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Final fantasy 7 remake walkthrough chapter 17

We're quickly nearing the end of the Final Fantasy 7 remake, but as the story pushes towards its conclusion, fighting bosses and secrets are on the rise. Our spoiler-free walk allows You to fight through everything Shinra needs to throw at you as you approach the end of the game. Read on to find strategies to beat all the bosses and find all the secrets. Check out the rest of our Final Fantasy 7 remake guide so you don't miss a single secret or collected item. Read also the FF7 remake review. Chapter 17 Walkthrough: Rescue from Chaos Make sure all four characters are equipped with weapons and materia before they leave Aeris's room. Open your chest in the corner and grab the weapon of Aeris reinforcement staff. As you kick Tifa and Aeris out of the room, check your chest with emfible ring accessories and phoenixes descending on cells on both sides of the hallway. There is also an ethereal chest near the exit of this corridor. When you move through Hojo's laboratory, you are blocked by the retry and attacked by many of hojo's unknown substantive specimens. When the road is clear, cross to the east side of the exit corridor and find a rest room with vending machines and benches. Soon after, continue through an area called the drum. Choose a path among the white pods and look for the path leading north and east. It hides the poison materia at the end of it. First, use a specimen pod heading north to lower the Phoenix to reach the treasure chest before following the south path. You'll find a different room for your break, so use the vending machines and benches before proceeding. Then join Barrett again and fight a slew of enemies - the first monodrive, then some unknown entities, and finally the M.O.T.H. unit robot. This last one has a saw blade around the lower body that can tear you apart as you approach, so when it's spinning, hang back and use (ideally thunder) spells to do some damage. Also beware of powerful discharge attacks. Double back to the break room if you need to after this fight to heal before pushing forward. Walk past the next door and open your chest to find twin stinger weapons for the cloud. After meeting tifa and Aeris earlier, check out 3,000 Gill's breasts in a room past the pod under test. Switch groups and head to the doors of the 3rd arrondissement, where there is also a rest room. Use the switch to activate the pod under test, cross to find the ethereal chest, and then return to the other group. After fighting blastrays, look for levers that extend the bridge to the central terminal. Cross the bridge to the left to pick up the Time Materia orb. Open the door to ward 3 and switch teams. Get ready to face some unknown entities in the third word. Interrupt their Sundaga spells to avoid major damage. In a room full of cages, turn around the eastern wall stuff and open your chestFight some watchdogs in the next room. When they die, walk through the door and turn left to find 3,000 Gill's breasts. On the other hand, you will find an enemy called Zenene. Keep it clear when it rolls up and recharges on you and closes the distance to squat it with some of Tifah's bohemian strength attacks. If you hit the ATB's abilities constantly, you won't have too many battles, but you'll dodge a variety of attacks. You will fight a pair of Zenenez in the next room. When they die, they use a switch on the west wall to open the door and reveal their breasts just outside the cage that houses the Force bracelet accessories. On the other side of the room, a ladder is leading to a chest containing megapotions. When you leave the third arrondissement, go down the stairs and head to another staircase to find your chest behind the ether. Back on top, in the other direction, you run into three Sentry launchers. Hit them with thunder or drop one of Tifa's Chi Trap ATB abilities to quickly stagger them. Open the way for the second word switching party and proceed to the end of the road to head to the second word. After fighting the two Zenenes, enter the robot test through the corridors. Turn right to the east and turn the duck behind the crate to find a chest with Astralkav armor. Next, you'll fight M.O.T.H. units, and in subsequent rooms you'll fight a new enemy called a sledgeworm. These people will pop up through holes in the ground to slug you with a hammer, poison you and do a bunch of damage. Your marching orders are to avoid them when they jump out of the hole and respond to the Punisher melee and snip them with Thunder spells. Be sure to get out of the way when they jump off the ground - among the attacks they want to drop on you, those that cause stops that freeze you to wait for more brutal moves. When Hojo stands up, turn around and head north instead of heading south. In the second room at the end of this road, rotate around and check the southeast corner for breasts with two remedies inside. Reverse back into the room with the pod under test and turn right from the stairs. Head to the back of the room and find the chest with chain bangle armor behind several crates. You'll hit the fight against the next BrainPod miniboss. This thing likes to spew toxic sludge into the area around it with its harmful vortex attacks, so stay clear and hit it with attacks in the Thunder and Barrett range whenever possible. After it takes some damage, it replicates itself to make the whole bunch more brain pods. Try to smash them using abilities like Triple Slash in the Cloud or Barrett's Greatest Wrath and try to be as healthy as possible. Pods aren't that tough, so if you start to be phenomenal and clear them with melee attacks and ATB abilities, you shouldn't have too much trouble winning. you'll leave the secondRight after that. At the door of the 4th arrondissement, there is a rest room where you can heal and stock up on items. Fight off unknown entities and switch teams for big battles. All of this will be enemies you've dealt with before, including sledge worms and unknown entities. Tifa is particularly good at driving staggered meters of sledge worms in her basic attacks, especially with unbrid