

Final Fantasy VII Tifa Only Challenge Guide

by calidynd

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Tifa Only CHALLENGE FAQ (can be used for any character)

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Change log:

8/6/07 - Begun playing this challenge

8/24/07 - Completed playing this challenge

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(*Legal Disclaimer*)

I do not own Final Fantasy VII or anything in relation to it except this FAQ.
The ownership of Final Fantasy VII and anything in relation to it belongs to Square+Soft/Enix/Whatever. (Squeenix! Teeheehee!)

2 _____ (*Introduction to Walkthrough*)

I wrote this challenge primarily because I'm not a huge fan of Cloud (but at least he's not as annoying as Squall, Tidus, or Vaan. Now THAT would suck) and wanted to do a solo-character challenge with a different character. Tifa is probably the next most used character in the entire game, and she has her advantages and disadvantages as a character in the scope of this challenge.

That being said, this is a pretty un-original concept all in all.

You can actually use pretty much any character you'd like. The strategies will be about the same, just with different weapon names and possibly a limit break adjustment. I try to outline the best materia setup, so you might have to adjust that slightly. If you do - keep any independent, command, and (if possible) summon materia and un-equip the magic materia first, then going to summon, then independent. You should be able to figure out how to come up with good combination.

Oh, and with all challenges, play this after you've beaten the game a number of times. Know this inside and out. But if you're doing something difficult, you should know that already.

How to use this walkthrough? Well, I'll pretty much go through in detail all the parts where Tifa is concerned, but when she leaves the party, I'll let you do your own thing. Also, every time I feel the need to change something, whether it is equips, limits, etc, I'll do a "Tifa Status Check" so you can keep track of where you are. Once you leave Midgar, the levels are optional and you will be able to complete the next part of the game until the next status check approx. 5 levels under what I suggest. I just like to be really over leveled.

3 _____ (*Rules*)

TIFA ONLY
Obviously, you don't get Tifa immediately in the game, but once you have her, she is the ONLY character you may use unless any exceptions are given - for example, when she and Cloud are in Mideel. You can use her or your other characters to kill themselves off.

It doesn't really matter, since they stay dead between encounters anyway.

(or whatever character you choose)

4 _____
(*Tips*)

Get as many limits as possible right away. Since Tifa's limits are all very offensive, they'll really help early on against the bosses you encounter.

While filling your limit gauge right before a boss fight is almost a necessity in this challenge, DO NOT attack yourself to try and fill it faster. All you're doing is depleting your own HP. It doesn't count towards your limit, nor do your hits on other party members count towards theirs. Keep this in mind.

When you can't use Tifa, the challenge goes on a little hiatus (it kinda has to). That means that the characters you have then can equip any materia you need some AP on, whichever weapon/armor you have for them, and they can get you some nice levels on your materia. This is NOT cheating, since Tifa's not in the party and since it's a solo Tifa challenge and when we don't have Tifa, well... it's no longer the challenge anymore. If you want to treat this as a low-level game with the rest of the characters in that part, it's fine, but make note that when writing this FAQ, I'm not going to. (Because I'm really lazy!)

Also, depending on how you treat the tip above, make note that there are a few times when you aren't able to use Tifa. The longest, most grueling part of this is at Mideel when Tifa and Cloud aren't available. At this point, if you're using the gaining AP strategy above, you want to use the characters that have the lowest level - which will be the characters you've killed off, since everyone else has gotten 1/2 XP. So, even before you start the game, have an order of preference written down for characters you will and won't use so that you won't be screwed over when you get to that point. Obviously, you're going to want to keep updating weapons and armor for those characters as well.

Back row? Really? Well, Tifa will mostly use magic here, since I have you get your second level spells early (Bolt 2 is obtained before you even enter Shinra!) Putting Tifa in the back row after this point will lessen her physical damage, but keep magical damage the same. Therefore, unless you plan on going offensive - which I don't

recommend past that point - keep her in the back!

Tents are the best way to heal Tifa, as they don't revive dead characters. Once you get a healthy money supply, I'd recommend buying 20 tents at each town you stop at rather than using inns. It's the MP you'll need refreshing, anyway, not the HP.

5 _____
(*Walkthrough - Disc One*)

/5a - Before Tifa/

From the start of the game until you get Tifa, think of this as a completely normal game.

Pick up the Restore Materia - very important.

/5b - Things to do before Sector 5/

Yaye, Tifa! Now we have a character to work with. She comes equipped with Leather Glove as a weapon and a Bronze Bangle for armor.

First, unequip all materia off Cloud. Go to the Weapon shop and buy an Iron Bangle.

Upstairs, you can get an All materia and an Ether - you want that Ether! Go to the

Materia shop and buy a Fire. If you didn't get the Restore, buy it, too. About 10 more Potions may come in handy, too.

Tifa status check:

Level 5

Weapon - Leather Glove - One slot - Lightning

Armor - Iron Bangle - One slot - Restore

Accessory - empty

Limits - Level 1

Go to the train graveyard (go back to the train, and one more screen over) and get into

a random battle. Kill off Cloud and Barret (you can use them to help you, since they're

only attacking themselves) and fight the battles with Tifa. Your first priority is to gain

levels. Attack all the monsters normally except the big machine that does smoke and

gun attacks. Bolt him. When your HP gets low, Cure yourself. Repeat. Don't bother with

potions until you're winning enough back to make up for those you use. Use limits as

soon as you get them, no matter how low of health you've gotten the enemy to.

When your HP and MP get low, go back to the inn that's above the weapons shop and

rest there. Go back to the train graveyard. Kill Cloud and Barret. Level up. Repeat.

Tifa status check:

Level 15

Weapon - Leather Glove - One slot - Lightning

Armor - Iron Bangle - One slot - Restore

Accessory - empty

Limits - Level 3

/5c - Sector 5/

Time to go to the Sector 5 Reactor! Get on the train and watch some scenes. The alarm goes off and you have to get to the front of the train in the time limits given. Well, that's nice. Run to the front of the train and stuff will happen.

The reactor is up, so go up. When you get inside the reactor, Bolt things if you have to (like the blue fishie things, green smog machine, and purple guns - aren't I so descriptive? I never know what their names are, and when I'm told them, I never know which monster it is, so this is much more useful, yes?). Use potions for healing if you have more than 50 from leveling. (I had 65.)

Yaye - an ether! Climb down some ladders, run around a bit, etc. Get the potion by Jessie.

Work your way to the save point. You get a tent. The game obviously wants you to use the tent at the save point. You can if you want, but I'd save it for later, so think about that. Save and move on.

Inside the actual building area after the elevator, get the ether (seriously - that's three now. These will come in handy sometime, I'm sure).

When you reach the save point after pressing the three buttons, stick around and let some enemies hit you for a while. Your goal is to fill your limit gauge so you can hit the boss with a barrage of heavy attacks before he can attempt to massacre you. If you get into a fight with the panther enemies, they can heal themselves by hitting you, so it's hard to regulate how many hits it'll take to defeat them after awhile. (If you have a calculator, they have 72HP.) Oh - you could always run away, too, I guess. I just don't know how to do that on the PC version. After that, it's a good idea to tent.

