## **All** GameGuides

Story Bosses Included: Materia Guardian Midgardsormr **Rude and Elena Mythril Golem** Terror of the Deep Roche Diabolic Variant **Yin and Yang** 

Forgotten Specimen **Galian Beast** 

Roche

Abzu

Rude and Elena

Rufus

Red Dragor

Ironclad

Reno and Rude

**Tseng and Elena** 

**Moss-Grown Adama** 

Demon Gate

Jenova Lifeclinge Sephiroth Reborn



## Final Fantasy VII **Story Boss**

# Game Guide

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by AlGameGuides.com

Player Notes:	

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#### **Final Fantasy 7 Rebirth**

#### 1.1 Story Boss Guides

The main storyline of Final Fantasy 7 Rebirth features many boss fights, each with unique strategies and mechanics that players need to master to progress through the game. Here's an overview of how to tackle the **Story Bosses** in Final Fantasy 7 Rebirth:

Chapter 1: Materia Guardian

Chapter 2: Midgardsormr

Chapter 3: Rude and Elena, Mythril Golem

Chapter 4: <u>Terror of the Deep</u>, <u>Roche</u>

Chapter 5: Jenova Emergent

Chapter 6: Grasptropod

Chapter 7: Custom Valkyrie, Gigatrice

Chapter 8: Dyne, Anuran Suppressor,

Chapter 9: Specimen H1024, Crimson Mare Mk. II

Chapter 10: Gi Nattak

Chapter 11: <u>Diabolic Variant, Yin and Yang, Forgotten Specimen, Galian Beast, Roche</u>

Chapter 12: Abzu, Rude and Elena, Rufus

Chapter 13: Red Dragon, Ironclad, Reno and Rude, Tseng and Elena, Moss-Grown

Adamantoise, Demon Gate

Chapter 14: Jenova Lifeclinger, Sephiroth Reborn

#### 1.1.1 Materia Guardian

Here's a comprehensive guide to defeating the Materia Guardian in "Final Fantasy 7 Rebirth," including requirements, a detailed walkthrough, strategies, and additional tips:

#### **Requirements:**



Materia Guardian Boss Guide in Final Fantasy 7 Rebirth

- Location: The fight takes place in the Appraisal Drilling Site in Mount Nibel.
- Party Composition: You'll control both Cloud and Sephiroth during this fight, as it occurs early in the game, specifically in Chapter 1: "Fall of a Hero."
- Materia: Ensure Cloud has Fire Materia equipped since the Materia Guardian is weak to Fire. Sephiroth comes with his own Fire Materia, which you cannot change for this fight.
- **Items:** While not strictly required, having healing items can be beneficial, though the fight is designed to introduce you to combat mechanics more than challenge your inventory management.

## **Detailed Walkthrough:**



Materia Guardian Boss Guide in Final Fantasy 7 Rebirth

#### Phase 1:

- 1. **Start of Battle:** The fight begins with a tutorial on basic combat mechanics. Use this time to familiarize yourself with commands for both Cloud and Sephiroth.
- 2. **Attacks:** Materia Guardian uses a variety of physical attacks including Dual Tail Lash, which can hit both characters if they're close together. Evade by staying behind or to the side of the boss.

#### Phase 2:

- 3. **Ceiling Cling:** The Materia Guardian will climb to the ceiling, becoming temporarily invulnerable.
- 4. **Strategy:** Use Fire spells on one of its legs to force it down. When it falls, it's open for attacks.

#### Phase 3:

- 5. **Mako Energy Build-up:** The boss will start to gather Mako energy, signaling a new phase.
- 6. **Action:** Use the Synergy Ability "Double Helix" to knock it down. After knocking it down, deal as much damage as possible while it's stunned.

#### **Final Phase:**

7. **Limit Breaks:** When the boss is low on health, use both Cloud's and Sephiroth's Limit Breaks. Sephiroth's Octaslash can be followed by Octaslash Prime (press? after Octaslash) for extra damage, potentially finishing off the boss.

## Strategies:



Materia Guardian Boss Guide in Final Fantasy 7 Rebirth

- Exploit Weaknesses: The Materia Guardian is weak to Fire, so use Fire spells frequently.
- **Positioning:** Stay behind or at the sides to avoid most of the boss's frontal attacks.
- Synergy Abilities: Utilize Double Helix when available, as it not only deals damage but also provides buffs to Cloud and Sephiroth.
- **Pressure and Stagger:** Evading Seizing Claws or freeing captured allies will pressure it. Destroying its legs while it's on the ceiling also pressures and staggers it, giving you a window for heavy damage.





Materia Guardian Boss Guide in Final Fantasy 7 Rebirth

- **Switch Characters:** Use the character switch mechanic to avoid getting hit when one character is vulnerable. This can help manage the fight better, especially if one character is captured by Seizing Claws.
- **Healing:** Since this is an introductory fight, healing items or spells might not be necessary, but be prepared to heal if either Cloud or Sephiroth takes significant damage.
- Materia Utilization: Make sure to use Cloud's Fire Materia effectively.

  Sephiroth's Fire spells can deal significant damage due to his higher stats.
- Learn from the Fight: This battle serves as a tutorial, so pay attention to combat tips and mechanics introduced here; they will be crucial for later fights.

#### 1.1.2 Midgardsormr

Here's an extensive guide for defeating Midgardsormr in "Final Fantasy 7 Rebirth," including requirements, a detailed walkthrough, strategies, and various tips:

#### **Requirements:**



Midgardsormr Boss Guide in Final Fantasy 7 Rebirth

- Location: Midgardsormr is encountered in the swamps of the Grasslands at the end of Chapter 2.
- Party Composition: Ideally, you should include at least one character with ice attacks (like Aerith) and one with good stagger capabilities (like Tifa or Cloud).

#### Materia:

- Ice Materia Midgardsormr is weak to ice, so make sure at least one character has this equipped.
- Healing Materia Essential for keeping your party alive.
- Summon Materia (Shiva) Shiva's ice-based attacks can be very effective.
- **Level:** Aim for around level 18-22 for a comfortable fight, but this can vary based on your strategy and upgrades.

### **Detailed Walkthrough:**



Midgardsormr Boss Guide in Final Fantasy 7 Rebirth

#### Phase 1:

- 1. **Initial Attacks:** Midgardsormr starts with basic physical attacks like Headbutt, Snap, and Coil.
- 2. **Strategy:** Dodge or block these attacks. Use this time to build up ATB bars with regular attacks for casting spells or using abilities.

#### Phase 2 (around 75% HP):

- 1. **New Attacks:** Introduces Scorching Breath and Devour.
- 2. **Scorching Breath:** Run away or hide behind trees when charging up; it's a sweeping fire attack.
- 3. **Devour:** Can capture a party member; quickly switch to another character and attack the Cranial Dome to free them.

4. **Strategy:** Begin using ice spells like Blizzard on the Cranial Dome for extra damage and to pressure Midgardsormr.

#### Phase 3 (around 50% HP):

- 1. **Cutscene and Beta:** Midgardsormr will use Beta, which causes AoE fire damage but also signals a phase change.
- 2. **Strategy:** Use this opportunity to heal if necessary. After Beta, Midgardsormr's aggression increases, so be prepared for more frequent attacks.

#### Final Phase:

- 1. **Aggressive Attacks:** Midgardsormr uses more aggressive moves like Chomp and Toxic Waters.
- 2. **Toxic Waters:** Creates a poison cloud; use Antidotes or run to the edge of the battlefield to avoid it.
- 3. **Strategy:** Continue using ice attacks, summon Shiva if not done already, and utilize Synergy Abilities to stagger Midgardsormr for maximum damage.

## Strategies:



Midgardsormr Boss Guide in Final Fantasy 7 Rebirth

• Exploit Ice Weakness: Use any ice-based abilities or spells whenever possible, focusing on the Cranial Dome when it appears to pressure Midgardsormr.

- Synergy Abilities: Use these to stagger the boss quickly. Abilities like Partners in Pain (Cloud and Barret) or Synchro Cyclone (Cloud and Tifa) are particularly effective.
- **Summon Shiva:** Her ice attacks can deal significant damage and help manage the battle's flow.
- **Defensive Play:** Keep your party's health up, using defensive skills or items when necessary.





Midgardsormr Boss Guide in Final Fantasy 7 Rebirth

- Character Control: Control Aerith for magic damage or Tifa for stagger if you're focusing on melee. Barret can be useful for ranged attacks when Midgardsormr is out of melee range or in the tree.
- **Avoid Fire:** Since Midgardsormr resists fire, steer clear of using any fire-based Materia or summons like Ifrit.
- **Stagger Management:** Use abilities that build stagger quickly during pressure phases.
- Positioning: Use the environment; hide behind trees to avoid Scorching Breath and move to safer zones when Toxic Waters are used.
- **Limit Breaks:** Save these for when Midgardsormr is staggered or near defeat for maximum impact.
- Party Buffs: Use Aerith's Arcane Ward for doubled spell effects or Barret's Lifesaver to absorb damage.

#### 1.1.3 Rude and Elena

Here's a comprehensive guide for defeating Rude and Elena in "Final Fantasy 7 Rebirth," covering requirements, a detailed walkthrough, strategies, and additional tips:

#### **Requirements:**



Rude and Elena Boss Guide in Final fantasy 7 Rebirth

- Locations: Chapter 3: Mythril Mines. Chapter 12: Gold Saucer Colosseum.
- Party Composition: Typically includes Cloud, Tifa, and Aerith.
- **Cloud:** Primary damage dealer with good balance between physical and magical attacks.
- **Tifa:** High damage output, especially good for staggering enemies.
- **Aerith:** Acts as the healer and support, with strong magic options.

#### Materia:

- Wind Materia for Rude (weak to Wind).
- Lightning Materia for Elena (weak to Lightning).
- **Healing Materia** for Aerith, with Prayer or Cure spells.
- Assess Materia for learning enemy weaknesses and resistances.
- **Level:** Around level 25-30 for an easier fight, but this can vary based on your party's gear and Materia setup.

## **Detailed Walkthrough:**



Rude and Elena Boss Guide in Final fantasy 7 Rebirth

#### **Chapter 3 Fight (Mythril Mines):**

- 1. Phase 1:
- 2. **Start:** Both bosses use basic attacks; Rude with Shockwave and Elena with Grenade attacks.
- 3. **Strategy:** Quickly pressure Elena with Lightning attacks, focusing on her first as she's easier to stagger. Use Cloud's Punisher Mode or Aerith's Lightning spells.
- 4. Phase 2 (Synergy Attack):
- 5. Rude's Atlas Stance/Elena's Petite Powerhouse: They prepare for a Synergy Attack.
- 6. **Strategy:** Interrupt this by using your strongest abilities or spells against the one charging up. Focus on Elena if you can, as she's less durable.
- 7. Phase 3 (Post-Synergy):
- 8. **Rude Alone:** After dealing with Elena, Rude becomes more aggressive.
- 9. **Strategy:** Use Wind attacks to pressure him. Keep an eye on his Triple Shockwave; dodge or block accordingly.

#### **Chapter 12 Fight (Gold Saucer):**

- 1. **Similarities:** Many mechanics from the Chapter 3 fight return, but with more polished moves.
- 2. **Elena:** Uses Nadefield and Turks Vengeance.
- 3. Rude: Has Turks' Two-Step and Whirlwind.
- 4. Strategy:
- 5. **Prioritize:** Again, focusing on Elena first can simplify the fight due to her lower HP and ease of staggering.
- 6. **Counter Synergy:** Use the same strategy of interrupting their Synergy moves. Here, they might use more devastating combo attacks, so timing is crucial.

