	22 Mp	2000Ap
Level 3: Bolt 3	52 Mp	18000Ap
Level 4: Master		35000Ap

Cloud has this Materia equipped at the beginning of the game.

Strength -1, Magic +1, Max Hp -2%, Max Mp +2%

#### Fire

Level 1: Fire	4 Mp	0Ap
Level 2: Fire 2	22 Mp	2000Ap
Level 3: Fire 3	52 Mp	18000Ap
Level 4: Master		35000Ap

Red 13 starts with this Materia equipped.

Strength -1, Magic +1, Max Hp -2%, Max Mp +2%

#### Ice

Level 1: Ice	4 Mp	0Ap
Level 2: Ice 2	22 Mp	2000Ap
Level 3: Ice 3	52 Mp	18000Ap
Level 4: Master		35000Ap

Cloud has this Materia equipped at the beginning of the game.

Strength -1, Magic +1, Max Hp -2%, Max Mp +2%

#### Restore

Level 1: Cure	5 Mp	0Ap
Level 2: Cure 2	24 Mp	2000Ap
Level 3: Regen	30 Mp	17000Ap
Level 4: Cure 3	64 Mp	25000Ap
Level 5: Master		40000Ap

Strength -1, Magic +1, Max Hp -2%, Max Mp +2%

#### Poison

Level 1: Bio	6 Mp	0Ap
Level 2: Bio 2	36 Mp	5000Ap
Level 3: Bio 3	80 Mp	20000Ap
Level 4: Master		38000Ap

Strength -1, Magic +1, Max Hp -2%, Max Mp +2%

#### Earth

Level 1: Quake	6 Mp	0Ap	
Level 2: Quake	2	28 Mp	6000Ap
Level 3: Quake	3	68 Mp	22000Ap
Level 4: Master			40000Ap

Strength -1, Magic +1, Max Hp -2%, Max Mp +2%

#### Heal

Level 1: Poisons	3 Mp	0Ap	
Level 2: Esuna	15 Mp	12000Ap	
Level 3: Resist	120 Mp	52000Ap	
Level 4: Master		60000Ap	

Strength -1, Magic +1, Max Hp -2%, Max Mp +2%

#### Revive

Level 1: Life	34 Mp	0Ap	
Level 2: Life 2	100 Mp	45000Ap	
Level 3: Master		55000Ap	

Strength -2, Vitality -1, Magic +2, Magic Defense +1, Max Hp -5%,  
Max Mp +5%

#### Seal

Level 1: Sleepel	8 Mp	0Ap	
Level 2: Silence	24 Mp	10000Ap	
Level 3: Master		20000Ap	

Strength -1, Magic +1, Max Hp -2%, Max Mp +2%

#### Transform

Level 1: Mini	10 Mp	0Ap	
Level 2: Toad	14 Mp	8000Ap	
Level 3: Master		24000Ap	

Cait Sith starts with this Materia equipped.

Strength -1, Magic +1, Max Hp -2%, Max Mp +2%

#### Mystify

Level 1: Comfu	18 Mp	0Ap	
Level 2: Berserk	28 Mp	12000Ap	
Level 3: Master		25000Ap	

Strength -1, Magic +1, Max Hp -2%, Max Mp +2%

#### Time

Level 1: Haste	18 Mp	0Ap	
Level 2: Slow	20 Mp	8000Ap	
Level 3: Stop	34 Mp	20000Ap	
Level 4: Master		42000Ap	

Strength -2, Vitality -1, Magic +2, Magic Defense +1, Max Hp -5%,  
Max Mp +5%

#### Gravity

Level 1: Demi	14 Mp	0Ap	
Level 2: Demi 2	33 Mp	10000Ap	

Level 3: Demi 3 42 Mp 20000Ap  
Level 4: Master 40000Ap

Strength -1, Magic +1, Max Hp -2%, Max Mp +2%

#### Destruct

Level 1: DeBarrier 12 Mp 0Ap  
Level 2: DeSpell 20 Mp 6000Ap  
Level 3: Death 30 Mp 10000Ap  
Level 4: Master 45000Ap

