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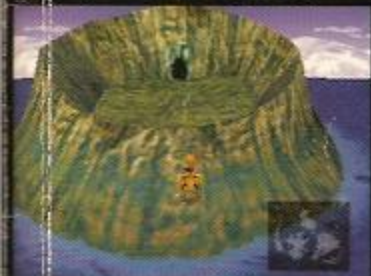
FINAL FANTASYTM

Ultimate Guide

**ALL THE
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Limit Breaks!**



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Locations!**



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Items, and Materia!**



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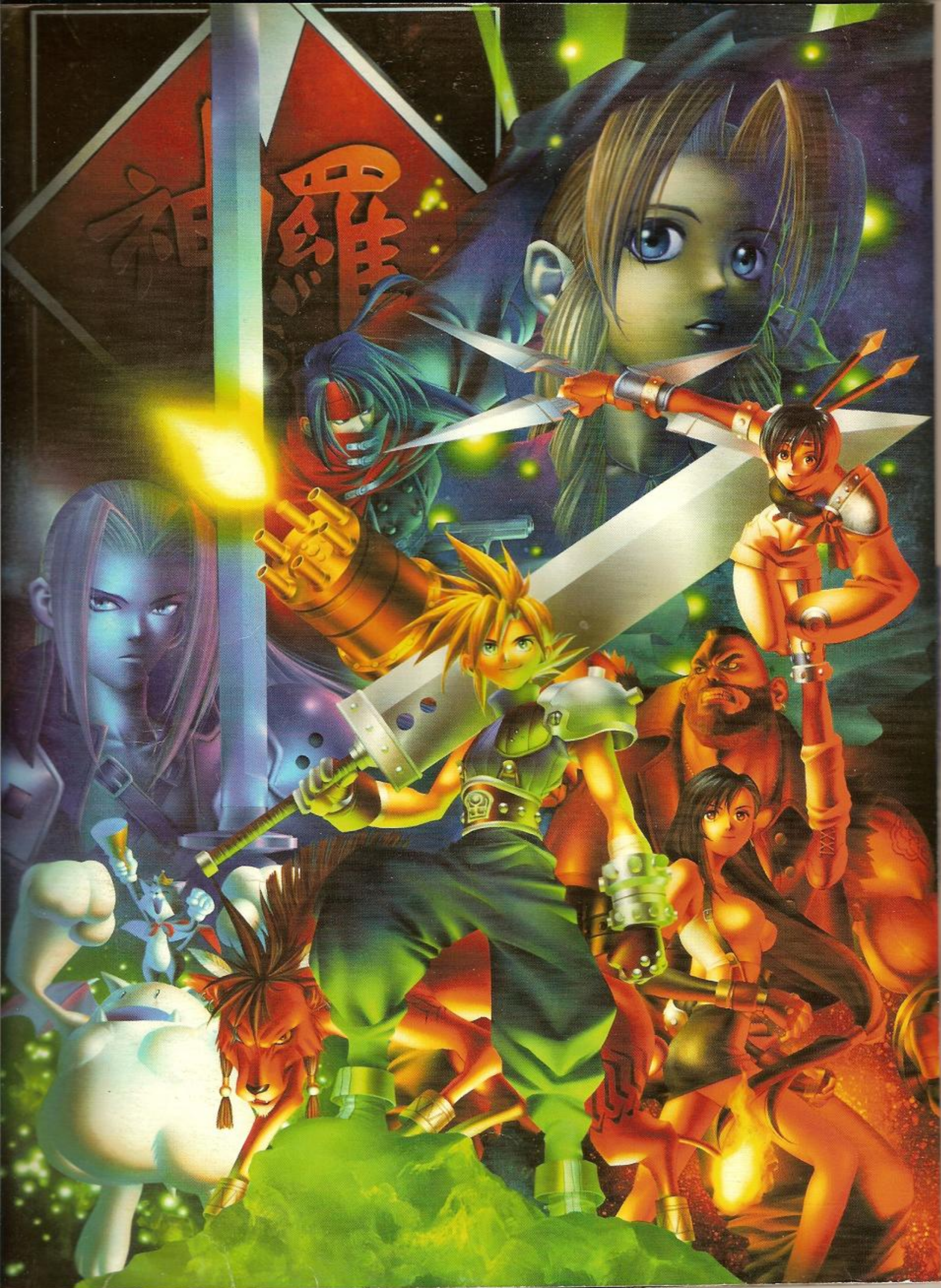
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Final X Fantasy

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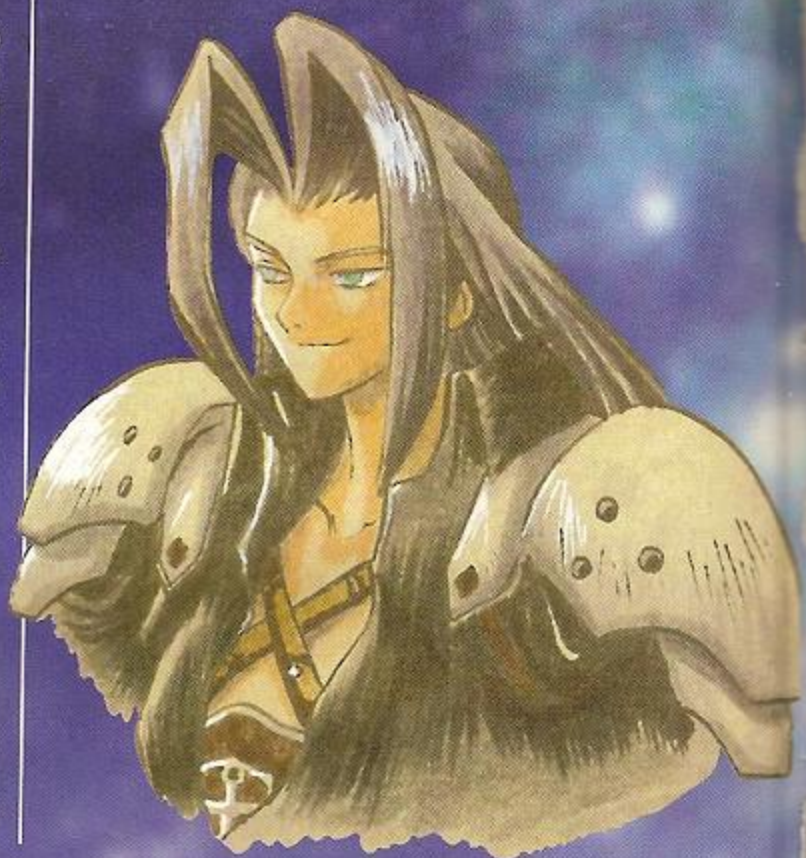
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A Brief Note From the Editor:

The truth is, I hate RPG guide books. I really do. It's all because of a terrible childhood trauma I suffered when I was carelessly flipping through my Phantasy Star II guide book and saw, hours before I was supposed to, a picture of Palma exploding. One of the best plot twists of RPG history... ruined! Sure, after so many years, the hurting has stopped, but the scars have yet to fade away.

And that's not the least of their crimes. Half the fun of RPG's is that whole feeling of exploration, something that most guide books crush in their tedious, point-by-point, picture-by-picture series of instructions designed to get you through the game as quickly and with as little fun as

possible. What's the point of playing an RPG if a guide book is going to both ruin the storyline and destroy the feeling of exploration? You might as well just pull out the ol' NES and pop in Lee Travino's Fighting Golf.

I've created this book with these complaints in mind, and I'm proud of the result. By giving each location in the game its own section, and highlighting the optional ones, the reader is free to open up the book to whatever location they're at, and see all of that area's strategies, secrets, items shop data and enemies without any heavy-handed instruction telling him or her in what order the areas must be done.

I've also discovered it's perfectly possible to include every single secret and strategy without giving away any of the plot. I certainly don't want to have to carry the guilt of ruining any of FFVII's masterful storyline twists for anyone... Heck, I feel bad enough for ruining that part of Phantasy Star II for you (at least I didn't tell you about Nei dying! Er... um... never mind). So you can flip through this book secure in the knowledge that you're probably not going to see anything you'll come to regret.

As a result, this is a strategy guide that even I approve of, and I'm not just saying that because they paid me to. Although, as you can imagine, that certainly doesn't hurt.

Anyway, happy travels, and when the quest is over, don't forget to drop me a line and let me know what you thought of the guide! Sorry about ruining PSII.

-Casey Loe



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VOLUME 2

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Basic Training

Before you dive into the walkthrough that begins on page 12, why not take a few minutes to flip through this section and make sure you have a solid grasp of FFVII's fundamentals? Some of this may be covered in the manual, but most of it isn't, and if you want to know how the Materia System, Battle System, and Limit Break System, *really* work, this is the place to look. This information is not covered anywhere else in the guide, and I'm willing to bet that even the most experienced of Final Fantasy VII players have missed at least a few of these valuable tips...

Lesson 1: Battle Tactics

• Determining Your Battle Order

The ability to determine the order in which your characters act in battle situations is probably the most overlooked battle strategy in Final Fantasy VII. Most people, when they're hoping to use a specific character, tend to just hit the button to make everyone else attack (or block, or whatever) until they get to the character they're waiting for. This is completely unnecessary, and potentially dangerous; As long as you have more than one character who's ready to act (ie, their time bar is filled up), you can rapidly switch between them by simply tapping the Δ button.

For example, say you encounter a group of enemies you simply do not want to deal with, and you've decided to obliterate them with a summon spell. Now let's say that the character with the spell is third in line. Getting to him by having the first two characters attack would not only waste their turns, it could also buy your enemies enough time to launch attacks of their own. Go straight to your summoner, and have him or her fry the enemies first. Then the first two characters will still be fully charged, and ready to finish off the survivors as soon as the spell is completed.

Remember that everyone's time bars (including your enemies') are always filling up, so never waste a character's turn in an urgent situation. For example, if your healer is about to get her turn, you should ignore any characters who are already ready to act, and wait for her. Select her with the Δ button and have her cast the spell, then go back to the other characters' turns... In the time it would have taken the other characters to act, the member she was trying to heal could have gotten killed.

There are other good uses for this tactic, too. If you're fighting against weak enemies, you can use the Δ button to ignore everyone else's turns and go straight to your weakest character, allowing him to get the easy kill (The computer does keep track of who gets "kills," and uses it as one of the criteria to get new Limit Breaks. See that section for details).

There are a ton of uses for this option, so keep an eye out for them. Once you get used to determining your own battle order, you'll wonder how you ever did without.

• Handling Different Battle Types

There are four different kinds of battles that occur at random. Usually, you'll merely be facing your foes, with them facing you. But every now and then you'll get lucky and come upon enemies with their backs turned. This "pre-emptive attack" formation allows you to get the first shots in, and since your enemies have



Exploit your advantage here by attacking fast and spreading the damage amongst all available enemies. Use regular attacks, don't waste magic.

effect only one side or the other... But so will enemy-cast spells), your opponents' backs are always going to be turned towards *someone*, so if you choose your targets carefully, you can make sure you always get the double damage bonus.

On the negative side, you'll also occasionally be forced into the same situation—either with your backs turned while

enemies pound you, or surrounded by foes on both sides. When the former happens, you can exploit a little glitch in the running system that allows you to pretty much completely negate their advantage. Just tap L and R at the same time, (the same command will make you run, but you won't press it long enough for there to be any chance of that happening) and your characters will turn to run, then turn to face your enemies when you release it. Do this as soon as the battle starts, and you'll never take the double damage! Of course, you'll still be stuck in the back row, which means

your attacks will do less damage (see the section on Battle Placement) until you "Change" to the forward row.

When the latter happens, and you're surrounded, your strategy should be to pick the weakest side, and then do whatever it takes to kill everyone on that side. Then you can do the running trick outlined above to make sure everyone is facing the remaining enemies. You may get beat around for a few seconds, but you'll do much better than your foes would in the same situation, since they don't seem to know about the little running away trick...

• Running Away

Running away works the same on Final Fantasy VII as it did in the Super Nintendo Final Fantasy's. Just hold L1 and R1 down, and your characters will turn away from your enemies and try to run. It may take a while to work, so be careful—while your backs are

their backs turned, you'll do double damage! Make sure you have everyone target a different enemy, otherwise the enemy will turn around to face you after the first hit, making you lose your bonus.

It's even more fun when you end up surrounding an enemy. While this forces you to divide your party (positive spells that effect all of you will now

effect only one side or the other... But so will enemy-cast spells), your opponents' backs are always going to be turned towards *someone*, so if you choose your targets carefully, you can make sure you always get the double damage bonus.

On the negative side, you'll also occasionally be forced into the same situation—either with your backs turned while



Attacked from behind? Tap L & R together to get your characters in motion, but let go as soon as possible to ensure that you won't accidentally run away. Now you can face your attackers head on.

your attacks will do less damage (see the section on Battle Placement) until you "Change" to the forward row.

When the latter happens, and you're surrounded, your strategy should be to pick the weakest side, and then do whatever it takes to kill everyone on that side. Then you can do the running trick outlined above to make sure everyone is facing the remaining enemies. You may get beat around for a few seconds, but you'll do much better than your foes would in the same situation, since they don't seem to know about the little running away trick...



turned, you'll be taking double damage, so you may want to let go of the buttons for a second if you're anticipating taking a very strong enemy attack.

The easiest way to run away is to start holding the buttons as soon as the battle begins—the odds seem better that way, and you can usually take advantage of the enemies' unpreparedness.

Are you penalized for running away? Well, the computer does keep track of how many times you've run away (the old man outside of Junon area can tell you the running tally), but it doesn't effect anything, except for the amount of damage you do with the Chocobuckle spell. So run away as often as you feel you need to.

• Battle Placement

Using the Order command in the menu screen, or the "Change" command in the battle menu (the effect of change is not permanent) you can change where your characters stand in relation to each other and your opponents. The order in which you put them doesn't matter, but their row placement does.

Characters in the back row get attacked less often, and take about half the damage when they do. When they attack, they do much less damage, unless they have a long range weapon like Vincent's, Yuffie's, and most of Barret's. Magic is not effected by their row placement.

So basically, the back row is safer for characters, but doesn't provide much of an opportunity for them to charge their limit breaks. It also means that the characters in the front row will be attacked that much more often.



While keeping a weakling like Yuffie in the back keeps her safe, bear in mind that you're denying her the opportunity to charge her limit gauge, and gain new levels of limit breaks.

Lesson 2: Limit Breaks

• How to Get New Limit Breaks

Getting new Limit Breaks may seem to happen completely at random, but it's actually anything but. There are only two ways to get limit breaks: Either using old ones or killing enemies.

For the first limit break of each level, you must kill a set number of enemies. When I say "you," I mean the character who you want to get the limit break... If the killing blow (previous damage doesn't matter) doesn't come from that character, it'll count as someone else's "kill." The magic number here is eighty, except for Vincent, who only needs to kill sixty to advance a level. So kill that many enemies to get your character his or her first level 2 limit break, and kill another eighty to get their first level 3 limit break.

It's even simpler to get the second limit break of each level. All you need to do is use the first limit break of that level eight times. For example, you'll get Cloud's Cross Slash when you use Braver eight times, and you'll get Climb Hazard when you kill eighty enemies. As you can see, this means that there's no set order for getting limit breaks, so make sure that you come back for the ones you miss!



Using old limit breaks is the only way to get to the new ones. If you get your first level 2 limit break before you get your second level 1, don't switch over to level 2 quite yet... You probably only need to use your level 1 a few more times.

• Rigging the Limit Break Process

So now that you know where limit breaks come from, you can rig the process to get them as quickly as possible. Obviously, the best way to get the former type of limit break is to use that character a lot in battle.

In order to ensure they'll hit the eighty total as fast as possible, make sure whatever character you're trying to raise has a couple of attack spells linked up to Enemy-All materia, or a summon spell or two. The absolute best place to slaughter for enemies is early in the game, in the Mythril Mine. The enemies here are weak, and attack in large packs, ensuring plenty of kills for all.



To get the second limit breaks quickly, you'll need to ensure that the character gets hit enough to make them use their limit break eight times. One great way to do this is to give them the "Cover" materia, which will ensure that they take a disproportionately large amount of the hits. Or, you can put everyone else in the back row, where they'll be less likely to be targeted.

But the best way to do it is to use hypers on all of your characters, all of the time. As long as they're, uh, hyper, their limit gauge will charge up twice as fast. True, they'll miss their target a bit more often (that's a side effect of the anger condition), but that's a small price to pay to get the limit breaks early.

Oh, and since Cloud is the most powerful character in the game, and must always be in your party, he'll get limit breaks quicker than anyone else. Be aware of this, and make sure he gives up most of his easy kills to the weaker characters, and don't waste powerful, limit break-raising materia like Counter Attack and Cover on him unless you really need to.

• Level 4 Limit Breaks

Cait Sith has only two limit breaks, and Vincent has four (one for each level). Otherwise, every character in FFVII has seven limit breaks, with two in levels 1-3, and one in level 4.

The level 4 limit breaks cannot be earned by killing enemies. The level 4 limit breaks must be found, either by fulfilling events, winning them as prizes, finding them in chests, or receiving them from defeated bosses. They're items that go in your inventory, with weird names like "Cosmo Memory." You can use them at any time, but the character to whom they belong won't be able to master the technique unless that character has already mastered all six other limit breaks, so you won't be able to use them right away.

One other note about limit breaks: It gets harder and harder to charge each level, making level 3 & 4 limit breaks much harder to charge than level 1 limit breaks. So if you try equipping a level 1 limit break late in the game, it'll be charged in only a few hits. You might actually want to try this, as old limit breaks do get more powerful as your character goes up levels, and many will hit the 9999 barrier that is the maximum amount of damage a single hit can do!

• Raising Your Characters

Obviously, you'll get both types of limit breaks much faster if you use the same three characters throughout the game. So... should you? I like to rotate my characters just for variety, but if you're more concerned about winning, there are benefits to that strategy.

Just keep in mind that you will be required to play every character (except for Vincent) at various points in the game, so you may run into trouble if that character is ridiculously weak. Inactive characters do get 50% of the experience that active characters get, but they can't get limit breaks that way.

Lesson 3: Raising Materia

• Raising Your Materia

The basics of the materia system are explained through the game's own manual and tutorials, but I wanted to give you a few additional usage tips.

The first is to be careful about how you raise your materia. The benefits of getting your materia to attain higher levels is unquestionable, but it effects some materia far more than others. As you start getting double AP and even triple AP armor and weapons, you'll need to make sure you fill them with the right materia to maximize your magical power.

Green (Magic) materia benefits the most from going up levels, as it yields you new spells. Purple (Independent) materia often increases in power and magnitude as it goes up levels as well. Some Blue (Support) materia increases in power, but the benefits are usually slight. For example, it's rare that you'll use any Enemy-All'd materia more than two or three times in a fight, so it doesn't really matter if it's level 3 (3 uses), 4 (4 uses), or Master level (5 uses). A few yellow materia yield new abilities as they go up levels, but most don't. Enemy Skills can't go up levels at all.

Summon materia are pretty much the worst. Each has five levels, which effects how many times it can be used in battle, but once again it's highly unlikely that you'd be using them in any one battle more than once.

Materia reproduces itself when it achieves the Master level, which can be nice some times... It's always good to have another Enemy-All around, I suppose. But most materia can simply be bought if you want more, and it's unlikely that you'd want duplicates of many of them, so you may want to rotate them out of the high-yield materia slots after they get their highest level spells and abilities.

My main point is simply to be consciously aware of which materia you're favoring as you equip them... They gain AP slowly, but it does add up, and it's a shame to waste it on materia don't have much room to grow.

• Sense Materia

Here's a little trick most people don't know about that makes Sense Materia a bit more useful. Once you use this Materia once to find out an enemy's HP total, you need never do it again... You can check his HP total again, whenever you want, by simply pressing select and targeting him! Pretty cool, eh?

• Enemy Skills Materia

The Enemy Skills Materia is quite different from other materia. It doesn't gain AP, and has no apparent use at first. The magic it casts can only be gained by having enemies cast it on you first.

Your first opportunity to use it is just outside of Midgar, where you can learn "Matra Magic" from Custom Sweeper enemies. This spell targets everyone, so whoever has Enemy Skills equipped (yes, you have to have it equipped) will automatically learn the spell. You'll have to be more careful with later magic, though, to ensure that it targets the character who's holding the materia. Some enemy skills are never cast by the enemies who are capable of them, so you'll have to make them do it with the Manipulate Materia.

While this Materia seems to be a waste of space at first, it's the only way to learn a number of incredibly powerful spells, and has the very big advantage of allowing one character to cast a wide variety of spells while only taking one materia slot. Oh, and just in case you were curious, Once these guys hit you with magic, it's yours forever.



when you "master" Enemy Skills, defined as gaining all 24 skills (this is very difficult), it won't reproduce itself. But you can get up to three Enemy Skills materia in the game, and you can always "copy" spells between them by simply having the character with the full Enemy Skills Materia cast them on whoever is holding the empty one. A list of all 24 enemy skills is on page 141.

• Manipulate Materia

The Manipulate Materia is invaluable when used in conjunction with Enemy Skills Materia, as it allows you to force enemies to cast their hard-to-get skills. It can also be very useful by itself.

When you "manipulate" an enemy, you have access to all of its attacks and skills. You basically decide what he does on all of his turns, whenever one comes around. The catch is that it doesn't always work, and the controller loses all of his turns until the control lock is broken.

It won't work on bosses, but many strong, single enemies can be controlled. You can make the enemy destroy himself, or destroy his friends. Your allies can kill him with magic while he is unable to defend himself, but be forewarned that if you ever hit with a regular hit, you'll lose control of him. Still, you should also keep in mind that since Manipulate turns the enemy around, that regular hit will do extra damage, and just might be worth it after all.



• Morph Materia

The last materia I'll explain about in detail (I talk about all the rest in Appendix D) is Morph. I'll give it to you straight here... This one pretty much sucks. When equipped and selected in battle, it makes its wearer do a special regular attack that does only 1/8 the damage of their standard attack. If this attack end up being the killing blow, the enemy will "morph into" some sort of item, which is listed alongside the enemy in the enemy boxes. There are a few treasures to be gained this way, but not many.



These Cactuers (p.73) are one of the few enemies who turn into something good when Morphed.

Lesson 2: Magic "Types"

• Magical Types and Weaknesses

Often in this book you'll see me refer to so-and-so-type magic, or "type-less" magic. This is a very important and frequently overlooked aspect of Final Fantasy VII's battle system, and it's worth taking the time to understand.

If I smack a monster with my sword, I do type-less damage to him. If I cast a *Fire 1* spell on him, I do Fire-type magic to him. If I use the Elemental materia to attach Fire to my sword, then my sword will also do Fire-type magic. It's simple, but important.

There are many different types of magic, as explained on the chart on the next page. Some of them are very rare, like Wind and Holy, while others, like Fire and Ice, are far more common. It's important to pay attention to types, because some enemies are strong to one type of magic, and weak to another. It's usually not hard to guess an



Sources of wind-type damage are rare, but enemies who are weak to them are not. Choco/Mog is a great wind damage source early on, but later on you'll need to rely on items like Bird Wing and the Contain materia "Tornado" magic.



Right: You've used the Sense materia, or checked this guide to find out this enemy's weakness, and pulverized him with lightning.

enemy's weakness... For example, mechanical things almost always hate lightning, and anything that flies is at the mercy of the wind. If you guess wrong, it's usually no big deal, unless they're protected from that type of magic.

Protection from magic means that it does no damage to a single target, or a very small amount. If they're able to absorb it, that's even worse— all the damage you would have done to them ends up refilling their life! Some enemies have protection from all types of magic, which is when type-less magic, like the Enemy Skill "?????" spell and Bahamut come in handy. All the power of magic, but there's no way to negate the damage.

By using certain armors, certain accessories, and materia like Elemental, you're able to give yourself protection and absorption abilities towards different types of magic. You can check these out on the second page of the status screen.

• Magical Conditions

"Conditions" is the blanket term for any spell applied to one of your characters that doesn't immediately go away, like if you're put to sleep, turned into a frog, or angered. Some



Lovely skills like Molbor's "Bad Breath" can give you a handful of conditions at once. Save your "Remedy" items for emergencies like this.

Wrong: Accidentally casting fire on this Dragon ended up completely refilling his life. Oops.

conditions, such as Haste and Regen help you, and those are explained over in the materia section. But most of the conditions, fourteen in all, are cast on you by enemies, and that's what we're going to deal with here. A chart listing them all and the possible treatment and prevention options is listed below. You can also cast these conditions on your

Name of Magic Type % of enemies with this weakness % of enemies with this protection Sources of This Type of Magic

Lightning	20.2%	6.0%	(Magic) Bolt 1,2,3, Ramu, (Skills) Trine, Magic Breath, (Items) Swift Bolt, Bolt Plume, Dragon Fang.
Fire	12.8%	11.7%	(Magic) Fire 1,2,3, Flare, Ifreet, Phoenix, Kujata, Tupon, (Skills) Inferno, Magic Breath, Beta, (Items) Fire Veil, Fire Cocktail.
Ice	8.5%	8.7%	(Magic) Ice 1,2,3, Shiva, (Skills) Magic Breath, (Items) Antarctic Wind, Ice Crystals.
Earth	3.2%	24.0%	(Magic) Quake 1,2,3, Titan, (Items) Earth Drum, Earth Hammer.
Water	2.1%	11.3%	(Magic) Leviathan, (Skill) Aqualung, (Item) Dragon Scales.
Gravity	8.5%	33.3%	(Magic) Gravity 1,2,3, (Skill) Laser, (Item) Graviball, T/S Bomb.
Poison	2.1%	8.7%	(Magic) Bio 1,2,3, (Skill) Bad Breath, (Item) Deadly Waste, Molbor's Tentacle.
Wind	26.6%	0%	(Magic) Tornado, Choco/Mog, (Item) Bird Wing.
Holy	8.5%	0.04%	(Magic) Alexander.

The percentages are taken from the total number of enemies with a weakness, and with a protection, respectively. Meaning, if there's an enemy with a weakness, it's going to be lightning 20.2% of the time. Gravity got very high scores for enemy protection because most bosses and large enemies are immune, while Earth got its high score due to the fact that everything that flies is immune to Earth magic. As you can see, Earth is probably the lamest of all the magic types, as few enemies are weak to it, but many are protected. Wind is the best, but since there are so few powerful sources of wind damage, that's very difficult to exploit. Lightning is your 2nd best bet.

opponents, through a vast number of green materia and skills. You can even use Added Effect to attach one to your weapon! Personally, however, I find most of them useless, as bosses tend to be immune and they're not worth the trouble against regular enemies. There are a few exceptions... Shockingly, "Stop" works on some bosses, and poison comes in handy against bosses too. Really, though, that's about it.