## Strategies:



Rude and Elena Boss Guide in Final fantasy 7 Rebirth

#### **Exploit Weaknesses:**

- Rude: Use Wind (Aero or Tifa's Reverse Gale).
- Elena: Use Lightning (Thunder or Cloud's Firebolt Blade).

#### **Stagger Management:**

- Use Tifa's combo attacks to build stagger on Elena quickly.
- Chain ATB commands or use abilities like Focused Thrust on Cloud when enemies are guarding.

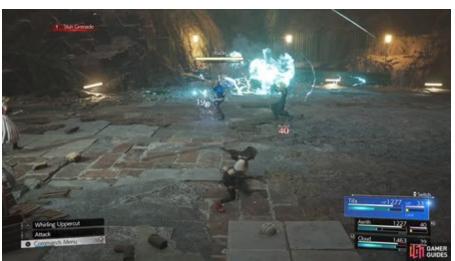
#### **Synergy Abilities:**

• Use these when both enemies are close or during their Synergy Attack preparation to maximize damage.

#### **Defensive Play:**

- Keep Aerith's healing spells ready, use Guard to mitigate damage, and dodge when necessary, especially during wide AoE attacks.
- Limit Breaks: Save these for when one or both enemies are staggered for maximum effect.





Rude and Elena Boss Guide in Final fantasy 7 Rebirth

- Switching: Switch between characters to control the battle flow, especially when one is at risk of being stunned or when you need to use specific attacks for weaknesses.
- Materia Management: If on Hard Mode, manage your MP carefully; consider changing Materia setups between fights if possible.
- Positioning: Keep moving to avoid Elena's grenades and Rude's Shockwave attacks. Use the arena's space to your advantage.
- Party Synergy: Utilize Aerith's Ward for doubled magic effects when available, especially with Thunder or Aero spells.

• ATB Management: Build ATB quickly with Punisher Mode for Cloud or Tifa's fast attacks, then spend it on abilities that can pressure or stagger.

#### 1.1.4 Mythril Golem

Here's a detailed guide for defeating the Mythril Golem in "Final Fantasy 7 Rebirth," including requirements, walkthrough, strategies, and additional tips:

#### **Requirements:**



Mythril Golem Boss Guide in Final fantasy 7 Rebirth

- Location: Mythril Cavern within the Mythril Mines.
- **Rewards:** Defeating Mythril Golem provides experience, AP, and gil, plus a path to reunite with the rest of the party.
- Party Composition: You'll control Barret and Red XIII for this fight in Chapter 3, "Deeper into Darkness."

#### Materia:

- **Lightning Materia:** Essential as Mythril Golem is weak to lightning.
- **Healing Materia:** For Barret or Red XIII, with at least Cure or Regen.
- Barrier Materia: Useful for reducing damage from the boss's attacks.
- Synergy Abilities: Ensure you've unlocked "United Refocus" and "Iron Defense" for Barret and Red XIII, which can be crucial for managing the fight.

• **Level:** Around 20-25 for a more manageable fight, but this can be adjusted with gear and Materia.

## **Detailed Walkthrough:**



Mythril Golem Boss Guide in Final fantasy 7 Rebirth

#### Phase 1 (Initial Engagement):

- 1. Attacks: The Golem uses basic attacks like Sweep and Mythril Mallet.
- 2. **Strategy:** Focus on targeting the Golem's head to pressure it. Use Barret's ranged attacks to keep distance and Red XIII's speed for quick hits.
- 3. Breaking the Head:
- 4. **Action:** Destroying the head makes the Golem more susceptible to physical damage, allowing you to build up stagger.
- 5. **Strategy:** Use Lightning spells or abilities when the head is up to maximize pressure.

#### Phase 2 (around 50% HP):

- 1. **Golem Strengthens:** Grows in size, adding a Spine and Right Arm.
- 2. **New Attacks:** Includes Stalagmite Skewer and Laser Barrage.
- 3. Strategy:
- 4. **Right Arm:** Target this first to reduce the Golem's offensive capabilities.
- 5. **Spine:** Destroying this is key to stopping some of its more dangerous attacks.

- 6. Continue with Lightning attacks, focusing on the head to keep it pressured whenever possible.
- 7. Stagger and Finish:
- 8. **Stagger Phase:** After breaking parts, the Golem becomes easier to stagger. Use this opportunity to unleash Limit Breaks, Synergy Abilities, or strong magic.

## Strategies:



Mythril Golem Boss Guide in Final fantasy 7 Rebirth

• Exploit Weakness: Use Lightning Materia, Electric Impulse (Barret), or any lightning-based Synergy Abilities.

#### **Synergy and Limit Breaks:**

- "United Refocus" gives you an extra ATB bar for more action.
- "Iron Defense" can block the Golem's laser attacks, providing crucial breathing room.
- **Stagger Management:** Aim to stagger the Golem by focusing on the head and new parts. Use abilities like Barret's Bonus Round or Red XIII's Crescent Claw to build stagger.
- **Defensive Play:** Use Barrier spells or Iron Defense to manage incoming damage, especially from area attacks like Laser Barrage.





Mythril Golem Boss Guide in Final fantasy 7 Rebirth

- Positioning: Keep moving to avoid area attacks like Mythril Mallet's aftermath or Sweep.
- MP Management: While MP isn't as critical since you're near the end of the chapter, conserve it for Lightning spells and healing.
- **Health Management:** Use items or spells when necessary due to the Golem's high physical damage output.
- **Red XIII's Speed:** Utilize Red's agility for quick attacks and dodging; his Lunatic High can be beneficial for additional ATB.
- Barret's Ranged: Barret's ability to attack from a distance is key, especially when the Golem uses wide sweeps or charges attacks.
- **Summoning:** If you have Ramuh Summon Materia, summon him to exploit the lightning weakness even further.
- **Hard Mode:** For those on Hard Mode, consider status effects like Sleep or Stop if you have the Materia, as the Golem has slight susceptibility.

#### 1.1.5 Terror of the Deep

Here's an all-inclusive guide for defeating the Terror of the Deep in "Final Fantasy 7 Rebirth," including requirements, a detailed walkthrough, strategies, and tips:

#### **Requirements:**



Terror of the Deep Boss Guide in Final Fantasy 7 Rebirth

• Location: Encountered in Under Junon during Chapter 4, "Dawn of a New Era."

#### **Party Composition:**

- Cloud Essential for melee and some ranged attacks.
- Aerith Provides healing and ranged magic attacks.
- Barret Good for ranged damage and can disrupt the boss's attacks.

#### Materia:

- **Lightning Materia:** Terror of the Deep is weak to Lightning, so equip this on multiple characters.
- **Healing Materia:** Aerith should have Cure or Pray Materia for group healing.
- Assess Materia: Useful to learn about the boss's weaknesses and resistances.
- **Level:** Around 20-25 should be adequate, with proper Materia setup and character upgrades.

## **Detailed Walkthrough:**



Terror of the Deep Boss Guide in Final Fantasy 7 Rebirth

#### Phase 1:

- 1. Initial Attacks: The boss uses melee attacks like Tail Lash and Grasping Tail.
- 2. Strategy:
- 3. Use Cloud to attack from the air with his dodge (circle) + attack (square) combo.
- 4. Barret can shoot from afar, maintaining distance while building stagger with Overcharge.
- 5. Aerith should heal and cast Thunder spells to pressure the boss due to its lightning weakness.
- 6. **Water Cell:** The boss traps party members in Water Cells, rendering them immobile.
- 7. **Action:** Switch to another character and use magic (preferably lightning) to break the cell.

#### Phase 2 (around 50% HP):



Terror of the Deep Boss Guide in Final Fantasy 7 Rebirth

- 1. **Oceanic Tornado:** The boss submerges and creates a central water tornado with smaller ones around.
- 2. Strategy:
- 3. Dodge the smaller tornadoes by keeping on the move.
- 4. When it pops up from the water, immediately hit it with Lightning spells to pressure it back into the air.
- 5. New Attacks: Adds Aquatic Twister and Gnawing Fangs:
- 6. Aquatic Twister: Jump or dodge this area attack.
- 7. **Gnawing Fangs:** Quickly attack the tail to free captured allies.

#### Phase 3 (Final Push):



Terror of the Deep Boss Guide in Final Fantasy 7 Rebirth

- 1. Aggressive Tactics: The boss uses all previous attacks more aggressively.
- 2. Strategy:
- 3. Keep up the pressure with Lightning spells, focusing on the head when it's in the water.
- 4. Use Limit Breaks, especially Aerith's Healing Wind for recovery or Cloud's Cross-Slash for damage when the boss is staggered.

## Strategies: 🕏



Terror of the Deep Boss Guide in Final Fantasy 7 Rebirth

• Exploit Lightning Weakness: Use Thunder, Thundara, or summon Ramuh if available.

#### **Stagger and Pressure:**

- Damage the tail fin to pressure the boss, especially when it uses Grasping Tail.
- Use abilities like Cloud's Triple Slash or Barret's Focused Shot to build stagger when pressured.
- **Synergy:** Utilize Aerith's Radiant Ward for doubled spell effects, particularly with Lightning spells.
- **Defensive Measures:** Ensure you have enough healing or use Barret's Steelskin for damage reduction.





- Character Switching: Swap characters to deal with different phases of the fight; for example, switch to Cloud for aerial combat or Barret to free allies from Water Cells.
- **MP Conservation:** Try to use ATB for abilities rather than spells for healing unless absolutely necessary.
- **Positioning:** Stay away from the center during Oceanic Tornado; use the edges of the arena for safety.
- Limit Breaks: Save these for when the boss is staggered or low on health for the highest impact.
- Ranged vs. Melee: Balance between Cloud's melee to stagger and Barret/Aerith's ranged damage for safety and continuous damage.

• **Summoning:** If you have Ramuh, summon him to deal significant lightning damage and control the fight's pace.

#### 1.1.6 Roche

Here is a detailed guide for defeating Roche in "Final Fantasy 7 Rebirth," covering requirements, walkthrough, strategies, and additional tips:

#### **Requirements:**



Roche Boss Guide in Final Fantasy 7 Rebirth

#### **Locations:**

- Chapter 4: Junon, during the escape sequence.
- Chapter 11: Nibelheim, after facing other bosses in the chapter.
- Party Composition: This is a one-on-one fight with Cloud, so no party adjustments are needed.

#### Materia:

- Fire Materia: Roche is weak to Fire, so this is crucial.
- Healing Materia: Equip Cure or Prayer for self-healing.
- Precision Defense Focus Materia: Helps with perfect blocking.

#### Gear:

• Equip Cloud with the **Sleek Saber** for its Firebolt Blade ability if available.

- Consider gear with **Fire** or **Lightning** resistance, depending on Roche's attack patterns.
- Level: Roche is fought twice; aim for around level 20-25 for the Chapter 4 fight and level 35-40 for the Chapter 11 rematch.

## **Detailed Walkthrough:**

#### Chapter 4 - Junon (Phase 1):



Roche Boss Guide in Final Fantasy 7 Rebirth

- 1. **Initial Moves:** Roche circles on his motorcycle, using Slash, Fire Beam, and Crash and Burn.
- 2. Strategy:
- 3. Lock onto Roche with the right stick to keep him in view.
- 4. Use Punisher Mode to counter his melee attacks.
- 5. Fire spells or Firebolt Blade when he's on the ground or riding the arena walls.

#### Phase 2 (After Pressure):



Roche Boss Guide in Final Fantasy 7 Rebirth

- 1. New Attacks: He might use Triple Slash or Side Slash.
- 2. Strategy:
- 3. Dodge his special moves like Crash and Burn by moving sideways.
- 4. Perfect block his dash attacks to build stagger; use Fire when he's pressured to keep the advantage.