Boss fight:

Air Buster

HP: 1200

MP: 0

You have a pre-emptive attack, so let those limits rip, then bolt and cure when necessary. He's a toughie if you don't have much MP, but that's what the save

point a few steps back was for. :-) Oh, and if he gets you to limit point, cure IMMEDIATELY. You don't want to go two turns without a chance to cure. You're not wasting your limit gauge, trust me. Other than that, if you have enough MP to massacre him with Bolt, you're set. He'll die rather easily.

/5d - Aerith and Wall Market/

You don't have Tifa anymore, so the challenge goes on hiatus until after Don Corneo's mansion. That means that you can level up some materia faster for Tifa to use! So, go through this part of the game until you get back to Tifa. Hopefully, you'll get a bunch of AP on that materia for her.

If you're going to use Cloud and Aerith to gain AP and use this as a challenge hiatus, read ahead. If not, follow the game as usual - low levelers, run from battles, since there aren't any bosses - (it's mostly storyline, anyway) until the next part of the walkthrough.

Notice that Cloud and Aerith are weak. They're pathetically weak. They have no defense. If you're going to use them to gain some levels on your materia, you're going to fit all 5 of your Materia on what they're equipped with, plus the Titan Bangle on one (I recommend on Aerith). Go back to where the save point was and battle things out there for a while. If you put Aerith in the front row, things go by faster. When you run out of MP from using Restore, switch it over to the person that doesn't have it equipped. When both Cloud and Aerith's MP are empty, move on.

(It's good to actually use up a few hours - I got the Bolt materia to almost level up here.)

Go to Aerith's house, get the Cover materia on the side, and equip it to Aerith. (In case you haven't figured out yet, Aerith + Cover = Lots of free healing!!!) Besides this part of the game, the materia will be completely useless (since Aerith dies before the long no-Tifa part), so don't worry about needing to go back and level it up later. If you want to use it for this point, you'll need to buy another Titan Bangle at the shop near the top of the slum town.

When you meet Tifa back in Don Corneo's mansion, you should immediately un-equip the materia and armor from Cloud and Aerith, and put the Titan Bangle with Bolt and Restore on Tifa. I'll let you choose what to put on her weapon - I chose Fire, because of

our next boss.

Tifa status check:

Level 17

Weapon - Leather Glove - One slot - Lightning

Armor - Titan Bangle - Two slots - Restore, Fire

Accessory - empty

Limits - Level 3

/5e - Back to Sector 7/

Boss fight:

Aps

HP: 1800

MP:0

Strategy here - Use Cloud and Aerith to attack themselves, and allow Tifa to hammer on

Aps for a while - or use Fire, since he's weak to that. Eventually, the two will die (rather

quickly if you put Bronze Bangles back on them) and you don't have to worry much.

Cure often enough. He'll go down pretty nicely - a lot easier than our last boss. He'll

even hurt himself with his Sewer Tsunami attack. That's just asking for it.

Now we've got the train graveyard again. I really hate this place. I trust you know how to

deal with it? Because I can't remember properly. Only advice I can give is to make sure

you don't run out of MP to cure with, since it takes awhile to get through. The enemies

are weak to Fire magic, though. If you can get through here fast enough, use it.

Note that the Steal materia may or may not prove useful depending on how often you

want to forfeit attack turns.

Before you leave the graveyard, fill your limit gauge. Don't worry about using too much

MP at the end, since you'll automatically get healed before the next events.

Continue on a bit, follow the storyline, etc. When you have control of Cloud, run up to

the top of the building. Important - run from all battles! You'll see why later...

Boss fight: Reno

HP: 1000

MP: 0

Hopefully, you'll have a full limit gauge at the start of this fight, if not... oh well. Note here

that Reno hits with pyramid, which will paralyze you. That is NOT fun. This means, if

you get stuck in a pyramid, it's game over. Let the limits fly, fire, cure when needed, and

the fight isn't actually so bad if you don't get paralyzed. If you run from all battles

beforehand, Cloud and Barret will still be alive, so that's two more targets for

Reno -
hope that he gets to them first! Reset if you have bad luck.

/5f - Getting into Shinra/

After things get blown up and everyone talks a lot, you need to go to Aerith's house. If you go up a screen, you'll get the Sense materia - which you'll NEVER use. After the more talking, it'd be a good idea to level a bit and maybe get Restore and Fire to the second level spells? Just do what you can handle right now, since the travel to Wall Market is a pretty annoying one. You should get Lightning to its second level spell, otherwise in Shinra, you'll be struggling horribly.

Once in Wall Market, head to the weapon shop and pick up a Mythril Armlet and a Metal Knuckle.

Tifa status check:
Level 19
Weapon - Metal Knuckle - Two slots - Lightning, Restore
Armor - Mythril Armlet - Two slots - Fire, Ice
Accessory - empty
Limits - Level 3

You can choose whether to sneak in or fight your way into the HQ, but once you get there, it's a pretty long way to Floor 62 with the inn, so keep that in mind. Get all three items on the floor with the maze - the Star Pendant will come in useful!

From this point on, keep Tifa in the back row and use magic all the time, unless I tell you otherwise. When you get to the choice of who to send with Aerith, send Barret and then kill off Cloud and Red XIII during the boss fight.

Note that you can't get back to Floor 62 with the inn so you have to use some phoenix downs and a tent if you want your other characters at full health.

Tifa status check:
Level 19
Weapon - Metal Knuckle - Two slots - Lightning, Restore
Armor - Mythril Armlet - Two slots - Fire, Ice
Accessory - Star Pendant
Limits - Level 3

Boss fight: Sample H0152, Sample H0152opt X 3
HP: 1000, 300
MP: 120, 48

Use Cloud and Red XIII to kill off themselves and then Fire away at the boss. You can ignore the little guys, as the big guy will restore them. Heal often, because they cast first level spells, too! For me, the limits didn't touch the master, so don't waste

your turn -
you'll be doing all magic attacks, anyway, so no need for the attack command.

If you want the enemy skill materia, be sure to get it. It'll be useful if you get enough skills, as it damages, heals, protects, etc all in one. But it takes a lot of work to get it filled and wastes a materia slot if you don't have a lot there. Just a warning. I will tell you when to get certain enemy skills once we get the Manipulate materia, and then at all points afterwards.

(PC users - my game crashed when I went into the menu here. I'm not sure why. Just a warning - Tifa should be properly equipped anyway, so don't bother.)

Nab the keycard from the guy and the 4 potions (!!!) and let's hightail it out of here. Oh, wait, still random battles. Oh well. You'll have a full limit gauge from the boss fight (you didn't use it, did you?) so that'll help tons.

After the whole thing with Sephiroth, go outside. Barret, Red, and Aerith will have a boss battle, then Cloud has a solo battle.