Strength -2, Vitality -1, Magic +2, Magic Defense +1, Max Hp -5%,  
Max Mp +5%

#### Barrier

Level 1: Barrier 16 Mp 0Ap  
Level 2: Mbarrier 24 Mp 5000Ap  
Level 3: Reflect 30 Mp 15000Ap  
Level 4: Wall 58 Mp 30000Ap  
Level 5: Master 45000Ap

Strength -2, Vitality -1, Magic +2, Magic Defense +1, Max Hp -5%,  
Max Mp +5%

#### Exit

Level 1: Escape 16 Mp 0Ap  
Level 2: Remove 99 Mp 10000Ap  
Level 3: Master 30000Ap

Strength -1, Magic +1, Max Hp -2%, Max Mp +2%

#### Comet

Level 1: Comet 70 Mp 0Ap  
Level 2: Comet 2 110 Mp 12000Ap  
Level 3: Master 60000Ap

Strength -2, Vitality -1, Magic +2, Magic Defense +1, Max Hp -5%,  
Max Mp +5%

#### Contain

Level 1: Freeze 82 Mp 0Ap  
Level 2: Break 86 Mp 5000Ap  
Level 3: Tornado 90 Mp 10000Ap  
Level 4: Flare 100 Mp 15000Ap  
Level 5: Master 60000Ap

Strength -4, Vitality -2, Magic +4, Magic Defense +2, Max Hp -10%,  
Max Mp +10%

#### Ultima

Level 1: Can?t use 0Ap  
Level 2: Ultima 130 Mp 5000Ap  
Level 3: Master 100000Ap

Strength -4, Vitality -2, Magic +4, Magic Defense +2, Max Hp -10%,  
Max Mp +10%

Note: Need 5,000Ap before spell can be used.

Full Cure

Level 1: Can?t use	0Ap
Level 2: FullCure 99 Mp	3000Ap
Level 3: Master	100000Ap

Strength -4, Vitality -2, Magic +4, Magic Defense +2, Max Hp -10%,  
Max Mp +10%

Note: Need 3,000Ap before spell can be used.

Shield

Level 1: Can?t use	0Ap
Level 2: Shield 180 Mp	10000Ap
Level 3: Master	100000Ap

Strength -4, Vitality -2, Magic +4, Magic Defense +2, Max Hp -10%,  
Max Mp +10%

Master Magic

Master all 21 of the Green Materia (Magic) then go to cosmo Canyon, touch the huge Green Materia and perform a Materia blend or beat the Emerald Weapon and then give the Kalm traveler the Earth Harp for a set of Master Materia.

Blue Materia (Support)

All

Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	1500Ap
Level 3: Use 3x per battle	6000Ap
Level 4: Use 4x per battle	18000Ap
Level 5: Master, use 5x per battle	35000Ap

Red 13 starts with this Materia equipped.

Elemental

Level 1: Half Damage	0Ap
Level 2: 0 Damage	10000Ap
Level 3: Convert Damage to Hp	40000Ap
Level 4: Master	80000Ap

Added Effect

Level 1: Added Effect	0Ap
Level 2: Master	100000Ap

Mp Absorb

Level 1: Mp Absorb	0Ap
Level 2: Master	100000Ap

Hp Absorb

Level 1: Hp Absorb	0Ap
Level 2: Master	100000Ap

Added Cut

Level 1: Added Cut	0Ap
Level 2: Master	200000Ap

Mp Turbo

Level 1:	0Ap
Level 2:	10000Ap
Level 3:	30000Ap
Level 4:	60000Ap
Level 5: Master	120000Ap

Steal as well

Level 1: Steal as well	0Ap
Level 2: Master	200000Ap

Sneak Attack

Level 1:	0Ap
Level 2:	20000Ap
Level 3:	60000Ap
Level 4:	100000Ap
Level 5: Master	150000Ap

Final Attack

Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	20000Ap
Level 3: Use 3x per battle	40000Ap
Level 4: Use 4x per battle	80000Ap
Level 5: Master, Use 5x per battle	160000Ap