#### **Chapter 11 - Nibelheim (Phase 1):**



Roche Boss Guide in Final Fantasy 7 Rebirth

- 1. **Attacks:** Now on foot, Roche uses more sword-based attacks like Soul Cleave and Combustion Sword.
- 2. Strategy:

- 3. Focus on perfect blocking his melee attacks to pressure him quickly.
- 4. Use Fire spells or abilities when he's in a defensive stance or after he uses named moves.

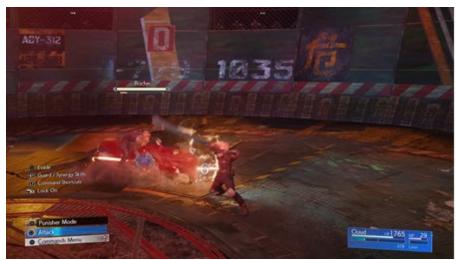
#### Phase 2 (Post 50% HP):



Roche Boss Guide in Final Fantasy 7 Rebirth

- 1. Weakened State: Roche clutches his chest, reducing his attack frequency.
- 2. Strategy:
- 3. This is your window to deal massive damage; use Limit Breaks and Fire spells.
- 4. Continue with perfect blocks to maintain control over the fight.

## **Strategies:** •



Roche Boss Guide in Final Fantasy 7 Rebirth

- Exploit Fire Weakness: Use Fire spells or Firebolt Blade whenever possible, especially when he's riding walls in Chapter 4 or after named moves in Chapter 11.
- **Perfect Blocking:** The key to this fight. Perfect blocks pressure Roche and build stagger, opening him up for counterattacks.
- **Dodging:** Dodge his unblockable attacks in Chapter 4, like Fire Beam or Crash and Burn.
- **Stagger:** Once staggered, use your strongest abilities, like Braver or Focused Thrust, to deal maximum damage.





Roche Boss Guide in Final Fantasy 7 Rebirth

- ATB Management: Use ATB charges for abilities that can pressure or stagger Roche rather than regular attacks.
- **Punisher Mode:** Switch to Punisher Mode for counterattacks after perfect blocks, but don't stay in it if you need mobility to dodge.
- Limit Breaks: Save Cross-Slash for when Roche is staggered for massive damage output.
- **Fire Materia:** If playing on Hard Mode, link Fire Materia with Elemental Materia in your armor for passive Fire damage.
- **Healing:** Use healing items or spells conservatively since you're alone. Equip Revival Earrings in Chapter 11 for an extra life.
- Watch for Tells: Roche has clear wind-ups for his special attacks; use these to time your defenses or counters.

#### 1.1.7 Diabolic Variant

Here's a comprehensive guide to defeating the Diabolic Variant in "Final Fantasy 7 Rebirth," including requirements, a detailed walkthrough, strategies, and additional tips:

#### **Requirements:**



Diabolic Variant Boss Guide in Final Fantasy 7 Rebirth

- Location: Nibelheim Reactor in Chapter 11.
- Party Composition: Cloud, Tifa, and Yuffie are the mandatory party members for this fight in Chapter 11, "The Long Shadow of Shinra."

#### Materia:

- Ice Materia: Diabolic Variant is weak to Ice.
- **Healing Materia:** Cure or Chakra for healing poison and regular damage.
- **Poison Materia:** Optional for countering the boss's poison attacks.
- Assess Materia: Useful for understanding the boss's mechanics.

#### Gear:

- Equip weapons that offer high magic stats or MP for Tifa and Yuffie to exploit the ice weakness.
- Armor with Poison Resistance or Elemental Materia linked with Ice for passive damage.
- **Level:** Aim for around level 30-35, but with good Materia and strategy, you might tackle it earlier.

## **Detailed Walkthrough:**

#### Phase 1:



Diabolic Variant Boss Guide in Final Fantasy 7 Rebirth

- 1. Initial Attack Pattern: Uses Tentacle Lash, Tentacle Drill, and Toxic Mire.
- 2. Strategy:

- 3. Start by focusing on the Right Arm to pressure the boss. Use Yuffie's Ice Ninjutsu or Tifa's Blizzard spells.
- 4. Avoid standing in front of the boss to dodge Toxic Mire, and keep moving to avoid Tentacle Drill.

#### Phase 2 (around 75% HP - Enshadow):



Diabolic Variant Boss Guide in Final Fantasy 7 Rebirth

- 1. **Enshadow:** The arena is filled with poisonous gas, and the boss can now clone itself.
- 2. Strategy:
- 3. Continue targeting the Right Arm to make the boss vulnerable; destroying it stops some attacks temporarily.
- 4. Use healing to manage poison damage, and concentrate attacks on one clone at a time since they have the same health as the original at the time of cloning.

#### Phase 3 (Post-Clone Phase):



Diabolic Variant Boss Guide in Final Fantasy 7 Rebirth

- 1. **Cloning:** Clones appear with the same health as the original at the time of creation, making the fight a cycle of arm destruction and clone management.
- 2. Strategy:
- 3. Keep up the pressure by destroying arms on clones as well.
- 4. Use Synergy Abilities like United Refocus to get extra ATB, allowing for more ice spells or healing.

## Strategies: 🕏



Diabolic Variant Boss Guide in Final Fantasy 7 Rebirth

• Exploit Ice Weakness: Use Ice spells, summon Shiva, or Yuffie's Ice Ninjutsu to deal maximum damage and pressure the boss.

- **Arm Destruction:** Destroying the Right Arm will pressure Diabolic Variant for a long period, enabling you to stagger it more easily.
- **Poison Management:** Use Chakra Materia or Poisona spells to heal from poison. Equip Poison Resistance if available.
- **Synergy Abilities:** Use these to refill ATB bars, heal, or deal significant damage when the boss is staggered or cloned.





Diabolic Variant Boss Guide in Final Fantasy 7 Rebirth

#### **Character Roles:**

- **Cloud:** Use him to manage both melee and ranged attacks, focusing on breaking the arms.
- **Tifa:** Great for stagger with her Unbridled Strength and Chi Trap, use her for high damage output on a pressured boss.
- Yuffie: Her ninjutsu and ability to stay at range make her perfect for dealing with the clones and using ice spells.

#### **Other Tips:**

- **Positioning:** Always keep moving to avoid area attacks and manage the poison gas. Use the arena's space to your advantage.
- MP Management: On Hard Mode, where MP items are restricted, use ATB for abilities and save MP for Ice spells and healing.

- Limit Breaks: Save these for when the boss is staggered or when dealing with multiple clones to clear them quickly.
- **Summoning:** If you have Shiva, summon her during staggers or when the boss uses Enshadow for maximum effect.
- Hard Mode Specific: Equip Ice-Elemental on weapons, focus on Right Arm to pressure, and avoid using MP excessively with Cloud due to upcoming fights.

#### 1.1.8 Yin and Yang

Here's a comprehensive guide for defeating Yin and Yang in "Final Fantasy 7 Rebirth," covering requirements, a detailed walkthrough, strategies, and additional tips:

#### **Requirements:**



Yin and Yang Boss Guide in Final Fantasy 7 Rebirth

- Location: Inside Shinra Manor's underground lab during Chapter 11.
- Party Composition: This fight is solo with Cait Sith in Chapter 11, "The Long Shadow of Shinra."

#### Materia:

- Fire Materia: Both Yin and Yang are weak to Fire.
- Healing Materia: Equip Cure or Prayer for self-healing.
- Barrier Materia: Protect against magic attacks, especially useful against Yang's spells.
- Assess Materia: To understand the boss's weaknesses and attack patterns.

#### Gear:

- Equip Cait Sith with gear that boosts his Magic stat for better spell efficiency.
- Consider gear with Fire or Lightning resistance if available.
- **Level:** Around level 30-35 is recommended, though with proper strategy, you can manage at a lower level.

## **Detailed Walkthrough:**

#### **Solo Fight with Cait Sith:**



Yin and Yang Boss Guide in Final Fantasy 7 Rebirth

#### **Phase 1: Initial Engagement:**

- 1. Yin Awakens: Uses physical attacks like Yang Beams and Yang Snickers.
- 2. Yang Awakens: Casts magic attacks like Blizzard and Thundara.
- 3. Strategy:
- 4. Use Fire spells or Cait Sith's Heatwave to exploit the fire weakness.
- 5. Keep the Moogle out to draw aggro, allowing you to attack or cast spells safely.
- 6. Use Barrier to mitigate damage from Yang's spells.

#### Phase 2 (Mid-Fight - Head Switches):



Yin and Yang Boss Guide in Final Fantasy 7 Rebirth

- 1. **Dual Heads:** Both heads can be active, leading to a mix of physical and magical attacks.
- 2. Strategy:
- 3. Continue to use Fire to keep them pressured. Dodge or block physical attacks from Yin while evading magic from Yang.
- 4. Use Moogle Mines for additional damage and to keep the boss's attention on the Moogle.

# Final Phase (Low HP):

- 1. Yang Takes Aim: A devastating attack that can one-hit kill if you're not careful.
- 2. Strategy:
- 3. Dodge away as soon as you see this attack coming, or use Moogle Decoy to take the hit.
- 4. Finish the fight with your strongest abilities or spells, focusing on Fire.

# Strategies:

- Exploit Fire Weakness: Use Fire magic or Cait Sith's Heatwave whenever you can, especially during stagger.
- Moogle Utilization: Keep your Moogle out to distract Yin and Yang, use Moogle Mines to build stagger or deal damage.

- **Defensive Play:** Use Barrier or Protection Materia against Yang's spells, and dodge or block Yin's physical attacks.
- **Stagger and Pressure:** Pressure them by dealing continuous damage, focusing on Fire attacks. Once one head is destroyed, the other head goes berserk, but this also makes it easier to pressure.

# Tips: 🏺

- ATB Management: Use ATB for abilities like Let's Ride to quickly build ATB and then use Heatwave or Fire spells.
- **Healing:** Use Chakra or Prayer for MP conservation, especially on Hard Mode.
- Limit Breaks: Save your Limit Break for when Yin and Yang are staggered or when you need a big burst of damage to finish them off.
- **Summoning:** If you have a Fire-based summon like Ifrit, use it to deal significant damage or to end the fight if you're low on health.
- **Hard Mode:** Equip Fire Materia to your weapon for elemental damage on attacks, and use Cait Sith's Moogle Decoy liberally to manage aggro.
- **Timing:** Be ready to dodge "Yang Takes Aim" this is a critical moment in the fight.

## 1.1.9 Forgotten Specimen

Here's a comprehensive guide for defeating the Forgotten Specimen in "Final Fantasy 7 Rebirth," including requirements, a detailed walkthrough, strategies, and additional tips:

# **Requirements:**



Forgotten Specimen Boss Guide in Final Fantasy 7 Rebirth

- Location: Fought at the end of the Mako Research Facility in Shinra Manor.
- Party Composition: Barret, Aerith, and Cait Sith are your party members for this fight in Chapter 11, "The Long Shadow of Shinra."

### Materia:

- Lightning Materia: For dealing with the boss's Magic Resistance/Immunity.
- **Healing Materia:** Ensure Aerith has Cure or Pray for party healing.
- Barrier Materia: Useful for reducing damage from the boss's attacks.
- Assess Materia: To understand the boss's weaknesses and attack patterns.

### Gear:

- Equip weapons and armor that boost your magic and physical damage, like the Gatling Gun for Barret and Guard Stick for Aerith.
- Consider gear with resistance to Physical or Magic damage depending on the boss's current form.
- **Level:** Aim for around level 35-40 for a comfortable fight, but good Materia setup can lower this requirement.

# **Detailed Walkthrough:**

#### Phase 1:



Forgotten Specimen Boss Guide in Final Fantasy 7 Rebirth

- 1. **Initial Form:** The boss starts with a balanced form before transforming.
- 2. Attacks: Overhead Smash, Tentacle Lash, Thunder, Bio.