Boss fight: Hundred Gunner, Heli Gunner
HP: 1600, 1000
MP: 0, 0

Remove Cloud and Tifa's materia at the prompt. Give Aerith the 4 slots and put all except for one offensive + Restore in there. You should be able to fit the rest in Barret and Red XIII's equipment with a slight change in one of their armlets. Barret can physically attack, then Aerith and Red can use materia. Bolt 2 is nice, since you have it. (Right?) None of your characters should die, but curing isn't really necessary.

Boss fight: Rufus, Dark Nation
HP: 500, 140
MP: 0. 80

The materia I suggest is Lightning, Restore, and whatever else you wish. Bolt 2 Dark Nation before it can do much. Then Bolt 2 Rufus twice, and then he's dead. Easy, huh?

Head back inside and make your way downstairs. Yaye - Tifa's back! But don't talk to her just yet - save your game first or you'll really regret it! Put Tifa in the front row for this one, because the next boss's got a back attack. Play the dumb motorcycle game (which I loathe).

Boss fight: Motor Ball
HP; 2600

MP: 120

Okay, so after his first attacks, use your other two members to kill themselves and then Bolt 2 the guy, never going below about 30 MP (so you can cure yourself). Cure when you get to 200 HP. Use limits. This guy's tough on your own, so hopefully you saved and get some good luck! Took me 4 hits with Bolt 2 and then he died. If you don't have Bolt 2, I wish you the best of luck. You'll need it.

/5g. Leaving Midgar/

Your next destination is Kalm, which isn't very far. You'll notice, though, that we've got some new - and some old - enemies around here. Bosses and such may start proving to be a challenge soon - especially the Midgar Zolom, if we're unlucky enough - so I'd suggest making an equipment run in Kalm. The shops are all on the second level of the city. The Materia shop has Earth and Heal, neither of which you have, so pick them up. Also get a Mythril Claw for Tifa - it's got another materia slot.

Go to the inn to work through some boring storyline stuff. You can pick up a megalixer in the cabinets at the left corner, just so you know. You'll have to try a lot, though.

You should have a Guard Source - give it to Tifa.

Tifa status check:

Level 19

Weapon - Mythril Claw - Three slots - Fire + All, Restore

Armor - Mythril Armlet - Two slots - Lightning, Ice

Accessory - Protect Vest

Limits - Level 3

Fire + All should kill everything in one go, except the stealing guys, which will take 1 physical attack, and the carts, which you can choose whether to Bolt, Bolt 2, or switch to the front row and attack. None of the strategies are too great, but they all get the job done. I'd recommend getting Fire, Ice, and if you haven't already, Restore to level up.

Go to the Chocobo Ranch and watch the cute dance to get the Choco/Mog summon materia. Buy the Chocobo Lure Materia, and replace All on your weapon. Buy three Mimett Greens and go outside, save, and hope for some luck.

If you catch a chocobo, rejoice. If you use up your greens without catching, try again. I'd recommend not wasting time giving Cloud and Barret commands to attack themselves, so let them lie low for a bit.

Replace the Chocobo Lure Materia with All again, and let's move on, shall we?

If you can't get a chocobo, then you can do the cheating way to get to the cave
- run a
bit in the marsh, save, reset, run some more, save, reset, etc. It's actually
what I did
since I couldn't catch a chocobo myself.

/5h. Mythril Mines/

Tifa status check:

Level 22

Weapon - Mythril Claw - Three slots - Fire + All, Restore

Armor - Mythril Armlet - Two slots - Lightning, Ice

Accessory - Protect Vest

Limits - Level 3

Casting Fire + All twice should kill everything you run into. You'll see the Long
Range
materia, so get it. We'll be using it on Discs 2 and 3. Also grab the Hi-Potion
and the
Tent on the right and then go back to the entrance, exit and save, and then move
on.

Grab the mind source on the bottom right (use it on Tifa, of course) and exit
left to see
the Turks.

After leaving the cave, you can help out Condor if you have some extra gil
(which you
should), but note that you don't get good rewards for it. The next stop is Junon
town.

Quake + All should get rid of all the ground enemies, but the larger birds won't
be
harmed by it. Any other elemental will need to be casted three times. I
recommend
using the Choco/Mog summon.

Tifa status check:

Level 25

Weapon - Mythril Claw - Three slots - Fire, Restore, Choco/Mog

Armor - Mythril Armlet - Two slots - Lightning, Ice

Accessory - Protect Vest

Limits - Level 3

Even in a regular game, I'd recommend being a higher level than you are right
now, so
stick around a bit. The problem is that once you enter Junon, you can't leave to
go back
and level more.

/5i. Junon/

When you enter Junon, go down to talk to Priscilla and you'll meet a boss.

Boss fight: Bottomswell

HP: 2500

MP: 100

This guy can trap you in bubbles, so be careful! You might have to use an ether as your first move, like I did. Use second level spells on him, use limits (they hit him even though he's a flying monster), and cure when necessary. He uses rather slow turns, so you should be able to hurt him fairly good.

Have Cloud perform CPR (haha!) and then you can use the inn and stuff. Oh, and you get the Shiva summon. Yaye!

Dress up as a SOLDIER and then go through all the motions of acting like one. Make sure to pick up all the sources and buy the upgraded weapon for Tifa. If you do poorly enough during the second thing, you'll get HP Plus Materia. There's all sorts of prizes to win depending on your points, but I didn't care, got 80, and ended up with a nice materia I'm rather happy with. Then stow away on the ship.

Talk to everyone twice then go and find Barret. It turns out Sephiroth is on the ship and now you have to fight Jenova*Birth. Damn. Before that - give Tifa all your sources and update her equips!

Tifa status check:

Level 25

Weapon - Grand Glove - Four slots - Fire, Restore, Choco/Mog, Shiva

Armor - Mythril Armlet - Two slots - HP Plus, Ice

Accessory - Protect Vest

Limits - Level 3

Boss fight: JENOVA*Birth

HP: 4000

MP: 110

She is not easy, and she can get more than one turn to yours. Never let your HP go below half then, obviously. You'll start with your other two party members alive, though, which is good. Use your summons, then cast second level spells and then cure when your HP goes below half. You'll use some ethers, unfortunately. (I managed only using two.) However, being in the back row really helps with lowering Jenova's damage. She also likes to cast stop, though note that stop can miss. Move fast, though, just in case.

Nab the Ifrit materia - you'll replace Choco/Mog with it at this point.

/5j. Costa del Sol/

You'll wind up here after awhile at sea. Interesting town. Not much to do here in terms of

storyline, so watch the one scene with the Shinra. I wonder why Rufus sailed all the way over just to get on a helicopter to go back? How odd.

In the bar, the guy standing by the front of the screen sells bangles - get the Carbon Bangle. As far as materia go, you don't need Revive, and I didn't find Seal to be useful. You have tons of Gil now, though, so you might want to pick it up just in case.