Name of Condition Result of Condition Treatment Accessories Options That Prevent

Poison	Characters takes small amounts of damage every turn.	Poisona, Esuna, White Wind, Angel's Whisper, Antidote or Remedy.	Star Pendant, Fairy Ring, Poison Ring, Ribbon.
Sleep	Character cannot move or act. Eventually goes away by itself.	Esuna, White Wind, Angel's Whisper, Remedy or being attacked.	Headband, Ribbon.
Silence	Can't cast spells, summon creatures, or use E.Skill Materia.	Esuna, White Wind, Angel's Whisper, Remedy or Echo Screen.	Ribbon.
Sadness	Limit Gauge increases at 1/4 the normal rate.	Esuna, Hyper, Remedy.	Peace Ring, Ribbon.
Confusion	Lose control of character, he attacks his own party members.	Esuna, White Wind, Angel's Whisper, Remedy, or being attacked.	Peace Ring, Ribbon.
Slow	Character's time gauge fills at half speed.	Despell, White Wind, Angel's Whisper, Holy Torch, or Haste Magic.	Can not be prevented.
Stop	Character cannot move or act. Eventually goes away by itself.	Dispel, White Wind, Angel's Whisper, Holy Torch, or Haste Magic.	Can not be prevented.

Name of Condition Result of Condition Treatment Accessories Options That Prevent

Darkness	Odds of hitting are lowered dramatically.	Esuna, White Wind, Angel's Whisper, Eye Drops, Remedy.	Silver Glasses, Fairy Ring, Ribbon.
Mini	Every time you attack enemy you do only 1 point of damage.	Mini, Esuna, White Wind, Angel's Whisper, Cornucopia, Holy Torch, Remedy.	White Cape, Ribbon.
Frog	Cannot use magic (except Frog), attack power lowered drastically.	Frog, Esuna, Frog Song, White Wind, Angel's Whisper, Maiden's Kiss, Remedy.	Peace Ring, Ribbon.
Berserk	Lose control of character, he can only attack, but power is up 50%.	Esuna, White Wind, Angel's Whisper, Remedy.	Peace Ring, Ribbon.
Paralysis	Character cannot move or act. Eventually goes away by itself.	Esuna, White Wind, Angel's Whisper, Remedy.	Jewel Ring, Ribbon.
Petrify	Character cannot move or act, if all 3 get petrified, game over.	Esuna, White Wind, Angel's Whisper, Gold Needle, Remedy.	Jewel Ring, Safety Bit, Ribbon.
Death Omen	After 60 seconds, you die.	This cannot be healed.	Safety Bit, Ribbon.

How to Use This Guide

Upon first seeing the format used in this book, you will no doubt consider it to be a horrendously gaudy and unnecessarily confusing mess. But I guarantee that after reading this page and spending a few minutes familiarizing yourself with the book's contents, you will come to feel that this book is actually a horrendously gaudy and unnecessarily confusing mess from which it is *technically possible* to extract small kernels of useful information. And I stand by that guarantee 100%. Well, maybe it's more like 90% or, even in the mid-80% level. But still, I do standby it somewhat.

Here we have a typical page of this guidebook... Kind of a mess isn't it? Yep, just to complicate your life, I've included a ton of weird systems in each and every page. I'll do my best to guide you through them.

Location Tabs: Okay, up here we have the name of the area this page covers. This page covers two separate areas, Gold Saucer Area, and Gongaga. Note the difference in color: Gongaga is bluish because it's an optional quest. You do have to go through the Gold Saucer Area to progress in the quest, but whether or not you stop off in Gongaga is up to you.

Facts-At-A-Glance Box: This is where you should start each page. It features both a game screenshot of the area, and a map that illustrates its location relative to where you're coming from, and where you have to go next. In between is a step-by-step list of the objectives you have to meet in this area. Once again, the bluish ones are optional. Below is a list of all the stuff you can get on this page. Items are in black, materia is in white, and enemy skills are in blue. Items in red are items that must be stolen from enemies. The enemy skills and stealable items should correspond to the same information in the enemy boxes below.

Enemy Boxes: All of the enemies you can encounter in this area are listed here, along with their amount of Hit Points and Magic Points, weaknesses (if applicable), and how many Experience and Ability Points you get for killing them. Below that is a list of the items they may drop, the items you can steal, what they'll change into if you hit them with the Morph materia, and what learnable enemy skills they know.


Miscellaneous Text: These text boxes usually elaborate on the step-by-step objectives listed at the top of the page, but many of them also present new information, such as how exactly to get the Aqualung enemy skill. If there's anything at all interesting going on in the area, this is where I'll let you know. Light colored boxes usually list the more mundane tips, whereas the really cool secret stuff is revealed in the dark boxes.

Boss Strategies: These dark boxes contain strategies you might want to try against the bosses you'll encounter in this area. Or at least they're supposed to. This one sure doesn't tell you much of anything.

Shop Data: Near the map of Gongaga town is a list of all the items you can purchase there. Once again, materia is in white.

You'll get used to it eventually. Probably.

Ah, but the fun doesn't end there! In the handy appendices that follow the strategy guides you'll find all sorts of crazy charts and boxes. I'll run through a typical item box and materia box here.



Rising Sun x2

Steal: Diamond Weapon (p.84).

Double materia-raising power.

Buy: - Sell: 1

Attack: 68
Vitality: 0
Speed: 0
Magic: 16
Spirit: 0
Luck: 0
Hit: 108
Critical: 0

Name of Weapon

Effect on your character's stats when this item is equipped.

This weapon has two 2-link materia slots. The materia in them grows at 2x the normal rate.

How much AP is required to go up levels with this materia. It takes 5,000 to get to level 2, 20,000 for level 3, etc.

This weapon has the "double materia-raising" special property.

This is a green (magic) materia.

This materia is compatible with "Enemy-All" materia.

How much you can buy it for (if applicable), and what you can sell it for.

How you can get this item. The only way to get the Rising Sun weapon is to steal it from the enemy "Diamond Weapon." You can buy the Poison Materia in Junon in the pre-meteor (disc 1) part of the game, or in Costa Del Sol afterwards, or you can find it in the Shinra Building.

Listed here are the special abilities (in this case spells) that this materia can grant you. At level 1, you get Bio 1. At level 2, you get Bio 2, etc. The MP cost of each spell is in each picture's corner.

Poison

Enemy-all: YES

Buy: 1500


Sell: 105000 (Master-Level Resale)

Buy: Junon (pre meteor), Costa Del Sol (post meteor). Find: Shinra Building (p.22)

★	★★	★★★	★★★★	Strength	Vitality	Magic Power	Magic Defense	HP Max	MP Max
				-1	-	+	-	-2%	+2%
				5000					
				20000					
				38000					

★ **Bio 1**


Does roughly 150-400 points of Poison-typed damage and gives poison condition to target(s).



(8MP)

★★ **Bio 2**


Does roughly 600-1200 points of Poison-typed damage and gives poison condition to target(s).



(36MP)

★★★ **Bio 3**

Does roughly 2000-3500 points of Poison-typed damage and gives poison condition to target(s).



(80MP)

Gold Saucer Area/Gongaga



1. Defeat the Turks in Gongaga Jungle.
2. Visit Zacks' Parents.
3. Search for Titan in the destroyed Reactor.
4. Head west towards Cosmo Canyon.

Items/Skills/Materia

Aqualung	Striking Staff	Fairy Tale
Deathblow	X-Potion	White Megaphone
Titan Materia		



Enemies Appearing in Gold Saucer Area

	Spencer
HP	250 MP 0
Weak:	-
XP	110 AP 11
Drop:	Saraha Nut
Steal:	Saraha Nut
Morph:	-
Skills:	-

	Flap Beat
HP	330 MP 60
Weak:	Wind
XP	140 AP 15
Drop:	T/S Bomb
Steal:	T/S Bomb
Morph:	T/S Bomb
Skills:	-

	Joker
HP	370 MP 0
Weak:	-
XP	150 AP 30
Drop:	Hi-Potion
Steal:	-
Morph:	-
Skills:	-

	Chimera
HP	800 MP 200
Weak:	-
XP	148 AP 14
Drop:	Hi-Potion
Steal:	Striking Staff
Morph:	Elixir
Skills:	Aqualung



you encounter a Chimera. These rare enemies will teach you the valuable Aqualung skill, and the dexterous (and lucky) can also swipe a Striking Staff, too!

Now that the Buggy is yours, you can cross the shallow parts of rivers and head over to the town of Gongaga, an optional location that's well worth visiting. But before you rush off to do that, cruise around in the deserted area around Gold Saucer until



When you arrive in Gongaga, get ready for a fight... Two Turks are waiting. Once they're gone, head East, making sure you pick up the Deathblow Materia, and then North to Gongaga town. There's not too much happening here, but one important event unfolds here, if you have either Tifa or Aerith (or both) in your party. Talk to the folks in the Southeast home, and they'll tell of their Soldier son, Zacks. If Aerith or Tifa are in your party, they'll react as if he were a former lover, and you'll have to go talk to them each individually afterwards or risk losing love points. If neither of them are in your party, by the way, Cloud's reaction will change, and he'll suddenly remember that that name does sound familiar.

After that, head back to the area where you met the Turks, and then North to see the destroyed Reactor. Pay close attention to where Scarlet identifies the "weak" Materia. Weak by her standards, maybe, but Titan suits me fine.



Enemies Appearing in Gongaga Jungle

	Flower Prong
HP	550 MP 68
Weak:	Fire, Earth
XP	240 AP 24
Drop:	Earth Drum
Steal:	-
Morph:	-
Skills:	-

	Kimaira Bug
HP	700 MP 25
Weak:	-
XP	190 AP 19
Drop:	Hi-Potion
Steal:	Spider Web
Morph:	Hourglass
Skills:	-

Enemy Appearing in Gongaga Meltdown Area

	Heavy Tank
HP	1600 MP 25
Weak:	-
XP	340 AP 45
Drop:	Hi-Potion
Steal:	Phoenix Down
Morph:	Power Source
Skills:	-

Boss Strategies

Gotta love those Turks! If they were half as tough as they think they are, they might actually be a challenge. Fortunately, they're not. Just kill one and both run away.

	Rude
HP	2000 MP 135
Weak:	-
XP	720 AP 70
Drop:	X-Potion
Steal:	-
Morph:	-
Skills:	-

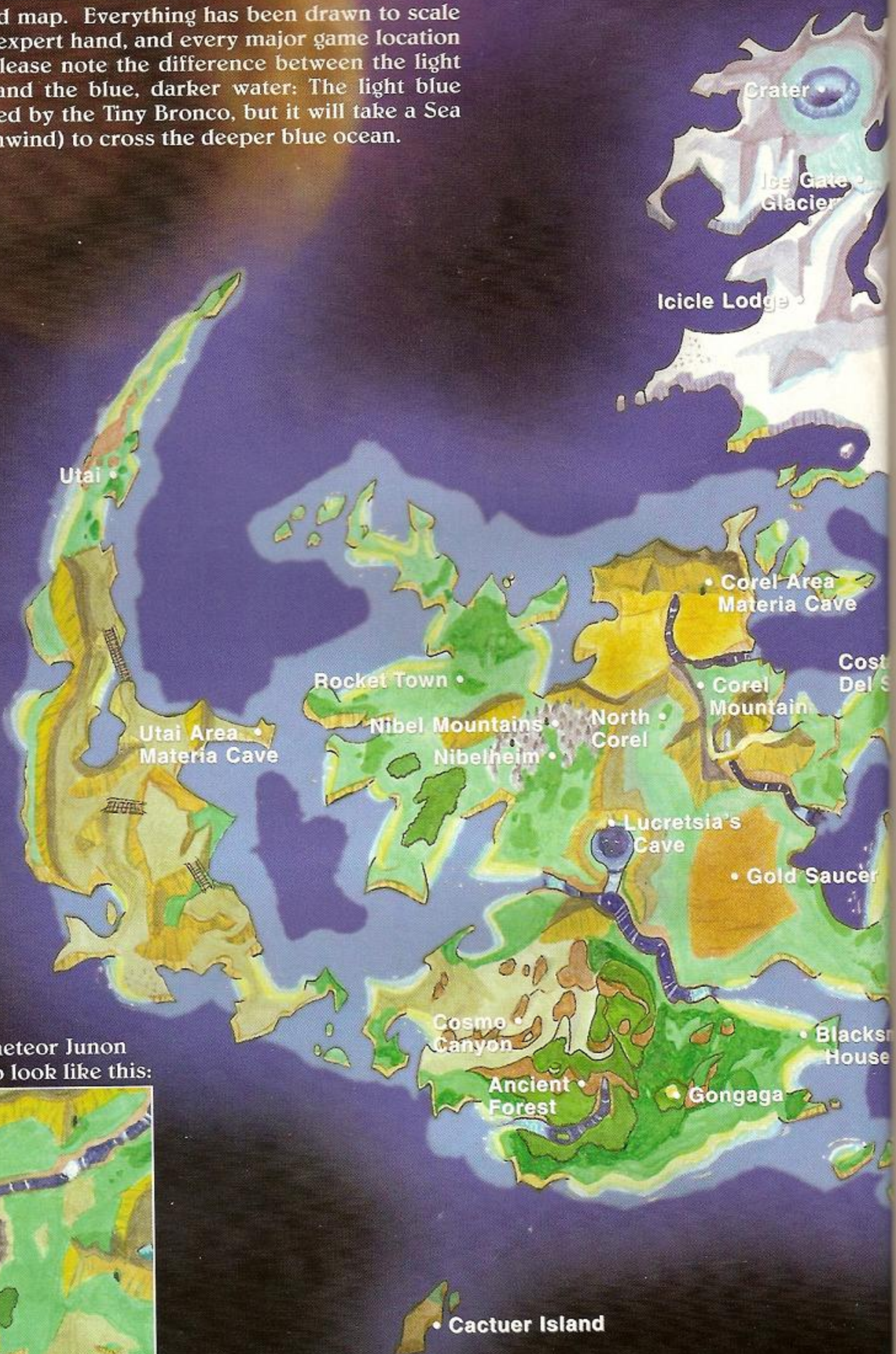
	Reno
HP	2000 MP 80
Weak:	-
XP	660 AP 60
Drop:	Fairy Tale
Steal:	-
Morph:	-
Skills:	-



WEAPONS	ACCESS/MATERIA	ITEMS
Hard Edge 1500	Headband 3000	Potion 50
Grand Glove 1200	Silver Glasses 3000	Hi-Potion 300
Atomic Scissors 1400	Star Pendant 3000	Phoenix Down 300
Striking Staff 1300	Talisman 4000	Tent 500
Diamant Pin 1300	White Cape 5000	Maiden's Kiss 150
Boomerang 1400	Fury Ring 5000	Cornucopia... 150
Impaler 500	Mystify 6000	Soft 150
Shrivel 500	Time 6000	Hyper 100
Molotov 400	Heal 1500	Tranquilizer 100
	Transform 5000	

World Map

We're proud to present this exclusive new version of the Final Fantasy VII overworld map. Everything has been drawn to scale by Lena Yoshikawa's expert hand, and every major game location has been marked. Please note the difference between the light blue shallow water and the blue, darker water: The light blue water can be traversed by the Tiny Bronco, but it will take a Sea Chocobo (or the Highwind) to cross the deeper blue ocean.



Note that the post-meteor Junon Coastline changes to look like this:





1. Midgar

Midgar - Reactor 1

Items/Skills/Materia

Potion (x5)	Phoenix Down	Assault Gun
Restore Materia		

A screenshot from a video game showing two small, dark, humanoid figures standing on a grassy field. The figures are wearing dark clothing and appear to be holding weapons or tools. The background is a dark, hilly landscape.

MP			
HP	30	MP	0
Weak:	-		
XP	16	AP	2

Drop:	Potion
Steal:	Grenade
Morph:	Potion
Skills:	-

	Guard Hound		
HP	42	MP	0
Weak:	-		
XP	20	AP	2

Drop:	Potion
Steal:	Potion
Morph:	Potion
Skills:	-

	Grunt			
	HP	40	MP	0
	Weak:	-		
	XP	22	AP	2

Drop:	Potion
Steal:	Grenade
Morph:	Potion
Skills:	-

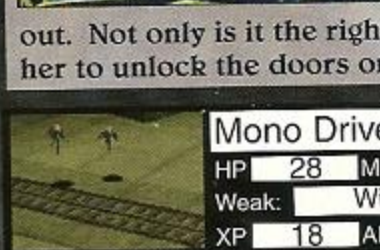
1st Ray

HP 18 MP 0

Weak: Lightning

XP 12 AP 1

Drop:	-
Steal:	-
Morph:	Potion
Skills:	-



When you first get off the train, don't forget to search the corpse of the first dead guard for two potions. Not a bad start!


This first dungeon probably won't give you too much difficulty. The path is completely linear, so you won't even need a map (don't bother straying from the trail to search for items... Except for the Phoenix Down in the one chest here, there aren't any).

There are a few tricky enemies here, but luckily Cloud comes pre-

equipped with Bolt magic, which is a weakness nearly all of the enemies in this area share. Save it for the Sweepers, whom it can kill in only one blast. If you're running out of MP, save it for the way out, because when the bomb starts ticking, you won't be able to afford long, drawn-out battles. Finally, make sure you save Jessie on your way out. Not only is it the right thing to do, you'll also need her to unlock the doors on the way out!



Boss Strategies

	Guard Scorpion			
	HP	800	MP	0
	Weak:	Lightning		
	XP	100	AP	10
Drop:	Assault Gun			
Steal:	-			
Morph:	-			
Skills:	-			

This guy's a snap. Just wail on him with lightning and limit breaks until he sticks his tail up, then use that opportunity to heal yourselves. Just don't attack when he's in that pose, or...



Mono Drive			
HP	28	MP	28
Weak:	Wind		
XP	18	AP	3

Drop:	Potion
Steal:	Ether
Morph:	Ether
Skills:	-

Sweeper			
HP	140	MP	0
Weak:	Lightning		
XP	27	AP	3

Drop:	-
Steal:	-
Morph:	Potion
Skills:	-

Midgar -Sector 7 Slums & Subway Tunnel



1. Meet up at 7th Heaven, rest, get paid, and buy equipment.
2. Visit the Beginner's Room.
3. Get onto the train.
4. Escape from the ID scan.
5. Take the tunnels to the Sector 4 Plate.

Ether	Enemy-All Materia	Phoenix Down
Hi-Potion		



Start Collecting Love Points Now!

any major differences in the long run, but Tifa, Aerith, Yuffie (and maybe even Barret) have a hidden attribute that indicates how much they like you. This attribute's most direct bearing on the game comes into play on the date scene on page 55, so if you want to date Yuffie or (ugh) Barret instead, you better start making Tifa and Aerith hate you now. But if you want to be a nice guy, you can tell Aerith when you meet that nothing happened, and then comment on her flowers. She'll sell you one for a buck, getting you your first "love point" with her. You can then get a point from Tifa by giving her the flower, you two-timer, you.

Believe it or not, FFVII actually records your responses in the game's many conversation scenes. It won't cause



ITEMS & MATERIA

Potion	50
Phoenix Down	300
Antidote	80
Fire	600
Ice	600
Lightning	600
Restore	750

WEAPONS & ARMOR

Iron Bangle	160
Assault Gun	350
Grenade	80

Your first stop in the slums should be 7th Heaven, where you can give Tifa that flower you bought (no point wasting it on Marlene!). After that, get some rest and some money- you'll need both before your next assignment.

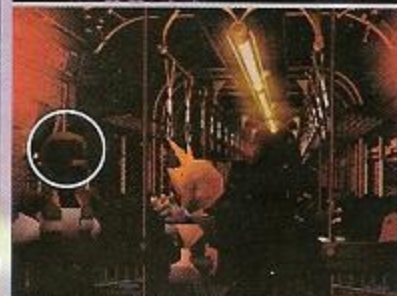
You'll also learn how to use materia here, so don't forget to equip your Restore materia, and to stock up at the local shops. You can also get your first Enemy-All Materia in the Beginner's Room on the 2nd floor of the lower right hand building... If you want to play it safe, you can stick that onto Restore, but your best bet is to use it with lightning... That'll be the weakness of the majority of enemies on the next mission, too.



	Rocket Launcher
HP	50
MP	0
Weak:	Lightning
XP	13
AP	3
Drop:	-
Steal:	-
Morph:	Potion
Skills:	-

	Grashtrike
HP	42
MP	0
Weak:	-
XP	20
AP	2
Drop:	Spider Web
Steal:	Spider Web
Morph:	Spider Web
Skills:	-

	Special Combatant
HP	60
MP	0
Weak:	-
XP	28
AP	3
Drop:	Grenade, Antidote
Steal:	Eye Drops
Morph:	Hi-Potion
Skills:	-



Gadzooks! Something's gone horribly wrong during the ID scan, and now you have only 15 seconds to get out of each train car and into the next one. Failure to do so will result in your having to jump from the train far away from your eventual destination. But you still have a few seconds per car to talk to the locals... and pick up a few free items! The bum on the top screen has a Phoenix Down he won't mind parting with, and the guy right up front in the second car (middle shot) has a Hi-Potion. But watch out for pickpockets in car 3. If they rip you off (100 gil), you can get your money back by following them to wherever they go, and talking to them repeatedly.

Once you jump from the train, you'll only have to run a little ways into the screen (depending on which car you jumped from) to get to the entrance to the Sector 4 Plate. But what if you run towards the screen? Eventually you'll get to a guard bank where you'll have to fight Special Combatants over and over until you decide to run away. It's a good place to rack up on XP and grenades, but you'll have to take my word for it when I tell you that ultimately there's no way to win and get inside.



Midgar -Sector 4 Plate & Reactor #5



1. Cross the Sector 4 Plate.
2. Set the bomb.
3. Unlock the door, and escape!



Items/Skills/Materia

Potion	Tent	Ether
Titan Bangle		

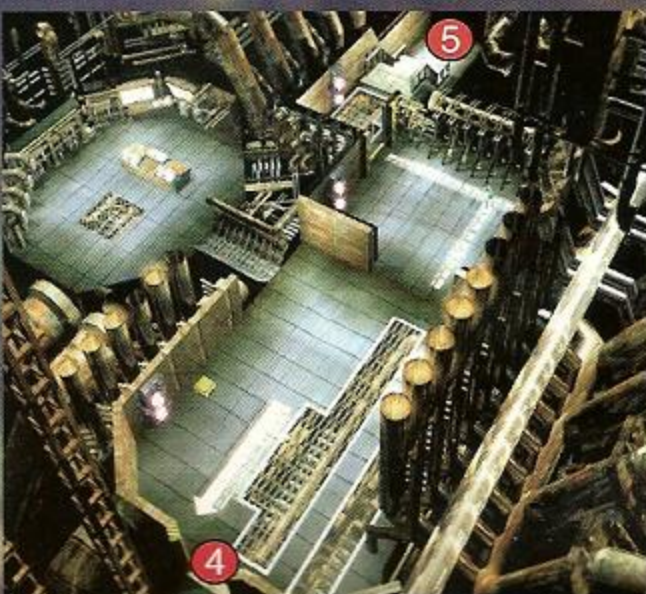
	Blugu
HP 120 MP 0	
Weak: Lightning	
XP 18 AP 2	
Drop: Potion	
Steal: Eye Drops	
Morph: Potion	
Skills: -	

	Smogger
HP 90 MP 0	
Weak: -	
XP 32 AP 3	
Drop: Deadly Waste	
Steal: Smoke Bomb	
Morph: Hi-Potion	
Skills: -	

	Blood Taste
HP 72 MP 0	
Weak: -	
XP 24 AP 2	
Drop: Antidote	
Steal: Eye Drops	
Morph: Potion	
Skills: -	

	Proto Machinegun
HP 100 MP 0	
Weak: Lightning	
XP 16 AP 2	
Drop: -	
Steal: -	
Morph: Potion	
Skills: -	

	Special Combatant
HP 60 MP 0	
Weak: -	
XP 28 AP 3	
Drop: Antidote, Grenade	
Steal: Eye Drops	
Morph: Hi-Potion	
Skills: -	



The Sector 4 Plate is pretty straightforward (all the ladders lead to the same place), but you'll have to do the 5th Reactor in the right order to proceed.



First, take route 1-3 to set the bomb, and then retrace your steps back up to route 4. To open that door, you'll all need to press the buttons (left) at the same time... Wait for about two seconds after Tifa's text box clears before you hit your switch.

The enemies here can be tough, so make sure you have an Enemy-All-equipped Lightning so you can off those nasty 5-packs of Proto Machineguns before they shoot!

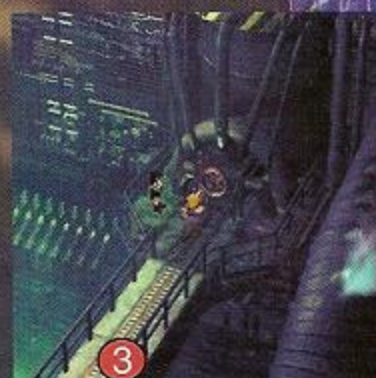
Finally, before you go through that last door (#5) make sure you're all healed and ready for a fight... The Shinra corporation has a few surprises waiting for you.



Boss Strategies

	Air Buster
HP 1200 MP 0	
Weak: Lightning	
XP 180 AP 16	
Drop: Titan Bangle	
Steal: -	
Morph: -	
Skills: -	

If you're prepared (everyone at full health), this guy'll pretty much kill himself for you. Just let him hit you with explosions, then take him down with a limit break or two. He can do serious damage (and fast!), so heal even minor wounds quickly.