### Strategy:

- 3. Use Barret for physical attacks when the boss has Magic Resistance.
- 4. Switch to Aerith for Magic when Physical Resistance is up.
- 5. Pressure the boss by forcing it to change resistances by attacking it with the opposite type of damage.

# **Phase 2 (Transformation to Single Form):**



Forgotten Specimen Boss Guide in Final Fantasy 7 Rebirth

1. Red Form (Magic Resistance):

- 2. Attacks: Focus on magical abilities like Thunder and Bio.
- 3. Strategy:
- 4. Use Barret's physical abilities like Focused Shot. Cait Sith's Moogle Knuckle can also deal physical damage.
- 5. Blue Form (Physical Resistance):
- 6. Attacks: Physical like Swinging Uppercut, Barbaric Mangling.
- 7. Strategy:
- 8. Aerith should use spells, especially within her Arcane Ward for doubled effectiveness.

# Phase 3 (Mixed Phase and Final Push):



Forgotten Specimen Boss Guide in Final Fantasy 7 Rebirth

- 1. **Dual Immunity:** The boss can now have both Physical and Magic Immunity at times.
- 2. Strategy:
- 3. Check the boss's current immunity status under its HP bar to decide your attack type.
- 4. Use Barret when there's Magic Immunity, Aerith when there's Physical Immunity.
- 5. Summon Gilgamesh to dispel Reflect if the boss uses it, and Phoenix for healing and Reraise if your party is struggling.

# Strategies:



Forgotten Specimen Boss Guide in Final Fantasy 7 Rebirth

- Exploiting Weaknesses: When the boss shows resistance, attack with the opposite type to force a change. Also, use Barret's Bonus Round and Maximum Fury for Physical Resistance, and Aerith's doubled spells in Arcane Ward for Physical Resistance.
- **Synergy Abilities:** Use Barret and Aerith's Synergy Abilities to manage the boss's resistances effectively.
- **Stagger and Pressure:** Aim to pressure by forcing multiple resistance switches, then use Focused Shot or Cait Sith's abilities to stagger.
- **Defensive Measures:** Use Barrier or Protect to mitigate incoming damage, especially during mixed phases.





Forgotten Specimen Boss Guide in Final Fantasy 7 Rebirth

- ATB Management: Save ATB for when you need to switch attack types or for healing.
- MP Management: Conserve Aerith's MP for crucial moments, especially on Hard Mode where MP items are limited.
- **Positioning:** Move around to avoid area attacks like Mako Geyser or Malice of the Lost.
- **Limit Breaks:** Use them when the boss is staggered for maximum damage output.
- **Hard Mode:** Focus on mastering weapon skills like Bonus Round and Arcane Ward, and use Cait Sith's support abilities like Lucky Slots for buffs.
- **Summoning:** Save summons for the second phase where you'll need to counter Reflect and heal.

### 1.1.10 Galian Beast

Here's a detailed guide for defeating the Galian Beast in "Final Fantasy 7 Rebirth," including requirements, a walkthrough, strategies, and additional tips:

# **Requirements:**



Galian Beast Boss Guide in Final Fantasy 7 Rebirth

- Location: Underground Cavern in Shinra Manor during Chapter 11.
- Party Composition: Cloud, Barret, and Cait Sith are available for this fight in Chapter 11, "The Long Shadow of Shinra."

### Materia:

- Fire Materia: Galian Beast is particularly weak to Fire.
- **Healing Materia:** Cure or Pray for keeping your party alive.
- Barrier Materia: Useful for reducing damage from the boss's aggressive attacks.
- MP Absorption Materia: Linked with Fire to sustain MP during the fight.
- Assess Materia: To learn the boss's weaknesses and attack patterns.

### Gear:

- Equip gear that boosts magic attack for maximum Fire spell effectiveness.
- Consider gear with Fire resistance to mitigate damage from the boss's fire-based attacks.
- **Level:** Around level 35-40 should make the fight manageable, but strong Materia setup can lower this requirement.

# Detailed Walkthrough:

# Phase 1 (Above 50% HP):



Galian Beast Boss Guide in Final Fantasy 7 Rebirth

- 1. **Initial Attacks:** Somersault Kick, Savage Beast, Flying Debris, Bestial Flare, Inner Turmoil.
- 2. **Strategy:** Use Cloud for melee, focusing on dodging or blocking Somersault Kick and Savage Beast.
- 3. Barret for ranged attacks, avoiding direct confrontation when Savage Beast is aimed at him.
- 4. Cait Sith for support, using Moogle Knuckle or Heatwave for Fire damage.
- 5. Pressure by hitting with Fire spells or abilities during Inner Turmoil.

# Phase 2 (Below 50% HP - Enraged):



Galian Beast Boss Guide in Final Fantasy 7 Rebirth

#### **New Mechanics:**

- 1. Chaos Glaives: Boosts melee capabilities.
- 6. Wall Dive: Jumps to walls for ranged attacks.
- 7. Chaos Flare: A massive fire attack.

## Strategy:

- 8. Stay mobile to avoid Wall Dive and flying debris.
- 9. Use Barret to keep pressure from a distance with Fire spells or his Overcharge.
- 10.Cloud should use Firebolt Blade when possible, and Cait Sith can support with Fire magic or healing.

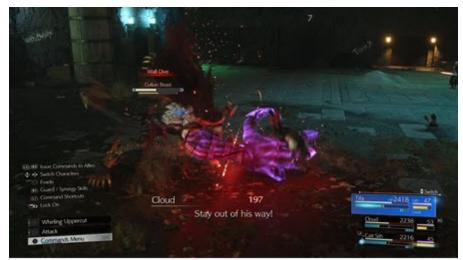
# Phase 3 (Below 25% HP - Desperate):



Galian Beast Boss Guide in Final Fantasy 7 Rebirth

- 1. Chaotic Impulse and Chaos Flare become more frequent.
- 2. **Strategy:** Keep moving to avoid the wide area effects of Chaos Flare.
- 3. Use Limit Breaks and Synergy Abilities to finish the fight, focusing on Fire damage.





Galian Beast Boss Guide in Final Fantasy 7 Rebirth

- Exploit Fire Weakness: Use Fire spells, summon Ifrit or Phoenix if available, and abilities like Firebolt Blade to keep the pressure on.
- **Defensive Play:** Block or dodge, especially Savage Beast, which pins a character down. Use Barrier to lessen the impact of other attacks.
- **Synergy Abilities:** Use synergies like United Refocus to gain extra ATB and keep up the offensive.
- **Stagger Management:** Hit with Fire when Galian Beast is in Inner Turmoil or after Wall Dive to pressure and stagger.





Galian Beast Boss Guide in Final Fantasy 7 Rebirth

- ATB Management: Use ATB for abilities that deal Fire damage or heal, especially for Cait Sith.
- MP Management: Link Fire with MP Absorption to cast spells more freely, particularly in Hard Mode.
- **Positioning:** Stay on the move to avoid the large area attacks in later phases.
- **Limit Breaks:** Save these for when the boss is staggered or near defeat for maximum impact.
- Cait Sith Utilization: Use his Moogle to draw aggro, allowing time for direct hits or spell casting.
- **Hard Mode:** Focus on MP efficiency, equip Fire with Magic Efficiency Materia, and use Cait Sith's support abilities like Lucky Slots for buffs.
- **Summoning:** If you have Phoenix, it can heal and deal fire damage simultaneously.

#### 1.1.11 Abzu

Here's a comprehensive guide for defeating Abzu in "Final Fantasy 7 Rebirth," covering requirements, a detailed walkthrough, strategies, and additional tips:

# **Requirements:**



Abzu Boss Guide in Final Fantasy 7 Rebirth

• Location: Fought in the Musclehead Colosseum at the Gold Saucer during Chapter 12.

• Party Composition: Cloud, Tifa, and Aerith are your party for this fight in Chapter 12, "A Golden Key."

#### Materia:

- Fire Materia: Abzu is weak to Fire, so this is crucial.
- **Healing Materia:** Cure or Pray for Aerith to keep the party healed.
- Barrier Materia: To reduce damage from Abzu's powerful attacks.
- Assess Materia: To understand Abzu's attack patterns and weaknesses.

#### Gear:

- Equip weapons like the Hardedge for Cloud for high damage output, and Mythril Rod for Aerith to maximize magic.
- Consider gear with Fire resistance to mitigate some of Abzu's fire-based attacks when he's enraged.
- **Level:** Aim for around level 40-45 for a smoother fight, but with the right strategy, you can manage at lower levels.

# **Detailed Walkthrough:**

### Phase 1: Initial Attacks:



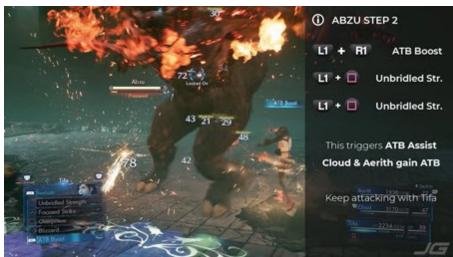
Abzu Boss Guide in Final Fantasy 7 Rebirth

1. Flail, Ground Pound, Charge, Bash and Smash, Pounce

### 2. Strategy:

- 3. Use Fire spells to pressure and stagger Abzu. Tifa can use her abilities to build stagger quickly.
- 4. Dodge or block Charge; the timing for dodging is just before Abzu reaches you.
- 5. Counter Pounce by dodging when Abzu leaps; this pressures him.
- 6. Aerith should keep the party healed, using Barrier when possible.

## Phase 2 (Around 50% HP - Enrage):



Abzu Boss Guide in Final Fantasy 7 Rebirth

- 1. **Enrage:** Abzu becomes more aggressive, gaining new attacks like Ferocious Charge and Upheaval.
- 2. Strategy:
- 3. Keep up the Fire attacks to pressure him even when he's enraged.
- 4. Ferocious Charge requires multiple dodges due to its speed; keep moving to avoid it.
- 5. Upheaval is telegraphed by Abzu raising his fists; get airborne or move to the back of the arena to avoid the shockwave.

# Phase 3 (Frenzy at low HP):



Abzu Boss Guide in Final Fantasy 7 Rebirth

- 1. **Frenzy:** Abzu's attacks speed up and become more chaotic with moves like Belly Flop.
- 2. Strategy:
- 3. Continue using Fire to pressure; at this stage, Abzu will dodge Fire less effectively.
- 4. Use Limit Breaks and Synergy Abilities when he's staggered or when he uses Frenzy for maximum damage.
- 5. Stay alert for Belly Flop, dodging when Abzu jumps up.

# Strategies:



Abzu Boss Guide in Final Fantasy 7 Rebirth

- Exploit Fire Weakness: Constant use of Fire spells, summon Ifrit if possible, and use abilities like Firebolt Blade.
- **Stagger and Pressure:** Pressure by dodging Pounce, hitting with Fire, or making him crash into walls during Ferocious Charge.
- **Defensive Play:** Use Barrier or Protect to reduce damage from Abzu's heavy-hitting attacks.
- Synergy Abilities: Use these when Abzu is staggered or to gain an advantage in ATB for more Fire spells.





Abzu Boss Guide in Final Fantasy 7 Rebirth

- ATB Management: Use ATB for Fire spells or abilities that can stagger or pressure Abzu.
- **MP Management:** Equip MP Absorption with Fire to sustain your spell casting, especially on Hard Mode.
- **Positioning:** Always keep moving to avoid area attacks like Upheaval or large melee swings.
- Limit Breaks: Save these for when Abzu is staggered or during Frenzy for the best effect.
- **Hard Mode:** Focus on MP efficiency, use items sparingly, and consider Fire Materia with Elemental in your weapon.

- **Summoning:** If you have Ifrit, summon him during Frenzy or when Abzu is staggered to deal massive damage.
- **Tifa's Role:** She's key for building stagger; use her Unbridled Strength for high damage output.