Tifa status check:

Level 25

Weapon - Grand Glove - Four slots - Fire, Restore, Ifrit, Shiva

Armor - Carbon Bangle - Three slots - HP Plus, Ice, Lightning

Accessory - Protect Vest

Limits - Level 3

On the world map, a single summoning should kill everything worthwhile. If you get in a battle with the annoying egg, run. It requires more than just a summoning and it only gives 88 exp, while you can get 285 with the sea creature like enemies. I used Ifrit, but it's really up to you. It's a better idea, then, to buy a bunch of tents and use those instead of the inn, since tents only work on alive characters, while the inn will revive. You'll use a bunch, but you'll get more than enough gil to make up for it.

After a few hours, you should be:

Tifa status check:

Level 30

Weapon - Grand Glove - Four slots - Fire, Restore, Ifrit, Shiva

Armor - Carbon Bangle - Three slots - HP Plus, Ice, Lightning

Accessory - Protect Vest

Limits - Level 3

Next stop is Mt. Corel. Note that soon you'll have a boss fight using only Barret - keep that in mind.

/5h. Getting to (and from) Gold Saucer/

Climb up Mt. Corel. Monsters here are still not too bad. Pretty much any second level spell (Ice is my recommendation) + All should do the trick here. I'd recommend taking Shiva off to use All, but it's really up to you. If you go this route and enemies don't die, a single physical attack to each should finish them off.

Go past the reactor to the train area. Make sure to Ice any bombs you see three times, rather than using Ice 2. Using Ice 2 makes them do a special attack that does damage to you while annihilating themselves - so no exp or ap, and you get hurt. Not a good deal.

Get Barret's weapon in the treasure chest! You'll need it!

Underneath the train track that splits in two after you press the switch, there's a cave with some sources in it. Give them to Tifa right away!

At North Corel, there's nothing to buy except Maiden's Kiss and Cornucopia items if you want. They also have Soft, Tranquilizer, Hyper... pretty much everything else we've seen so far.

At Gold Saucer, when you meet Cait Sith, he's got this nifty Silver Bangle and this awesome Manipulate materia. Woohoo!

Tifa status check:

Level 30

Weapon - Grand Glove - Four slots - Ice + All, Restore, Ifrit,

Armor - Silver Armlet - Four slots - HP Plus, Lightning, Fire, Heal

Accessory - Protect Vest

Limits - Level 3

Anyway, follow the storyline - go to Battle Square - and then when you get dumped into prison, don't bother fighting random battles - they're not worth it. Equip Barret with the best weapon and armor you've got!

Boss flight: Dyne

HP: 1200

MP: 20

Don't bother attacking - use healing items until Dyne gets you to limit break, then use the limit. It's not easy, but four hits should take him down. It's a lot of luck, unfortunately.

Once the fight's over, equip a Bronze Bangle on Barret. It's time to go Chocobo Racing!

To be honest, if you get a good enough chocobo, you don't have to do any steering or whatsoever. Anyway, you end up with a Buggy, so now we can do a little sidequesting!

/5i. Buggy sidequesting/

When I say sidequesting, I mean getting enemy skills. There are a number of them to get and we'll start with the ones closest to us and then move back to the ones we missed on the other continent.

Tifa status check:

Level 30

Weapon - Grand Glove - Four slots - Ice + All, Restore, Manipulate

Armor - Silver Armlet - Four slots - HP Plus, Lightning, Fire, Enemy Skill

Accessory - Protect Vest

Limits - Level 3

Aqualung - you can get this from the Harpy enemy in the desert where you just were.

Drive the buggy back into Gold Saucer drive around until you encounter a Harpy. Manipulate it if you have to, then learn aqualung from it. He's hard to kill, and you have to win to learn the enemy skill - you can't run away. Use the same thing you learned to kill it.

Frog song - you can get this from Touch Me in the Gongaga area. Kill off the big dragon with them before it tries to petrify you, and then manipulate one so that you have a way to turn back into a human again.

Big Guard - you can get this from a Beach Plug on the Costa del Sol beaches. You need to manipulate one of them, then have it cast Big Guard on Tifa. Easy.

Travel with the buggy into Costa del Sol to go back to the first continent. You can talk to the first sailer you see to take a helicopter outside Junon.

Matra Magic - you can get this from Custom Sweepers in the Midgar area. They cast it quite frequently, so just get it and then save.
Yaye - tons of enemy skills!

If you go to Gongaga, you can fight Reno and Rude.

Boss fight: Reno, Rude
HP: 2000, 2000
MP: 80, 135

These guys are quick, but not really hard. Cast aqualung, cure, cast aqualung, and finish with a limit break.

Afterwards, you can go left to get the Deathblow materia.

All there is to do now is make a run for Cosmo Canyon.

/5j. Cosmo Canyon/

New weapon for Tifa in the shop, so get and equip it. Also buy the MP Plus (and HP Plus if you don't have it) materia in the materia shop. That should be all the preparation you'll need for the next part of the game.

Tifa status check:

Level 30

Weapon - Tiger Fang - Four slots - Ice, Ifrit, Restore, MP Plus

Armor - Silver Armlet - Four slots - HP Plus, Lightning, Fire, Enemy Skill

Accessory - Protect Vest

Limits - Level 3

Watch the video with Bugenhagen, then talk to everyone at the Cosmo Candle, then prepare for a long and grueling travel in the caves.

This is my least favourite part in every playthrough of this game, no matter how leveled or what challenge. *sigh* Strategy? RUN as fast as you can!

Casting Matra Magic twice and then attacking what's left will do the job for random encounters. The cave at the very very top middle will open the doorway to the second area. The only chest you need to worry about in the second area is the top one, with the ether. When you get to the stupid spiders, they are weak against fire. You can cast Fire 2 or summon Ifrit if you'd like. He's not immune to many statuses, so if you'd like to cast some stuff on him, whether it be by your materia or by Enemy Skills, that works, too. Note that they can get you to critical in ONE hit. You will run out of MP at some point in this dungeon, so go ahead and drink up some ethers. You should have learned the death sentence enemy skill by now, but it's not necessary.

Boss fight: Gi Nattak
HP: 5500
MP: 200

This guy will be really annoying for you, unfortunately. If you want, you can throw Phoenix Downs until he dies (because you won't need them anyway), or you can cast anything except for Fire variants and Aqualung. "Curing" him will also do damage. You'll want to heal often, because he's got two helpers that will cast Fire 2 on you or themselves. I'd recommend casting Cure 2 on him until he falls - five times should do the trick.

Thank goodness that's over. Nab the Gravity materia and watch the heartwarming scene with Nanaki.

It's time to head to Nibelhem. I suggest here that you level up quite a bit here - I managed to get HP Plus to level up (of course, I got it rather early, too). I tried to get to level 3 elemental spells, but it was going to take waaaay too long.