Midgar - Church & Sector 5 Slums

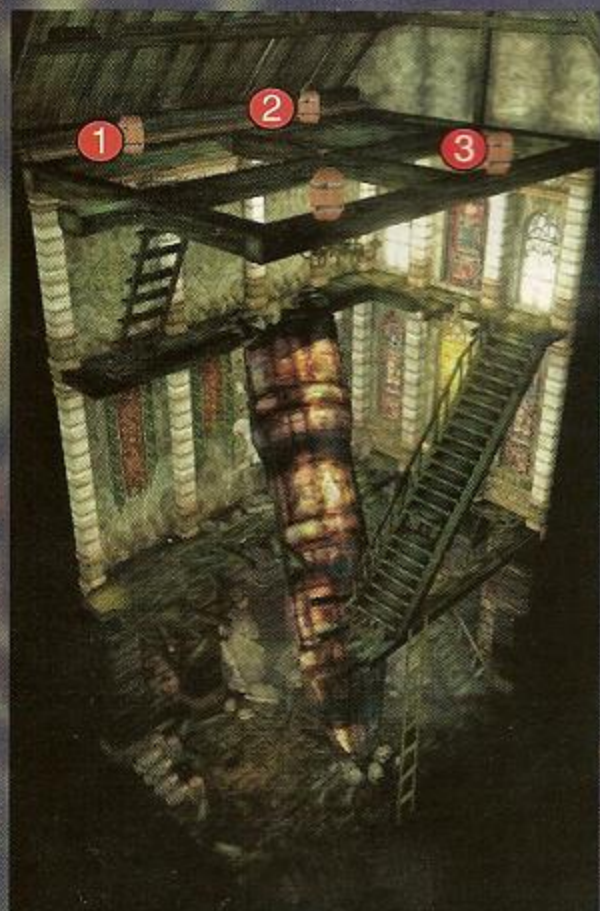


1. Help Aerith escape from Reno.
2. Escort her to the Sector 5 Slums.
3. Stay the night at Aerith's house.
4. Sneak out without being detected.
5. Head back towards the Sector 7 Slums.

Items/Skills/Materia

Ether

Cover Materia



As Aerith's newly commissioned bodyguard, your first duty is to protect her from

Reno and his pack of MP's. First, equip Aerith with the Titan Bangle you just won, and some materia.

Now, even Aerith can easily take the weenies Reno sends after her, so you don't really have to do anything special to survive this event. But why not take the opportunity to show Aerith just how incredibly cool you are? Tell her to hold on a minute, and then kill the oncoming guards with the barrels stacked in the rafters. Push the left barrel, then the top barrel, then the right barrel, and wham, it's over. Aerith will love you for it.

Hedgehog Pie			
HP	40	MP	52
Weak:	Ice		
XP	20	AP	3
Drop:	Potion		
Steal:	Ether		
Morph:	Ether		
Skills:	-		

There are really only two interesting things in the Sector 5 slums, both in the same place. It's the 2nd floor of the residence on the east edge of town, and there you'll find the first ad for Uta's "Turtle's Paradise" bar... You get a prize if you read all six. The second is the hidden drawer in the dresser... You could rob the poor kid of his 5 measly bucks,

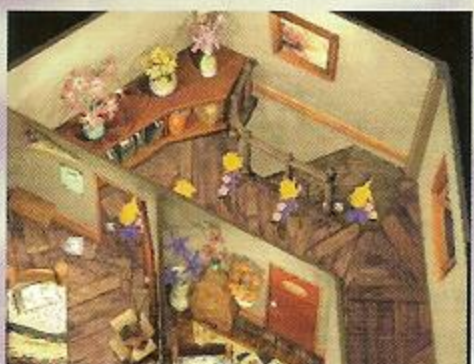
but it's better not too. If you wait until the next time you visit this town, the kid'll give you something you might actually want: a nice Turbo Ether!



Newsflash to Aerith: The church isn't the only place flowers can grow, there's a billion of them in your own backyard! Clearly she's never been there, which is probably why she didn't notice the

Cover Materia (check out the basic training section for warnings on using this in conjunction with limit breaks) and the bottle of Ether.

Stay the night at Aerith's house, and then do her mom a favor by ditching her early in the morning... You'll need to take it nice and easy (no running!) and avoid all of the creaky floorboards by travelling in the route depicted on the right. Don't worry, you'll meet again real soon.



ITEMS		WEAPONS		MATERIA	
Potion	50	Titan Bangle	280	Fire	600
Phoenix Down	300	Grenade	80	Ice	600
Antidote	80			Lightning	600
Tent	500			Restore	750

Midgar - Wall Market



1. Cross Sector 6 to the Wall Market.
2. Talk to the guards at the Honey Bee Inn and Don Corneo's Mansion.
3. Get Cloud a dress and wig.
4. Find the other cross-dressing items.
5. Change and sneak into Corneo's Mansion.



Items/Skills/Materia

Ether

Phoenix Down

Hyper



You'll have to cross through Sectors 5 & 6 to get to Sector 7, and the enemies you'll encounter, especially in Sector 6, can be incredibly difficult. Luckily, the route is short, so you can afford to use offensive magic continuously, and use the Restore Materia to heal yourself back to HP Max after every fight.

Enemies Appearing in Sector 5 & 6

Hedgehog Pie	
HP	40 MP 52
Weak:	Ice
XP	20 AP 3

Drop:	Potion
Steal:	Ether
Morph:	Ether
Skills:	-

Vice	
HP	68 MP 0
Weak:	-
XP	24 AP 3

Drop:	Potion
Steal:	Speed Drink
Morph:	Potion
Skills:	-

Hell House	
HP	450 MP 0
Weak:	Lightning
XP	44 AP 6

Drop:	Potion
Steal:	-
Morph:	Potion
Skills:	-

Whole Eater	
HP	72 MP 0
Weak:	-
XP	24 AP 2

Drop:	-
Steal:	Potion
Morph:	Potion
Skills:	-



Is that... Tifa? Sure looks like it, so you're gonna have to abandon your plans of returning to Sector 7 and head into Wall Market to investigate. After you've explored and done your shopping, head on over to the Honey Bee Inn that's just past the southwest exit of Wall Market's lower half. Ask the bouncer about Tifa, and he'll refer you to Don Corneo's mansion, which is just north of Wall Market's top half. Talk to *his* bouncer, and then confer with Aerith... She has a plan, and you're not gonna like it. Yep, the only way in is for poor Cloud to dress up as a woman and sneak past with Aerith's help.

You only need to get a dress and a wig to get past the guard, but damn it, if you're going to do something, you might as well do it right. So put the kids to bed and close the blinds, 'cause we're gonna make you the best darn cross-dresser you can be! See the facing page for the list of all five cross-dressing items!



There's nothing you can do in this room at this time. You'll come back here for Tifa's best weapon much later.

ITEMS

Potion	50
Phoenix Down	300
Antidote	80
Echo Screen	100
Eye Drops	50
Hyper	100
Tranquilizer	100
Hi-Potion	300
Tent	500

WEAPONS

Mythril Rod	370
Metal Knuckle	320
Assault Gun	350
Titan Bangle	280
Mythril Armlet	350

MATERIA

Fire	600
Ice	600
Lightning	600
Restore	750
Cover	1000

Midgar - Wall Market (cont.)



Dress



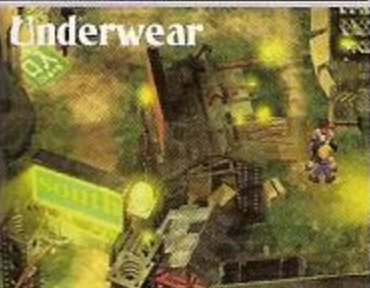
To get your dress, ask at the dress shop, where the clerk will send you to talk with the dress-maker at the bar in the middle left of the top half of Wall Market. Which dress you get depends on how you answer his questions: "soft" and "shimmers" gets you the **Silk Dress** (the best), "soft" and "shiny" gets you a **Satin Dress**, choosing "clean" gets you a **Cotton Dress**. Head back to the dress shop to pick it up.

Wig



The dress shop owners will set up the wig for you... Head to the health club in the lower part of the top map, where you'll have to beat one of the patrons at Squats (go slow and steady to win, since the time penalty for messing up is fairly serious) to get it. If you win, you get the **Blonde Wig**, if you tie or lose you get the **Dyed Wig** or just plain **Wig**, respectively.

Underwear



Talk to this guy to get a **Member's Card** for the Honey Bee Inn. Head on in and participate in either of the rooms (listed below), and you'll get **Bikini Briefs** (bottom room) or **Lingerie** (top room). You must talk to the bee girl in your room after the event to get the lingerie.

Cologne



Eat at the restaurant near the top of the lower half of Wall Market. Order whatever and then tell the cook it was "okay." Get your free Pharmacy Coupon and trade it in (at the pharmacy), for an Extinguisher (**Sexy Cologne**, the best), Deodorant (**Flower Cologne**), or Disinfectant (**Cologne**). Give your item to the girl in the bathroom of the bar, and she'll give you the cologne.

Tiara



Talk to the guy in the northernmost store of the lower half of the map. He'll send you to stay at the inn, and get him an item from the vending machine at the middle of the night. When you bring it back to him, you'll get a **Diamond Tiara** if you bought the most expensive item, a **Ruby Tiara** for the middle-priced one, and a **Glass Tiara** if it was the cheapest one.



Once you have all of your items, go to the dress shop to change, and then head back to Corneo's mansion, where you'll finally be allowed in. Find Tifa in the basement, then all of you can go face Corneo together. He'll pick his one companion for the night, and the other two will be thrown to his henchmen to entertain them. If you're picked (you will be if you have enough points, based on the quality of your costume), you'll get to mess with his mind for a bit before the others come rushing in. If you're not picked, you'll have to fight his henchmen (there's a Phoenix Down in one of their rooms) and then come to the rescue of whoever was picked. There's a free Hyper behind his bed.



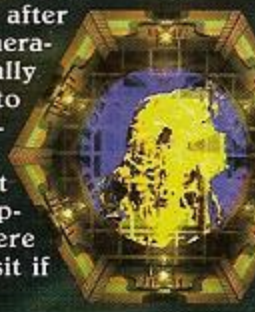
Unspeakable Horrors at the Honey Bee Inn



Your only opportunity to visit the Honey Bee Inn comes after you get the dress but before you change into it. You can peep in on the two rooms at the right, or participate in either of



the rooms at the left... I'd describe them for you if I could, but after months of therapy, I've finally managed to almost completely repress what actually happened there (shiver)... Visit if you dare!

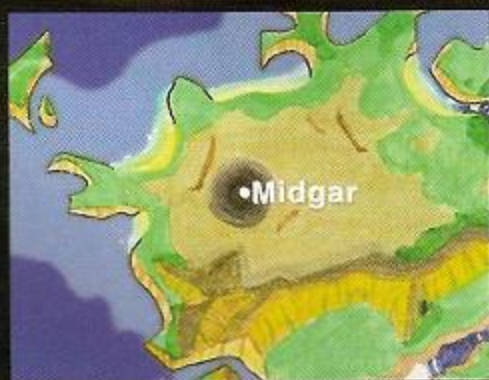


The lower room doesn't get you as good of an item, but it's far, far more disturbing.

Midgar - Sewers & Train Graveyard




1. Escape from the Sewers.
2. Cross the Train Graveyard.
3. Return to the Sector 6 Slums.




Items/Skills/Materia


Potion (x4)	Steal Materia	Hi-Potion (x2)
Echo Screen	Ether	Phoenix Down
Striking Staff		


Sewer Enemies


	Sahagin
HP	150 MP 0
Weak:	-
XP	30 AP 3
Drop:	Potion, Hyper
Steal:	Hyper
Morph:	Potion
Skills:	-


	Caesar
HP	120 MP 0
Weak:	Ice
XP	23 AP 2
Drop:	Potion, Tranquilizer
Steal:	Tranquilizer
Morph:	Potion
Skills:	-

Trainyard Enemies


	Deenglow
HP	120 MP 72
Weak:	Wind
XP	35 AP 4
Drop:	Graviball
Steal:	Ether
Morph:	Phoenix Down
Skills:	-

	Ghost
HP	130 MP 80
Weak:	Fire, Holy, Heal
XP	30 AP 3
Drop:	Ghost Hand
Steal:	Ghost Hand
Morph:	Ether
Skills:	-

	Eligor
HP	300 MP 67
Weak:	-
XP	36 AP 4
Drop:	Echo Screen
Steal:	Striking Staff
Morph:	Mute Mask
Skills:	-

	Cripshay
HP	100 MP 0
Weak:	-
XP	26 AP 3
Drop:	Potion
Steal:	Potion
Morph:	Potion
Skills:	-

Boss Strategies

	Apus
HP	1800 MP 0
Weak:	Fire
XP	240 AP 22
Drop:	Phoenix Down
Steal:	-
Morph:	-
Skills:	-

Another relatively easy kill... Just toast him with fire, and keep your HP totals up in case he attacks with a series of tidal waves.



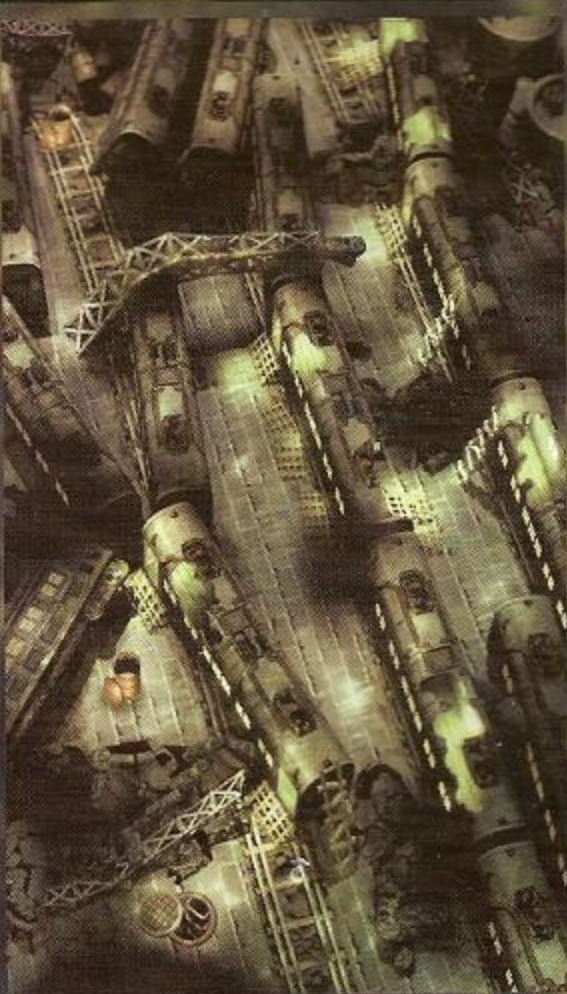
The big excitement here in the sewers is the Steal Materia, one of the most useful items in the game. While most enemies just give you crap like potions and tranquilizers, there are a couple of enemies in

every area that are carrying weapons or armor that won't be available for sale until many game hours later (if at all!). Case in point: The rare trainyard enemy Eligor. If you come across him, let him work you over for as long as you can stand until you can successfully steal Aerith's

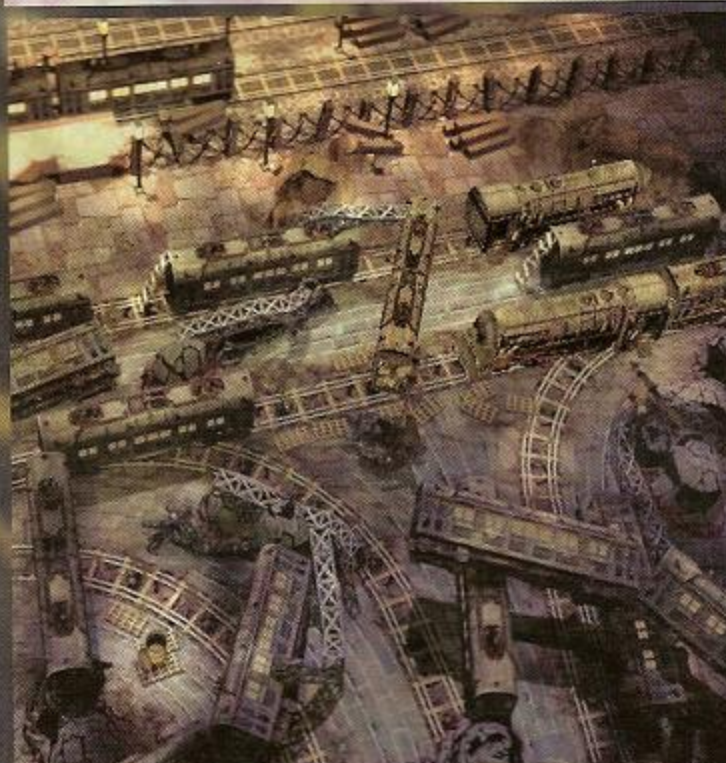
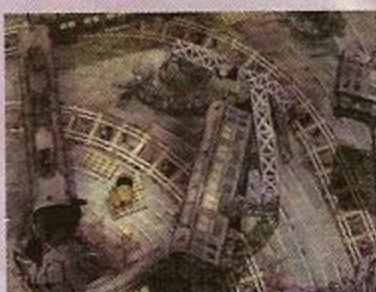
Striking Staff. She won't be able to buy that powerful weapon for at least five or ten more game hours.



You'll need to hop *into* the two brown-colored trains on the right side of the second part of the trainyard to make a bridge back to the slums.



Don't be too proud to search in the garbage cans in the trainyard... They're full of mediocre items.



Midgar -Sector 6 Plate Support

1. Defeat Reno atop the support pole.
2. Revisit Aerith's house.
3. Return to the Wall Market.
4. Purchase the Zinc Batteries.
5. Climb up to the Shinra Building.



Items/Skills/Materia

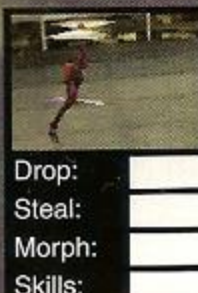
Turbo Ether

Sense Materia

Ether



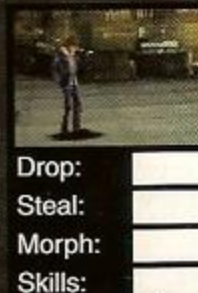
There's no chance to heal up before you have to climb the support pole, so take advantage of the save spot and use a tent if necessary (you can buy one from the bystanding shopkeeper).



Aero Combatant

HP 190 MP 0
Weak: Gravity, Wind
XP 40 AP 4

Drop:	Potion
Steal:	Potion
Morph:	Potion
Skills:	-



Reno

HP 1000 MP 0
Weak: -
XP 290 AP 22

Drop:	Ether
Steal:	-
Morph:	-
Skills:	-

Boss Strategies

Be careful here... Reno's not so tough in terms of damage-dealing capability, but his pyramids are deceptively deadly. As soon as a character gets trapped by one, he or she's out of combat 'til another character can bail them out (just choose attack and select the pyramid as the target). Don't procrastinate, cause if he can get them on all three of you, it's Game Over.



Remember this kid on the left? While you're in town why not stop by and pick up that Turbo Ether you earned by leaving his money alone?

On your way to the Wall Market, don't miss the handy Sense Materia. Check out the



Basic Training section (page 5) for a funky tip on how to use it effectively.

And while you're visiting the Wall Market, why not check up on your old friend Don Corneo? Unfortunately, he's long gone (don't worry, you'll meet again), but you can set free one of his subordinates from the rack in the basement. You don't get anything



for doing this, just good karma, I suppose. Oh, and speaking of his subordinates, you can now visit their room and pick up the Phoenix Down that you missed if Cloud was the one who Corneo picked to be his companion for the night.



Buy the batteries here...

There's only one route to the Shinra Building, and that's to scale the wall of pipes, cables and garbage in the northeast corner of the Wall Market. But you won't be able to make it without a little help, so you'll need to talk to the people collecting garbage in the upper half of Wall Market, who will direct you to the man on the left side of the weapon shop. For three hundred bucks, he'll sell you the three batteries you need to power the various broken contraptions strewn about on your way up, opening up the route for you.



Jump... NOW!



And then just set them in the slots to activate the machinery.



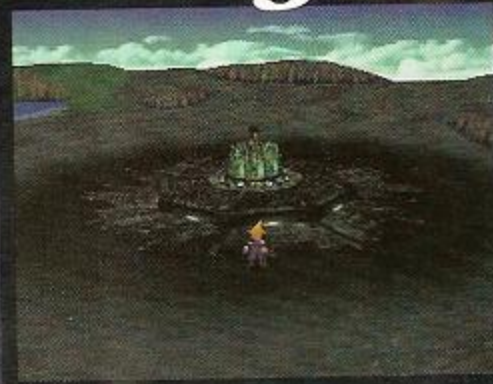
Using a battery here is not necessary... It just gets you an ether.



I guess it's not really that important, but if you think about it, there really aren't that many words in English that begin with "A-v-e-r-l." Actually, according to the dictionary, there aren't any. Want to know what I think they were aiming for here? "Averlanche." Seriously.

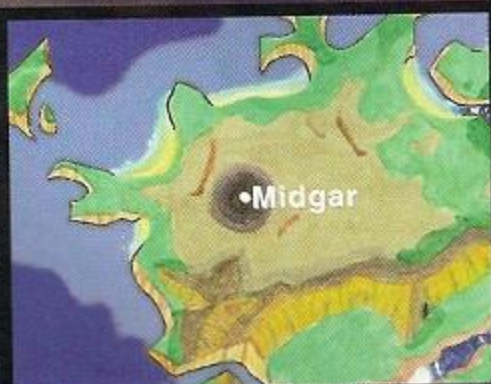
Midgar - Shinra Building

(See each floor for guidance)

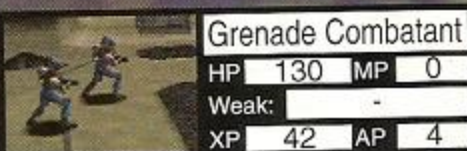


Items/Skills/Materia

Elixir (stairs)	Elemental Mat. (62F)	Star Pendant (63F)
Four Slot (63F)	Enemy-All Mat. (63F)	Ether (64F)
Phoenix Down (64F)	Poison Materia (68F)	E Skill Materia (68F)
Potion (x4) (68F)	Talisman (Boss)	Mythril Armlet (Boss)
Protect Vest (Boss)	Guard Source (Boss)	Star Pendant (Boss)
Hard Edge	Carbon Bangle	



Enemies Appearing on Floors 1-3, 59 & 60 and on the Elevator



Grenade Combatant
HP 130 MP 0
Weak: -
XP 42 AP 4

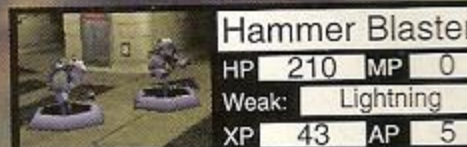
Drop: Grenade
Steal: Tranquilizer
Morph: Grenade
Skills: -



Mighty Grunt
HP 230 MP 0
Weak: -
XP 50 AP 5

Drop: Tranquilizer
Steal: Tranquilizer, Grenade
Morph: -
Skills: -

Enemies Appearing on the Elevator, and From Floor 65 on



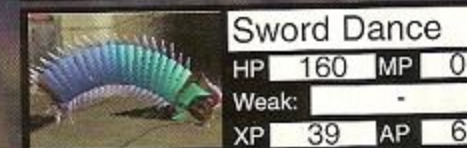
Hammer Blaster
HP 210 MP 0
Weak: Lightning
XP 43 AP 5

Drop: Leco Weed
Steal: Echo Screen
Morph: Smoke Bomb
Skills: -



Moth Slasher
HP 260 MP 0
Weak: Lightning
XP 46 AP 5

Drop: -
Steal: Carbon Bangle
Morph: -
Skills: -



Sword Dance
HP 160 MP 0
Weak: -
XP 39 AP 6

Drop: Leco Weed
Steal: Grenade
Morph: Light Curtain
Skills: -



The big question here is, "straight through the lobby, or around back and up the stairs?" The stairs are long and boring, and the only thing up there is an elixir, but there are no enemies. If you go through the front, you'll find a 2nd Turtle's Paradise Inn ad, a shop, an FMV clip advertising Shinra's fine line of automobiles, and have a first crack at stealing some cool stuff from some relatively tough enemies.

The answer? Well, if you're playing the game with the goal of getting everything, the answer is "both." Yep, forty hours from now you'll be denied the chance to get a mediocre weapon for Red-XIII (but one that's unavailable anywhere else) if you didn't run all the way up the stairs, grab the elixir, and then run all the way back down again and go in the front. Have a nice hike!



Here's that second Turtle's Paradise Inn ad, right on Shinra's 1st floor message board. If you took the stairs, make sure you come back for it!



It kinda looks like a bank of monitors, but that green thing is the entrance to the Shinra co. gift shop. They only sell regular item shop staples, but the FMV sequence you get if you check out the monitor makes it well worth the trip.



Hey, why mess around with lots of little cylinders when you can have a Shinra-mobile with "big one cylinder?" I'm sold!



Midgar - Shinra Building (cont.)



Floor 59 The stops on the elevator ride up are random. Expect to fight four or five battles, and run into one or two very startled Shinra employees. 59 is as far as the elevators go without a key card: You'll need these to progress to the higher floors, with each key's name indicating what the highest floor it can travel to is. You'll get your first one, **Key Card 60** as soon as you kill the three Mighty Grunts guarding the door.



Floor 60 You'll need to sneak across these guards by having Cloud run for it when they turn away and stop as soon as they look your way... And make sure that when they do, you're not within their line of sight (luckily they both have incredible tunnel vision). Once you make it, you can signal Bullet and Tifa across with the O button, but be careful, if you screw up either time you'll be

sandwiched between two tough enemies, and have to start over. Don't worry if you're having trouble with this... by the fourth time you screw up all the guards will be dead.



Floor 61 Floor 61 is a rest area that has no enemies (a luxury you'll enjoy for the next three floors as well) and requires no key card. But to proceed from here, you'll need to get **Key Card 62** from the grey-suited power-walker who tends to hang around in the lower right-hand corner of the room. Don't ask him about Aerith, let him assume you're part of a maintenance crew.



Floor 62 This guy will give you **Key Card 65**, allowing you access to some of the Shinra's building most exclusive floors, if you'll answer a little riddle for him (and you thought your company had security problems!)

Sure, I'd love to just tell you the solution and ruin it for you, but the puzzle is actually random. To solve it you'll need to (!!!Don't read past here if you don't want it

ruined!!!) investigate the four library rooms, find the one book that's mis-filed (ie, doesn't fit the description on the door), and then memorize whatever letter matches the number before the title. For example, if the book is titled "16 Final Fantasy VII Ultimate Guide" you would remember the letter "U," and that would be one of the four letters in the password (the order isn't important). Repeat for each library section.