strength. You have to back her up with Thunder's spell using Aerith and do a short job of robot, as well as an unknown entity. You'll finally find your way back to the central terminal to open the door to ward 4 and switch parties again. Find breasts with huge potions inside. Boss Fight: Sword Nipe de Sword Pede looks much worse than that. Melee attacks are pretty ineffective against this giant robot, which is basically all saw blades. The sword of the cloud bounces off the side of the creature, has a saw in your head and can ruin you if you are in front of you. Forego proximity in favor of large elemental spells: Thunder, surprisingly, doesn't seem particularly effective against sword-to-end diets, but Firaga and Aeroga have done huge damage. Swordpede has some big attacks that you need to be careful about spinning like a big saw blade, dropping electric bombs out of the air and jumping around trying to electrocute you. None of them are particularly dangerous as long as you move to avoid them. When the boss is floating around, focus on the range attack and landing big spells and you need to hit it very hard and very quickly, without very great danger. In the middle of the battle, Swordnipede blows up the wall and attacks your other parties. You can exchange powerful fires and wind materials from one team to another by holding squares and using prompts to access menus during cutscenes. When the equipment is complete, repeat the process against the sword mipede in the central terminal. Move to catch it as it floats around the middle so that you can hit it with a spell - if you are not careful, they will hit the pillar in the center of the room and be interrupted. Some big magic blows should put this on for good. When you're done, follow the Gooney Trail. When you get to the roof, you hit benches and vending machines. Boss Fight: Genoa Dream Weaver Fighting Genoa Dream Weaver is all about managing the battlefield and seeing your positioning. The creature has two large tentas protruding from its sides and your main goal is to limit its attacking ability and keep hacking them to push its staggering gauge. But avoid going behind Jenova - there's a third big tenta hand that sends you flying when you seduce it, and you can't cut it off. Get close with your proximity team and start crying in Genoa while keeping an eye on what it is - once you see it preparing its castAttack or start seeing purple smoke swirling around it, dodge and wait for the attack to pass. The Punisher's counter-attack is suitable for use against tentaults, as is Tifa's omnistrike. When you run out of tenta hand, go to boss town. On the other hand, Jenova is generally somey resistant to magic, so Aerith is most often used as a support teammate here, but big spells will still hurt bosses. Genoa has a lot of punishing attacks to throw at you. After killing your tenta hand, watch out for revenge, which is a rather painful laser beam - otherwise it will defeat you, so get in the back of the queue or guard through it to avoid it. It regularly re-grows the tentas, so it squeezes it and continues to cut them to get more damage. In the second stage, Jenova increases the attacks that threaten you. Watch out for the swirling smoky pits that move around the battlefield. If it catches one of your characters, it freezes them in place for a while and hits them at the stop. We also want to avoid mourning well attacks that catch characters too close to Genoa in a whirlwind where they can't escape. Jenova also adds several ranges of attacks and spells like Bio and Aero to its repertoire, so make sure you spend some time healing and additional protection like barriers and mana walls. Cutting the tenta tenta hand makes Genoa under pressure and temporarily vulnerable, but uses an attack called refusal to hurt you if you get nearby. Use attacks and abilities from a range like Tifa's Chi Trap to damage bosses while keeping yourself safe. In the third stage, Genoa is the most aggressive, with tentadies growing off the ground. They limit your movements, so they will want to eliminate these even though they will continue to grow again. The good news is that Tifa and Cloud can cut them quickly with moves like Triple Strike and Omni Strike, and Aerith's spells are equally effective. However, Genoa prepares dreamy attacks of vengeance that turns all tenta hand into revenge laser guns, or stillness that fires orb that puts a stop to the character, making it much harder to avoid those attacks. In the meanwhile, beware of Genoa throwing reflective spells at yourself bouncing your spells on you. Focus on the tentads around the room instead. Quick destruction of all tenta controls will put more pressure on Genoa and keep it under attack. At this point, you should be close to staggering it, so push Jenova over the edge and lie on it with staggered attacks like focus thrust and focus strike to take some serious damage. If Jenova falls into about a quarter of health, it will reach the fourth and final stage. Jenova now tele reports around the battlefield, summons tentaatates and attacks you with spells of third-level elements like Firaga and Aeroga. Maintain the same strategy as before - send a tifa or cloudDown all tentadies around the room to reduce genoa's fighting abilities. As you destroy them, watch the floor turn purple around the tentaatates, indicating that the acid falls from the ceiling, so keep moving to clarify. When all the outer tentacles are gone, close up nearby and cut off its left and right tentacles to put pressure on The Jenova.Watch for a variety of big attacks on the boss: Quietude sends a pool of purple smoke to stop your team, revenge cuts you through with a powerful laser, and lamentation traps you in a whirlwind. Jenova sometimes alternates barriers, so check the icon next to its name to determine if you should hit it with a physical attack or magic. Just heal your team and keep as much damage as you can to finish boss. Boss Fight: Rufus Sinral Fascinla is a super fast fighter that will counter most of your attacks. guard as much as possible and catch him between openings when he was reloading. After a further story scene, the son of Sinra's