#### 1.1.12 Rude and Elena

Here's an extensive guide for defeating Rude and Elena in "Final Fantasy 7 Rebirth," with a focus on requirements, a detailed walkthrough, strategies, and additional tips:

# **Requirements:**



Rude and Elena Boss Guide in Final Fantasy 7 Rebirth

- Locations: Chapter 3: Mythril Mines. Chapter 12: Gold Saucer Colosseum.
- **Rewards:** Experience, AP, and progression in the story.Party Composition: Cloud, Tifa, and Aerith are typically your team for these fights.
- Cloud: Melee damage dealer with some ranged capabilities.
- Tifa: High damage output, especially good for stagger.
- Aerith: Support and magic user, crucial for healing and exploiting weaknesses.

### Materia:

- Wind Materia for Rude (weak to Wind).
- Lightning Materia for Elena (weak to Lightning).
- **Healing Materia** like Cure or Pray for Aerith to maintain party health.

- Barrier Materia to reduce incoming damage.
- Assess Materia to understand enemy patterns and weaknesses.

#### Gear:

- Equip weapons like Hardedge for Cloud, Crystal Gloves for Tifa for stagger, and Mythril Rod for Aerith for magic.
- Consider gear with Lightning and Wind resistance or Elemental Materia linked to reduce damage from their attacks.
- Level: Aim for around level 25-30 for the Chapter 3 fight and level 45-50 for the Chapter 12 rematch, but good Materia setup can adjust this.

# Detailed Walkthrough:

## **Chapter 3 - Mythril Mines:**

#### Phase 1:

1. Initial Attacks: Rude uses Shockwave, Triple Shockwave; Elena uses Stun Grenade, Backflip Barrage.

#### Strategy:

- 2. Pressure Elena with Lightning attacks first; she's easier to stagger. Use Cloud's Punisher Mode or Aerith's Thunder spells.
- 3. Rude is more defensive; hit him with Wind spells when he guards (Stalwart Stance).

#### Phase 2 (Synergy Attack):

- 4. Turk's Two-Step: Both use a powerful combined attack.
- 5. Strategy: Interrupt this with strong abilities or spells to prevent it from happening.

#### Final Phase:

6. After Elena is down, focus on Rude with Wind attacks, dodging his more aggressive moves.

# **Chapter 12 - Gold Saucer:**



Rude and Elena Boss Guide in Final Fantasy 7 Rebirth

#### Phase 1:

1. Similarities: Both bosses have refined versions of their earlier attacks.

## Strategy:

- 2. Again, focus on Elena first with Lightning to stagger her. Use Synergy Abilities to manage both at once.
- 3. Rude's new moves like Whirlwind require good dodging or blocking.





Rude and Elena Boss Guide in Final Fantasy 7 Rebirth

- 4. New Synergy: More devastating than before, requires quick action to interrupt.
- 5. Strategy: Have ATB or Limit Breaks ready to stop this attack.

### Final Phase:



Rude and Elena Boss Guide in Final Fantasy 7 Rebirth

6. After Elena, Rude uses more aggressive tactics. Keep up the Wind pressure, especially during his Atlas Stance.



# **Exploit Weaknesses:**



Rude and Elena Boss Guide in Final Fantasy 7 Rebirth

• Rude: Aero or Wind-based abilities.

• Elena: Thunder or Lightning-based attacks.

- **Stagger and Pressure:** Use Tifa's combo attacks to stagger Elena, then hit Rude with Aero when he's guarding.
- **Defensive Play:** Keep Barrier spells up, dodge or guard against their widereaching attacks.
- **Synergy Abilities:** Use these to manage their attacks, interrupt Synergy moves, or gain ATB for more spells.





Rude and Elena Boss Guide in Final Fantasy 7 Rebirth

- ATB Management: Build ATB with regular attacks for Cloud and Tifa, use Aerith's Arcane Ward for doubled magic effects.
- MP Management: On Hard Mode, use MP sparingly; link Wind and Lightning with MP Absorption.
- **Positioning:** Stay mobile to avoid Elena's grenades and Rude's Shockwaves.
- Limit Breaks: Save for when one or both are staggered or during their Synergy Attack.
- **Hard Mode:** Change Materia setups between fights if possible, focusing on healing without MP on the second fight.
- **Summoning:** If you have a summon, use it during critical moments or when both are staggered.
- **Switch Characters:** Use Tifa to build stagger on Elena, Cloud for general damage, and Aerith for support and exploiting weaknesses.

#### 1.1.13 Rufus

Here's a detailed guide for defeating Rufus in "Final Fantasy 7 Rebirth," including requirements, walkthrough, strategies, and tips:

# **Requirements:**



Rufus Boss Guide in Final Fantasy 7 Rebirth

- Location: Fought in the Musclehead Colosseum at the Gold Saucer during Chapter 12.
- Party Composition: This is a solo fight with Cloud in Chapter 12, "A Golden Key."

### Materia:

- No specific elemental Materia since Rufus is immune to elemental damage, but:
- Healing Materia: Cure or Prayer for self-healing.
- Steadfast Block Materia: To generate ATB through blocking.
- First Strike Materia: To start with an ATB charge.
- ATB Boost Materia: For additional ATB when you need it.

### Gear:

- Equip Cloud with the Hardedge for high damage output or Twin Stinger for Counterstance.
- Consider gear with high defense or evasion to manage Rufus's relentless attacks.

• **Level:** Around level 45-50 for an easier fight, but with optimal strategy and gear, you might tackle him at a lower level.

# **Detailed Walkthrough:**

### **Phase 1: Initial Encounter:**



Rufus Boss Guide in Final Fantasy 7 Rebirth

1. Attacks: Rufus uses Reload, Double Shot, Bad Luck, Divebomb

### Strategy:

- 2. Use the reload moment to strike with an ATB command or basic attack to pressure him.
- 3. Dodge or perfect block Double Shot; perfect blocking builds ATB.
- 4. Avoid Bad Luck by keeping distance or blocking if necessary.
- 5. Divebomb requires a quick dodge when Rufus jumps.

# Phase 2 (Around 50% HP - Darkstar Joins):



Rufus Boss Guide in Final Fantasy 7 Rebirth

### **Rufus and Darkstar:**

1. New Mechanics: Darkstar adds Rush, Snarl, and can heal Rufus.

## Strategy:

- 2. Focus on breaking the link between Rufus and Darkstar to pressure both. Use Triple Slash or ranged attacks.
- 3. When Darkstar is pressured or staggered, deal as much damage as possible to defeat it first, as it simplifies the fight.
- 4. Continue to exploit Rufus's reload moments, now using Focused Thrust or Braver for more damage.

# Phase 3 (After Darkstar is Defeated):



Rufus Boss Guide in Final Fantasy 7 Rebirth

### **Rufus Alone:**

1. Aggressive: Rufus becomes more aggressive with moves like Up in Smoke and Think Fast.

### Strategy:

- 2. Keep up the strategy of attacking during reloads. Use Limit Breaks if you have them for the final push.
- 3. Dodge Up in Smoke and Think Fast by watching Rufus's actions closely.

# Strategies:



Rufus Boss Guide in Final Fantasy 7 Rebirth

- **Timing is Key:** Attack Rufus when he's reloading or immediately after he uses an attack; this is when he's most vulnerable.
- **Defensive Play:** Use Punisher Mode for counterattacks after blocking, but be mindful of when to attack to avoid counters.
- ATB Management: Use Steadfast Block to generate ATB through blocking, then spend it on powerful abilities.
- Counter Rufus's Moves: Triple Slash can interrupt Rufus if timed right (right after he uses an attack or during reload).





Rufus Boss Guide in Final Fantasy 7 Rebirth

- ATB Build: Perfect blocks and Steadfast Block are your friends here for ATB generation.
- **Healing:** Use items or spells conservatively, focusing more on dodging than healing if possible.
- **Positioning:** Keep moving to avoid Rufus's area attacks and to position yourself for optimal counterattacks.
- Limit Breaks: Save for when Rufus is staggered or after Darkstar is defeated for finishing him off.
- **Hard Mode:** Focus on MP efficiency, use Steadfast Block and Precision Defense Focus to ensure you're building ATB while defending.
- **Summoning:** If you can summon, use Bahamut or another powerful summon when Darkstar is down to deal with Rufus.
- Learn Rufus's Moves: Some of his attacks have long wind-ups; use this time to prepare your next move or heal.

## 1.1.14 Red Dragon

Here's an in-depth guide for defeating the Red Dragon in "Final Fantasy 7 Rebirth," including requirements, a detailed walkthrough, strategies, and additional tips:

# **Requirements:**



Red Dragon Boss Guide in Final Fantasy 7 Rebirth

- Location: Inside the Temple of the Ancients during Chapter 13.
- **Rewards:** Experience, AP, and progression in the story.
- Party Composition: Cloud, Tifa, and Yuffie are your team for this fight in Chapter 13, "Where Angels Fear to Tread."

### Materia:

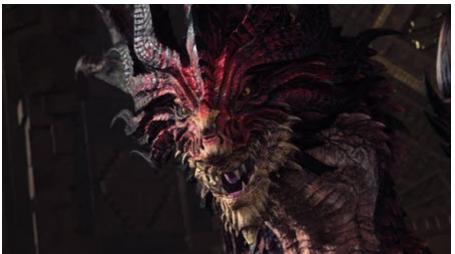
- Ice Materia: Red Dragon is weak to Ice, so it's essential.
- Healing Materia: Cure or Prayer for keeping the party healed.
- Barrier Materia: To reduce damage from the dragon's fire attacks.
- Assess Materia: To understand Red Dragon's weaknesses and resistances.

## **Gear:**

- Equip weapons like the Twin Stinger for Cloud for counterattacks, Mythril Claws for Tifa for stagger, and 4-Point Shuriken for Yuffie for ranged ice attacks.
- Gear with Fire resistance or Elemental Materia linked to Ice in armor can mitigate damage.
- **Level:** Aim for around level 50-55 for a more comfortable fight, but with the right strategy, lower levels can work.

# **Detailed Walkthrough:**

## **Phase 1: Initial Attacks:**



Red Dragon Boss Guide in Final Fantasy 7 Rebirth

- 1. Incendiary Breath, Tail Strike, Flame Shot, Radial Flame.
- 2. Strategy:
- 3. **Use Pillars:** When Incendiary Breath or Radial Flame occurs, hide behind one of the four pillars to avoid damage; this can also turn them into Scorched Pillars.
- 4. **Pressure:** Knock down Scorched Pillars to pressure the Red Dragon by hitting its head.
- 5. **Ice Attacks:** Yuffie should focus on ice attacks to exploit its weakness, while Cloud and Tifa deal physical damage.

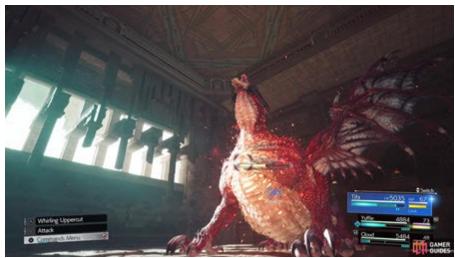
# Phase 2 (Around 50% HP - Gravity Shift):



Red Dragon Boss Guide in Final Fantasy 7 Rebirth

- 1. **Gravity Change:** The arena flips, and Red Dragon uses new moves like Crimson Breath, Flaming Tail, Strafing Flame.
- 2. Strategy:
- 3. **Wings:** Target the wings with Ice to crash Red Dragon to the ground, allowing you to hit its chest.
- 4. **Chest:** Destroying the chest reduces the range of Crimson Breath, making it easier to dodge.
- 5. **Crimson Breath:** Use Manawall right before destroying the chest to survive the immediate follow-up attack.
- 6. **Stay Mobile:** Dodge the Strafing Flame and Flaming Tail by constantly moving.