If you get it on the first try, you'll get the Elemental Materia... A decent prize, but something you might not want to waste a materia slot on (if you do use it, hook it to Lightning). See the Materia section for tips on usage.





Floor 63 Bonus floor! Your mission here is to get the three bags hidden in this room by only opening three doors. It looks impossible, but a duct system connecting the left and right-most treasure rooms makes it a snap, if you open the right doors, which I've ever-so-kindly circled in red for you. The prize for Coupon A is a Star Pendant (an accessory that protects you against poison), B is a special Four Slot armor (one that really sucks in the defense department), and C is a second Enemy-All materia.





Midgar - Shinra Building (cont.)

Enemies Appearing on Floor 67 and above

	Soldier 3rd			
	HP	250	MP	40
	Weak:	Fire		
	XP	54	AP	6
	Drop:	Leco Weed		
Steal:	Hard Edge			
Morph:	Blot Plume			
Skills:	-			


	Warning Board			
HP	270	MP	0	
Weak:	-			
XP	38	AP	4	
Drop:	-			
Steal:	-			
Morph:	-			
Skills:	-			

	Machine Gun			
	HP	155	MP	0
	Weak:	Lightning		
	XP	5	AP	0
Drop:	-			
Steal:	-			
Morph:	Hi-Potion			
Skills:	-			

	Laser Cannon			
	HP	155	MP	0
	Weak:	Lightning		
	XP	5	AP	0
Drop:	-			
Steal:	-			
Morph:	Hi-Potion			
Skills:	-			

Boss Strategies

Oops... Here's a tip for those new to the FF series: If your enemy does it to you, don't do it him. Meaning that now would be a very bad opportunity to try out the Poison Materia you just got, because you'll only end up healing this guy. Concentrate on spells with this guy, and don't waste time with his little buddies: they regenerate.

	H0512		
HP	1000	MP	120
Weak:	-		
XP	300	AP	30
Drop:	Talisman		
Steal:	-		
Morph:	-		
Skills:	-		

Floor 64

Another R&R floor, don't miss the opportunity to rest up and save here, and (just for fun) make Cloud run on the treadmill for a minute or two until he passes out. Whee!



Go ahead and try out the vending machine. Didn't work? Don't worry, you'll get your lovely beverage... when you come back to Midgar about 40 game hours later. How do you get the mysterious Megaphone out of the locker? (It's Cait Sith's best!) Same answer. Don't forget where you left it! You can take the Phoenix Down & Ether right now, though.

Floor 65

This puzzle is relatively easy, but the random enemy encounters on this floor give you an incentive to move quickly... Just search the chests until you find the right model piece, insert it into the big Midgar model, and then search the chests for the next one. The last one contains a **Card Key 66**.



Floor 66

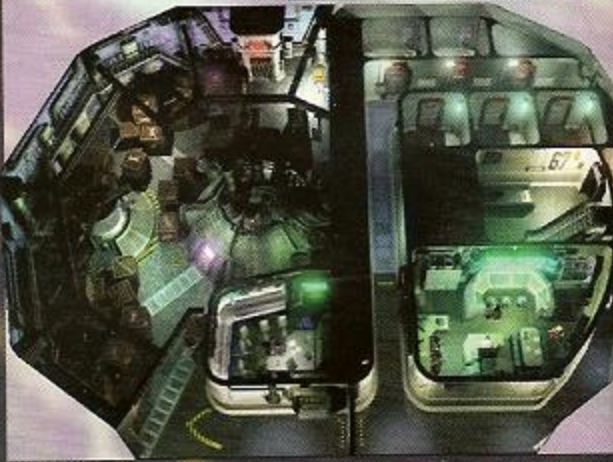
Sneak into Shinra's secret meeting through the grate over the toilet in the bathroom... Then follow Hojo up the stairs to floor 67, where he's forgotten to lock the door.

For fun, try following around the secretary on the right and listening to her pass judgment on her colleagues. Won't she ever find Mr. Right? (sigh)



Floor 67

Follow Hojo through the unlocked door, grab the Poison Materia, and take the service elevator up to floor 68 to save Aerith and Red-XIII, and fight the first of many Shinra building bosses. Don't miss the E.Skill materia he leaves behind in the specimen chamber afterward!!!



Midgar - Shinra Building (cont.)

Steal! Steal! Steal!



In addition to the Moth Slasher enemy and the incredibly effective Carbon Bangle armor (featuring three materia slots and over 50% higher defense) it holds, you can now steal Cloud's Hard Edge weapon from the Soldiers 3rd Class that have just joined in the fight. This four slot, 32 attack power weapon is a 1500 gil value that's yours for free! All you have to do to get it is survive the Soldiers' brutal beatings as you try and fail to steal from them... It may take a while (and some life), but it's worth it!



Once H0512 has been safely dispatched, it's time to head down to the elevators and reunite with the rest of your party. Grab **Card Key 68** from this guy, and it looks like your mission's done. Unfortunately, the Turks have other ideas...

And now, Cloud and crew have bigger problems than they ever imagined... You won't be needing Card Keys anymore, just head straight on up to the top of the building following Sephiroth's trail of blood. Make sure you save, heal, and rearrange your Materia when you get to the save spot on the 69th Floor. Cloud will have to fight a boss by himself, and Aerith, Barret, and Red-XIII will have to fight two in a row once they get on that 69th floor elevator. Tifa won't be doing much of anything, so give her Materia to the people who will have bosses... But make sure you give it back (or take her out of your party) before you fight the big boss at the end of the cool (and easy) bike-racing mini game, or she'll be a big hunk of dead weight when you're going to be needing a strong party most. Your last chance to save the game comes *before* you (as Cloud) talk to Tifa. Don't miss it, the last boss here is tough.



Enemies Appearing After the Prison Event

BrainPod	
HP	240 MP 46
Weak:	Holy, Heal
XP	52 AP 6
Drop:	Deadly Waste
Steal:	Antidote
Morph:	Deadly Waste
Skills:	-

Vargid Police	
HP	140 MP 28
Weak:	-
XP	44 AP 7
Drop:	Phoenix Down
Steal:	Tranquilizer
Morph:	Tranquilizer
Skills:	-

Zenene	
HP	250 MP 93
Weak:	Holy, Heal
XP	58 AP 6
Drop:	Ether
Steal:	Deadly Waste
Morph:	Remedy
Skills:	-



Floor 68



Floor 69

This door leads to outside balcony



Floor 70

Boss!

Hundred Gunner	
HP	1600 MP 0
Weak:	Lightning
XP	330 AP 35
Drop:	-
Steal:	-
Morph:	-
Skills:	-

Boss!

Heligunner	
HP	1000 MP 0
Weak:	Lightning, Wind
XP	250 AP 25
Drop:	Mythril Gauntlet
Steal:	-
Morph:	-
Skills:	-

Barret, Aerith, and Red-XIII will have their hands full with two bosses in a row, and no chance to heal in between. Since Aerith and Red-XIII won't be able to hit them with regular attacks, make sure both have a Materia that allows them to do some long range spell damage (preferably lightning). Hypers are a must, too. Despite their distance, Red-XIII's limit break WILL damage these bosses.

Boss!

Rufus Shinra	
HP	500 MP 0
Weak:	-
XP	240 AP 35
Drop:	Protect Vest
Steal:	-
Morph:	-
Skills:	-

and Boss!!

Motor Ball	
HP	2600 MP 120
Weak:	Lightning
XP	440 AP 45
Drop:	Star Pendant
Steal:	-
Morph:	-
Skills:	-

Rufus isn't so tough by himself, but when he and his pet double team you, you're at a serious disadvantage. Hit the dog with everything you got (he's only got 140 HP) before he can give Rufus the shield. Then off Rufus at your leisure.

Motor Ball, though, he's TOUGH. Don't let the ease of the last three bosses let you get cocky, this guy can do 200-300 points of damage to everyone in a single shot, more than enough to wipe you out completely if you haven't been healing constantly (now would be a great time to get a Heal+Enemy-All combination going). Fortunately, like most Shinra defense products, he's got a soft spot for lightning, and if you want to live to see the world outside Midgar, your best chance is to exploit that.



2. Sephiroth

Midgar Area

Items/Skills/Materia

Matra Magic


Atomic Scissors

	Devil Ride	
	HP	240 MP 0
	Weak:	-
	XP	60 AP 6

Drop:	Potion
Steal:	Hi-Potion
Morph:	Hi-Potion
Skills:	-

	Kalm Fang	
	HP	160 MP 0
	Weak:	Fire
	XP	53 AP 5

Drop:	Potion
Steal:	Ether
Morph:	Hi-Potion
Skills:	-

	Prowler	
	HP	150 MP 0
	Weak:	-
	XP	55 AP 5

Drop:	Potion
Steal:	Ether
Morph:	Hi-Potion
Skills:	-

	Custom Sweeper	
	HP	300 MP 100
	Weak:	Lightning
	XP	63 AP 7

Drop:	Potion
Steal:	Atomic Scissors
Morph:	X-Potion
Skills:	Matra Magic

Welcome to the outside world! Kalm is just a little ways to the Northeast, but why not enjoy the charms of the Midgar area first? I'm referring specifically to the goody-dispensing Custom Sweeper "enemies." These rare finds not only have a powerful new weapon for Barret (far better than the one you can buy at Kalm) waiting to be stolen, they'll also teach you your first enemy skill. If you manage to come across a pair, do whatever you have to do to keep them alive until they cast Matra Magic on your party. Since this spell targets everyone, it will automatically hit the party member who has the Enemy Skills materia equipped (you do have it equipped, right?), teaching him or her that spell forever! Now you can return the favor and let loose a few missiles of your own... Once you've stolen that Atomic Scissors, of course.

Speaking of stealing things, keep a special eye out for the Prowler enemies... These annoying little punks like to hide in the back row, steal the most expensive item you own, and then disappear in a cloud of gas. Do whatever it takes to kill them when they first appear... If you wait until they've snagged something, it may be too late.



When you first arrive in Kalm, head to the inn to begin Cloud's interactive flashback about Sephiroth, a man you're going to be hearing quite a bit about. The results of battles and such have no bearing on the rest of the game, but there is one thing you can do in memory land that will have consequences on the future. When young Cloud arrives in Nibelheim, make sure you go to visit Tifa's house, in the Southwest of town. Tifa's room is on the second floor, with the piano. The important thing here is to sit down at the piano, and when Tifa asks if you actually played it, tell her that you did, a little. Then remember the notes Cloud speaks aloud as he played... You'll have to perform them five years later. Don't worry about writing 'em down, I'll print them in the Nibelheim section. Oh, and while you're here, you can risk Tifa's ire by going through her dresser, if you dare!



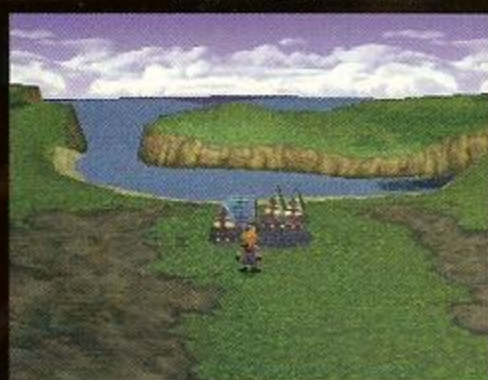
Kalm



1. Search Kalm for various items.
2. Head further east to the Chocobo Ranch.

Items/Skills/Materia

Ether x 3	Guard Source	Megalixir
Peacemaker	Beta	



WEAPONS & ARMOR

Mythril Saber	1000
Cannon Ball	950
Mythril Claw	750
Full Metal Staff	800
Mythril Armlet	300

MATERIA

Earth	1500
Poison	1500
Steal	1200
Sense	1000
Heal	1500

ITEMS

Potion	50
Phoenix Down	300
Antidote	80
Eye Drops	50
Hyper	100
Tranquilizer	100
Tent	500



There really isn't anything exciting to buy or do in Kalm, but there is a lot of good stuff to steal. Once you've completed your official business here (the only thing you have to do here, after the memory sequence, is talk to the miner in the bar), pillage the town for its Guard Source, Megalixir, and two Ethers. You can even find one of Vincent's weapons, long before you'll find Vincent himself.



It looks like you can make it on foot, but the serpent always catches up at the last second.



Once you catch up with one, ever so gently dispatch its companions...



Or he'll run away after giving everyone a good pecking.

Your next goal, clearly, is to cross the Mythril Mine southeast of Kalm. Unfortunately, it's surrounded by a swamp that seems to be the home of the dreaded Midgarsorm, a very nasty creature that doesn't like visitors (Just for the curious, the "Midgarsorm," is the legendary giant serpent that circles the world of Midgar, our world, in Norse mythology).

You can try killing it, but even if you do somehow manage to survive long enough to get it down to 0 HP, its post-death attack, (a learnable enemy skill that does 999 points of damage a piece) will probably take you down with him. You can try outrunning him, but even though you can get really, really close... You can't quite make it.

Your only chance is to run across on a zippy Chocobo, and to do that, you'll need to purchase the Choco Lure Materia from the proprietors of the Chocobo Ranch (next page). Then run around on the Chocobo tracks until one appears. Kill all the enemies (but don't hit the Chocobo, this tends to upset them. Although, I do recommend you try it at least once. It's pretty cool to see a Chocobo completely freak out) and he's yours! You can ignore what the Chocobo ranchers say about feeding them "greens," the Chocobos usually don't care.

	Midgarsorm
HP	4000 MP 348
Weak:	-
XP	250 AP 25
Drop:	-
Steal:	-
Morph:	Ex Potion
Skills:	Beta

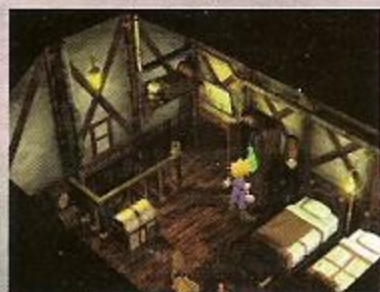
A You'll have to search this dresser five times before the Megalixir will fall out.



B These little closets appear to be part of the background, but they're not—open this one for an Ether.



C Across from the unopenable chest is yet another Ether.



D It takes sharp eyes and good positioning skills to get the Guard Source from this kid's cabinet.



D This gun is your first double AP weapon... Too bad Vincent isn't here to use it.



E And this house has one final Ether for you.



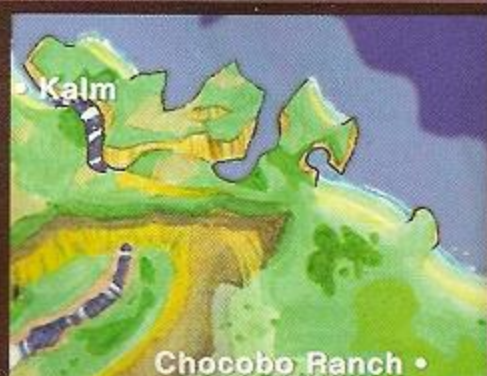
Chocobo Ranch





1. Get Choco/Mog Materia.
2. Buy Chocobo Lure Materia.
3. Learn Chocobuckle.
4. Capture a Chocobo and cross the swamp.


Items/Skills/Materia

Choco/Mog	Chocobo Lure	Chocobuckle
Level 4 Suicide		

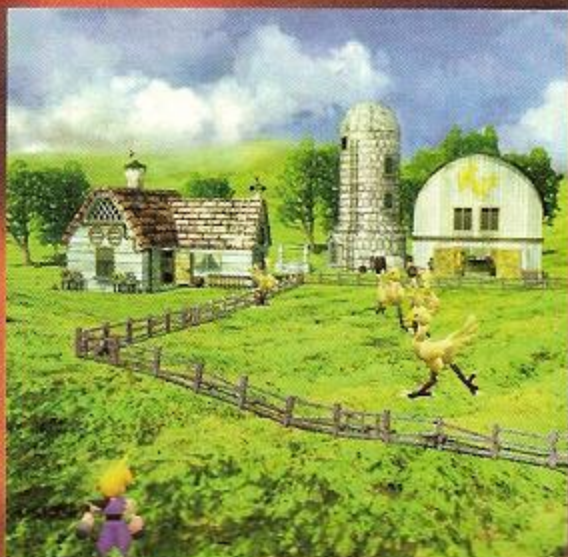


	Elfadunk		
HP	220	MP	34
Weak:	-		
XP	64	AP	7
Drop:	Potion		
Steal:	Hi- Potion		
Morph:	-		
Skills:	-		

	Mu			
	HP	210	MP	52
	Weak:	-		
	XP	54	AP	6
Drop:	Hi-Potion			
Steal:	-			
Morph:	-			
Skills:	Level 4 Suicide			

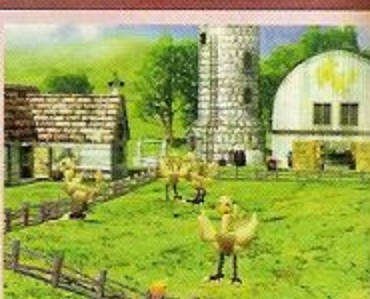
	Mandragora			
HP	120	MP	0	
Weak:	-			
XP	55	AP	6	
Drop:	Lasan Nut			
Steal:	Lasan Nut			
Morph:	Ether			
Skills:	-			

	Levrikon		
HP	200	MP	0
Weak:	-		
XP	65	AP	7
Drop:	Hi-Potion		
Steal:	Ether		
Morph:	Hi-Potion		
Skills:	-		



When you first enter the farm, watch the Chocobos dance and you can pick up your first summon Materia, "Choco/Mog."

After that, head inside to buy the Chocobo Lure Materia. But before you grab a Chocobo and head into the Myhril Mine, you might want to take a few minutes and go for the most difficult enemy skill in the game...



ITEMS & MATERIA

Chocobo Lure	2000
Mimett Greens	1500
Curiel Greens	1000
Pahsana Greens	800
Tantal Greens	400
Krakka Greens	250
Gysahl Greens	100

The Legendary Chocobuckle Magic

Many a gamer will no doubt complete FFXIII missing but one tricky-to-find enemy skill... The infamous Chocobuckle. The process isn't easy, but with a bit of time and effort, this potentially devastating magic can be yours.

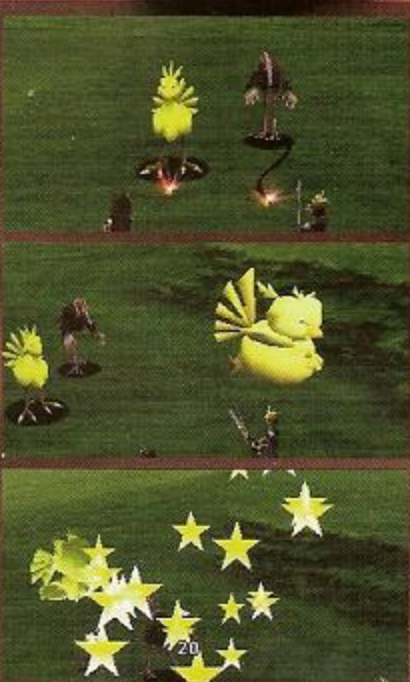
The first step is to hunt down one of the squirrel-like Mu enemies, and get them to cast their own skill on you, Level 4 Suicide. They cast this very rarely, so you'll have no choice but to stall until they do. Once you've learned it with Enemy Skill, you're ready for step 2.

This part hurts... Head back to the Chocobo Ranch, and purchase three Mimett Vegetables, for the pricey sum of 4500 gil. Make sure you don't screw the next part up, 'cause few gamers can afford to pay that price more than once.

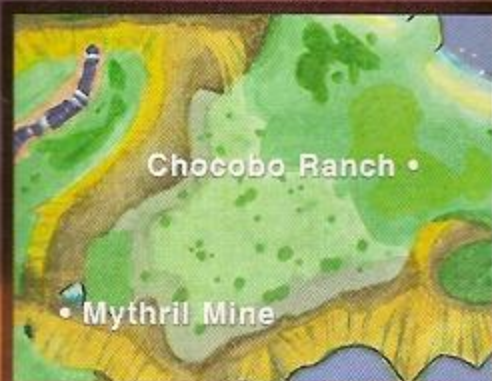
Now you'll need to find a level 16 Chocobo (since Level 4 Suicide only effects creatures whose level is a multiple of 4. Confused yet?)... This is important, as they're relatively rare compared to the far more prevalent Level 13 Chocobos. You should use your Sense materia to make sure, but you can usually tell from the company they keep. If they're with two Levrikons or Elfadunks, you're in business.

Now feed the Chocobo all three Mimett Vegetables (just go to your item screen, select them, and pick the Chocobo as the target). Make sure you don't hit the Chocobo, or kill all of the other monsters, which will end the battle. Once the Chocobo is sufficiently stuffed, hit him with the Level 4 Suicide. The poor guy will respond with Chocobuckle, hitting the original spell's caster, and allowing him to learn it. Sometimes the Chocobo runs away, and sometimes he sticks around, but either way Chocobuckle is yours.

Now give it a try... WHAT? All that for a measly 20 points of damage?! Well, in this picture, yes, but the amount of damage Chocobuckle does is actually based on a formula that multiplies your current level by the number of times you've run away (in this case, once). So if you run away a lot, this spell increases in power dramatically... If you've run away as little as 50 times you'll be doing 4-digit damage even in this early stage of the game! Kill a boss in two shots! If you chicken out 250 times by the end of the game, you'll eventually be able to deal the game's maximum of 9999 points of damage for only 3mp! A great deal for those who feel that discretion is the better part of valor.



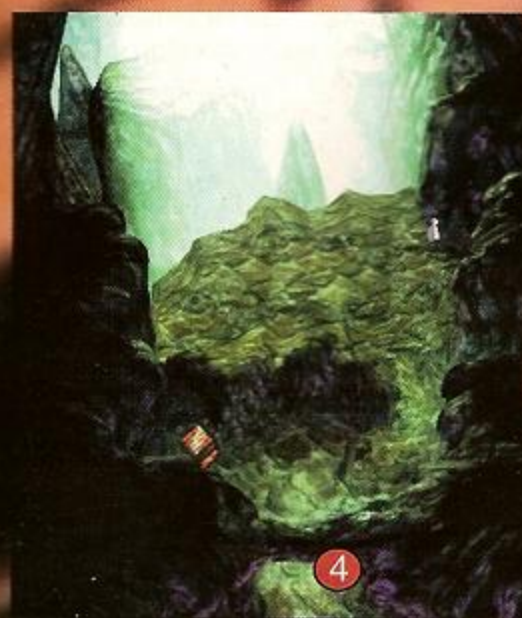
Mythril Mine



1. Cross the Mythril Mine and Head Towards Junon.

Items/Skills/Materia

Mind Source	Long Range	Tent
Ether	Elixir	Hi-Potion
Flame Thrower	Grand Glove	



Castanets

HP	190	MP	0
Weak:	Fire		
XP	65	AP	7

Drop:	Hi-Potion
Steal:	-
Morph:	-
Skills:	-

Archdragon

HP	280	MP	124
Weak:	Wind		
XP	84	AP	10

Drop:	Phoenix Down, Ether
Steal:	Ether
Morph:	Phoenix Down
Skills:	Flame Thrower



Once you get past the swamp, ditch the Chocobo, save your game and head inside. There are a couple of valuable items in here, so make sure you visit all the cave's rooms!

Crawler

HP	140	MP	48
Weak:	Earth		
XP	56	AP	6

Drop:	Hi-Potion
Steal:	-
Morph:	-
Skills:	-

Madouge

HP	220	MP	0
Weak:	-		
XP	70	AP	8

Drop:	Hi-Potion
Steal:	Grand Glove
Morph:	Hi-Potion
Skills:	-



Okay, it isn't exactly Chocobuckle, but that doesn't make Flame Thrower not worth picking up. This spell can seriously hurt enemies with a weakness to fire, making it useful long after spells like Matra Magic have become obsolete. Just don't let your guard down when you're trying to learn it, or you could be its first victim.

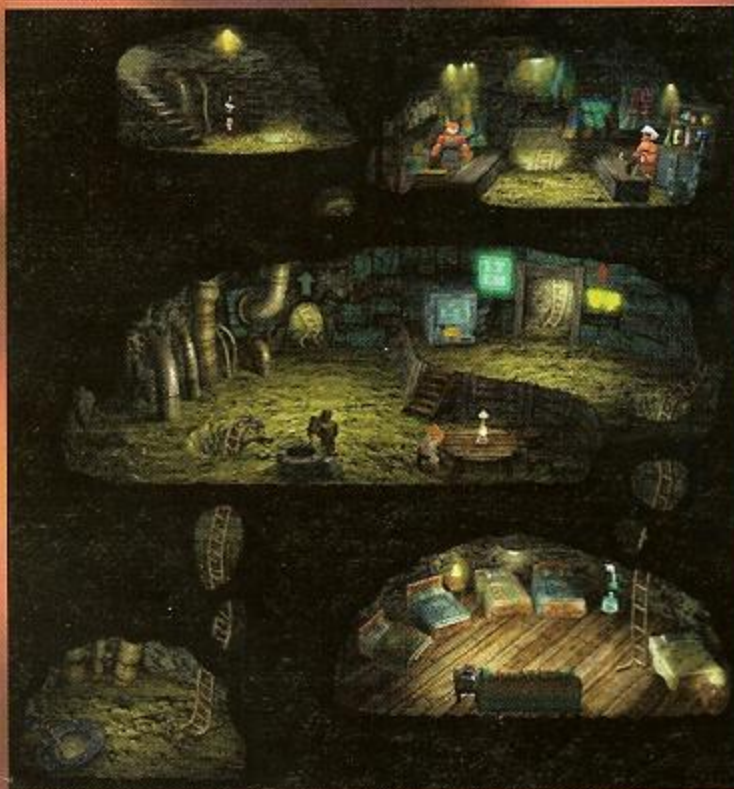
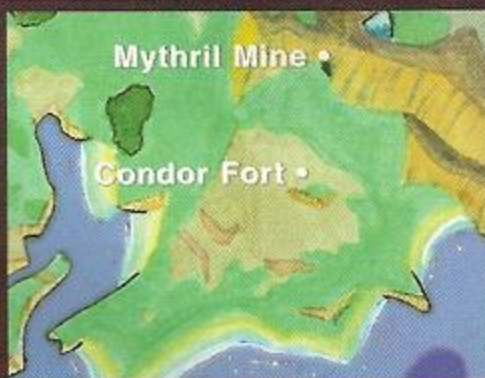
Condor Fort



1. Hire armies and compete against Shinra for fun and prizes.

Items/Skills/Materia

Magic Comb	Peace Ring	Megalixir
Superball		



Condor Fort is one of a number of completely optional areas in Final Fantasy VII. Those who do choose to play will find it adds an interesting element of variety to the game, and presents an opportunity to get a couple of modest items in return. There are seven different battles at Condor Fort, each new level of which is presented after a certain amount of time is elapsed. You must do the battles in order, but if you miss any number of the first six (or even all six of them), you can still fight in the deciding 7th battle, which is a major game event. Those who are interested in conquering all six should check back often.