Quadra Magic

Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	40000Ap
Level 3: Use 3x per battle	80000Ap
Level 4: Use 4x per battle	120000Ap
Level 5: Master, Use 5x per battle	200000Ap

Counter

Level 1: 30% Chance	0Ap
Level 2: 40% Chance	20000Ap
Level 3: 60% Chance	40000Ap
Level 4: 80% Chance	60000Ap
Level 5: Master, 100% Chance	100000Ap

Magic Counter

Level 1: 30% Chance	0Ap
Level 2: 40% Chance	20000Ap
Level 3: 60% Chance	40000Ap
Level 4: 80% Chance	80000Ap
Level 5: Master, 100% Chance	300000Ap

Purple Materia (Independent)

Cover

Level 1: 20% chance	0Ap
Level 2: 40% chance	2000Ap
Level 3: 60% chance	10000Ap
Level 4: 80% chance	25000Ap
Level 5: Master, 100% chance	40000Ap

Vitality +1

Chocobo Lure

Level 1:	0Ap
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Level 2:	3000Ap
Level 3:	10000Ap
Level 4: Master	30000Ap

Luck +1

Long Range

Level 1: Long range attack	0Ap
Level 2: Master	80000Ap

Hp Plus

Level 1: Max Hp +10%	0Ap
Level 2: Max Hp +20%	10000Ap
Level 3: Max Hp +30%	20000Ap
Level 4: Max Hp +40%	30000Ap
Level 5: Master, Max Hp +50%	50000Ap

Mp Plus

Level 1: Max Mp +10%	0Ap
Level 2: Max Mp +20%	10000Ap
Level 3: Max Mp +30%	20000Ap
Level 4: Max Mp+40%	30000Ap
Level 5: Master, Max Mp +50%	50000Ap

Counter Attack

Level 1: 30% Chance	0Ap
Level 2: 40% Chance	10000Ap
Level 3: 60% Chance	20000Ap
Level 4: 80% Chance	50000Ap
Level 5: Master, 100% Chance	100000Ap

Speed Plus

Level 1: Dexterity +10%	0Ap
Level 2: Dexterity +20%	15000Ap
Level 3: Dexterity +30%	30000Ap
Level 4: Dexterity +40%	60000Ap
Level 5: Master, Dexterity +50%	100000Ap

Luck Plus

Level 1: Luck +10%	0Ap
Level 2: Luck +20%	15000Ap
Level 3: Luck +30%	30000Ap
Level 4: Luck +40%	60000Ap
Level 5: Master, Luck +50%	100000Ap

Magic Plus

Level 1: Magic +10%	0Ap
Level 2: Magic +20%	10000Ap
Level 3: Magic +30%	20000Ap
Level 4: Magic +40%	30000Ap
Level 5: Master, Magic +50%	50000Ap

Enemy Away

Level 1:	0Ap
Level 2:	10000Ap
Level 3: Master	50000Ap
Luck +1	

Exp. Plus

Level 1: Exp x1.5	0Ap
Level 2: Exp x2	60000Ap
Level 3: Master	150000Ap

Pre-Emptive

Level 1:	0Ap
Level 2:	8000Ap
Level 3:	20000Ap
Level 4:	40000Ap
Level 5: Master	80000Ap
Dexterity +2	

Enemy Lure

Level 1:	0Ap
Level 2:	10000Ap
Level 3: Master	50000Ap

Luck -1

Gil Plus

Level 1: Gil x1.5	0Ap
Level 2: Gil x2	80000Ap
Level 3: Master	150000Ap

Luck +1

Hp<-> Mp

Level 1: Hp <-> Mp	0Ap
Level 2: Master	80000Ap

Mega All

Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	20000Ap
Level 3: Use 3x per battle	40000Ap
Level 4: Use 4x per battle	80000Ap
Level 5: Master, Use 5x per battle	160000Ap

Underwater

Level 1: Master	0Ap
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Only Materia in the game that is instantly mastered. Also removes the 20 minute time limit when fighting Emerald Weapon.