Red Dragon Boss Guide in Final Fantasy 7 Rebirth

- Exploit Ice Weakness: Use Yuffie's Ice Ninjitsu, summon Shiva if available, and keep up with Blizzard spells from all characters.
- **Defensive Play:** Use Barrier and Manawall to reduce damage from fire attacks.
- **Synergy Abilities:** Use Synergy Abilities to gain ATB for ice spells or to stagger the dragon when it's pressured.
- **Stagger Management:** Pressure by destroying the head, wings, or chest. Use Tifa's abilities like Focused Strike to build stagger quickly.





Red Dragon Boss Guide in Final Fantasy 7 Rebirth

• ATB Management: Save ATB for when you need to cast ice spells or heal, especially after the gravity shift.

- MP Management: On Hard Mode, link Ice Materia with MP Absorption to sustain your casting.
- **Positioning:** Use pillars in Phase 1 for safety, and in Phase 2, stay away from where Crimson Breath will land.
- **Limit Breaks:** Save these for when the Red Dragon is staggered or after you've forced it to the ground by destroying its wings.
- **Hard Mode:** Be more strategic with MP; use items or abilities that don't consume MP when possible.
- **Summoning:** Use Shiva during the second phase when the dragon is on the ground for maximum effect.
- Yuffie's Role: She's crucial here for her ability to exploit the ice weakness from a distance.

#### 1.1.15 Ironclad

Here's a detailed guide for defeating Ironclad in "Final Fantasy 7 Rebirth," including requirements, walkthrough, strategies, and additional tips:

# **Requirements:**



Ironclad Boss Guide in Final Fantasy 7 Rebirth

- Location: Fought in the Temple of the Ancients during Chapter 13.
- **Rewards:** Experience, AP, and progression in the story.
- Party Composition: Cloud, Tifa, and Barret are your party for this fight in Chapter 13, "Where Angels Fear to Tread."

### Materia:

- Lightning Materia: Ironclad is weak to Lightning, so this is key.
- Healing Materia: Cure or Pray for healing, especially for Barret to use Chakra.
- Barrier Materia: To mitigate damage from Ironclad's physical attacks.
- Assess Materia: To understand Ironclad's weaknesses and resistances.

#### Gear:

- Equip Cloud with a weapon like the Twin Stinger for Counterstance, Tifa with Mythril Claws for stagger, and Barret with a weapon that boosts his ranged capabilities like the EKG Cannon.
- Consider gear with Lightning resistance or Elemental Materia linked to Lightning for extra damage.
- **Level:** Around level 50-55 would make the fight more manageable, but with the right strategy, you can attempt it at lower levels.

# **Detailed Walkthrough:**



### Phase 1: Initial Attacks:



Ironclad Boss Guide in Final Fantasy 7 Rebirth

1. Sharpen, Thanatosian Blade, Graviga, Firaga, Grand Sword, Crush

### Strategy:

- 2. **Pressure:** The only time to pressure Ironclad is during Sharpen; all characters should use Lightning attacks or abilities.
- 3. **Avoid Damage:** Dodge or block Thanatosian Blade and Grand Sword; these can deal massive damage.
- 4. **Handle Magic:** Dodge Firaga and use Manawall for Graviga to prevent instant death.
- 5. **Crush:** If a character is grabbed, switch to another to attack and free them.

## **Phase 2 (Staggering Ironclad - Tower Destruction):**



Ironclad Boss Guide in Final Fantasy 7 Rebirth

## Stagger:

1. **Objective:** Stagger Ironclad to make it fall and destroy the tower, which is part of the fight's objective.

## Strategy:

- 2. **Sharpen:** Use this moment to stack Lightning attacks; Tifa's Overpower and Cloud's Focused Thrust are ideal for stagger.
- 3. **Don't Overkill:** Be careful not to kill Ironclad before staggering it, as you'll need to repeat the fight if you do.

# **Phase 3 (Post-Tower Destruction):**



Ironclad Boss Guide in Final Fantasy 7 Rebirth

### **Final Push:**

1. **Ironclad's Vulnerability:** After the tower falls, Ironclad remains staggered, making it the perfect time to unleash all your powerful attacks.

### Strategy:

2. **All Out:** Use Limit Breaks, Synergy Abilities, and keep up Lightning spells to finish Ironclad off.



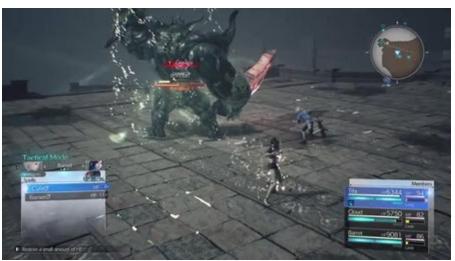


Ironclad Boss Guide in Final Fantasy 7 Rebirth

• Exploit Lightning Weakness: Use Thunder spells, Barret's Bonus Round with Lightning Materia, and summon Ramuh if available.

- **Stagger Management:** Focus on using abilities that increase stagger when Ironclad is sharpening, like Cloud's Focused Thrust or Tifa's Overpower.
- **Defensive Play:** Use Barrier or Protect to reduce the damage from Ironclad's heavy attacks, save Manawall for Graviga.
- **Synergy Abilities:** Utilize Synergy Moves like Cloud and Tifa's Relentless Rush to maximize stagger and damage when Ironclad is pressured.





Ironclad Boss Guide in Final Fantasy 7 Rebirth

- ATB Management: Build ATB during Ironclad's non-pressure phases for use during Sharpen.
- MP Management: On Hard Mode, use MP Absorption with Lightning Materia or use abilities over spells when possible.
- Positioning: Stay spread out to avoid area attacks like Thanatosian Blade's shockwave.
- Limit Breaks: Save for when Ironclad is staggered, especially after the tower falls.
- Hard Mode: Equip Lightning Materia with Elemental on your weapon, and use Barret's Lifesaver to manage damage intake.
- **Summoning:** If you have Ramuh, save him for when Ironclad is staggered for maximum impact.
- **Tifa's Role:** She's critical here for stagger; use her to build up the stagger meter quickly during Sharpen.

#### 1.1.16 Reno and Rude

Here's an extensive guide for defeating Reno and Rude in "Final Fantasy 7 Rebirth," including requirements, a detailed walkthrough, strategies, and additional tips:

# **Requirements:**



Reno and Rude Boss Guide in Final Fantasy 7 Rebirth

- Location: Fought at the Temple of the Ancients during Chapter 13.
- **Rewards:** Experience, AP, and progression in the story.
- Party Composition: Cloud, Tifa, and Barret for this fight in Chapter 13, "Where Angels Fear to Tread."

### Materia:

- Wind Materia: Rude is weak to Wind.
- Fire Materia: Reno is weak to Fire.
- Healing Materia: Cure or Pray for healing, especially useful for Barret's Chakra.
- Barrier Materia: To reduce damage from their combo attacks.
- Assess Materia: To learn about their attack patterns and weaknesses.

#### Gear:

• Equip Cloud with the Hardedge for high damage or Twin Stinger for Counterstance; Tifa with Mythril Claws for stagger; Barret with EKG Cannon for ranged damage and support.

- Consider gear with Wind or Fire resistance or link Elemental Materia with these elements in your armor.
- **Level:** Aim for around level 50-55 for a smoother fight, but with the right strategy, lower levels can suffice.

# **Detailed Walkthrough:**

#### Phase 1: Initial Encounter:



Reno and Rude Boss Guide in Final Fantasy 7 Rebirth

- 1. Reno's Attacks: EM Shot, EM Triple Shot, Counterattack, Pyramid Spark
- 2. Rude's Attacks: Shockwave, Triple Shockwave, Spirit Surge, Stalwart Stance
- 3. Strategy:
- 4. **Focus on Reno First:** He has less health and is more likely to use disruptive attacks like Pyramid Spark. Use Fire on him to pressure.
- 5. **Rude's Guard:** Hit Rude with Wind spells or abilities when he's in Stalwart Stance to pressure him.
- 6. **Dodge:** Be vigilant about dodging Reno's Counterattack and Rude's Shockwaves.

### Phase 2 (Synergy Moves):



Reno and Rude Boss Guide in Final Fantasy 7 Rebirth

- 1. **Turk Combo:** Both use a combined attack where Reno creates an electric dome and Rude sends out shockwaves.
- 2. Strategy:
- 3. **Interrupt:** Use Synergy Abilities or strong spells to interrupt this attack, especially effective when they're both pressured.

# Phase 3 (Reno's Mines and Rude's Aggression):



Reno and Rude Boss Guide in Final Fantasy 7 Rebirth

- 1. Reno's Mines: EM Mines spread out, needing to be destroyed quickly.
- 2. Strategy:

- 3. **Destroy Mines:** Use area attacks like Cloud's Triple Slash to clear mines, which can also hit both bosses.
- 4. **Rude Alone:** After Reno, Rude becomes more aggressive. Continue with Wind attacks, save Limit Breaks or strong abilities for when he's staggered.

# Strategies:



Reno and Rude Boss Guide in Final Fantasy 7 Rebirth

## **Exploit Weaknesses:**

- Reno: Fire attacks like Firebolt Blade or Fire spells.
- Rude: Wind attacks, especially when he's guarding.
- **Stagger and Pressure:** Use Tifa for stagger, focusing on Reno first. When Rude guards, this is a prime opportunity to pressure with Wind.
- **Defensive Play:** Use Barrier to mitigate damage from their combined attacks. Dodge or block Reno's counterattacks.
- **Synergy Abilities:** Use these to interrupt their Synergy attack or when both are pressured to stagger them.





Reno and Rude Boss Guide in Final Fantasy 7 Rebirth

- ATB Management: Build ATB with regular attacks for Tifa and Cloud, use Barret for support and long-range damage.
- **MP Management:** On Hard Mode, consider MP Absorption Materia or use abilities over spells where possible.
- **Positioning:** Keep moving to avoid area effects from Reno's mines and Rude's Shockwaves.
- Limit Breaks: Save for when one or both are staggered or during their Synergy attack.
- Hard Mode: Focus on healing without MP, use Barret's Lifesaver, and equip Fire/Wind with Elemental Materia on weapons.
- **Summoning:** If you have Ifrit or another summon, use it when Reno is almost down to finish him off quickly or when Rude is staggered.
- **Tifa's Role:** Crucial for stagger; use her to quickly build up the stagger meter on Reno, then switch to Rude.

### 1.1.17 Tseng and Elena

Here's a comprehensive guide for defeating Tseng and Elena in "Final Fantasy 7 Rebirth," including requirements, a detailed walkthrough, strategies, and additional tips:

## **Requirements:**



Tseng and Elena Boss Guide in Final Fantasy 7 Rebirth

- Location: Fought in the Temple of the Ancients during Chapter 13.
- **Rewards:** Experience, AP, and progression in the story.
- Party Composition: Aerith, Red XIII, and Yuffie are your characters for this fight in Chapter 13, "Where Angels Fear to Tread."

#### Materia:

- Ice Materia: Tseng is weak to Ice.
- Lightning Materia: Elena is weak to Lightning.
- **Healing Materia:** Cure or Pray for Aerith to heal the party.
- Barrier Materia: To reduce damage from their attacks.
- Assess Materia: To learn about their weaknesses and attack patterns.

#### Gear:

- Equip Aerith with a weapon like the Guard Stick for magic, Red XIII with the Mythril Collar for stagger, and Yuffie with the 4-Point Shuriken for ranged attacks.
- Consider gear with Ice or Lightning resistance or link Elemental Materia with these elements in armor.
- **Level:** Aim for around level 50-55, but with strategic play, lower levels can work.