There are three ways to win at Condor Fort. One is simply to donate money and let their commander do all the work. You win nothing for doing this, except maybe the warm, squishy feeling that you've made a difference. Another is to simply let the enemies invade and fight with their commander, in a traditional FFVII battle. This is actually very easy, but it won't win you anything either... Except in battle 7.

PRIZES

Battle 1	Magic Comb
Battle 2	Peace Ring
Battle 3	Megalixir
Battle 4	Superball
Battle 5	-
Battle 6	-
Battle 7	Huge Materia

So the way to win is to fight the battle yourself, an option that's open to you if you come in with at least 4,000 gil in your pocket. You purchase the units, set them up, and give them their orders. The battle ends when the enemy commander is killed, or when the fort is invaded. If you do lose the battle when the fort is invaded, you won't actually die, and Condor Fort will not fall... The only penalty is that you will have to fight the battle again to progress to the next one, and the prize you get won't be as good as it would have been had you won on the first try.

While anyone with a lot of money should be able to beat just about any Condor Fort battle, there are a few basic strategies that will allow you to save a few of those hard-earned gil.

Know Your Troops! Attackers work best against Beasts, Defenders are best against Barbarians, and Shooters are best against Wyverns. Stoners and Catapults are a good buy, but Workers and Repairers are pretty much a total waste. Why waste time fooling around with little bombs? And there's not much point in healing units that are going to become obsolete by later waves of enemies anyway.

Know Your Terrain: The map was ingeniously designed, so the higher you plan your defense, the less routes the enemies have to the base. If you put it up high, you'll only have to watch three paths, but you won't have much of a margin of error if one gets through. Going lower gets you more breathing room, but you'll have to defend four paths. Whichever you choose, make good use of the natural corners in setting up your traps. Stick catapults and stoners in areas where their line of fire can't be avoided by enemies, and put your guards as close to them as you can, so your foes will be pretty much dead by the time they even make it to your guards. The one exception is with Barbarians, who like to just stand there and shoot from a distance. Your troops have no AI, so you'll have to specifically order them to attack the Barbarians.

Time is on Your Side: In the time before the battle begins, only set up Catapults and Stoners and other stationary devices. Begin the game, and watch for what the enemy sends... It doesn't use all three types of units in the earlier battles, so why buy Defenders if they're not going to use Barbarians? And since the enemy usually sends its units in waves of the same type, watch carefully which route they're going to take, and don't put out your guard force (made of the type of unit they're strongest against, of course!) 'til you're sure they're not going to change course. It'll be a slaughter!



Waiting 'til the last minute allows you to survey which enemies are being sent after you, and buy the troops best suited to take them down.

only have to watch three paths, but you won't have much of a margin of error if one gets through. Going lower gets you more breathing room, but you'll have to defend four paths. Whichever you choose, make good use of the natural corners in setting up your traps. Stick catapults and stoners in areas where their line of fire can't be avoided by enemies, and put your guards as close to them as you can, so your foes will be pretty much dead by the time they even make it to your guards. The one exception is with Barbarians, who like to just stand there and shoot from a distance. Your troops have no AI, so you'll have to specifically order them to attack the Barbarians.



Barbarians can kill even Defenders with their ability to shoot from afar, so make killing them priority one!



Junon Area & Lower Junon



1. Get Yuffie!
2. Visit Lower Junon.
3. Fight Bottom Swell & resuscitate Priscilla.
4. Visit Priscilla to get Shiva Materia, and the Dolphin Whistle.
5. Ride the Dolphin to Upper Junon.

Items/Skills/Materia

Boomerang

Power Wrist

Shiva Materia

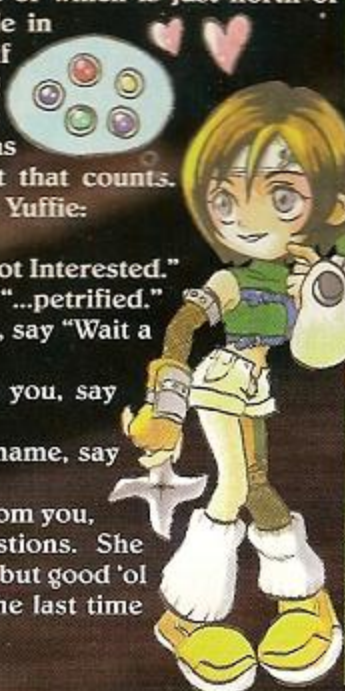


Let's Get Yuffie!

There'll be times when you'll regret it, but you probably want Yuffie in your party, so you might as well do it now! Yuffie appears as a random encounter in forested areas only, the first of which is just north of Junon. She only appears about one battle in eight, so it'll take persistence, especially if you make the wrong comment when talking to her afterwards, and have to repeat the process. Beating her is simple, as she has only about 500 HP... It's what comes next that counts. Here's the list of things to say and do to get Yuffie:

1. DON'T save your game at the save spot.
2. When she asks for a rematch, respond "Not Interested."
3. When she asks if you're afraid of her, say "...petrified."
4. When she says she's really going to leave, say "Wait a second."
5. When she asks if you want her to join you, say "That's right."
6. When you ask if you want to know her name, say "Let's hurry on."

Mess up and she'll steal a few hundred gil from you, progressively larger amounts in later questions. She claims she's returned it when she joins you, but good 'ol Yuffie actually pockets half of it. It's not the last time she'll steal from you, so get used to it!



Junon Area



Formula

HP 240 MP 100
Weak: Wind
XP 65 AP 7

Drop: Hi-Potion
Steal: Boomerang
Morph: Speed Drink
Skills: -



Hell Harley VR2

HP 350 MP 50
Weak: -
XP 72 AP 8

Drop: Potion
Steal: Hi-Potion
Morph: Hi-Potion
Skills: -



Capparwire

HP 210 MP 20
Weak: -
XP 60 AP 6

Drop: Potion
Steal: Ether
Morph: -
Skills: -



Nerosuferoth

HP 150 MP 20
Weak: -
XP 53 AP 5

Drop: Hi-Potion
Steal: -
Morph: -
Skills: -



Zemzelett

HP 285 MP 36
Weak: Wind
XP 70 AP 7

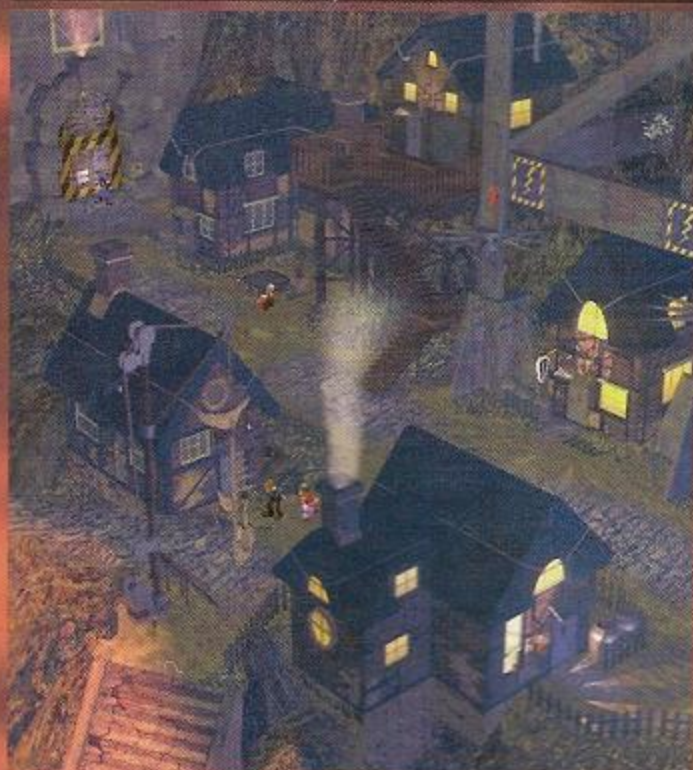
Drop: Hi-Potion
Steal: -
Morph: Hi-Potion
Skills: White Wind



Bottom Swell

HP 2500 MP 100
Weak: Wind
XP 550 AP 52

Drop: Power Wrist
Steal: -
Morph: -
Skills: -



The only action in Lower Junon is down at the beach, where a nasty boss awaits. Once you kill him you'll have to resuscitate young Priscilla, a "mini-game" that you couldn't lose if you tried... You can save her with four or five big breaths, or ten or so medium ones, it doesn't really matter. Make sure you visit her the next morning to get the Summon Shiva materia, and the dolphin-summoning whistle, leading us to Lower Junon's second bonus game. If you're not in the mood for figuring this one out, just hit O twice without even touching the D-pad... The dolphin will take Cloud exactly where he needs to go.



ITEMS & ARMOR

Mythrill Armlet	350
Potion	50
Phoenix Down	300
Grenade	80
Tent	500

Boss Strategies



Bottom Swell can be tough, especially if you're still low on health and MP from the trip to Junon. Make sure you heal up before you even go down to the beach. Even then, this guy can be dangerous... hit him early with poison, and make sure you pop his bubbles as soon as he makes them... Physical attacks will miss, so use magic! Target carefully so you don't hit your own characters..

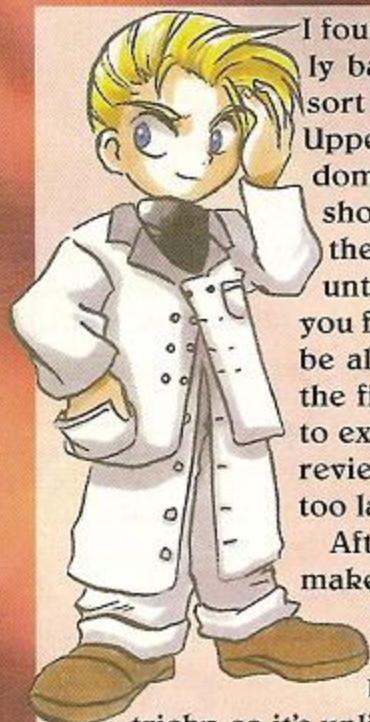
Upper Junon (West Side)



1. Disguise Cloud as a soldier.
2. Join the Shinra Military parade.
3. Explore and shop in Junon.
4. Participate in the military review.
5. Stow on board Rufus' Ship.

Items/Skills/Materia

Speed Up	Silver Glasses	HP Plus Materia
Force Stealer		



I found the topography of Upper Junon to be completely baffling, a problem that I hope these maps (which sort of work from right to left) won't only confound. Upper Junon is just a city, there are no bosses or random encounters, but there are a number of important shops and items lying around, and if you miss them the first time through, you won't get a second chance until some time later. For that reason, be careful! If you follow your party members onto the boat, you won't be allowed to return! It's only the brief time between the first and second mini games in which Cloud is free to explore, so make the most of it. Once you begin the review in front of Rufus and Heidekker, it'll already be too late.

After you get Cloud in his soldier costume, make sure you save the game at the save spot in the first corridor. There are two mini-games here, and the prizes you get are based on how well you do at them... They're tricky, so it's unlikely you'll be getting the good stuff on your first try!

The first mini-game has you rushing into formation at a parade, and then trying to bob your gun or do whatever it is they're doing (with the O button) in time with the rest of the marchers. This might take some practice. When you get the signal from your captain, run out and loop around the marchers, taking the lower-most space in the back line. Then start pumping that gun, or whatever.

PRIZE CHART

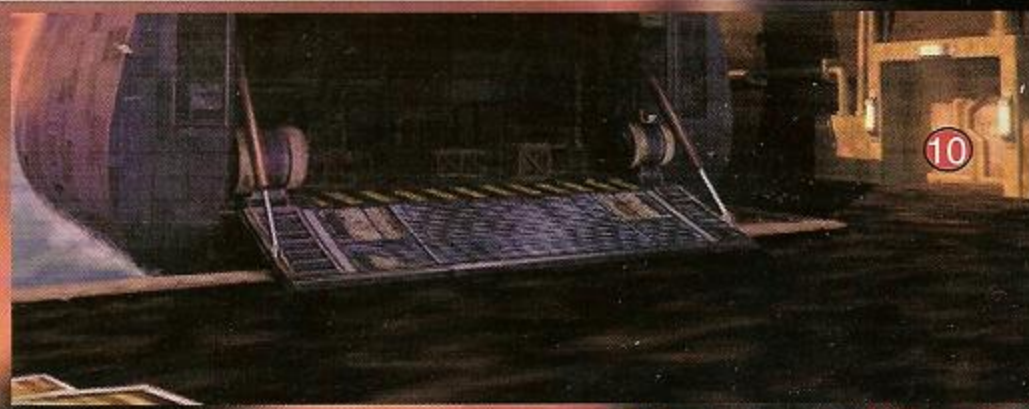
0-29%	Grenade
30-39%	Potion (x6)
40-49%	Ether (x6)
50%+	5000 gil



Items Available in El-Junon (East Side) Shops

ACCESSORIES	MATERIA	WEAPONS
Silver Glasses 3000	Fire 600	Mythril Saber 1000
Headband 3000	Ice 600	Cannon Ball 950
	Lightning 600	Mythril Claw 750
	Earth 1500	Full Metal Staff 800
	Poison 1500	Mythril Clip 800

Exit to Ship Event



It's difficult to do very well on the military review mini game, but luckily, you don't really have to. I'll take the HP Plus Materia over the Force Stealer anyday (it's a good sword for Cloud, but you can just buy one in North Corel, two towns away... You won't be able to get another HP Plus until you get to Cosmo Canyon!!) So just do well enough to get 60 points, which shouldn't be difficult considering you get half that just for doing your special pose at the end (the command to do this is O). Watch your timing!

Oh, and look at Red-XIII, peering from behind Rufus' head. How cute.



PRIZE CHART

0-50	Silver Glasses
60-90	HP Plus Materia
100+	Force Stealer



The elevator pictured above (it may not look like it, but that is an elevator) won't be functional until the next time you visit Junon, no matter what you do.

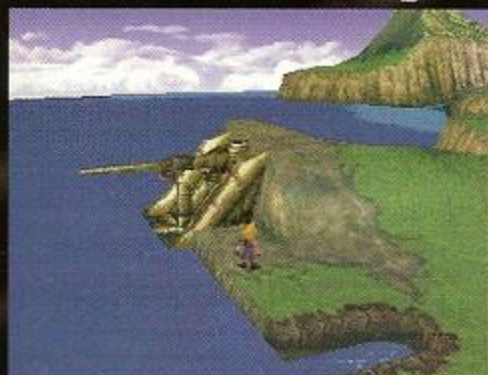
Upper Junon (East Side)

(See Facing Page)



Items/Skills/Materia

Power Source	Mind Source	Guard Source
Luck Source	E-Skill Materia	



In addition to the various status up items and the second Enemy Skill materia available in the new training center, you can find a 1/35 Soldier, the first of a number of items that have absolutely no use whatsoever. Oh, and don't miss this Materia shop... It's your first opportunity to buy Revive Materia!

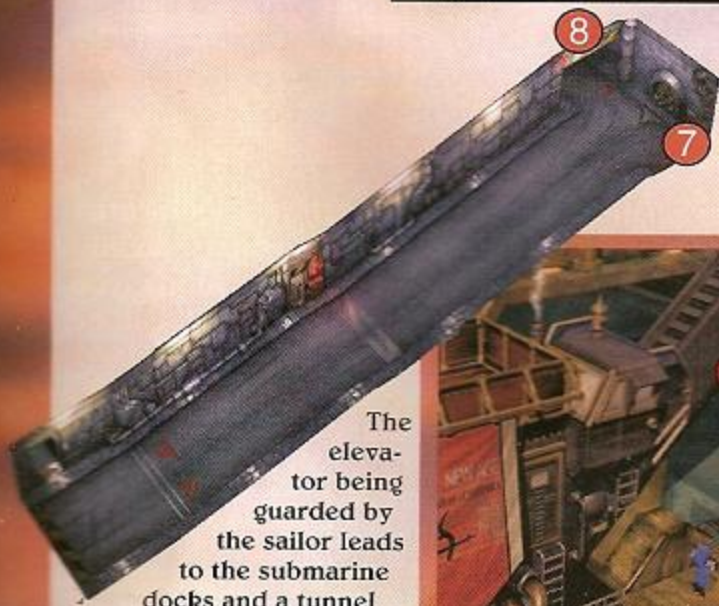


Items Available in Al-Junon (East Side) Shops

MATERIA		WEAPONS		ITEMS	
Sense	1000	Hard Edge	1500	Potion	50
Seal	3000	Grand Glove	1200	Hi-Potion	300
Restore	750	Atomic Scissors	1400	Phoenix Down	300
Heal	1500	Striking Staff	1300	Antidote	80
Revive	3000	Diamant Pin	1300	Eye Drops	50
		Boomerang	1400	Echo Screen	100
				Hyper	100
				Tranquilizer	100
				Tent	500



Hit one of the lockers on the left for your soldier costume, and then pay careful attention to the training you get here later... You'll need to know which shape is on each of the buttons of your controller without looking to succeed at the 2nd mini-game.



The elevator being guarded by the sailor leads to the submarine docks and a tunnel that goes to the Undersea Reactor just off the coast of Junon. You'll come back for all of this much later, but it's worth noting the placement now.



The elevator on the right is the usual method of transportation between upper and lower Junon.



The Cargo Ship



1. Talk to Aerith, Red-XIII, Yuffie, and Tifa.
2. Go Find Barret.
3. Reassemble your party and defeat Jenova Birth in the Engine Room.



Items/Skills/Materia

Ether	Enemy-All Materia	Wind Slasher
White Cape	Ifreet Materia	Shinra Beta

Aerith



Yuffie



Tifa



Red-XIII



Everything looks calm now, but when Sephiroth finds his way on board, that's going to change real fast... So your first priority is to gather together your companions, finding and talking to each of them. Barret seems strangely absent, so go talk to Aerith again, and when you return to the ship's deck you'll find the soldier who had been blocking the way to the front of the ship has now disappeared, freeing the way to Barret.

After a brief event, it will become clear that something's happening in the Engine Room, and you'll have to pick two members from your reunited party to investigate. Make sure you save the game first!

Barret



This guy disappears after you talk to Aerith the second time, freeing the way to Barret.



The man wearing the sailor suit on the ship's deck can sell you an HP/MP restorer (for 250 gil) if you tell him you're tired, or sell you Potions and Phoenix Downs at industry standard prices (50 and 300 gil, respectively) if you tell him you're missing something.



Once your party is formed, head on down and get ready for battle. Don't forget to pick up the Enemy-All in the main cargo room, now that Yuffie's done puking on it. Oh, and speaking of Yuffie, if she's in your party you should open the chest in the metallic catwalk in the engine room before you fight the boss... It contains a new weapon that'll come in handy.

	Marine
	HP 300 MP 20
	Weak: -
	XP 75 AP 8
	Drop: Eye Drops
Steal:	Shinra Beta
Morph:	X-Potion
Skills:	-

	ScrutinEye
	HP 240 MP 60
	Weak: Wind
	XP 80 AP 8
	Drop: Ether
Steal:	Ether
Morph:	Turbo Ether
Skills:	-

Boss Strategies



By now you should have the timing of Tifa's slot machine down pat. A perfect Yeah! Yeah! Yeah! Limit Break is your best offense against bosses like Jenova with no weaknesses.

This is the first of a handful of fights with Jenova, Sephiroth's decapitated mother. She looks tougher than she is, luckily, and except for the tail laser that damages everybody, you haven't got too much to worry about. Her stop spell can be an annoyance, but Jenova fights so sluggishly that the effect won't last long enough to seriously corrupt your strategy... Just make sure more than one character has heal spells in case one of your healers get frozen, and keep the HP up so you can survive the Tail Laser blast.

Jenova doesn't have any real weaknesses, so just keep hitting her with limit breaks and summon spells.

	Jenova-BIRTH
	HP 4000 MP 110
	Weak: -
	XP 680 AP 64
	Drop: White Cape
Steal:	-
Morph:	-
Skills:	-

Costa Del Sol



1. Visit Hojo on the Beach.
2. Head West to the Corel Mountains.

Items/Skills/Materia

Motor Drive Fire Ring Power Source



You can skip right through Costa del Sol if you like, but I recommend you stay a while and enjoy some of the game's cool optional events. First and foremost is an enlightening conversation with Aerith's vacationing tormenter, Hojo. He's asleep on the beach, but only for the first day, so make sure you go to visit him BEFORE you stay at the inn, or it'll be too late! In addition to this, each character also has their own little events (see bottom) you can enjoy on your fun and sun-filled first day in Costa del Sol.



Also, make sure you don't overlook the armor, er, "shop," located here in the corner of the bar. There are a few items worth picking up.



Cloud's Condo

People die, but the real estate industry lives on! And now you can profit from President Shinra's death by purchasing his lovely Costa del Sol villa (just talk to the guy on the bed four or five

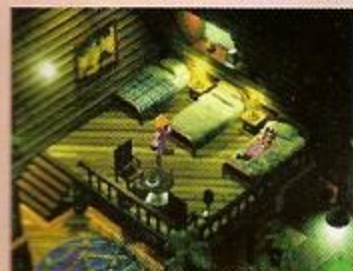
times), a steal at only 300,000 beans.

You don't get anything except a place to stay, but hey, what a value! Since the inn here costs \$200 a night, your condo will have paid for itself after being used a mere 1500 times!



MATERIA		ARMOR		ITEMS	
Heal	1500	Platinum Bangle	1800	Potion	50
Revive	3000	Carbon Bangle	800	Hi-Potion	300
Restore	750	Four Slot	1300	Phoenix Down	300
Seal	3000	Molotov	400	Soft	150
Fire	600			Antidote	80
Ice	600			Eye Drops	50
Lightning	600			Hyper	100
				Tranquilizer	100
				Tent	500

Did that cool Hojo storyline event leave you wanting more? Well, each character who isn't in your party has their own little mini-event at Costa del Sol. (Aerith and Tifa's happen only after you talk to Hojo). Collect them all!



After her conversation with Hojo, poor Aerith just needs some time to think by herself.



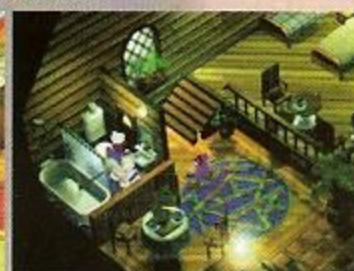
Red XIII amuses some local kids... Hey, try getting in front of the ball and pressing O to smack Mr. high-and-mighty Red XIII with it. Heh heh.



Tifa catches up on old times with that Johnny guy... What does she see in that loser?



Good ol' Yuffie takes a part time job at the Materia shop. I bet she's robbing the owner blind...

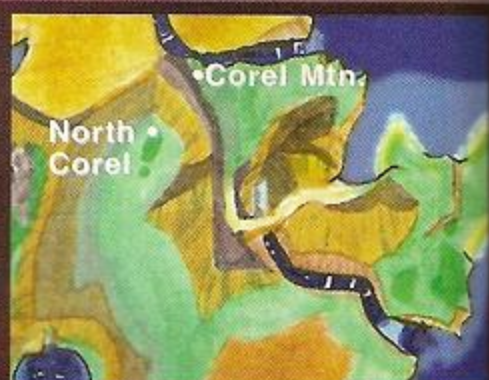


Barret changes back into his sailor costume and narcissistically preens himself for hours. Ick.

Corel Mountains




1. Cross the Corel Mountains in Pursuit of Sephiroth.




Items/Skills/Materia

Big Guard	Diamant Pin	Star Pendant
Wizard Staff	W Machine Gun	Transform Materia
Turbo Ether	Phoenix Down (x10)	Tent
Mind Source	Power Source	


Enemies Appearing in Corel Area


	Grangalan		
HP	550	MP	60
Weak:	-		
XP	88	AP	10
Drop:	Hi-Potion		
Steal:	-		
Morph:	-		
Skills:	-		


Enemies Appearing in Corel Shoreline

	Beach Plug	
HP	200	MP 100
Weak:	-	
XP	95	AP 10
Drop:	Hi-Potion	
Steal:	-	
Morph:	Turbo Ether	
Skills:	Big Guard	

Enemies Appearing in Corel Mountain

	Bagnadrona		
HP	450	MP	60
Weak:	Ice		
XP	110	AP	11
Drop:	Hi-Potion		
Steal:	Diamant Pin		
Morph:	Guard Source		
Skills:	-		

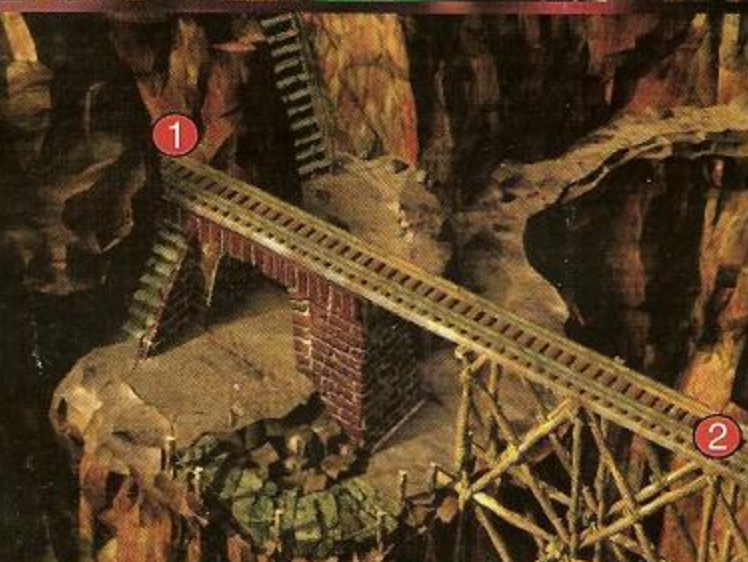
	Bloat Float			
	HP	240	MP	0
	Weak:	Wind		
	XP	90	AP	9
Drop:	Hi-Potion			
Steal:	Soft			
Morph:	Hi-Potion			
Skills:	-			

	Needle Kiss			
HP	180	MP	40	
Weak:	Wind			
XP	75	AP	8	
Drop:	Bolt Plume			
Steal:	Soft			
Morph:	Cure-All			
Skills:				



Sephiroth, it seems, has passed through the Corel mountains to the West. You'll have to take this winding mountain path to get to the trail head, and the route is fraught with danger in the form of the Grangalan enemies of the Corel Area. These guys can generate up to two additional generations of Grangalans, making victory difficult. On the up side, you earn extra XP and AP for each generation he sires (killing him gets you a meager 88/10... Killing the whole family gets you a considerable 363/36), and even the biggest Grangalan family can be ended instantly with one or two bolts aimed at grandpa (when he dies, they ALL die).