How to deal with the battles - get aqualung out BEFORE the flying guy casts MBarrier. If you can't manage that and aqualung goes through, you'll have to attack him physically to kill him. All in all, it shouldn't take too long - you'll get about 800 exp each fight.

Tifa status check:

Level 40 (!!!)

Weapon - Tiger Fang - Four slots - Ice, Gravity, Restore, MP Plus

Armor - Silver Armlet - Four slots - HP Plus, Lightning, Fire, Enemy Skill

Accessory - Protect Vest

Limits - Level 3

/5k. Nibelheim/

Here, if you enter every house and talk to the caped things, you can get nice items - two of these are sources, so give them to Tifa right away. Shopping here may only be useful to restock your tents, since there aren't any new weapons, armor, or materia to pick up.

Head into the Shinra mansion and pick up the treasures. The monsters shouldn't be too hard at this point for you. Grab the materia in the basement from Sephiroth. Learn the following enemy skill:

???? - Go to the second floor and find the Jersey enemy. You may or may not have to Manipulate it. Kill them whichever way you please afterwards.

Go past the city to the mountains and start climbing. As with on the world map, cast aqualung to kill things. Don't bother with the two treasure chests on the first screen, as they're weapons for Barret and Red XIII.

Once in the cave, go down the ladders first to open up the folded one, then go down all the tubes, taking 1 last (because it leads to the save point and the boss).

For the dragons in the cave, they'll teach you the flamethrower enemy skill. Aqualung and cure until you get to limit break - these guys are tough! Escaping from them otherwise sounds like a fairly smart idea, just a heads up there.

Boss fight: Materia Keeper
HP: 8400
MP: 300

Best thing to do here is make sure you've tented and saved, then go ahead and cast Big Guard with your enemy skills. Then, go all out offensive with aqualung (it only does minimal damage though) and limit breaks. Cure when necessary and refresh Big Guard too. Also - learn Trine from him if you can. He annoyingly uses Cure 2, as well. I used two Ethers in fighting him, and forgot about Big Guard halfway through. A complete limit break should deplete most of his HP, so if you enter into battle with it and get a few Yeahs on the slots, you might be able to take him with only a few aqualungs afterwards!

You get counter materia afterwards. Very valuable! Since many enemies will attack you before you get your attack in, this ensures that you are able to kill monsters quickly and effectively - without wasting MP, possibly?

Tifa status check:

Level 40

Weapon - Tiger Fang - Four slots - Ice, Restore, MP Plus, Counter

Armor - Silver Armlet - Four slots - HP Plus, Lightning, Fire, Enemy Skill

Accessory - Protect Vest

Limits - Level 3

Now it's time to head to Rocket Town. You can now cast Trine on all enemies that stand

in your way, which is cheaper and still kills everything. Very worth it.

/51. Rocket Town and the Tiny Bronco/

The weapon shop has a Gold armlet for sale, which is very nice. Pick up the Earring,

too, as that will be very useful. Unfortunately, you don't get any more materia slots with

these. The item/materia shop has Barrier, Exit and Time. You most likely will never need

Barrier because of your Enemy Skills, but it's a good idea to pick all three up anyway.

Follow the storyline for a bit, then you have a boss fight.

Boss fight: Palmer

HP: 6000

MP: 240

He's not too bad, actually, laughing at him takes longer than fighting him.

Aqualung,

then cure when necessary.

Now that you've got the Tiny Bronco, I recommend you put Cid in your party instead of

your third member. Why? Because he'll be the leader of your party later on and if you

want him to level up your materia a ton with your other party members, then you don't

want him to gain a ton of levels from getting 1/2 exp.

Good news, everyone - we've got an Edincoat from beating Palmer!

Tifa status check:

Level 40

Weapon - Tiger Fang - Four slots - Ice, Restore, MP Plus, Counter

Armor - Edincoat - Seven slots - HP Plus, Lightning, Fire, Enemy Skill, Gravity, Heal,

Ramuh

Accessory - Protect Vest

Limits - Level 3

While we're next to Wutai, we might as well nab a few enemy skills. Note that you will

need Manipulate for these.

Death Force - Manipulate an Adamantaimai on the beaches and have it cast Death Force on Tifa. Have it attack itself with Light Shell, then finish it off with two Trines.

Magic Hammer - Manipulate a Razor Weed on the grass and have it cast Magic Hammer on Tifa. Have it do Glasscutter on itself, then use Hi-Potions on Tifa until either

Counter has killed all the enemies or she reaches limit to kill the guys off.

Okay, now it's time to head to Gold Saucer to continue with the story. Visit Dio's Show

Room inside Battle Square and stuff should play out for itself. (Entering the arena dead

threw my game for a loop, haha!)

I always get the date with Tifa for some reason, but whatever happens doesn't matter.

The next stop is the Temple of the Ancients.

/5m. Temple of the Ancients/

This dungeon is rather difficult, especially as a solo character challenge, so I'm going to

suggest some more leveling around the area.

Tifa status check:

Level 45

Weapon - Tiger Fang - Four slots - Ice, Restore, MP Plus, Counter

Armor - Edincoat - Seven slots - HP Plus, Lightning, Fire, Enemy Skill, Gravity, Heal,

Ramuh

Accessory - Star Pendant

Limits - Level 3

Ice, Fire, and Lightning for me all got their third level spells, so I replaced them with Ifrit,

Earth, and Long Range

The dungeon may seem difficult, but the path is actually fairly straightforward. Follow

the purple guy first, then take the other path, grabbing the items on the way.

In the

second room, go under all the holes, then in the third room, enter V, then VIII, then VI.

In the fourth room, enter the second door on the right on the middle floor. Get the Work

Glove if you'd like, but we won't be equipping it.

Boss fight: Red Dragon

HP: 6800

MP: 300

Ice 3 should probably work well against him, but I unequipped my Ice because I almost

mastered it. Oh well. This guy hits hard, but since you're in the back row, that should

help. Aqualung is quite effective against him. And if you counter a lot, that's a plus, too!

Magic Hammer will replenish your MP 100 at a time if you get very low, keep that in

mind. Save your limits for the next fight if you get to there.

You can get a Bahamut materia after the fight, and he drops a Dragon Armlet.

Tifa status check:

Level 45

Weapon - Tiger Fang - Four slots - Ice, Restore, MP Plus, Counter

Armor - Dragon Armlet - Six slots - HP Plus, Fire, Enemy Skill, Gravity, Heal, Bahamut

Accessory - Ribbon

Limits - Level 3

-or-

Level 45

Weapon - Tiger Fang - Four slots - HP Plus, MP Plus, Counter Attack, Long Range

Armor - Dragon Armlet - Six slots - Bahamut, Enemy Skill, Earth, Restore, Heal, Gravity

Accessory - Ribbon

Limits - Level 3

Use the second setup if Ice, Fire, and Lightning have all reached their third level spells.

Exit the room, go to the far right door, and then cross the clock.