Yellow Materia (Command)

Level 1: Steal	0Ap
Level 2: Mug	40000Ap
Level 3: Master	50000Ap

Dexterity +2

Sense

Level 1: Sense	0Ap
Level 2: Master	40000Ap

Enemy Skill

1	Frog Song	5 Mp
2	L4 Suicide	10 Mp

3	Magic Hammer	3 Mp
4	White Wind	34 Mp
5	Big Guard	56 Mp
6	Angel Whisper	50 Mp
7	Dragon Force	19 Mp
8	Death Force	3 Mp
9	Flame Thrower	10 Mp
10	Laser	16 Mp
11	Matra Magic	8 Mp
12	Bad Breath	58 Mp
13	Beta	35 Mp
14	Aqualung	34 Mp
15	Trine	20 Mp
16	Magic Breath	75 Mp
17	????	3 Mp
18	Goblin Punch	0 Mp
19	Chocobuckle	0 Mp
20	L5 Death	22 Mp
21	Death Sentence	10 Mp
22	Roulette	6 Mp
23	Shadow Flare	100 Mp
24	Pandora's Box	110 Mp

Throw

Level 1: Throw	0Ap
Level 2: Coin	45000Ap
Level 3: Master	60000Ap

Yuffie starts with this Materia equipped.

Vitality +1

Manipulate

Level 1: Manip.	0Ap
Level 2: Master	40000Ap

Deathblow

Level 1: D.Blow	0Ap
Level 2: Master	40,000Ap

Luck +1

Morph

Level 1: Morph	0Ap
Level 2: Master	100000Ap

Double Cut

Level 1: 2x Cut	0Ap
Level 2: 4x Cut	100000Ap
Level 3: Master	150000Ap

Slash-All

Level 1: Slash-All	0Ap
Level 2: Flash	130000Ap
Level 3: Master	150000Ap

W-Item

Level 1: W-Item	0Ap
Level 2: Master	250000Ap

W-Summon

Level 1: W-Summon 0Ap  
Level 2: Master 250000Ap

Mime

Level 1: Mime 0Ap  
Level 2: Master 100000Ap

W-Magic

Level 1: W-Summon 0Ap  
Level 2: Master 250000Ap

Master Command

Master the Steal, Throw, Sense, Deathblow, Morph, Manipulate and Mime Materia, then go to Cosmo Canyon and touch the huge Yellow Materia. Alternatively, defeat the Emerald Weapon and then give the Earth Harp to the Kalm Traveler.

Red Materia (Summon)

Choco/Mog 14 Mp

Level 1: Use 1x per battle 0Ap  
Level 2: Use 2x per battle 2000Ap  
Level 3: Use 3x pre battle 14000Ap  
Level 4: Use 4x per battle 25000Ap  
Level 5: Master, use 5x per battle 35000Ap

Magic +1, Max Hp -2%, Max Mp +2%

Shiva 32 Mp

Level 1: Use 1x per battle 0Ap  
Level 2: Use 2x per battle 4000Ap  
Level 3: Use 3x per battle 15000Ap  
Level 4: Use 4x per battle 30000Ap  
Level 5: Master, use 5x per battle 50000Ap

Magic +1, Max Hp -2%, Max Mp +2%

Ifrit 34 Mp

Level 1: Use 1x per battle 0Ap  
Level 2: Use 2x per battle 5000Ap  
Level 3: Use 3x per battle 20000Ap  
Level 4: Use 4x per battle 35000Ap  
Level 5: Master, use 5x per battle 60000Ap

Magic +1, Max Hp -2%, Max Mp +2%

Ramuh 40 Mp

Level 1: Use 1x per battle 0Ap  
Level 2: Use 2x per battle 10000Ap  
Level 3: Use 3x per battle 25000Ap  
Level 4: Use 4x per battle 50000Ap  
Level 5: Master, Use 5x per battle 70000Ap

Magic +1, Max Hp -2%, Max Mp +2%

Titan 46 Mp

Level 1: Use 1x per battle 0Ap  
Level 2: Use 2x per battle 15000Ap

Level 3: Use 3x per battle	30000Ap
Level 4: Use 4x per battle	60000Ap
Level 5: Master, Use 5x per battle	80000Ap