The Beach Plugs (which exist only near the shore line) have a neat little enemy skill by the name of Big Guard, a potent defensive magic that's a godsend for difficult bosses. Unfortunately, there's no way they're going to intentionally cast it on YOU, so you'll have to get it from them with the Manipulate Materia, a trick I'll talk more about a few pages later. Don't forget to come back for this one!

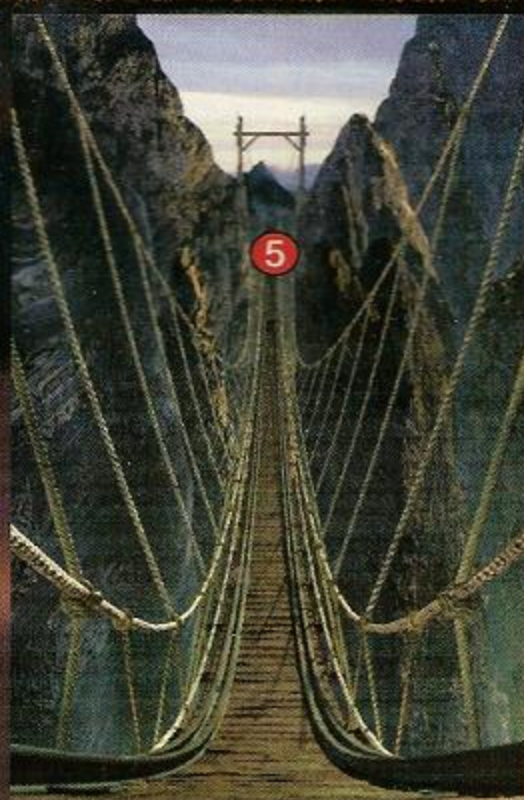
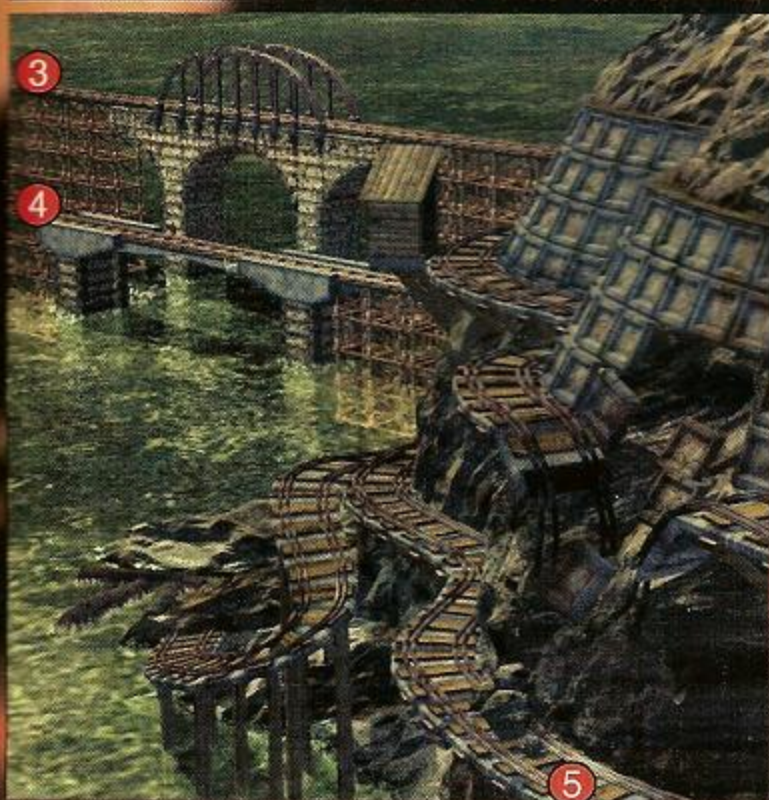


The Corel Mountains are relatively straightforward... Although there are a few paths in these maps that seem to lead somewhere, like the one leading from the center of the Reactor to the mountain, and the rocky ridge that heads towards the Northeast in the bottom map, these are complete dead ends. Just zip through these areas as quickly as you can... The enemies can be tough.

The Bagnadronas have a powerful weapon for Red-XIII, if you can successfully steal it, which is very difficult. But watch out for the Swell Floats that usually accompany them! Though not much trouble alive, these weaklings hit the party member who killed them for 1/3 of their targets current health when they die... If you're going to have one character kill all three with a single spell, you better make sure he or she can stand to eat that much damage afterwards! Ouch! Best to spread it around, if possible.



Corel Mountains



Enemies in Corel Mountain (cont)

	Cockatrice		
	HP	420	MP 0
	Weak:	-	
	XP	97	AP 10

Drop:	Soft
Steal:	Soft
Morph:	Soft
Skills:	-

	Bomb		
	HP	600	MP 30
	Weak:	-	
	XP	150	AP 20

Drop:	Bomb Fragment
Steal:	Bomb's Right Arm
Morph:	Bomb Fragment
Skills:	-

	Search Crown		
	HP	150	MP 30
	Weak:	None	
	XP	80	AP 8

Drop:	Hi-Potion
Steal:	Turbo Ether
Morph:	Hi-Potion
Skills:	-



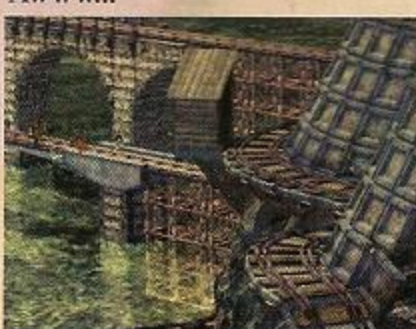
When the floor seems about ready to fall in and you're given the option to jump... Don't! Instead hammer the button and push the D pad either left or right as you fall... You'll land in just the right place to pick up two nice freebies... A Star Pendant and Aerith's Wizard Staff. You only get three chances, so make sure to save first!

To get across the bridge on the bottom, you'll need to open it up from the shed on the upper right side. If you visit your friends on the bottom first, they'll give you an opportunity to change your party (if you say no, they won't offer again). Leave Aerith and Tifa behind, and they'll jump around and root for you when you're above. Awww...

What's that chirping noise? Check up here for the answer... Cute little FMV chickies! You can take their treasure, which means you'll have to slaughter their folks (the treasure is 10 Phoenix Downs), or you can leave them be and show the ladies how you're just Mr. Sensitive. Tifa will love you for it... Chalk up one love point with her!



It doesn't look like there's anything out here, but head to the right for a hidden cave with a hermit and a few free items.



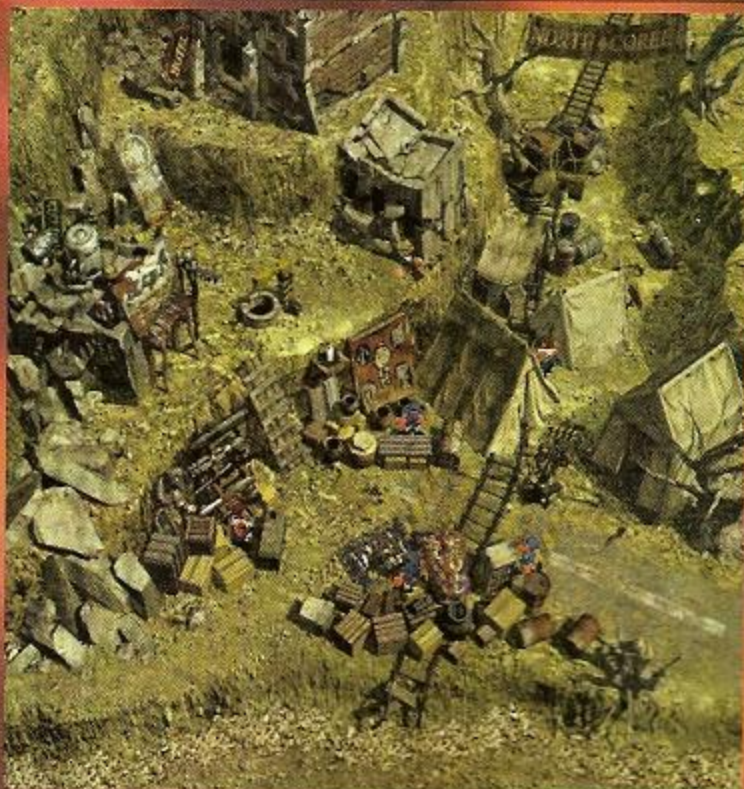
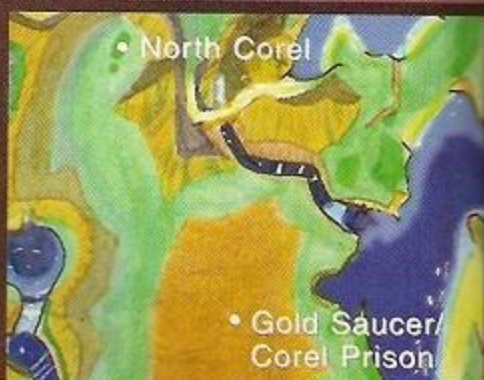
North Corel/Gold Saucer



1. Find Barret at the Gold Saucer Station.
2. Take the Ropeway to Gold Saucer.
3. Get Cait Sith in the Wonder Square.
4. Win Aerith's Umbrella in the Speed Square.
5. Search for Barret in the Battle Square.

Items/Skills/Materia

Umbrella



WEAPONS & ARMOR

Carbon Bangle	800
Force Stealer	2200
Molotov	400

ITEMS

Potion	50
Phoenix Down	300
Tent	500

ITEMS & MATERIA

Transform	5000
Maiden's Kiss	150
Cornucopia	150
Soft	150
Hyper	100
Tranquilizer	100



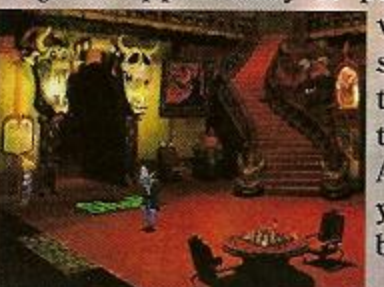
After Barret's little event, you can regroup with him and the rest of the gang at the Gold Saucer station just past the town's Southwestern exit. From here, it's off to Gold Saucer, Sephiroth's last known location.

As soon as you arrive, Barret has a complete temper tantrum and ditches you. You only get to pick a single party member to help you search for him, so you'll have plenty of room for Cait Sith in your party when you run into him, an event that will occur as soon as you enter Gold Saucer's Wonder Square. Pick your party member wisely... You'll be with them for a little while.



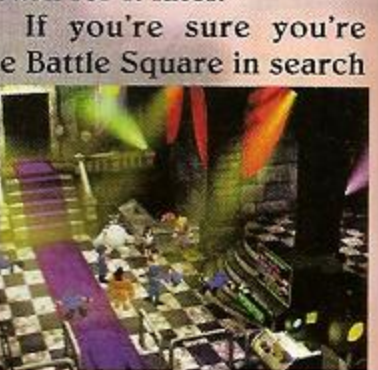
Once that event is taken care of, you're free to explore Gold Saucer and play as many of the mini-games as you'd like. Since you'll have the opportunity to come back here in the future, you might want to hurry on with your quest, although if you're trying for a perfect game, this is a good opportunity to pick up Aerith's Umbrella weapon (left box). You should also try to stop by the Ghost House, where the third Turtle's Paradise Ad is hanging (left), so you won't have to come back for it later.

to explore Gold Saucer and play as many of the mini-games as you'd like. Since you'll have the opportunity to come back here in the future, you might want to hurry on with your quest, although if you're trying for a perfect game, this is a good opportunity to pick up Aerith's Umbrella weapon (left box). You should also try to stop by the Ghost House, where the third Turtle's Paradise Ad is hanging (left), so you won't have to come back for it later.



done playing, head into the Battle Square in search of Barret. But be forewarned, once you enter the Battle Square, there's no getting out again, and if you want to come back to Gold Saucer later, it'll cost another 3,000 gil.

If you're sure you're done playing, head into the Battle Square in search of Barret. But be forewarned, once you enter the Battle Square, there's no getting out again, and if you want to come back to Gold Saucer later, it'll cost another 3,000 gil.



Aerith's Umbrella

There's a whole big section about the Gold Saucer area in the first appendix of this book, so I won't go into the workings of the Gold Saucer mini-games here. But there is one thing worth pointing out: There's one item in the Gold Saucer that can ONLY be acquired in Disc 1... And since it's Aerith's 2nd best weapon, you might as well get it now, so you can use it throughout the rest of the game.

To get it, you'll need to break 5,000 points on Speed Square's Shooting Coaster, a very difficult game. And since "Speed" costs 10GP a pop, you'll need to make a few GP by either the relatively easy Super Dunk game (once you get the rhythm down, that is), or the completely basic Mog's House (from which you can only get 30GP), both in the Wonder Square. With the Speed strategies outlined in the Gold Saucer section, you should be able to make the grade by your 4th or 5th try, and that Umbrella's yours!

Truth be told,

though, the Umbrella, like all of the goofy-series weapons, kind of sucks... Sure it's powerful, but with absolutely zero holes for Materia, it'll probably cripple Aerith more than it'll help her...



Yep, that's an umbrella, alright.

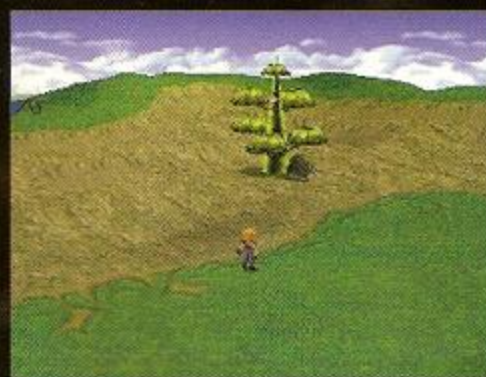
Corel Prison



1. Reunite with Barret.
2. Visit the Boss' Trailer.
3. Fight With Test 0.
4. Search for Dyne to the Northwest.

Items/Skills/Materia

(none)



The longer you stay in Corel Prison, the better the chances are that a Bandit will steal something good, so you'll want to be quick here. The man in the truck obviously isn't going to help you, so you'll have to take matters in your own hand by finding Barret in the Northern house of the Southern half of town. After talking to him, the guard in the Northern half of town will mysteriously die, allowing you access to Corel Desert.

ITEMS

Potion	50
Phoenix Down	300
Tent	500



The constant enemy attacks here can be annoying...

The Two-Faced help you as much as they hurt you, but the Bandits are even quicker and more annoying than their Migar Area cousins. Kill them as soon as they appear, or they will manage to steal something important.



The Mysterious Test 0

Whether they originated as a legitimate software test, or just a programming joke, there are few secrets in FFVII that are more lucrative than the rare Test 0 enemies. These black dogs exist only in the well beneath Corel Prison, and your only chance to fight them is now... You'll never be able to return to Corel Prison.

The combined HP total of these four dogs is 25 times that of the hardest boss you've faced so far, but you do have a chance... These dogs, luckily, don't fight back. All they do as you beat on them, hour after hour, is beg for you to stop.

I don't like torturing friendly little animals any more than the next guy, but the combined total of 4000 XP, 400 AP, and 40,000 gil (!!!) these guys hold made me swallow my moral qualms real fast... After one bout with these

guys, you may end up never having to worry about money again!

Interested? Just wander around in the bottom of the well located in the Northern half of Corel Prison until they appear, and then get ready for a long fight. Your best bet is to just cast Poison on all four of them, then go do something else for a while... Say, head down to your local book store and purchase the current line-up of fine Versus Books products! By the time you're back, they'll be dead. Probably. Other than that, you can rubber-band the O button on your controller down (since the Test 0's are good at dodging, this will take an even longer time), or if you've had a chance to fight enemies in the Gold Saucer area, you can use the Gravity bombs dropped by the Flap Beat enemies to hit any one Test 0 for 9999 points, basically cutting your battle time in half.

Note: As of press time, it appears that Test 0 has been removed from the English PlayStation version of Final Fantasy VII. As they may return in the final, or in the PC version, we've decided to leave the tip in the book. We apologize for any confusion this may cause. -ed



Two-Faced	
HP	330 MP 80
Weak:	-
XP	100 AP 10
Drop:	Hi-Potion
Steal:	Phoenix Down
Morph:	Hi-Potion
Skills:	-

Bandit	
HP	360 MP 0
Weak:	-
XP	99 AP 10
Drop:	Tent
Steal:	X-Potion
Morph:	Hi-Potion
Skills:	-

Test 0	
HP	25000 MP 0
Weak:	-
XP	1000 AP 100
Drop:	-
Steal:	-
Morph:	-
Skills:	-

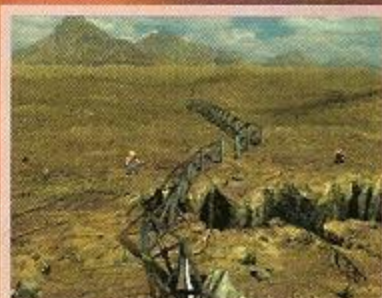
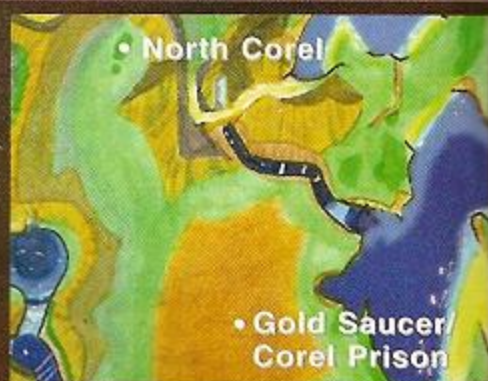
Corel Prison/Desert



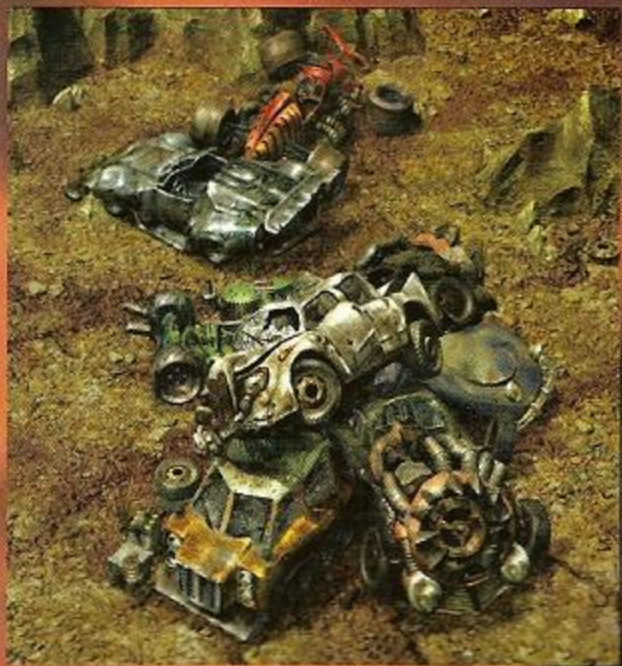
1. Defeat Dyne.
2. Tell the Boss of your victory.
3. Win at the Chocobo Races.

Items/Skills/Materia

Laser	Platinum Bangle	Silver Armlet
Ramu Materia		




Dyne is here, just to the North of Corel Prison and then due East, around the trashed cars, and to the North. If you deviate from this path, you'll find yourself in the barren desert (to the right). The route to Dyne is short, but you should definitely stick around long enough to pick up the Laser skill from the Death Claw enemies... Now that you have the Manipulate materia that came with Cait Sith, you can simply take control of your enemy, and make them cast the spell on whoever has the Enemy Skills Materia equipped! You can also get Matra magic here, if you missed it earlier.



Enemies Appearing North of Corel Prison

	Bull Motor		
HP	420	MP	96
Weak:	-		
XP	92	AP	9

Drop:	Ether
Steal:	X-Potion
Morph:	Turbo Ether
Skills:	Matra Magic

	Death Claw			
	HP	400	MP	120
	Weak:	-		
	XP	96	AP	10

Drop:	Hi-Potion
Steal:	Platinum Bangle
Morph:	Hi-Potion
Skills:	Laser

Boss Strategies

Barret has to fight this one alone, so give him Poison Materia (essential when you're fighting defensively!) and Restore Materia. Fight conservatively... Dyne can attack up to three times in a row, so if your HP gets even halfway down, you're putting yourself in serious jeopardy. Stick with Poison, heal spells, and limit breaks.



	Dyne			
	HP	1200	MP	20
	Weak:	-		
	XP	600	AP	55

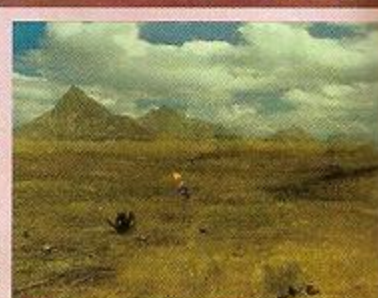
Drop:	Silver Armlet
Steal:	-
Morph:	-
Skills:	-


The Desert


If you go in any direction other than the one that leads to Dyne, you'll find yourself lost in the endless, landmark-free desert. After crossing 10 screens, a Chocobo Carriage will offer to take you back to town.

The only thing of note in the Desert is the rare Cactaur enemies, our visiting friends from previous FF games. These tough little enemies can

dodge pretty much any normal attack, are immune to most types of magic (but Choco/Mog works pretty well), and run away after only a turn or two. The odds of meeting one are a low 1-in-8. So what's the point? Well, each one you kill will earn you 10,000 gil! Just like the Test O's. But beware of the 7-in-8 odds Land Worms. They can wear you down quickly.



	Land Worm	
	HP 1500	MP 80
	Weak:	Ice
	XP 400	AP 40
Drop:	Ether	
Steal:	Turbo Ether	
Morph:	Fire Fang	
Skills:	-	

	Cactaur			
	HP	200	MP	20
	Weak:	-		
	XP	-	AP	-
Drop:	-			
Steal:	-			
Morph:	Hi-Potion			
Skills:	-			



Once Dyne's dead, Barret has no problem persuading the Corel Prison boss to send Cloud up to the Chocobo races, a small formality you'll have to succeed at to win freedom for your party.

Don't forget to pick up the Ramu materia that someone has left lying around in the jockies' room, because once you win your race, you won't get an opportunity to come back.

Winning the first time is difficult, but each time you lose your manager gets you better and better Chocobos until you can win easily. Whether you win on your 1st try or 5th, the reward is always the same, so don't worry about this mini game too much.



Gold Saucer Area/Gongaga




1. Defeat the Turks in Gongaga Jungle.
2. Visit Zacks' Parents.
3. Search for Titan in the destroyed Reactor.
4. Head west towards Cosmo Canyon.


Items/Skills/Materia


Aqualung	Striking Staff	Fairy Tale
Deathblow	X-Potion	White Megaphone
Titan Materia		



Enemies Appearing in Gold Saucer Area

	Spencer			
	HP	250	MP	0
	Weak:	-		
	XP	110	AP	11
Drop:	Saraha Nut			
Steal:	Saraha Nut			
Morph:	-			
Skills:	-			

	Flap Beat			
	HP	330	MP	60
	Weak:	Wind		
	XP	140	AP	15
Drop:	T/S Bomb			
Steal:	T/S Bomb			
Morph:	T/S Bomb			
Skills:	-			

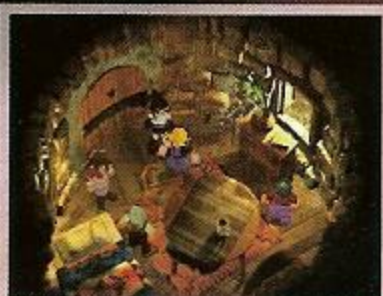
	Joker		
HP	370	MP	0
Weak:	-		
XP	150	AP	30
Drop:	Hi-Potion		
Steal:	-		
Morph:	-		
Skills:	-		

	Chimera			
	HP	800	MP	200
	Weak:	-		
	XP	148	AP	14
Drop:	Hi-Potion			
Steal:	Striking Staff			
Morph:	Elixir			
Skills:	Aqualung			



you encounter a Chimera. These rare enemies will teach you the valuable Aqualung skill, and the dexterous (and lucky) can also swipe a Striking Staff, too!

Now that the Buggie is yours, you can cross the shallow parts of rivers and head over to the town of Gongaga, an optional location that's well worth visiting. But before you rush off to do that, cruise around in the deserted area around Gold Saucer until




When you arrive in Gongaga, get ready for a fight... Two Turks are waiting. Once they're gone, head East, making sure you pick up the Deathblow Materia, and then North to Gongaga town.


There's not too much happening here, but one important event unfolds here, if you have either Tifa or Aerith (or both) in your party. Talk to the folks in the Southeast home, and they'll tell of their Soldier son, Zacks. If Aerith or Tifa are in your party, they'll react as if he were a former lover, and you'll have to go talk to them each individually afterwards or risk losing love points. If neither of them are in your party, by the way, Cloud's reaction will change, and he'll suddenly remember that that name does sound familiar.

After that, head back to the area where you met the Turks, and then North to see the destroyed Reactor. Pay close attention to where Scarlet identifies the "weak" Materia. Weak by her standards, maybe, but Titan suits me fine.




Enemies Appearing in Gongaga Jungle

	Flower Prong		
HP	550	MP	68
Weak:	Fire, Earth		
XP	240	AP	24
Drop:	Earth Drum		
Steal:	-		
Morph:	-		
Skills:	-		


	Kimaira Bug		
HP	700	MP	25
Weak:	-		
XP	190	AP	19
Drop:	Hi-Potion		
Steal:	Spider Web		
Morph:	Hourglass		
Skills:	-		


Enemy Appearing in Gongaga Meltdown Area

	Heavy Tank			
	HP	1600	MP	25
	Weak:	-		
	XP	340	AP	45
Drop:	Hi-Potion			
Steal:	Phoenix Down			
Morph:	Power Source			
Skills:	-			

Boss Strategies

Gotta love those Turks! If they were half as tough as they think they are, they might actually be a challenge. Fortunately, they're not. Just kill one and both run away.