Boss fight: Demon Gate

HP: 10,000

MP: 400

Use limits when you get them, summon Bahamut the one time you're able, and then Cure 2/Regen, Magic Hammer when you need it, and for other offenses, ??? is the best way to go, since elemental attacks don't work too well.

It's time to move on to the Forgotten City. The forest has a Kujata materia floating around, so grab that. Up there, there is a Power Source and a Mind Source, then rest in the house. Go to the center path and get the Comet materia from the top level, replace Earth with it, and go down to the save point. Next comes a boss fight, so get ready!

Boss fight: JENOVA*Life

HP: 10,000

MP: 300

You start with Cloud and Cid alive, so have them focus on killing themselves, while Jenova helps that effort. Tifa should focus on offenses here as much as possible. Jenova will cast reflect if you use magic on her, so instead, summon Bahamut and then only use magic to cure. Physical attacks should weaken her down slowly, as long as you still have Long Range equipped. A lot of enemy skills are reflectable, so I wouldn't risk it. Don't let Tifa's HP drop below 1500, as Jenova knows aqualung.

That's it for Disc 1! You're about halfway through the game. Congrats!

/6a. Gaea's Cliff/

All right, once we leave the Forgotten City, we go north to Icicle Town. Follow the path around, then I suggest you take some time to level up to level 50. Keep killing things with Trine. Note there's a new weapon in the town that you can equip!

Tifa status check:

Level 50

Weapon - Dragon Claw - Six slots - HP Plus, MP Plus, Counter Attack, Long Range, Magic Plus, Kujata

Armor - Dragon Armlet - Six slots - Bahamut, Enemy Skill, Earth, Comet, Heal, Gravity

Accessory - Ribbon

Limits - Level 3

As you're leveling, Restore should get Cure 3. Remember whenever you go into a boss battle to replace Comet with Restore. Regular battles should be fine.

Talk to the guy at the end, dodge Elena's punch, nab the snowboard from the middle house, play the second worst minigame ever created (the motorcycle was the first) and then wander around until you get to the cliffs. Proceed through these as normal, getting the treasure and then moving on. Trine may not kill everything, but Counter + Long Range should make everything disappear. You'll note that a few enemies may start attacking before you - that's why we are equipping Counter and Long Range now.

Inside the cliff, make sure you learn Bad Breath from the Malboro's on the outer edge (the part where the path is outside in two directions around cliffs on two sides) and Magic Breath from the enemies just inside the cave.

At the last cave is a recovery pool - it will recover from KO, too, so I recommend using a tent at the save point just inches away! Anyway, this place has some tough enemies to level up with if you'd like, or you can move on to the following boss fight.

Boss fight: Schizo

HP: 18,000

MP: 350

Use limits when you have them, as physical attacks work extremely well against this boss. Refrain from using any fire or ice based attacks, as they will heal the boss, depending on which side you cast it on. As long as you keep your HP up, this fight should be fairly easy. Do not summon Kujata, but go ahead and summon Bahamut.

/6b. Whirlwind Maze/

First thing you pick up is NeoBahamut! Replace regular Bahamut materia with it.
There's
not much to say around here, except to be prepared for a tough boss fight!

Boss fight: JENOVA*Death
HP: 25,000
MP: 800

First thing you should do is make sure you're healed up. Limits, Cure 3, try out
your
NeoBahamut, and feel free to use Kujata, then ???? if you're below half on HP,
otherwise physically attack or cast aqualung, are your best bets. She'll go down
nicely,
just as long as you remember she can get three or four attacks to your one!

The rest of this area is storyline, actually. Follow it through!

/6c. No Cloud!/

All right - one annoying character is completely gone. We end up with Tifa and
Barret in
Shinra. Tifa's going to be put to death, and now we've got a battle with Cait
Sith and
Barret. Neither of them are equipped properly, I bet, so it's time to panic.
These soldiers
can cast sleep, so use your attacks carefully, and don't hesitate to potion or
hi-potion
after awhile. They'll go down in three successful attacks each, but they have a
rather
high evasion, it seems.

Okay, so it wasn't that bad, especially since Barret and Cait Sith have been
gaining 1/2
exp. Run from all battles from here on.

It's time to free Tifa. Damn, I can never remember the right sequence here. Just
keep
pressing buttons. I don't think you can actually let Tifa die - I'm pretty sure
it's
safeguarded against that. Funny, nonetheless.

Our next stop is Mideel.

If you're going to go level-up and materia-up crazy to help Tifa out when she's
not in
your party, put Cid and your lowest level character with Tifa, which for me was
Yuffie.
Barret came in close, though. Figure out the third character (Barret for me) and
we're
going to be updating their weapons and armor in Mideel.

Wander around to follow the storyline and then leave.

/6d. No Tifa?!?/

Good places to level up, levels 30-40 -> Nibelheim area
40-50 -> Temple of the Ancients area
50-60 -> Mideel area

Just to let you know, of course.

Anyway, we're going to get some Huge Materia, one from Fort Condor and the other from North Corel.

As far as Fort Condor goes, it's not too bad - you should have tons of gil (I had 750,000!) and as long as you employ tons of fighters and such, it shouldn't be bad. You should be able to keep all the enemies down at 1/4 or below. There's not even a boss at this one like the last Fort Condor thing. Anyway, your reward? Phoenix. You'll never use it, because she'll revive your dead allies. Oh well!

Go to North Corel or through the cave behind - which is probably shorter! - and make your way to the reactor. Get on the train, fight the (easy) battles, and hopefully, you'll stop the train and get the Ultima materia! That wasn't so bad, now was it?

The storyline prompts you to check on Cloud and Tifa, so fly to Mideel.

Boss fight: Ultimate Weapon

HP: Who cares?

MP: Does it matter?

OMG WE HAVE 3 CHARACTERZ! LOL R0X0RS! Kidding. I summoned once, used a limit, and then summoned again and it left. Haha @ it.

Anyway, now you're inside Cloud's mind. This part of the game is only good once because all the annoyingness gets old the second and third and fourth and fifth and sixth and seventh and eighth and ninth and tenth and... you get it.

/6e. Heading back to Junon/

Tifa status check:

Level 55 (or whatever she was)

Weapon - Crystal Glove - Six slots - HP Plus, MP Plus, Counter Attack, Long Range,

Magic Plus, Kujata

Armor - Crystal Bangle - Six slots - Neo Bahamut, Enemy Skill, Ultima, Restore, Comet,

Gravity

Accessory - Ribbon

Limits - Level 3

I find this to be the best setup at this point, especially if the purple materia is mastered.

At this point, it doesn't matter who's in your party since you can choose your party from here on in and there aren't any more forced battles. I kept with Cid as my third member for consistency, but it's really your choice.

Trine should kill off the enemies in here, especially with a mastered Magic Plus

materia.

When you get to the aquarium-like part, run from the skeletons in the boat. They're not worth it! They can toss you out of battle so quickly and that's a Game Over!