president Rufus Sinra looks set to challenge Cloud to a one-on-one battle. This is a duel similar to the one you fought With Roche and Rouss, requiring a lot of blocking and a lot of well-timed offense to get through Rufus' defense. The big outing here is Rufus's Dog, Dark Star, which you'll want to deal with first so you can beat the unin hampered boss. The Dark Star heals Rufus every time you do a lot of damage to him, so you don't make much progress until the dog is put down. Rufus and Dark Star have a bunch of tandem attacks where the dog defeats you or holds you and Rufus closes due to a shotgun explosion and a lot of damage. Generally, try to come back from two people and force the dog to extend the lead and come after you. if you stay up close too long, run the risk of a combo team to you extensively due to the lot of damage. Watch out for dark stars casting Lightning to Rufus. When it happens, Rufus will shoot you a blast of lightning called thunderclap. You can dodge it, but it's bad to hit, so you have to pay close attention. You can squeeze the Dark Star with a Punisher attack, but the best way to push up that sludometer is to damage Rufus. Your best bet is to use a triple strike when Rufus is reloading or during an attack. Hitting both the dog and the master breaks the dark star's lead and gives the dog the chance to lie down in a melee while Rufus staggers. But Rufus will eventually start trying to shoot you, so be clear before he recovers. Before you can fight Rufus by himself, you need to defeat the Dark Star. Once you've hurt the Dark Star enough, Rufus adds some coins to his repertoire of attacks that give him a new way to hit you. Beware of bright light attacks that fire lasers on your way, but this is very cute. You will also want to avoid being caught in a hail of bullets from Guns Akinbo.It makes you vulnerable to follow-up strikes from dark stars who feed the dark star and repeat the strategy of damage until you can leave Rufus on your own and finish off the dog. At this point, he begins to use his gun to help him zip around the battlefield. He is pretty invincible in most situations and will counter almost all of your attacks. You need to hit him at a certain moment: when he reloads. All other strikes will remain vulnerable to his counters. The trick here is to avoid all the big attacks while guarding through small attacks. Bright lights shooting lasers to you that you can dodge. Fast turns a handful of coins into bombs, so he dodges them back to avoid them. And up-in smoke stalls you if it catches you in that cloud of smoke. You can avoid the Gun's Akinbo fire if you run sideways, but it is a more dangerous effort than simply defending. You want to do your guard most of the time to stop Rufus' faster, smaller gunshots while you're ready to dodge the big ones. When Rufus reloads, make sure to hit Rufus only a few times - no more, he fights back. Stay close to Rufus so that when you return to reload, you can immediately close the gap and attack. Hit him more than three times. When you see a ball of distortion surrounding him, it means he's ready to counter your next blow. Three strikes can hurt him without you being attacked back. But a better move is to save your ATB and use rufus-focused thrust when he is reloading. It put him on one knee, gives him a bunch of damage, slows down his next move, gives you a second to breathe or hit him again. Avoid his big attacks and keep repeating the pattern of catching him with concentrated thrust until you get your limit break. If you use it in Rufus while he reloads, you will stagger him instantly. You have to persevere, but keep the damage while protecting yourself and your sword must win this shootout. Boss fight: The Arsenal Arsenal boss has a whole bunch of weapons but can avoid most of that attack by hiding behind cover. The fight against Arsenal is not to do damage immediately - it is to achieve a few steps to open Arsenal up to attack. The good news is there is plenty of cover in the first part of the fight, allowing you to avoid damage while waiting for your moment to attack. Return to cover as Arsenal perform saturated fires, homing lasers and Voltaik discharge attacks. Once the boss has prepared a primary fire attack, take a step forward and shoot the cannon to show your weaknesses. As soon as you blow up the cannon, Red XIII will take the opportunity to slod off one of the drones projecting arsenal barriers. Hit it with your strongest attack to destroy it, then repeat the process to get rid of the other two. Breaking down barriers can hit Arsenal directly to do damage and push up that staggering bar. Hide behind the wreckage, move on at Arsenal, keep blowing up,most of its attacks. When you enable the physical defense protocol, you start attacking bosses with Lightning attacks, especially when you start launching pulse cannons. A big bolt of lightning allows you to continue attacking and knocks it out for a moment. This allows the boss to switch to the Lightning defense protocol and continue the physical attack. Watch its wheels stop being protected by barriers, attack them and even try to cripple them to distract the boss. Blast and stun Arsenal's main cannons and take out barrier drones. In the next stage of the fight, Arsenal become more aggressive, blowing up the cover debris in the room and trapping you between two walls of flame using a firewall attack. As before, keep an eye out for primary fire attacks that can attack and suspend Arsenal's main cannon. Once you've done enough damage to Arsenal, you're going to create a firewall that traps your team and attacks you called cryhavocks. Turn around and duck behind the shards behind you to avoid attack, then lie on the boss who deals as much damage as you can manage. When it starts charging cryhavock again, you only have a few minutes to destroy the boss once and for all. Use lightning spells to inflict significant damage and finish the boss before it ends you. Final Fantasy 7 Remake Chapter 18 Tutorial: Go Through the Crossroads of Destiny. GameSpot allows you to get commissions from retail offers. Provide.

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