	Rude			
	HP	2000	MP	135
	Weak:	-		
	XP	720	AP	70
Drop:	X-Potion			
Steal:	-			
Morph:	-			
Skills:	-			

	Reno		
HP	2000	MP	80
Weak:	-		
XP	660	AP	60
Drop:	Fairy Tale		
Steal:	-		
Morph:	-		
Skills:	-		



WEAPONS		ACCESS./MATERIA		ITEMS	
Hard Edge	1500	Headband	3000	Potion	50
Grand Glove	1200	Silver Glasses	3000	Hi-Potion	300
Atomic Scissors	1400	Star Pendant	3000	Phoenix Down	300
Striking Staff	1300	Talisman	4000	Tent	500
Diamant Pin	1300	White Cape	5000	Maiden's Kiss	150
Boomerang	1400	Fury Ring	5000	Cornucopia...	150
Impaler	500	Mystify	6000	Soft	150
Shrivel	500	Time	6000	Hyper	100
Molotov	400	Heal	1500	Tranquilizer	100
		Transform	5000		

3. Promised Land

Gongaga Area

Items/Skills/Materia

Frog Song	Mythril	Lightning Ring
Great Gospel	Gold Armor	


Enemies Appearing in Gongaga Area

	Gagighandi
HP	480 MP 55
Weak:	-
XP	173 AP 18

Drop:	Soft
Steal:	Soft
Morph:	Remedy
Skills:	-

	Grand Horn
HP	460 MP 43
Weak:	-
XP	180 AP 15

Drop:	War Gong, Hi-Potion
Steal:	-
Morph:	Hi-Potion
Skills:	-

	Touch Me
HP	300 MP 74
Weak:	-
XP	170 AP 23

Drop:	Maiden's Kiss
Steal:	Impaler
Morph:	Remedy
Skills:	Frog Song

Aerith's Level 4 Limit Break

You won't be able to get the vast majority of level 4 limit breaks until the later part of disc 2, but you can get Aerith's right now! All you need is the buggy and a bit of patience.

First take your buggy all the way back to Costa Del Sol. Don't get out of it, though... Although this won't work for most other towns, you can simply drive the buggy right into Costa Del Sol, assuring you'll have it with you when you disembark in Junon. Now head back to the ship you first took to Costa Del Sol, and book passage back across the ocean. When you get off, take the chopper to the outside of town (it's free), and you're back in the Junon area, with your buggy!

Head North to the river, and cruise around until you see the shallows that the buggy can cross. The old man's cave should be just ahead.

The old man is usually sleep, but even in his sleep he'll tell you, among other things, how many battles you've fought (If he doesn't tell you this, simply go out and come in again). He wakes up only when the last two numbers of the total number of battles you've fought are the same (ie. 255, 266, etc). When he does wake up, he'll give you either a Lightning Ring, or the key item Mythril (if you wake him up again, or wake him up during discs 2 or 3, he'll only give you a Lightning Ring accessory). If you get the ring, wait 'til the next time your numbers match up, and then go back for the Mythril.

Now take that Mythril and head back to the Gongaga area. Talk to the blacksmith in the house south of Gongaga, if he's home, and give him the Mythril. He'll let you open either the big box or the little box... The big box contains Gold Armor (whoopie), and the little one contains... Aerith's level 4 limit break! Remember, she has to know all six of her level 1-3 limit breaks to be able to use it.



Here's the "small box." Just like mom said... Good things do come in small packages!



Cosmo Canyon



1. Visit Bugenhagen's Observatory.
2. Form a two-man party.
3. View the Planetarium display.
4. Regroup with your party at Cosmo Candle.
5. Talk to all of your companions.

Items/Skills/Materia

Elixir Seraph Comb



WEAPONS & ARMOR		ITEMS	
Butterfly Edge	2800	Potion	50
Tiger Fang	2500	Hi-Potion	300
Heavy Vulcan	2700	Phoenix Down	300
Prism Staff	2600	Ether	1500
Silver Barrette	2500	Tent	500
Pinwheel	2600	Maiden's Kiss	150
Green Mega	2400	Cornucopia	150
Silver Armlet	1300	Soft	150
MATERIA		Hyper	100
MP Plus	8000	Tranquilizer	100
HP Plus	8000		
Mystify	6000		
Transform	5000		



They don't want you to get ahead of things here, so if you try to drive past Cosmo Canyon, your buggy will break down. No need to worry... It'll eventually fix itself.



There's simply no way to get to get to that room on the left... yet. You'll have to come back in disc 2.

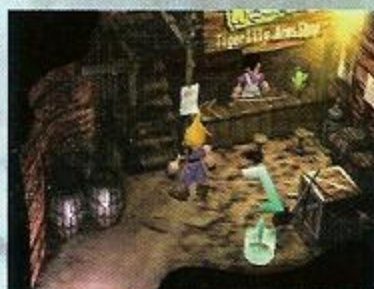
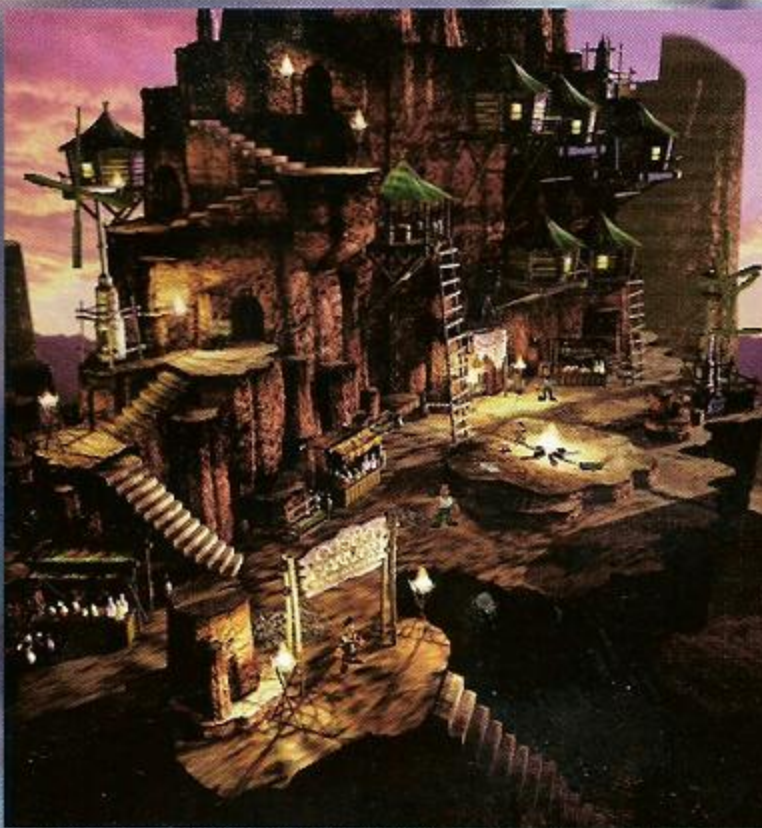


Make sure you wake up the Materia seller... He's selling HP and MP Plusses, possibly FFVII's most useful Materia!

Make sure you're in good shape before you begin the trip, as the little maze of cliffs leading to Cosmo Canyon is full of annoying enemies, from hard-to-hit Sahagins to MP-stealing Griffins. Unfortunately, none of the enemies here have anything particularly interesting to give to you.

Cosmo Canyon is Red-XIII's hometown, where he's known as "Nanaki." I bet you're wondering what happens if you name him Nanaki from the beginning... Well I'll fill you in... Nothing! You just get a bunch of weird conversation bubbles when you get to Cosmo Canyon saying things like "What? Nanaki's name is Nanaki?"

But, anyway, head on up to talk to Bugenhagen when you arrive in town (he's in the observatory on the very top of the mountain), and make sure to hit the Materia shop to stock up on HP Plus materia before you form your 2-man party and head into the Cave of the Gi Tribe. Also make sure to talk to some of the locals, as a few have interesting storyline information that you won't want to miss.



There are two Turtle's Paradise ads in Cosmo Canyon... Only one more left!



Cosmo Canyon's one and only hidden item is the Elixir here in the inn.

Enemies Appearing in Cosmo Area

Basilisk	
HP	400 MP 50
Weak:	-
XP	200 AP 30

Drop:	Soft
Steal:	Soft, Basilisk Claw
Morph:	Remedy
Skills:	-

Desert Sahagin	
HP	580 MP 0
Weak:	Ice
XP	230 AP 21

Drop:	Potion
Steal:	Potion
Morph:	Fire Veil
Skills:	-

Golem	
HP	1000 MP 0
Weak:	-
XP	300 AP 22

Drop:	Hi-Potion
Steal:	Turbo Ether
Morph:	-
Skills:	-

Griffin	
HP	760 MP 40
Weak:	-
XP	260 AP 25

Drop:	Phoenix Down
Steal:	Phoenix Down
Morph:	Phoenix Down
Skills:	-

Skeeskee	
HP	540 MP 0
Weak:	-
XP	222 AP 22

Drop:	Hyper
Steal:	Tranquilizer
Morph:	Hyper
Skills:	-

(Shoreline only)

Crown Lance	
HP	440 MP 70
Weak:	Fire
XP	225 AP 23

Drop:	Hi-Potion
Steal:	-
Morph:	Dream Powder
Skills:	-

Cave of the Gi



1. Open the door to the Gi Tribe Caves.
2. Defeat Gi Nanataku.
3. Leave Cosmo Canyon, and head north to Nibelheim.

Items/Skills/Materia

Added Effect	Death Sentence	Black Megaphone
Ether	X-Potion	Fairy Ring
Turbo Ether	Wizer Staff	Gravity Materia



Once you've talked with Bugenhagen and visited his planetarium, you'll have to meet back up with your companions down at Cosmo Candle. Talk to all of them, saving Red-XIII for last. After his comments, Bugenhagen will come down and offer to show you something... The Gi Tribe caves.

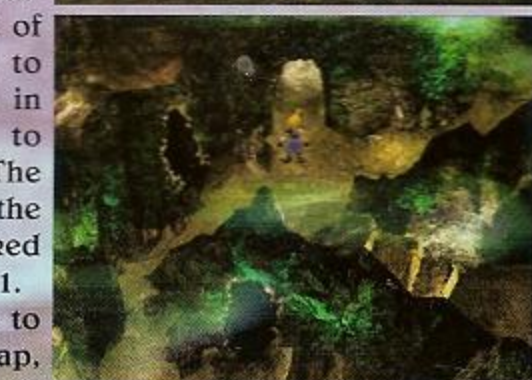
One thing to note is that a couple of the enemies, like the Gi Specters, are particularly weak to *healing* spells— you can actually off them with Cure and Cure 2 magic!

The trick to beating the first part of the dungeon is to find the switch in the right cave to open the door. The correct cave is the one that is marked with the number 1.

When you get to the second map, you'll want to exit out through the Southwestern door to get the Added Effect Materia on the ledge of the first map (see Materia section for tips on usage). But watch out for the oil slick pictured here! It won't hurt you



itself, but if you touch it coming from right to left, you'll go sliding into the spikes, which will reduce each party member's HP, provided it's below a certain level, to 1 (it actually does this no matter what the character's health is, so you can also intentionally hit the spikes to resurrect dead characters for free). Anyway, you can avoid the slick by walking carefully around the bottom edge.



Heg
HP 400 MP 0
Weak: Ice
XP 250 AP 20
Drop: Hi-Potion
Steal: -
Morph: -
Skills: -

Sneaky Step
HP 600 MP 65
Weak: -
XP 270 AP 24
Drop: Molbor's Tentacle
Steal: -
Morph: Ghost Hand
Skills: Death Sentence

Gi Specter
HP 450 MP 88
Weak: Heal, Fire
XP 260 AP 20
Drop: Smoke Bomb
Steal: -
Morph: Ghost Hand
Skills: Death Sentence



Cave of the Gi



The second part of the Gi Tribe Caves has a few treasure chests that don't look possible to obtain... You'll have to go through holes in the background to get them, and you can see roughly where by looking at the pointers in the pictures on the right. The first one is from within the cave leading to the



lower left corner of the map, and just off to the right. The path leading to the chest in the upper left is right behind the large rock just to the right of it.

Stinger	
HP	2200 MP 60
Weak:	-
XP	290 AP 25
Drop:	Hi-Potion
Steal:	Ether
Morph:	-
Skills:	-

Crossing the spider webs means fighting Stingers, mini-boss like spider enemies.

When you've defeated Gi Nanataku (see below), you'll return to Cosmo Canyon after a brief event. There's nothing to do there once you do, so just heal up and head to the exit... Bugenhagen and Red-XIII won't appear until you do, so don't waste time looking for them around town.



Boss Strategies

Gi Nanataku	
HP	5500 MP 200
Weak:	Heal, Holy
XP	1400 AP 150
Drop:	Wizer Staff
Steal:	-
Morph:	-
Skills:	-

With two revivable fireballs as partners, and the ability to heal himself, Gi Nanataku can be tough... If you resist the temptation to kill him in a single shot with an X-Potion! Yep, you'd think the undead would want to be healed, but of Gi doesn't seem to care much for it... You can whittle him away with Healing spells, or finish him in a single turn by targeting him with



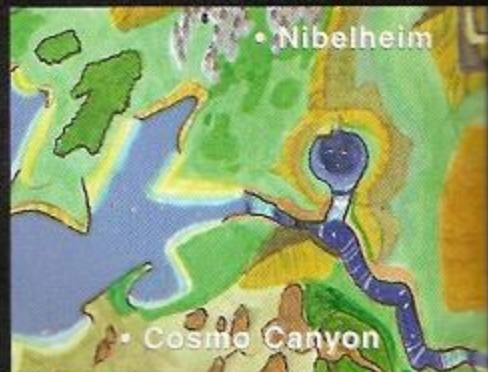
an X-Potion or Phoenix Down (because the Phoenix Down often misses, the X-Potion is a much better choice). Enjoy it while it lasts (which won't be long), bosses this easy aren't common in FFVII...



Nibelheim/Shinra Mansion




1. Visit Shinra Mansion.
2. Head North to the Nibel Mountains.




Items/Skills/Materia


Luck Source	Mind Source	Platina Fist
Elixir	Turbo Ether	

Enemies Appearing in Nibel Area

	Valron		
HP	950	MP	80
Weak:	-		
XP	300	AP	30
Drop:	Hi-Potion		
Steal:	-		
Morph:	Hi-Potion		
Skills:	-		

	Nibel Wolf			
	HP	700	MP	0
	Weak:	-		
	XP	265	AP	24
Drop:	Luchile Berry			
Steal:	Luchile Berry			
Morph:	Hi-Potion			
Skills:	-			

(Shoreline only)

	Crown Lance			
HP	440	MP	70	
Weak:	Fire			
XP	225	AP	23	
Drop:	Hi-Potion			
Steal:	-			
Morph:	Dream Powder			
Skills:	-			



ITEMS	
Potion	50
Hi-Potion	300
Phoenix Down	300
Tent	500



Ah, home. Just like you remembered it, except for the part about it not having burnt down, and you having ever lived there. Well, there's no point looking for answers here, because there aren't any. All you'll find are cloaked, tattooed weirdos babbling about a reunion. But that doesn't mean you shouldn't talk to them all, 'cause many of them are holding really good items that they're too clueless to miss.

From here, the next required stop is Rocket Town, and you'll have to cut through the equally memory-laden Nibel mountains to get there. But first, let's pay a little visit to the Shinra mansion...

Oh, and let's not forget Tifa's piano! If you remembered the tune you played back in the Kalm memory sequence, play it now,



three times in a row. If you do it correctly, you get... a buck! Yeah! Don't spend it all in one place, ya hear? Ha ha! Sucker!

Seriously though, this isn't what I was talking about when I told you you'd get something good here. The real items, Tifa's level 4 limit break and an Elemental Materia, can only be gotten in discs 2 and 3.

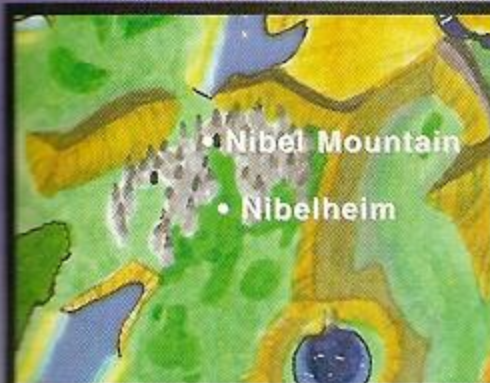


Shinra mansion is host to the most bizarre, annoying, and difficult enemies you've faced so far... You may end up spending quite a bit of time in here, so make sure you exit to save and heal often, and never let your guard down!

Among the most dangerous are the dreaded, um, "Funny Faces." You can wipe them out with one mass-kill magic spell, but they usually get to go first, giving them a chance to confuse the caster and make him cast it on his own comrades! Because of this, I heartily recommend you give every character at least one summon spell—since summon spells cannot be turned against your own party, a creature summoned by a confused character will still wipe out the Funny Faces (the spell will still be nullified by Silence, though, so assign more than one character to cast summon spells, just in case).



Shinra Mansion (cont.)



1. Revisit the underground library.
2. Solve the four puzzles and open the safe.
3. Awaken Vincent.

Items/Skills/Materia

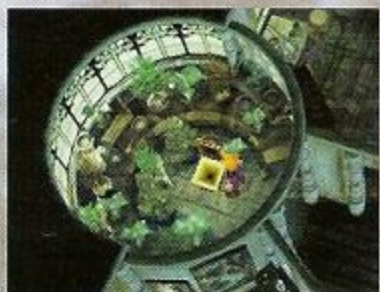
Twin Viper	Silver Megaphone	Enemy Launcher
Magic Source	????	Cosmo Memory
Odin Materia	Destruct Materia	



As you enter Shinra mansion, check out the note just to the left of the entry way... A puzzle! The fourth part of the combination is easy (just select the unlisted 4th command on the screen where it asks you for hints) You can find the others with a bit of legwork, or just cheat and get the combination from me (Right 36, Left 10, Right 59, Right 97). Enter it quickly, and make sure you never overshoot any number! And don't even think of doing this unless your party is in top physical shape... a boss awaits!



Answer 1 is right here behind the piano.



Answer 2 is over here... Not in the treasure chest, but on its lid, once it's been opened!

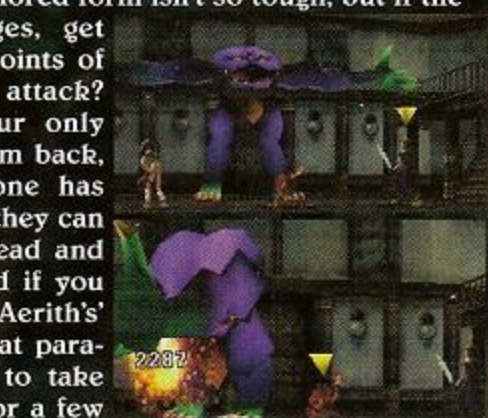


Following the instructions for answer 3 lands you right here.

Boss Strategies

Lost Number's multi-colored form isn't so tough, but if the all blue form emerges, get ready to hurt... 2207 points of damage in a single attack? Yeah, that's fair! Your only chance is to cheese him back, so make sure everyone has haste cast on them so they can heal and revive the dead and wounded instantly, and if you have Stop magic or Aerith's Level 2 Limit Break that paralyzes enemies, use it to take blue out of the fight for a few rounds. His all red form (which you may get at random), by the way, is much easier.

Then just hit him fast and hard with regular attacks, limit breaks and summon spells. And don't forget the poison!



Enemies Appearing in Shinra Mansion 1F and 2F

	Funny Face	
	HP	520 MP 80
	Weak:	-
	XP	300 AP 35
	Drop:	Phoenix Down
	Steal:	Echo Screen
	Morph:	Mute Mask
	Skills:	-

	Ghirofelgo	
	HP	1600 MP 0
	Weak:	Gravity
	XP	380 AP 44
	Drop:	Phoenix Down
	Steal:	-
	Morph:	-
	Skills:	-

	Mirage	
	HP	570 MP 0
	Weak:	-
	XP	290 AP 22
	Drop:	Mirror
	Steal:	-
	Morph:	-
	Skills:	-

	Judge	
	HP	500 MP 100
	Weak:	-
	XP	320 AP 30
	Drop:	Turbo Ether
	Steal:	Turbo Ether
	Morph:	-
	Skills:	????

	Lost Number	
	HP	7000 MP 300
	Weak:	-
	XP	2000 AP 80
	Drop:	Cosmo Memory
	Steal:	-
	Morph:	-
	Skills:	-

Shinra Mansion (cont.)

Enemies Appearing in Shinra Mansion's Underground Area

Black Bat

HP 550 MP 0
Weak: Wind, Heal
XP 270 AP 24

Drop: Vampire Fang
Steal: -
Morph: Vampire Fang
Skills: -

Ying & Yang

HP 1200 MP 220
Weak: -
XP 300 AP 400

Drop: -
Steal: -
Morph: -
Skills: -

(Ying & Yang count as separate enemies)



As you go about your business in Shinra mansion, you'll constantly be pestered by Judge enemies, and their annoying ability to dodge most physical attacks. But you definitely want to pick a fight with these guys, because they possess what is possibly the most useful enemy skill in the game... A little spell called "???"

This technique follows the proud Chocobuckle tradition of enemy skills whose damage can only be figured out by a mathematical formula... This one subtracts your current HP from your HP max and does exactly that amount of damage to a single target. It never misses, and having no magical "type" it can be used against enemies that are immune to other types of magic. Best of all, it's just 3 MP!

Of course, you'd expect to go through quite a hassle to get yourself a nice spell like this, and the Judges are happy to oblige you in that regard. They rarely cast the spell, and since they can't be effected by Manipulate Materia, you've just got to wait and hope that they cast it on whoever has Enemy Skills materia equipped. It takes a lot of patience, but if any skill's worth it, it's this one.



Equally annoying but far less rewarding are Ying & Yang. Ah, how much fun the developers must have had designing the movement for these two epileptic freaks. They're fun, sure, but since a Ying & Yang battle tends to be incredibly time-consuming, you might want to call in your new friend Odin to cut through their theatrics.



Anyway, let's get back to business... If you've opened the safe and gotten the key, open the door to Vincent's, um, bedroom. Talk to him until he has nothing more to say, then let him sleep while you go to visit Sephiroth, who's waiting in the library with a few cryptic clues and a lovely present for Cloud. Make sure you search through all of the research notes and samples for some more baffling hints.

Vincent will ask you to leave him alone if you wake him again, but he will emerge and try to join you if you try to leave the underground area. If he doesn't, then you didn't talk to him enough!



Boom! Still "happy," Yang? Yeah, I didn't think so.



Nibel Mountains




1. Defeat the Materia Keeper to open the route to Rocket Town.
2. Visit the Nibel Mountain Reactor from Cloud's memory scene.


Items/Skills/Materia


Rune Blade	Platinum Barrette	Powersoul
Enemy-All Materia	Trine	Counter Materia
Flame Thrower		




Enemies Appearing in Nibel Mtn. (all areas)


	Kyuvildunis			
	HP	800	MP	0
	Weak:	Fire		
	XP	340	AP	34
Drop:	Hi-Potion			
Steal:	-			
Morph:	Hi-Potion			
Skills:	-			

	Sonic Speed			
	HP	750	MP	50
	Weak:	Wind		
	XP	370	AP	28
	Drop:	Hi-Potion		
Steal:	Ether			
Morph:	Speed Drink			
Skills:	-			

	Zuu			
	HP	1200	MP	40
	Weak:	Wind		
	XP	450	AP	38
Drop:	Bird Wing			
Steal:	Bird Wing			
Morph:	Bird Wing			
Skills:	-			

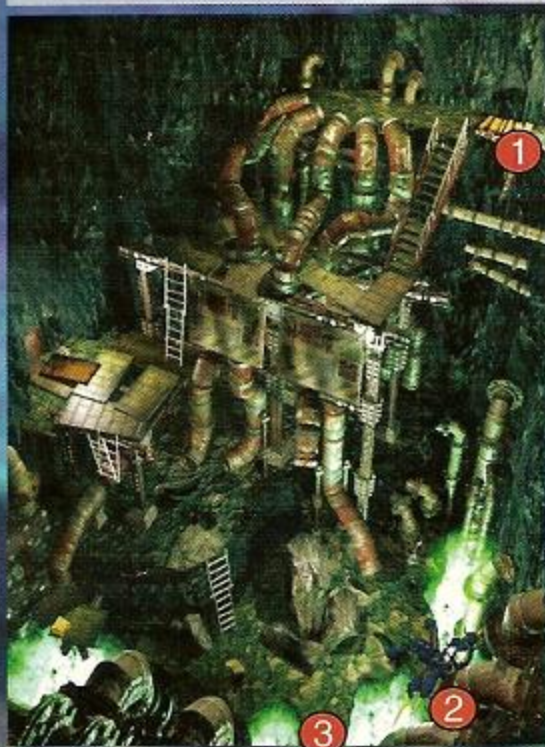
	Twin Brain			
	HP	400	MP	20
	Weak:		Gravity	
	XP	340	AP	32
	Drop: Ether			
Steal:	Ether			
Morph:	Turbo Ether			
Skills:	-			

	Dragon	
	HP 3500	MP 250
	Weak: -	
	XP 900	AP 110
Drop:	Fire Fang	
Steal:	Gold Armor	
Morph:	-	
Skills:	Flame Thrower	

	Screamer			
	HP	800	MP	40
	Weak:		-	
	XP	400	AP	33
	Drop: Earth Drum			
Steal:	-			
Morph:	Power Source			
Skills:	-			

Your only real goal here is to get through to Rocket Town, a simple route that requires only that you kill the Materia Keeper in the lower right-hand corner of the 2nd map, and walk on through (don't miss the Counter materia he leaves behind!). But if you want to pick up the rest of the items on the 2nd map and a few other items later on, or revisit the Reactor where Cloud first confronted Sephiroth, you have a much longer journey ahead of you. We'll explore that area on the next page.