Magic +1, Max Hp -2%, Max Mp +2%

Odin 80 Mp

Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	16000Ap
Level 3: Use 3x per battle	32000Ap
Level 4: Use 4x per battle	65000Ap
Level 5: Master, Use 5x per battle	90000Ap

Magic +1, Magic Defense +1, Max Hp -5%, Max Mp +5%

Leviathan 78 Mp

Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	18000Ap
Level 3: Use 3x per battle	38000Ap
Level 4: Use 4x per battle	70000Ap
Level 5: Master, Use 5x per battle	100000Ap

Magic +1, Magic Defense +1, Max Hp -5%, Max Mp +5%

Bahamut 100 Mp

Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	20000Ap
Level 3: Use 3x per battle	50000Ap
Level 4: Use 4x per battle	80000Ap
Level 5: Master, Use 5x per battle	120000Ap

Magic +1, Magic Defense +1, Max Hp -5%, Max Mp +5%

Kjata 110 Mp

Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	22000Ap
Level 3: Use 3x per battle	60000Ap
Level 4: Use 4x per battle	90000Ap
Level 5: Master, Use 5x per battle	140000Ap

Magic +1, Magic Defense +1, Max Hp -5%, Max Mp +5%

Alexander 120 Mp

Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	25000Ap
Level 3: Use 3x per battle	65000Ap
Level 4: Use 4x per battle	100000Ap
Level 5: Master, Use 5x per battle	150000Ap

Magic +1, Magic Defense +1, Max Hp -5%, Max Mp +5%

Neo Bahamut 140 Mp

Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	30000Ap
Level 3: Use 3x per battle	80000Ap
Level 4: Use 4x per battle	140000Ap
Level 5: Master, Use 5x per battle	200000Ap

Magic +2, Magic Defense +2, Max Hp -10%, Max Mp +10%

Phoenix

180 Mp

Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	28000Ap
Level 3: Use 3x per battle	70000Ap
Level 4: Use 4x per battle	120000Ap
Level 5: Master, Use 5x per battle	180000Ap

Magic +2, Magic Defense +2, Max Hp -10%, Max Mp +10%

Hades 150 Mp

Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	35000Ap
Level 3: Use 3x per battle	120000Ap
Level 4: Use 4x per battle	150000Ap
Level 5: Master, Use 5x per battle	250000Ap

Magic +4, Magic Defense +4, Max Hp -10%, Max Mp +15%

Bahamut ZERO 180 Mp

Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	35000Ap
Level 3: Use 3x per battle	120000Ap
Level 4: Use 4x per battle	150000Ap
Level 5: Master, Use 5x per battle	250000Ap

Magic +4, Magic Defense +4, Max Hp -10%, Max Mp +15%

Typhoon 160 Mp

Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	35000Ap
Level 3: Use 3x per battle	120000Ap
Level 4: Use 4x per battle	150000Ap
Level 5: Master, Use 5x per battle	250000Ap

Magic +4, Magic Defense +4, Max Hp -10%, Max Mp +15%

Knights of the Round 250 Mp

Level 1: Use 1x per battle	0Ap
Level 2: Use 2x per battle	50000Ap
Level 3: Use 3x per battle	200000Ap
Level 4: Use 4x per battle	300000Ap
Level 5: Master, Use 5x per battle	500000Ap

Magic +8, Magic Defense +8, Max Hp -10%, Max Mp +20%

Master Summon

Master all 16 Red Materia (Summon) and then go to Cosmo Canyon, touch the Huge Red Materia and perform a Materia blend or beat the Emerald Weapon and then give the Kalm traveler the Earth Harp for a set of Master Materia.

## 9. Yuffie's Limit Breaks

Level 1

Greased Lightning

Yuffie runs up to her enemy and uses her shuriken to slice them up.

Clear Tranquil

Yuffie heals the party for about 50% of their max Hp.

Level 2

Landscaper

Yuffie uses an earth-elemental attack on all of her enemies.