# **Detailed Walkthrough:**

#### **Phase 1: Initial Attacks:**



Tseng and Elena Boss Guide in Final Fantasy 7 Rebirth

- 1. Tseng: Knifehand Swipe, Furor, Vortex Kick, Chi Burst
- 2. Elena: Grenade Kick, Stun Grenade, Butterfly Kick
- 3. Strategy:
- 4. **Target Elena First:** She's easier to stagger and pressure with Lightning attacks. Use Yuffie's Lightning Ninjutsu and Aerith's Thunder spells.
- 5. **Tseng's Combos:** Dodge or block Tseng's combos, specifically aiming to evade the last strike to pressure him.
- 6. **Avoid Grenades:** Move or guard against Elena's grenades to prevent being stunned.

### Phase 2 (Synergy Attack - Sync Stance):



Tseng and Elena Boss Guide in Final Fantasy 7 Rebirth

- 1. **Combined Attack:** They perform a series of dangerous moves together.
- 2. Strategy:
- 3. **Interrupt:** Use strong abilities or spells when they start their Sync Stance. Yuffie's ninjutsu or Aerith's magic can be effective here.
- 4. **Red XIII's Role:** Use his speed to attack from behind, focusing on Elena, while others disrupt.

## Phase 3 (Post-Sync Stance):



Tseng and Elena Boss Guide in Final Fantasy 7 Rebirth

1. **Revival:** If Elena is defeated, Tseng can revive her once with a Phoenix Down, but she returns with half health.

- 2. Strategy:
- 3. **Tseng Focus:** Once Elena is down, focus on Tseng with Ice attacks.
- 4. **Limit Breaks:** Use these when Tseng is staggered or after he revives Elena for maximum damage.

# Strategies:

### **Exploit Weaknesses:**



Tseng and Elena Boss Guide in Final Fantasy 7 Rebirth

- Tseng: Use Ice spells or abilities like Blizzard or Yuffie's Ice Ninjutsu.
- Elena: Lightning spells or Yuffie's Lightning Ninjutsu and Aerith's Thunder.
- **Stagger and Pressure:** Pressure Tseng by avoiding the last hit of his combo. For Elena, hit her with two powerful abilities or spells.
- **Defensive Play:** Use Barrier to lessen the impact of their combined attacks. Red XIII can use his Vengeance Mode for damage reduction.
- **Synergy Abilities:** Utilize Red XIII and Yuffie's Synergy Abilities to manage the fight's pace; Red can tank while Yuffie attacks.





Tseng and Elena Boss Guide in Final Fantasy 7 Rebirth

- ATB Management: Use Aerith for healing and magic, save ATB for crucial moments like Sync Stance interruptions.
- MP Management: On Hard Mode, link elemental Materia with MP Absorption or use abilities over spells.
- **Positioning:** Keep moving to avoid Elena's grenades and to position for counterattacks on Tseng's combos.
- Limit Breaks: Save these for when one or both are staggered or when Tseng attempts to revive Elena.
- **Hard Mode:** Equip Elemental Materia with Ice and Lightning on weapons, use Barrier and Manawall strategically.
- **Summoning:** If you have a summon, use it when both are staggered or after dealing with Elena for a significant impact on Tseng.
- Yuffie's Versatility: Her ability to switch between elements makes her invaluable here; use her to adapt to the situation.

#### 1.1.18 Moss-Grown Adamantoise

Here's a comprehensive guide for defeating the Moss-Grown Adamantoise in "Final Fantasy 7 Rebirth," including requirements, a detailed walkthrough, strategies, and additional tips:

# **Requirements:**



Moss-Grown Adamantoise Boss Guide in Final Fantasy 7 Rebirth

- Location: Fought in the Temple of the Ancients during Chapter 13.
- **Rewards:** Experience, AP, and progression in the story.
- Party Composition: Cloud, Barret, and Aerith for this fight in Chapter 13, "Where Angels Fear to Tread."

#### Materia:

- Fire Materia: Moss-Grown Adamantoise is weak to Fire.
- Healing Materia: Cure or Pray for Aerith to keep the party healthy.
- Barrier Materia: To reduce damage from the boss's sweeping attacks.
- Assess Materia: To understand the boss's weaknesses and attack patterns.

#### Gear:

- Equip Cloud with a weapon like the Hardedge for high damage or Twin Stinger for Counterstance; Barret with EKG Cannon for ranged support; Aerith with Guard Stick for increased magic.
- Consider gear with Fire resistance or Elemental Materia linked to Fire in armor for passive damage.
- **Level:** Around level 50-55 for a more comfortable fight, but with the right strategy, you can challenge it at lower levels.

# **Detailed Walkthrough:**

### **Phase 1: Initial Attacks:**



Moss-Grown Adamantoise Boss Guide in Final Fantasy 7 Rebirth

- 1. Counter, Fireball, Sweep, Body Slam
- 2. Strategy:
- 3. **Fire Attacks:** Use Fire spells or abilities to pressure and stagger the Adamantoise, especially when it's using Counter.
- 4. **Avoid Counter:** Attack from behind to bypass the Counter shield; move to the sides or back during its setup.
- 5. **Dodge Fireball:** Keep moving to avoid the homing Fireballs, or use Cloud's Punisher Mode to block.

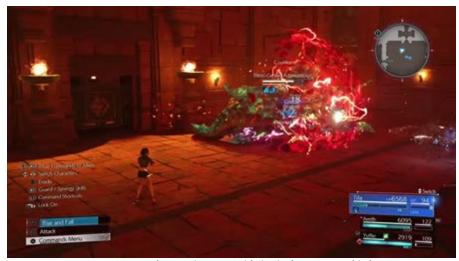
## Phase 2 (Staggering): Stagger:



Moss-Grown Adamantoise Boss Guide in Final Fantasy 7 Rebirth

- 1. **Pressure:** Keep up the Fire attacks to pressure and stagger. Once staggered, deal as much damage as possible.
- 2. Strategy:
- 3. **Use Abilities:** Cloud's Focused Thrust and Barret's Maximum Fury are great for stagger damage.
- 4. **Limit Breaks:** Use them when the Adamantoise is staggered for maximum effect.

## Phase 3 (Aggressive Tactics):



Moss-Grown Adamantoise Boss Guide in Final Fantasy 7 Rebirth

- 1. **Recurring Counter:** The Adamantoise will continue to use Counter, but with more frequency.
- 2. **Strategy:** Maintain Fire Pressure: Keep using Fire to interrupt its attacks and pressure it.
- 3. **Positioning:** Stay behind or on the sides to avoid the Counter shield, focusing on the tail or body.

# Strategies:



Moss-Grown Adamantoise Boss Guide in Final Fantasy 7 Rebirth

- Exploit Fire Weakness: Use Fire spells, summon Ifrit if possible, and abilities like Firebolt Blade or Barret's Fire in the Hole.
- **Stagger Management:** Pressure by hitting with Fire when Counter is up or from behind. Use abilities that deal high stagger damage.
- **Defensive Play:** Use Barrier to mitigate the damage from sweep attacks, and dodge or block Fireballs.
- **Synergy Abilities:** Use Cloud and Barret's Relentless Rush to gain an ATB advantage for more Fire spells or healing.





Moss-Grown Adamantoise Boss Guide in Final Fantasy 7 Rebirth

- ATB Management: Build ATB with Cloud's basic attacks, use Barret for ranged damage, and Aerith for support.
- MP Management: On Hard Mode, link Fire Materia with MP Absorption or use abilities to conserve MP.
- **Positioning:** Always move to avoid Fireballs and to attack from the sides or back during Counter.
- Limit Breaks: Save for when the Adamantoise is staggered for significant damage output.
- **Hard Mode:** Equip Fire Materia with Elemental on weapons for passive Fire damage. Use Barrier wisely.
- Summoning: If you have Ifrit, summon him when the Adamantoise is staggered for maximum impact.
- Aerith's Role: Use her for healing, buffing, and casting Fire spells from a safe distance.

#### 1.1.19 Demon Gate

Here's a comprehensive guide for defeating the Demon Gate in "Final Fantasy 7 Rebirth," including requirements, a detailed walkthrough, strategies, and additional tips:

# **Requirements:**



Demon Gate Boss Guide in Final Fantasy 7 Rebirth

- Location: Inside the Temple of the Ancients during Chapter 13.
- **Rewards:** Experience, AP, and story progression.Party Composition: Cloud, Tifa, and Aerith for this fight in Chapter 13, "Where Angels Fear to Tread."

#### Materia:

- Fire, Ice, Lightning, and Wind Materia: Demon Gate has no specific elemental weakness but can use elemental attacks which you can counter.
- **Healing Materia:** Cure or Pray for Aerith to manage party health.
- Barrier Materia: To reduce damage from the boss's attacks, especially when the arena shrinks.
- Assess Materia: To learn about Demon Gate's weaknesses and attack patterns.

#### Gear:

- Equip Cloud with the Hardedge for damage or Twin Stinger for Counterstance; Tifa with Mythril Claws for stagger; Aerith with Guard Stick for magic.
- Consider gear with high defense or resistance to elemental damage since Demon Gate uses various elements.
- **Level:** Aim for around level 50-55, but with strategic play, lower levels can work if you manage your resources well.



### **Phase 1: Initial Attacks:**



Demon Gate Boss Guide in Final Fantasy 7 Rebirth

- 1. Cave-In, Petrifeye, Inexorable Orb, Repulsion, Crushing Grip
- 2. Strategy:
- 3. **Avoid Cave-In:** Move out of the glowing squares on the ground to avoid being crushed.
- 4. **Dodge Petrifeye:** Stay mobile to avoid the beam attack.
- 5. **Inexorable Orb:** Dodge or block these; they home in but are slow.
- 6. **Repulsion:** Position yourself away from the wall when this is about to happen.
- 7. **Crushing Grip:** Free the grabbed character by attacking the hand.

### Phase 2 (Encroach - Arena Shrinking):



Demon Gate Boss Guide in Final Fantasy 7 Rebirth

- 1. **Encroach:** The arena starts to shrink, making dodging harder.
- 2. Strategy:
- 3. **Interrupt Encroach:** Use strong abilities or spells to stop the walls from moving in. Fire, Ice, Lightning, or Wind spells work if they match the elemental attack it's about to use.
- 4. **Focus on Damage:** Use this phase to deal damage, especially with Tifa for stagger.

## Phase 3 (Second Demon Gate at 50% HP):

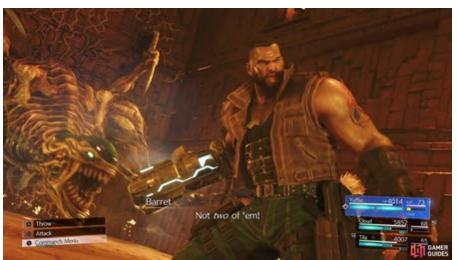


Demon Gate Boss Guide in Final Fantasy 7 Rebirth

1. **Double Trouble:** A second Demon Gate appears, doubling the attacks but also dividing your attention.

- 2. Strategy:
- 3. **Focus One Gate:** Concentrate on destroying one Demon Gate at a time to simplify the fight.
- 4. **Arcane Eruption:** Watch for the element they're charging and counter with the opposite element to stop it.
- 5. **Beckoning:** Move away from the gravitational pull to avoid being dragged in.

# Strategies:



Demon Gate Boss Guide in Final Fantasy 7 Rebirth

- **No Elemental Weakness:** Use a mix of elemental spells to counter their attacks or interrupt Encroach.
- **Stagger Management:** Pressure by stopping Encroach or by hitting them with the opposite element during Arcane Eruption. Tifa is key here for stagger.
- **Defensive Play:** Use Barrier frequently, especially as the arena shrinks. Manawall can help against Arcane Eruption.
- **Synergy Abilities:** Use these to gain ATB quickly or to deal with both gates simultaneously when they're close.