Boss fight: Carry Armor

HP: 24,000

MP: 200

This boss has three parts and has the capability of hitting rather hard - 1500, as a matter of fact. It also has the horrible capability to pick you up with Arm Grab and end the battle - Game Over! (I got that three times in a row, grrr!) Trine will do 2000 to each part, so I went with that until he went down. Use Cure 3 to keep your HP up and you should be good! This battle is, unfortunately, luck. Thank goodness for counterattack, though - it will help you!

This next part is my third least favourite part of the game. Pretty much mash the trigger button and follow the red ship is all I can say.

/6f. Back to Rocket Town/

Kill the guards around the rocket with Trine and counterattacks. (Don't you wish they'd all rush you at once so you don't have to waste MP when you cast Trine? I mean, in XII, that's what would happen...)

Boss fight: Rude

HP: 9000

MP: 240

Trine and Counterattack will take care of the guards in front. He will cast MBarrier, but that's good, because his Cure2 won't do as much to heal. I found ??? particularly effective here, as his attacks are so small that I didn't worry about healing.

The password, in case you are wondering, is CIRCLE, SQUARE, X, X or on a PC is OK, SWITCH, CANCEL, CANCEL. Head to the escape pod, follow the storyline, and back we go!

/6g. Sidequesting yet again/

We're supposed to head to Cosmo Canyon, but I got Tifa's final limit break here. Go to her house in Nibelheim and enter this onto the piano: (The prompts are: Aw, go for it, then I forgot.)

PS: X, SQUARE, TRIANGLE, L1 + TRIANGLE, L1 + SQUARE, X, SQUARE, TRIANGLE, L1+X, SQUARE, X, SQUARE, X

PC: CANCEL, SWITCH, MENU, PAGE UP + MENU, PAGE UP + SWITCH, CANCEL,
SWITCH, MENU, PAGE UP+ CANCEL, OK, CANCEL, SWITCH MENU

After Cosmo Canyon, we're going to take a storyline break. Why? Because these next bits can be rather hard. Level up only to about level 90 - no higher! We will not beat this game at level 99, only at level 98, because it's easier to deal with Sephiroth then.

This next bit is entirely optional. It turns Tifa into a powerhouse over many hours of gameplay (more than two full day's worth) and, if you can manage it (I didn't bother), has her solo beat Emerald and Ruby Weapon. The rewards? Master Madera, as well as a Gold Chocobo, which means KOTR. With that dangling in front of you, I will now tell you how to prepare for it.

Getting Guard sources - Go to Mideel, on the grass (not the forest) and wait for the shrimp-like enemies to appear. Demi 3 + All twice, then morph until you get a guard source. I started this project at level 70.

Once you've maxed out your vitality and defense (both will be modified up to 255), we're going to head onto the Gelnika. Take the submarine and navigate around Emerald Weapon and find the sunken submarine not very far from Junon. Right inside is a boss fight with Reno and Rude, each having about 20,000 (Rude does, Reno has 15,000) HP, which is easy enough to deal with. What we want is Mind Sources.

Getting Mind Sources - Go to Gelnika, wait for the serpent to appear, Demi won't work, so attack and use magic for less than it's 14,000HP, then morph until it dies. Note that since you have a Ribbon and your def and vit is maxed, the enemies won't hurt you as much. This will take many hours/days/weeks, and will level you up an insane amount!

Note - it's worth morphing everything you see to also get Power, Speed, Magic, and Luck Sources as well. Max until 255. All the following strategies I use are with a maxed Tifa.

Make sure you pick up all the treasure in the Gelnika! (Especially Double-Cut!)

If you'd like to take a shot at Emerald Weapon now, here's a good strategy. Chances are that you won't survive. That's okay.

Emerald Weapon

He has an attack that deals 1000 x amount of equipped materia. Because of that, we

will only equip:
Mastered HP Plus
Mastered Gravity + Mastered All
Mastered Restore

Our main offense will be Demi, as it will deal 9999 damage until it doesn't, when Demi 2 will, etc. Regen should be casted asap, then Cure 3 should be able to keep Tifa's HP up. Because we're not dealing with long animations, the fight shouldn't breach the 20 min limit. (Of course, my in game clock is obviously broken, as right now it says 19:50:02, so that's also based on that. All timers for me run very slowly - my advantage!) When MP gets low and you have to cure, Elixers and Megalixers can be used.

/6h. Weapon Attack/

One reason I have you do so much stat building here is that bosses are no longer going to be as easy as before. We noticed that with Carry Armor, but we haven't had a chance to go source crazy until now. Even if you only spend about five hours getting sources, those few will help, so it's to your advantage to work through this.

Also, the next part of the game takes us back to the submarine, so I figure we can take care of everything at once, right?

Anyway, go underwater with the sub and then go north until you find a cave with the Key to the Ancients. Then make your way back to the Forgotten City. You'll probably have to go through Bone Village and then the Forest and then all the other stuff first. Once inside, take the left path and follow it to the cave where Bugenhagen shows up. After the events there, it's time to kick some Weapon ass!

Boss fight: Diamond Weapon
HP: 30,000
MP: 30,000

Summon BahamutZERO as many times as you are able to start out the battle. Casting Ultima, if you have it, is also particularly effective. Physical attacks won't hit for any damage, so you'll have to resort to magic and summons. Luckily, if you maxed your stats, he won't hit you too hard. Cure 2 or Cure 3 should heal any damage. Try to kill him before the Countdown to Diamond Flash begins, or else you may have problems. If you see the Countdown, heal up immediately.

Now's a good time to try and kill Ultimate Weapon if you did the sidequesting last

section. Since you have maxed stats, it shouldn't be too difficult. Find him first in the crater on the first continent, then follow him around. Ram into him until he goes to Gongaga. He's on the ground now! Massacre him with physical attacks until he up and leaves again. Follow this pattern as he goes around the world. It's not too bad - I dealt about 15,000 at each area, and he's only got about 100,000. The rewards aren't great, though.

Go to the Northern Crater and then Cait Sith will move the story along.

/6i. Midgar and Hojo/

Tifa status check:

Level 70 (or if you leveled to 90 like I advised you, that's good too)

Weapon - Crystal Glove - Six slots - HP Plus, MP Plus, Counter Attack, Long Range,

Magic Plus, NeoBahamut

Armor - Crystal Bangle - Six slots - BahamutZERO, Enemy Skill, Ultima, Restore, Double-Cut, Gravity

Accessory - Ribbon

Limits - Level 4

Once underground, when it comes to random battles, Trine until things die if there's more than one enemy, otherwise, physical attacking if your attacks do over 5000 should suffice and save MP. The way down, while fairly confusing, is actually pretty straightforward.

You'll have to fight Reno, Rude, and Elena. Each one of them ally with an element, so don't use any Fire, Ice, or Lightning based attacks. (Trine is lightning based). Summoning the Bahamuts, then using Aqualung will benefit you the most here. I didn't summon at all here due to MP cost. As far as their attacks go, Rude won't attack Tifa, so you're safe from him. Elena will still try to Charm Tifa (which is hilarious, I think). After enough Aqualungs, you'll win.

