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Ff7 limit break guide

Welcome to this extensive guide on the ultimate moves in Final Fantasy VII - Limit Breaks! For fans of the classic JRPG or its Rebirth remake, Limit Breaks are game-changing abilities that can turn battles around. In this comprehensive breakdown, we'll delve into the mechanics and strategies behind these powerful skills. Limit Breaks are special abilities unique to each character, offering massive damage, healing, or other significant benefits in combat. As you level up your characters, they can unlock and learn new Limit Breaks. To access these abilities, you need to fill up your Limit Gauge by taking damage in battle. The more damage you take, the faster the gauge fills, but be cautious not to take too much damage, which can leave you vulnerable. To progress through Limit Break levels, use each level's abilities a specific number of times, unlocking higher-level moves as you go. For example, Cloud needs to use his Level 1 Limit Break multiple times to access his Level 2 Limit Break. This process continues up to the highest Level 4 Limit Breaks. Each character has four levels of Limit Breaks, with each level offering more powerful and unique abilities: * Level 1: Basic moves easy to unlock * Level 2: More potent abilities requiring more uses of previous Limit Breaks * Level 3: Advanced moves significantly impacting battles * Level 4: Ultimate Limit Breaks often requiring specific items or conditions Let's take a closer look at each character's Limit Breaks: * **Cloud Strife**: His Limit Breaks are iconic, and his Omnislash (Level 4) is a showstopper. To unlock it, use his other Limit Breaks and find the Omnislash manual in Battle Square. * **Barret Wallace**: Barret's Limit Breaks focus on massive damage with his gun-arm, and Catastrophe (Level 4) can wipe out multiple enemies. Unleash it by using his other Limit Breaks and finding the Catastrophe manual. * **Tifa Lockhart**: Tifa's Limit Breaks are unique due to her slot-based system. Final Heaven (Level 4) is a powerful move requiring specific slot combinations. Unlock it by using her other Limit Breaks and finding the Final Heaven manual. * **Aerith Gainsborough**: Aerith's Limit Breaks focus on healing and support, and Great Gospel (Level 4) provides a full party heal that can turn battles around. With this guide, you'll be well-equipped to unlock and master each character's Limit Breaks, taking your Final Fantasy VII gameplay to the next level. To master any battle, you must first grasp the concept of Limit Breaks. To unlock these powerful moves, you need to employ other Limit Breaks and locate specific manuals for each character. Red XIII's abilities are diverse, offering both damage and support. His Cosmo Memory move is particularly potent but requires precise conditions to activate. Unlocking it demands that you utilize his other Limit Breaks and acquire the Cosmo Memory manual. Yuffie Kisaragi excels at delivering massive damage with her shuriken-based attacks. Her All Creation move is an annihilating assault capable of hitting all enemies simultaneously, but only if you've mastered her other Limit Breaks and secured the All Creation manual. Cait Sith's abilities revolve around his slot machine, which can be leveraged to unlock powerful moves like Game Over. However, achieving this requires specific slot combinations and using his other Limit Breaks while finding the Game Over manual. Vincent Valentine stands out due to his unique ability to transform into fierce beasts. His Chaos move is a devastating attack that demands precise conditions and utilization of his other Limit Breaks along with finding the Chaos manual. Cid Highwind's abilities are centered around delivering massive damage with his spear, culminating in his Highwind move – an impactful assault capable of hitting all enemies but only accessible after utilizing his other Limit Breaks and obtaining the Highwind manual. To maximize your use of Limit Breaks effectively: 1. **Build the Limit Gauge**: The key to using Limit Breaks is filling up the gauge quickly. - Take damage: The more you take, the faster it fills. - Use items: Certain items can instantly fill your gauge. - Equipment: Some equipment can speed up the rate at which your gauge fills. Once your Limit Gauge is full: 1. **Timing**: Use your Limit Break at the right moment for maximum impact. 2. **Combos**: Combine Limit Breaks with other abilities and items for devastating combos. 