Bloodfest

Yuffie hits her enemies 10 times, each hit dealing half the normal amount of damage.

Level 3

Gauntlet

Yuffie uses a capsule-like attack on all of her enemies

Doom of the Living

Yuffie's best Limit Break. She attacks her enemies 15 times, each hit dealing high damage.

Level 4

All Creation

Yuffie uses a blue/purple like capsule on all of her enemies. Similar to Gauntlet but does more damage.

10. Getting Yuffie's Ultimate Weapon: The Conformer

Go inside the Gelinka and enter through the door to the right of the save point. The Conformer is located in the upper left-hand corner of the screen.

11. Best Armor

Best Evasive Armor: Mystile

The best armor for battles where you need high evasion, the Mystile is your best bet. It has a +50 Evade and a +60 Magic Evade. Get this armor on the return to Midgar (late Disc 2), and in the Northern Cave (Disc 3).

Best Defense Armor: Warrior Bangle

For battles that require a lot of physical attacks, the Warrior Bangle is your best bet. Get this by stealing from the Eagle Gun during one of the Huge Materia missions.

Best Magic Defense Armor: Wizard Bracelet

For battles that require a lot of spell-casting, the Wizard Bracelet is your best bet. Get this armor by defeating Jenova-Life (late Disc 1) or buy them in Mideel for 12,000gil.

Best Balanced Armor: Ziedrich

For battles that require a little spell-casting and a little physical attacking, the Ziedrich is your best bet. It has a +100 Defense, a +98 Magic Defense, a +15 Evade and a +18 Magic Evade. Get this armor by stealing from Rude during the Turks battles in the Gelinka (Disc 2), Rocket Town (Disc 2) and the return to Midgar (late Disc 2).

12. Challenges

Challenge 1:Yuffie Only-No Materia Challenge

This challenge is for the ultimate players only. You need to Complete the side quest to get Yuffie in your group, you can only use Yuffie after getting her unless noted, and you can never use Materia. It's a really difficult challenge. I got Yuffie up to Level 83 when I completed this challenge.

#### Challenge 2: Yuffie Only-Initial Equipment Challenge

Another challenge only for the ultimate players. It's similar to the previous challenge, except that you can use Materia, however, you have to always use your initial equipment!

#### Challenge 3: Yuffie Only-Initial Equipment-No Materia

Yet another challenge for the ultimate players only. This challenge, however, you have to get Yuffie in your group, you can only use Yuffie after you get her unless noted, you can never use Materia and you can only use your initial equipment! This is a Ultimate Difficulty Challenge! Only attempt this challenge if you can take a lot of hassle! If you can complete this challenge, send me an E-Mail and I will give you a certificate for completing the hardest challenge in Final Fantasy 7!

#### Challenge 4: Beat Emerald Weapon and Ruby Weapon on Disc 2 Only using Yuffie

This is a really hard one. You need to get your strength, vitality, dexterity, magic, spirit and luck to 255, have the Conformer and either the Mystile or Ziedrich. That way, you'll have a better chance at beating him. Oh, and it has to be completed before the end of Disc 2.

#### Challenge 5: Beat Ruby Weapon without getting hit and Only using Yuffie

The objective for this challenge? You can only use Yuffie and you have to defeat the hardest boss in Final Fantasy 7 without getting hit! That's right! For this challenge, you must have the stats I mentioned on challenge 4 to 255, the Conformer, the Mystile and the Ribbon. You also need to have the Knights of the Round Materia or Master Summon Materia.

#### Challenge 6: Yuffie-Only-Initial Equipment-No Materia-No Save

This one is similar to challenge 3, except that we are adding in No Saving. Difficult, but not impossible to complete. I've completed this challenge in 22 hours once.

#### 13. Final Words

I thank Squaresoft (now Square-Enix) for making Final Fantasy 7  
Lindz, a person that made a Yuffie shrine  
Alice, another person that made a Yuffie shrine  
My grandmother, for getting me this Compaq Presario for my 17th birthday  
Coach Weir, my most respected teacher  
All of the Yuffie fans out there

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