Boss fight: Proud Clod

HP: 60,000

MP: 420

Summon BahamutZERO as many times as you can at the start of this battle. Afterwards, summon whatever else you may have (NeoBahamut was the next in line, if I recall right) until the armor is gone. Then, use your most offensive attacks and abilities.

Go up the stairs.

Boss fight: Hojo

HP: 13,000

MP: 250

Because of Double-Cut, I recommend just physical attacks for this form.

Boss fight: Helletic-Hojo

HP: 26,000

MP: 200

Summoning BahamutZERO at the start of this fight really helps, then Double-Cutting each turn should work. If your HP starts to drop, Cure.

Boss fight: Lifeform Hojo

HP: 30,000

MP: 100

He can get many attacks in at once, so always keep your HP up. Ultima works very well here, so I recommend casting it unless Double-Cut does more damage because of maxed stats. He'll counter magical attacks with Silence, which is no match for your Ribbon!

End of Disc Two already!!!!

7

(*Walkthrough - Disc Three*)

/7a. Final Preparations/

Now is your final chance to get some of the best stuff in the game. If you haven't sourced yourself to the max at Gelnika, at least spend 10 hours in there working at it. You want your stats as high as you can get them, so Safer Sephiroth doesn't completely massacre you.

If you've missed any of the materia or equips below, make sure you do a search for them in this walkthrough, as I try to describe where you get them.

A good place to level up in is Mideel. You don't want to get to level 99, however. I'd recommend stopping around 95 or so if you're not there already.

The final status check!

Tifa status check:

Level 75 or higher (95 is recommended)

Weapon - Crystal Glove - Six slots - HP Plus, MP Plus, Counter Attack, Long Range,

Magic Plus, NeoBahamut

Armor - Crystal Bangle - Six slots - BahamutZERO, Enemy Skill, Ultima, Restore, Double-Cut, Gravity

Accessory - Ribbon

Limits - Level 4

/7b. Final Dungeon/

Monsters here are usually above 9999 HP, so the way to kill them in the fewest turns is with Double-Cut. Even if there's more than one monster, still attack. Don't bother with the gargoyle enemies, since they won't do anything unless you attack (for 0 damage, too).

If you need to get back, the first cave will get you back. I recommend linking HP Absorb with Ultima (when you get it) and getting rid of the NeoBahamut materia (as it isn't the greatest against the three bosses here).

You'll also nab a Hero drink on the third screen, which we can use later. It's in a cave.

At the place where you split up your party members, I recommend sending only Tifa in the party with Cloud and everyone else in the other direction, just for ease. I also recommend going right, but it's really up to you. From here on, you've got to be careful - the monsters include upgrades of Tonberries and Behemoths! I'm not sure if Ribbon protects you from Insta-Death, either, so be extra careful!

When you get the Mystile in a chest, I recommend you equip it.

After the first line of dialogue when the party's together again, before talking to anyone, go back up and use the save crystal. Only three bosses are left!

/7c. Final Showdown/

If your stats aren't maxed, I'd recommend running from all battles. Just to warn you. Also, I got these stats from boss FAQs, however, in my playthrough experience, the bosses only seemed to have about 1/2 the HP listed. Just a little hint.

Boss fight: JENOVA*Synthesis
Hp: 65,535 + 8000 + 10,000
MP: 3000 + 600 + 600

Use area attacks such as summons - but use Magic Hammer afterwards to get your MP back to 999 - and then attack however you wish. The big part is to keep your MP up for the next two battles, while using area attacks to kill off the tentacles as well. But if you do get your limit break, save it for the next battle and use Ultima or something. When you need curing and are above 2/3 HP, use Ultima linked to HP Absorb, otherwise use Cure 3. She'll go down fairly easy if you maxed your stats, because you'll evade tons of

attacks. Otherwise, good luck!

Boss fight: Bizzaro Sephiroth

HP: 82,500 + 6000 + 4000 + 2000 + 10,000

MP: 3000 + 600 + 400 + 400 + 400

You'll want to use area attacks to kill off the arms, head, and then the core.

Otherwise,

Sephiroth will heal itself quite a bit - and you don't want that! Your choices, then, are

summons and Enemy Skills. Use limits the second you get them to maximize your damage to him. 2x or 4x cut is your best bet for him, then! He'll go down rather quickly,

which is kind of surprising.

Boss fight: Safer Sephiroth

HP: 150,000, if you listened to me and didn't level to 99

MP: infinite

2x and 4x cut are amazing offenses, as they allow you to do over 9999 damage per turn. I do recommend keeping your HP above 3/4 at all times, if not even higher.

You'll

need it to survive. SuperNova does about 7500 damage. If you're nervous, cast

Big

Guard.

Strategy? Cast Big Guard immediately after Sephiroth uses Pale Horse to minimize SuperNova damage, then keep your HP above 1/2 - 3/4. He uses Break after SuperNova, which'll do about 1000 damage. It's a good place to Cure 3 or use an Elixir.

Your best offense is 2x or 4x cut (or limit, of course). You'll never have to worry about

being KO-ed if you can keep up! If you're low on MP, use Elixirs - they'll cure at the

same time.

Boss fight: Sephiroth

This is just a joke section here, but note that if you don't get Omnislash out on

Sephiroth, he can kill Cloud - don't let that happen! Have your low-level (18 for me!)

Cloud attack with his (never obtained) final limit, Omnislash!

Congratulations! You've beaten Final Fantasy VII on a non-Cloud SCC!

8 _____
(*Random Stuff*)

I completed this Final Fantasy VII Solo Character Challenge with a level 76 Tifa with

255 in all modifiable stats.

This guide has been tested - I've been playing as I've been writing this. I thank all the

low-level, SCNMIE(etc)WTF, and Boss FAQ guides for inspiring the idea to do this (I've seen an Aerith, Cid, and Cloud-only challenge and was very frustrated there wasn't a Tifa-only, so even if I didn't read your guides, I appreciate them anyway), and the Boss FAQs for helping provide names, HP/MP, etc. I think I

ended up on new guides each time I Googled, so listing them here is rather impractical. Think of it this way - if you've written about a certain boss, thanks for helping me, the readers here, and pretty much everyone else who used your info in their FAQs.

I got bored with the Spelling/Grammar check because "Tifa", "Sephiroth", etc aren't in the dictionary.

If you have a better idea for a certain boss or a different materia setup, feel free to email me at calidynd@yahoo.com with the subject line FF7 (or else it'll get filtered to junk mail). I'll read through, possibly test it, but for sure add it to the proper walkthrough section.

If you have a good Emerald/Ruby Weapon strategy NOT INVOLVING Final Attack, email it to me! I struggled a lot with the best way to prevent massive HP/MP damage, and got completely out of ideas.

My next project is a Summons-only challenge for FFX (which is harder and more annoying than it sounds). Watch for it! After that, I'm out of ideas ÷ give me some!

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