3. **Targeting**: Choose the right target to ensure it has the biggest impact. To unlock ultimate Level 4 Limit Breaks, you need to find corresponding manuals, often hidden in various locations throughout the game. Strategies for finding these manuals include: 1. **Explore thoroughly**: Look everywhere to discover hidden manuals. 2. **Complete side quests and mini-games**: These can reward you with manuals. 3. **Participate in Battle Square**: Win manuals by participating. Once you have a manual, equip it to the character and fill its gauge using their other Limit Breaks to unlock the ultimate move. In addition to unlocking basic Limit Breaks, advanced techniques include chaining them together. This involves sequentially using multiple Limit Breaks, which can enhance your combat capabilities significantly. Here's how to deal massive damage in Final Fantasy VII: To unleash devastating attacks, focus on filling multiple Limit Gauges and chaining Limit Breaks together for maximum impact. Key strategies include: * Building up the Limit Gauges of multiple characters to increase overall damage output * Coordinating Limit Breaks with other abilities and items to amplify their effects * Maximizing Limit Break Damage by utilizing the right equipment, Materia, buffs, and debuffs Common mistakes to avoid: * Not using Limit Breaks at all, as they can turn the tide of battle * Using Limit Breaks at the wrong time, such as against tough bosses or when party members are in trouble * Failing to unlock higher levels of Limit Breaks, which can make a significant difference in combat By mastering Limit Breaks and practicing patience, players can dominate any battle and enjoy the journey that Final Fantasy VII has to offer. Limit Breaks: Unlocking and Using Limiters on Characters Character limit breaks are acquired through a "manual" that can be unlocked once all other limits are learned. The process varies depending on the character, with some relying solely on enemy kills to unlock new limits. Cloud's Limit Breaks ---------- To unlock Cloud's level 4 limit break, Braver, players must first learn the previous limits by defeating enemies in combat or using the manual object on the character. Once all other limits are learned, the process is as follows: * **First Limit Break**: Defeat a certain number of enemies (e.g., 120 for Blade Beam). * **Second Limit Break**: Use the first limit break enough times to unlock the second. The tables provide guidelines for the number of uses required for each subsequent limit break and the kills needed to progress to the next level. However, note that these numbers are not absolute and can vary due to the system's inherent randomness. Tifa's Limit Breaks ---------- Tifa's limit breaks, on the other hand, are chained together based on a slots system. The order of attacks is determined by the player's performance in combat: * **Hit**: Normal damage. * **Yeah!**: Extra damage. * **Miss**: Attack not used. The chain can break if too many misses occur, causing the following limits to be skipped. Additionally, only the first limit break of a level is affected by the chain, while subsequent levels are locked separately. Tifa's initial limit breaks can be unlocked in the same manner as Cloud's: * **Beat Rush**: Defeat a certain number of enemies (e.g., 96 for Waterkick). * **Somersault**, **Waterkick**, and **Meteodrive**: Repeat the process to unlock subsequent limits. The final level break, **Final Heaven**, can be unlocked by playing the piano in Tifa's house in Nibelheim on Disc 2 or 3, after Cloud is rescued. Limit Breaks in Final Fantasy 7: Unlocking and Obtaining Limits Two boxes are available, labelled as "big one" and "small one." Opt for the smaller box, which can be found upstairs in a grey safe. This option is accessible anytime after escaping from Corel Desert prison and before visiting the Temple of the Ancients. To reach this location, you'll need to acquire Dio's buggy and travel to Costa de Sol. From there, take a boat back to Junon, crossing the river by driving into the cave. Note that this will cost at least 110gil. You must first drive the buggy into Costa de Sol before running to the original boat landing site, bribing the sailor standing there with 100gil to transport you and your buggy to Junon. To return to Costa de Sol, you'll need to enter the buggy in Junon and then pay 10gil for an elevator ride. You can bribe the guard at the elevator to take you back up and gain access to the desired area. Toy soldiers deal quintuple damage to enemies. A random summon occurs without using MP when 3 bars are full. Cait Sith's attack guarantees a win, while combining 2 Cait Sith with 1 Bar results in instant defeat. Any other combination triggers an attack from the Toy Box. Cid's