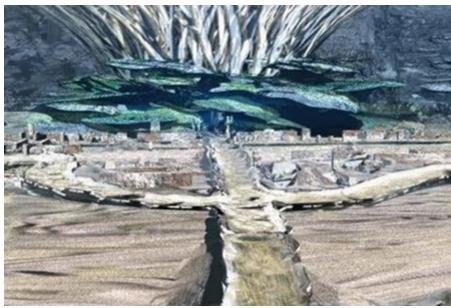
Demon Gate Boss Guide in Final Fantasy 7 Rebirth

- ATB Management: Use Tifa to build ATB with her combos, save for big attacks or to interrupt Encroach.
- MP Management: On Hard Mode, use MP sparingly; consider MP Absorption Materia.
- **Positioning:** Constant movement is key, especially as the arena shrinks, to dodge attacks.
- Limit Breaks: Save for when both gates are staggered or one is almost defeated for maximum impact.
- **Hard Mode:** Equip Elemental Materia with each element on different characters' weapons for versatility.
- **Summoning:** If you have a summon like Bahamut, use it when both gates are staggered for massive area damage.
- Aerith's Role: Critical for healing, use her Arcane Ward for doubled spell effects when possible.

### 1.1.20 Jenova Lifeclinger

Here's a detailed guide for defeating Jenova Lifeclinger in "Final Fantasy 7 Rebirth," including requirements, walkthrough, strategies, and additional tips:

# **Requirements:**



Jenova Lifeclinger Boss Guide in Final Fantasy 7 Rebirth

- Location: Fought at the Forgotten Capital during Chapter 14.
- **Rewards:** Experience, AP, and progression towards the game's conclusion.
- Party Composition: Cloud, Tifa, and Red XIII are your team for this fight in Chapter 14, "End of the World."

#### Materia:

- Fire and Lightning Materia: Jenova Lifeclinger has no elemental weaknesses but is resistant to Ice and Wind, so avoid these.
- **Healing Materia:** Cure or Pray for healing, especially since party members can be expelled from battle.
- Barrier Materia: To mitigate damage from Jenova's various attacks.
- Assess Materia: To understand Jenova's attack patterns and resistances.

#### Gear:

- Equip Cloud with the Hardedge for high damage or Twin Stinger for Counterstance; Tifa with Mythril Claws for stagger; Red XIII with the Mythril Collar for defense and stagger.
- Consider gear with high defense or resistance to magic damage since Jenova uses a lot of magical attacks.

• **Level:** Aim for around level 55-60 for an easier fight, but with the right strategy, lower levels can work.

# Detailed Walkthrough:

#### Phase 1: Initial Attacks:



Jenova Lifeclinger Boss Guide in Final Fantasy 7 Rebirth

- 1. Contaminant Expulsion, Castigate, Mourning Wail, Blizzaga, Aeroga, Lachrymal Exhale
- 2. Strategy:
- 3. **Contaminant Expulsion:** This unblockable attack will remove party members; focus on dealing damage before they're expelled.
- 4. **Avoid Magic:** Stay away from Jenova when it's casting Blizzaga or Aeroga; these are area spells.
- 5. **Mourning Wail:** Move out of the vortex or get pushed back, losing position.
- 6. Castigate: Dodge or guard against the quick burst of energy.
- 7. **Lachrymal Exhale:** Move to avoid the bubbles; they're unblockable.

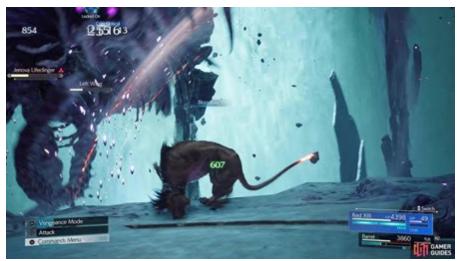
## Phase 2 (Obliterate):



Jenova Lifeclinger Boss Guide in Final Fantasy 7 Rebirth

- 1. **Obliterate:** A devastating attack that can be prevented by dealing enough damage to Jenova.
- 2. Strategy:
- 3. **Damage Rush:** Use this phase to deal as much damage as possible. Use Limit Breaks or powerful abilities to prevent Obliterate.

### Phase 3 (Arena Destruction - 35-40% HP):



Jenova Lifeclinger Boss Guide in Final Fantasy 7 Rebirth

- 1. **Arena Split:** The arena breaks, splitting into three platforms with Jenova's body parts (wings and head) as targets.
- 2. Strategy:

- 3. **Tifa and Cait Sith:** Focus on destroying the Right Wing.
- 4. Barret and Red XIII: Target and destroy the Left Wing.
- 5. Cloud and Yuffie: Attack the Head.
- 6. **Synergy:** Use Synergy Abilities to quickly dispatch each part.

#### **Final Phase:**

- 1. **Post-Destruction:** Jenova is vulnerable after all parts are destroyed, and your party is reunited.
- 2. Strategy:
- 3. **All Out Assault:** Use all available Limit Breaks, summon if possible, and keep up the pressure with Fire and Lightning.

# Strategies:



Jenova Lifeclinger Boss Guide in Final Fantasy 7 Rebirth

- **Elemental Focus:** Use Fire and Lightning as Jenova has resistances to other elements.
- **Stagger Management:** Pressure Jenova by dealing consistent damage, use Tifa's abilities to build stagger.
- **Defensive Play:** Use Barrier to reduce damage from Jenova's magical attacks.
- **Synergy Abilities:** Key for managing the fight, especially during the arena split phase.





Jenova Lifeclinger Boss Guide in Final Fantasy 7 Rebirth

- ATB Management: Use ATB for abilities that deal damage or heal during member expulsion.
- MP Management: On Hard Mode, be conservative with MP; use MP Absorption if you have it.
- **Positioning:** Stay mobile to avoid Jenova's area attacks and to quickly react to member expulsion.
- Limit Breaks: Save for when Jenova is staggered or after destroying body parts in the third phase.
- **Hard Mode:** Equip Fire and Lightning with Elemental Materia on weapons for passive damage. Use Barrier and Manawall wisely.
- **Summoning:** If you have a summon like Bahamut, use it after reuniting the party for maximum impact.
- **Tifa's Role:** She's vital for stagger; use her to pressure Jenova quickly.

### 1.1.21 Sephiroth Reborn

Here's a detailed guide for defeating Sephiroth Reborn in "Final Fantasy 7 Rebirth," including requirements, a walkthrough, strategies, and additional tips:

## **Requirements:**



Sephiroth Reborn Boss Guide in Final Fantasy 7 Rebirth

- Location: Fought at the end of Chapter 14 in the Edge of Creation.
- **Rewards:** Leads directly into the final battle with Sephiroth, crucial for story progression.
- Party Composition: Multiple phases with different characters:
- Phase 1: Cloud solo
- Phase 2: Tifa, Barret, Cait Sith
- Phase 3: Zack
- Phase 4: Red XIII, Barret, Yuffie
- Final Phase: Cloud and Aerith

#### Materia:

- Fire Materia: Useful in various phases due to Sephiroth's lack of elemental weaknesses.
- **Healing Materia:** Essential for all phases, especially for survival in solo or duo fights.
- Barrier Materia: To reduce damage from Sephiroth's powerful attacks.
- Assess Materia: To understand his attack patterns and any resistances.

#### Gear:

- Equip Cloud with the Hardedge for damage or Twin Stinger for Counterstance; Tifa with Mythril Claws for stagger; Zack with his Buster Sword; Red XIII with Mythril Collar; Yuffie with 4-Point Shuriken; Barret with EKG Cannon; Aerith with Guard Stick for magic and healing.
- Gear should focus on high defense and resistance to magic damage.
- **Level:** Aim for around level 55-60 for a smoother fight, but strategic play can compensate for lower levels.

# **Detailed Walkthrough:**

### Phase 1 (Cloud Solo):



Sephiroth Reborn Boss Guide in Final Fantasy 7 Rebirth

- 1. **Attacks:** Whisper Vortex, Errant Whisper, Maelstrom, Hell's Gate, Interred Horror
- 2. Strategy:
- 3. **Focus on Body:** Attack the body of Sephiroth Reborn to pressure him. Use Braver or Focused Thrust.
- 4. **Dodge:** Constantly dodge the attacks, especially Maelstrom which pushes you back.
- 5. **Climb:** After damaging the body, climb Sephiroth's form to reach the head and deal damage.

### Phase 2 (Tifa, Barret, Cait Sith - Bahamut Arisen Whisper):



Sephiroth Reborn Boss Guide in Final Fantasy 7 Rebirth

- 1. Attacks: Flame Breath, Thruster Spin, Umbral Bombardment, Gigaflare
- 2. Strategy:
- 3. **Dragon First:** Focus on defeating Bahamut Arisen Whisper, using Synergy Abilities and elemental spells.
- 4. **Wings:** While fighting Bahamut, destroy Sephiroth's wings to prevent healing of the summon.

# Phase 3 (Zack Solo):



Sephiroth Reborn Boss Guide in Final Fantasy 7 Rebirth

- 1. Attacks: Lacryma Deus, Retribution, Interred Horror, Apocalyptic Fire, Zanshin
- 2. Strategy:

- 3. **Chest:** Damage the chest to pressure Sephiroth Reborn. Use Meteor Shots and Synergy Abilities.
- 4. **Dodge:** Stay alert for Retribution and Apocalyptic Fire, dodging these when possible.

### Phase 4 (Red XIII, Barret, Yuffie):



Sephiroth Reborn Boss Guide in Final Fantasy 7 Rebirth

- 1. Attacks: Blessing of Calamity, Spirit of Calamity, Swarm
- 2. Strategy:
- 3. **Core:** The core is protected by a barrier; destroy the wings with Yuffie's Ninjutsu to expose it.
- 4. **Elemental Match:** Use the opposite element of what the wings are infused with for quick destruction.

## Final Phase (Cloud and Aerith):



Sephiroth Reborn Boss Guide in Final Fantasy 7 Rebirth

- 1. Attacks: Apocalyptic Fire, Hell's Gate, Heartless Angel (reduces HP to 1)
- 2. Strategy:
- 3. Healing: Keep Aerith's healing ready for after Heartless Angel.
- 4. **Focus:** Hit Sephiroth with your strongest abilities, using Cloud's Punisher Mode for counters and Aerith for magic and support.
- 5. **Limit Breaks:** Use these when Sephiroth is staggered or low on health for maximum damage.

# Strategies:



Sephiroth Reborn Boss Guide in Final Fantasy 7 Rebirth

- **Elemental Attacks:** While Sephiroth Reborn isn't weak to elements, using Fire can still deal good damage.
- **Stagger Management:** Pressure by hitting weak points or during specific attack patterns. Cloud's Focused Thrust, Tifa's combos, and Zack's charged attacks help stagger.
- **Defensive Play:** Use Barrier or Manawall to survive long enough to heal post-Heartless Angel.
- **Synergy Abilities:** Use these in multi-character phases to deal with both the boss and its summons.





Sephiroth Reborn Boss Guide in Final Fantasy 7 Rebirth

- ATB Management: Conserve ATB for abilities in solo phases, use them for spells or healing in duo or trio phases.
- MP Management: On Hard Mode, use MP Absorption or be very selective with spells.
- **Positioning:** Always be on the move to dodge area attacks or to position for optimal attacks.
- **Limit Breaks:** Save for when Sephiroth is staggered or in the final phase for a powerful finish.
- Hard Mode: Equip Fire Materia with Elemental on weapons, use Barrier and Manawall strategically.

- **Summoning:** If possible, summon during the final phase for a significant impact.
- Character Synergy: Each character's unique abilities should be used to complement the others, especially in multi-character phases.

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