abilities include Boost Jump, which damages one enemy and is unlocked from the start, Dynamite, which damages all enemies after using Boost Jump 7 times, Hyper Jump, which damages all enemies after killing 60 enemies, Dragon, which drains HP and MP from one enemy after using Hyper Jump 6 times, Dragon Dive, which performs 6 random attacks after killing 136 enemies, Big Brawl, which performs 8 random attacks after using Dragon Dive 5 times, and Highwind, which performs 18 random attacks after finding the manual in the sunken Gelnika. Yuffie's abilities include Greased Lightning, which damages one enemy and is unlocked from the start, Clear Tranquil, which heals the party after using Greased Lightning 8 times, Landscaper, which damages all enemies after killing 64 enemies, Bloodfest, which performs 10 random attacks after using Landscaper 7 times, Gauntlet, which damages all enemies after killing 128 enemies, Doom of the Living, which performs 15 random attacks after using Gauntlet 6 times, and All Creation, which damages all enemies after defeating Godo and completing Yuffie's subquest. Vincent has unique limit breaks, including Galian Beast, Death Gigas, Hellmasker, and Chaos, each with two possible effects that occur randomly. Barret's Limit Breaks include Ungarmax, which deals 3 times normal damage, and Catastrophe, which is obtained using the Catastrophe item in North Corel and rewards the Loose Cannon Achievement/Trophy. Characters learn new limit breaks by fulfilling specific requirements, such as killing a certain number of enemies or using specific abilities a set number of times. Limit Breaks: Unlocking Growth and Power Each character starts with one Limit Break in their first level, with four levels of progression possible. The second Limit Break requires repeated use of the first Limit Break a set number of times. For example, Cloud's Braver can be upgraded to Cross-Slash after using it enough times. To access the next level, characters must accumulate killing blows - being the last to attack before an enemy dies. This pattern applies to all characters, with varying requirements for progression. Emerald Weapon and Ruby Weapon are crucial in the game. Cloud performs 15 critical hits, each dealing 75% damage but likely resulting in 9,999 damage due to the critical hits. Tifa's Final Heaven is a Level 4 Limit Break that can be obtained after reuniting with Cloud in Mideel on Disc 2. It adds another attack to Tifa's combo, delivering the highest damage to a single target at the end of the chain. Barret's Catastrophe is an easier-to-obtain Level 4 Limit Break. Picking it up after completing the Huge Materia side quest in Mount Corel gives you access to this attack. It hits 10 times for 125% normal attack damage, but its strength doesn't compare to Omnislash or Highwind. Red XIII's Cosmo Memory is obtained during a side quest that involves obtaining Vincent as a playable character. This Limit Break deals significant damage but is likely capped at 9,999 per hit and hits all enemies on the battlefield. Highwind, Cid's Level 4 Limit Break, is found in the Sunken Gelnika after completing the submarine mini-game and destroying the red submarine. Each attack of Highwind deals 11/16 regular damage and can hit up to 18 times, making it one of the strongest attacks in the game. Yuffie's All Creation is obtained during a side quest in Wutai. However, getting this Limit Break before Disc 3 means losing all Materia to Yuffie. After recovering your Materia, you can complete the Wutai Pagoda side quest to obtain All Creation. This attack hits all enemies for 8 times regular damage but is likely capped at 9,999 HP, making it a relatively weak attack compared to Omnislash or Highwind. Vincent's Chaos Limit Break can be found during a specific part of the game. Lucrecia’s Crystal Cave is accessible only after completing the Underwater Reactor section of the game and obtaining access to the submarine. For details on where to find the cave, its requirements for Vincent's Level 4 Limit Break and Ultimate Weapon Death Penalty, and how to obtain them, see the Lucrecia’s Crystal Cave side quest section. When activated, Vincent transforms into Chaos, a powerful demon-type creature, dealing massive damage to enemies. However, his move Satan Slam can instantly kill enemies but renders control over Vincent lost for the remainder of the battle. Note that Cait Sith does not have a Level 4 Limit Break. To learn Aeris's strongest Limit Breaks, follow the Learning New Limit Breaks section and teach her Great Gospel using the Great Gospel item.

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