To get an item here, you'll have to either go down pipe #4 for the bag with a Enemy-All Materia in it, or pipe #2 for Tifa's Powersoul weapon.




Boss Strategies

Try *not* to use Vincent here. While his limit breaks are very powerful, their lack of control frequently proves to be a liability. His level 1 limit break form's main attack is fire-based, an attack that can almost completely heal the Materia Keeper (Dragons too)... Not a good idea! Outside of that caution (obviously no one else should attack with fire, either) there isn't too much to worry about with the Materia Keeper. Keep everyone's HP totals high so they can survive his Hell Combo and return the favor with a limit break of their own. And if you ask nicely, maybe he'll teach you Trine, a handy enemy skill that attacks every enemy (or all of you).



If he won't teach it to you, and you really, *really* want it, you're simply going to have to stall 'til he does, or wait for the next Trine-capable enemy, who's about 5 game hours away.



	Materia Keeper			
	HP	8400	MP	300
	Weak:	-		
	XP	3000	AP	200
Drop:	Jewel Ring			
Steal:	-			
Morph:	-			
Skills:	Trine			

Nibel Mtn./Nibel Reactor



1. Continue past the Rocket Town exit in search of items.



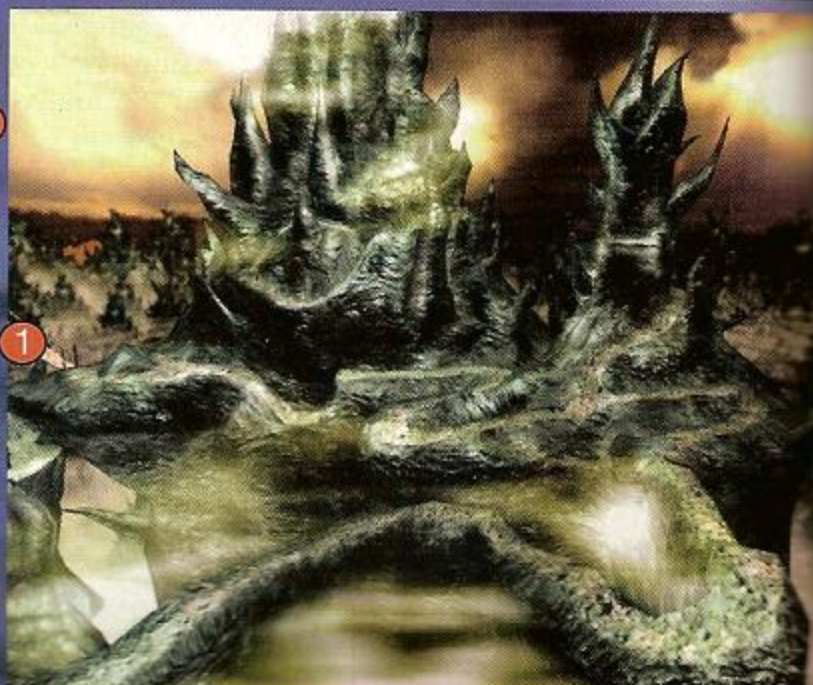
Items/Skills/Materia

Elixir

Elemental Materia

Sniper-OR

As I mentioned last page, this entire area is pretty much optional, and barely even worth doing. But I hope, nay, I *expect* that all true FF fans will challenge the phalanx of enemies that await on this long and winding road, and endure their relentless onslaught in the pursuit of the few meager items (nothing of worth other than a new Vincent weapon, really), that remain to be acquired in the deepest recesses of the Nibel mountains. Make me proud!



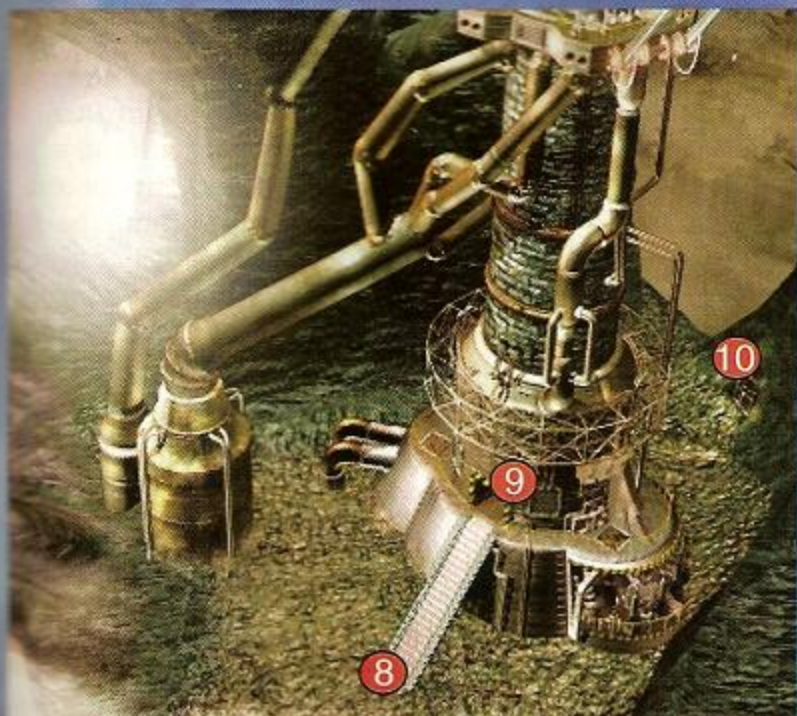
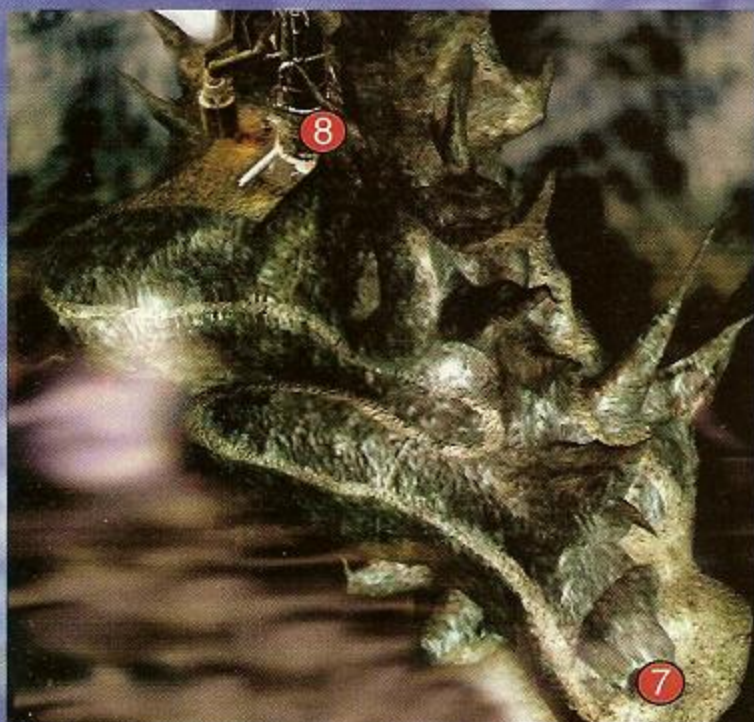
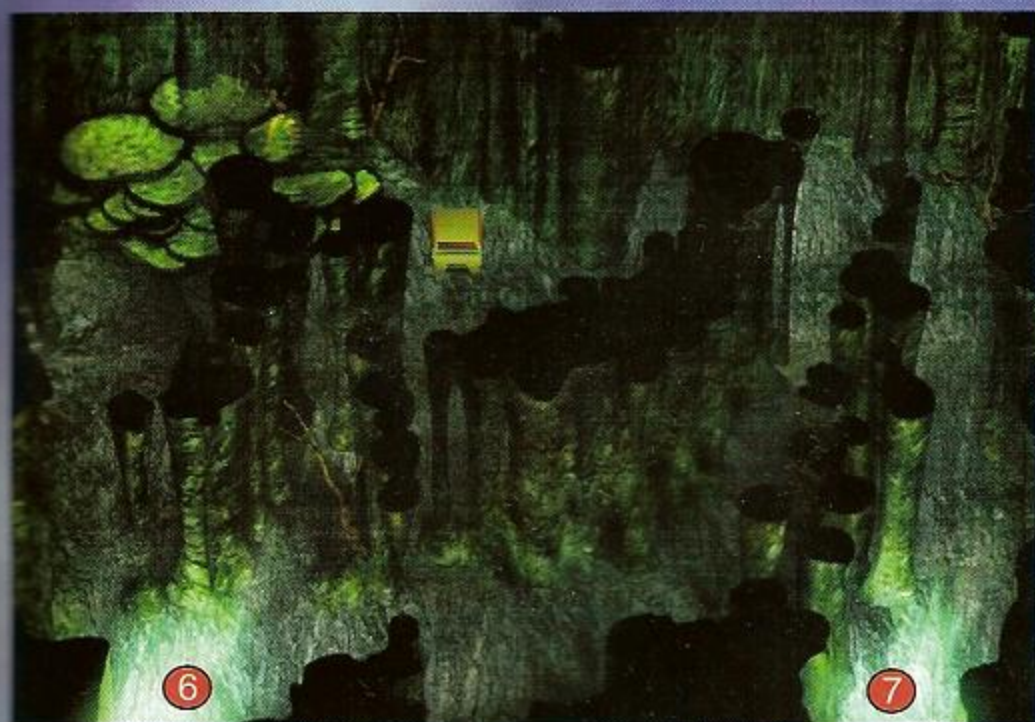
The road to the elixir-containing chest on the right is completely invisible; you'll have to enter this cave, turn left here at the pointer, and go all the way down an off-screen path.



Another Elemental Materia? Yep. Like I said, the items here are pretty lame. But this isn't about items. It's about courage! It's about integrity! It's the *principle*. Right?

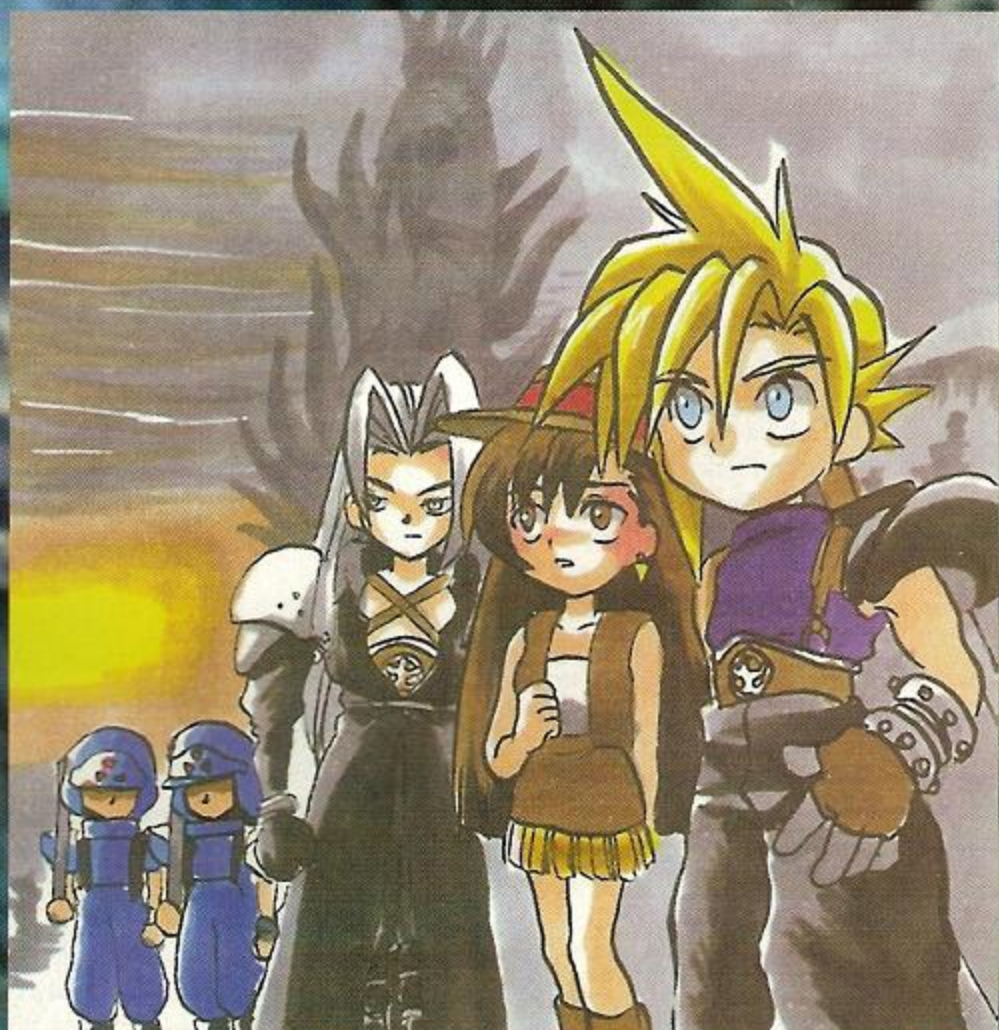
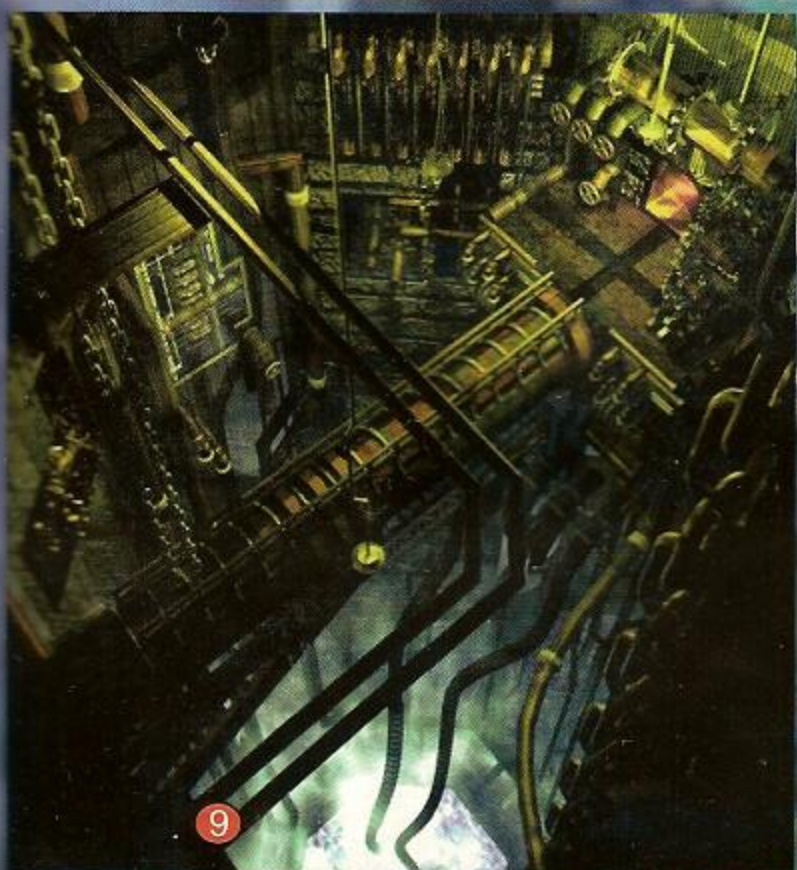


Nibel Mtn./Nibel Reactor (cont.)



As you can see, this route ultimately leads back to the Reactor where Cloud faced Sephiroth in the Kalm memory sequence, but the door to Jenova's room is now locked, and there's not a single clue to suggest what might have happened here, so many years ago...

Door #10 leads right back to where you started. Except now you can collapse the ladder down to the south of it, giving you a way to get back up to the mouths of the pipes. So you can now get whichever item it was you missed the first time. After that, it's off to Rocket Town.



Rocket Town





1. Look at the Tiny Bronco in Cid's yard.
2. Search for Cid at the Rocket.
3. Return to Cid's House and wait for Cid and the Shinra executives to arrive.
4. Fight Palmer and escape on the Tiny Bronco.


Power Source	Drill Arm	Yoshiyuki
Edincoat		



Enemies Appearing in Rocket Port Area

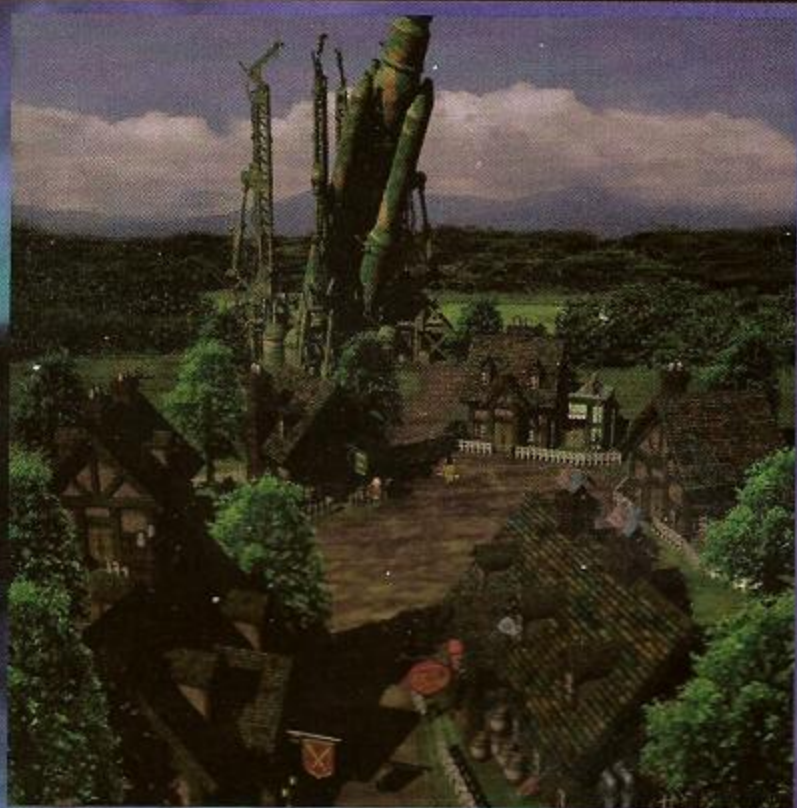
	Battery Cap
HP	640
MP	58
Weak:	-
XP	270
AP	32
Drop:	Eye Drops
Steal:	Dazers
Morph:	-
Skills:	-

	Velcher Tusk
HP	900
MP	28
Weak:	-
XP	320
AP	31
Drop:	Hi-Potion
Steal:	Remedy
Morph:	Remedy
Skills:	-

	Baba Velamyu
HP	640
MP	40
Weak:	-
XP	285
AP	20
Drop:	Mute Mask
Steal:	-
Morph:	Mute Mask
Skills:	-



Talk to this man a couple of times, and he'll give Cloud a "Yoshiyuki" sword. This odd weapon, powerful to begin with, further doubles in power when other party members become disabled.



ITEMS & MATERIA

Potion	50
Hi-Potion	300
Phoenix Down	300
Ether	1500
Hyper	100
Tranquilizer	100
Tent	500
Barrier	10000
Exit	10000
Time	6000

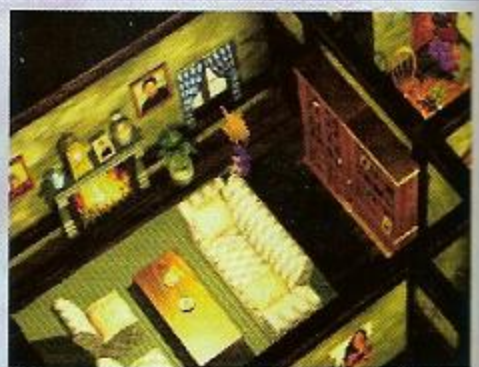
WEAPONS

Shotgun	3100
Gold Armlet	2000
Power Wrist	7500
Protect Vest	3500
Earring	7500
Talisman	4000



Head over to Cid's house (the Northernmost one) and take a look at the Tiny Bronco in his yard. Shera will appear and ask you to go find Cid, up at the rocket. He won't come back with you, but head back to Shera's anyway. She's having an interesting guest over... Good 'ol Palmer! Cid will appear himself, and offer you his, uh, "hospitality."


When Rufus arrives, peak at the goings-on outside and then let Shera escort you to the Tiny Bronco... It's yours, as long as you can get it away from Palmer (which won't be hard).



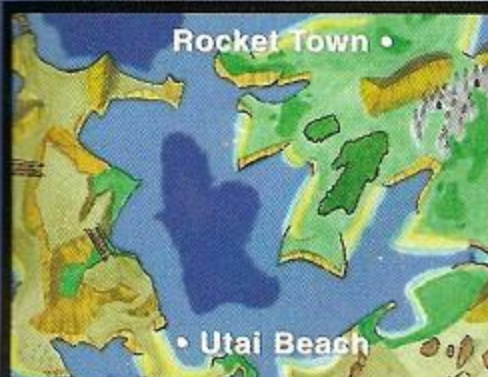
It's small, but the man in the picture on the wall of the item shop is none other than Final Fantasy series producer Hironobu Sakaguchi! Make sure you stop by and pay your respects.

Boss Strategies

Oooh... Are you prepared to feel the lukewarm rage of a dangerously obese Shinra executive? Yep, you can probably handle this one on your own. But what the hell, I've got space to fill, so I'll fill you in on the pointless details. Palmer has some sort of crazy Shinra gun that's able to do all sorts of different types of damage, but all of them in pretty small amounts. He's weak on defense and he's not immune to any type of magic, so you can really just work him with anything. Have fun!

	Palmer
HP	6000
MP	240
Weak:	-
XP	1800
AP	98
Drop:	Edincoat
Steal:	-
Morph:	-
Skills:	-

Utai Area



1. Land in the southern Utai Area beach.
2. Pursue Yuffie north to Utai.

Items/Skills/Materia

Death Force Mighty Hammer Adaman Bangle



So, where to now? The Temple of the Ancients isn't far away, but as the blacksmith in Gongaga area will tell you, you'll need to get the key from Dio at Gold Saucer first. You can go do that right now (full details on page 51) But before you head there, why not sail due west for the Utai area? It's an optional quest that I'm sure you'll find entertaining, and the rewards are quite impressive.

If for some reason you haven't gotten Yuffie in your party yet, the events described here will not happen, although you can still go to Utai and shop and stuff. (as long as you're still on disc 1, you can always go get Yuffie and then come back),



From the landing spot pictured here, head North over the bridges, then south and around the cliff to get to the second bridge. But you won't get more than a few steps into your quest when Yuffie sicks two



Shinra soldiers on you, then takes your Materia and splits.



It's hard to believe, but there are limits even to Yuffie's greed (or at least limits to how much she can get away with), as she "only" takes 48 of your Materia. If you have more than that, she'll leave the ones that come first in the Materia screen's ordering system, leaving me with

three fire Materia and absolutely nothing else.

The two guards are the least of your problems... The enemies in Utai area are difficult, and the route to town is anything but clear. And, of course, you have virtually no materia! I hope you've been stockpiling healing items... You're gonna need them! Now would also be a good time to use up the ton of magic spell-casting items you no doubt have lying around.

You might also want to pick a party with powerful weapons and lots of physical constitution, and set their limit breaks to low levels so they can use them more often. It's as close as you're going to get to magic for some time now...

And it's too bad you've already lost all that materia, 'cause there are two enemy skills you'll want to pick up here in the Utai area. When you have your materia back (I'll remind you) you'll need to come back and pick fights with both the Adamantaimai and the Razor Weeds. Neither will voluntarily cast their spells (ever!) so you'll need to get it out of them by controlling them with the Manipulate materia and then making them cast it on you. The two spells are Magic Hammer, which, steals 100 MP from its target, and Death Force, which attempts to cast two different death spells on all targets. These are the only enemies in the game who are capable of casting these spells, so don't miss



this opportunity!

The armor the Adamantaimai holds is excellent as well... So grab it as soon as you get Materia back!



Utai Area Enemies

Thunderbird

HP 800 MP 80

Weak: -

XP 385 AP 36

Drop: Echo Screen, Hi-Potion, etc.

Steal: Bolt Plume

Morph: Swift Bolt

Skills: -

Bizarre Bug

HP 975 MP 0

Weak: -

XP 420 AP 40

Drop: X-Potion

Steal: -

Morph: -

Skills: -

Tail Vault

HP 960 MP -

Weak: -

XP 440 AP 36

Drop: Phoenix Down

Steal: -

Morph: -

Skills: -

Edgehead

HP 900 MP 80

Weak: -

XP 370 AP 36

Drop: X-Potion, Smoke Bomb

Steal: Turbo Ether

Morph: -

Skills: -

Razor Weeds

HP 1000 MP 145

Weak: -

XP 375 AP 30

Drop: Tranquilizer, Hi-Potion, etc.

Steal: -

Morph: -

Skills: Magic Hammer

(Shoreline only)

Adamantaimai

HP 1600 MP 240

Weak: Gravity

XP 720 AP 100

Drop: Phoenix Down, Dragon Scales

Steal: Adaman Bangle

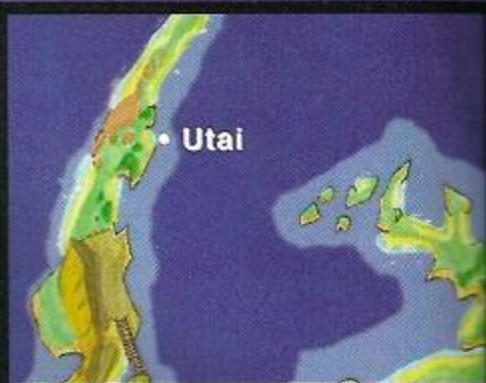
Morph: -

Skills: Death Force

Utai



1. Speak to the Turks in the bar.
2. Find Yuffie's 4 hiding places (in order).
3. Team up with the Turks to find Yuffie and Elena.



Items/Skills/Materia

MP Absorb	Magic Shuriken	Hairpin
Swift Bolt	Elixir	HP Absorb

Catching Yuffie's not going to be easy... To find her and reclaim your Materia, you'll need to pursue her in the following order:



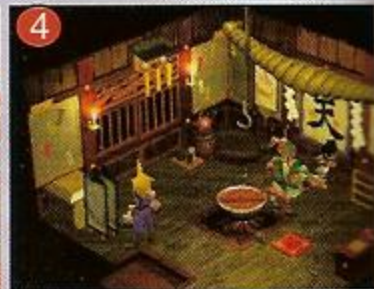
1 Talk with the Turks in the Turtle's Paradise Inn.



2 Open the chest in the materia shop.



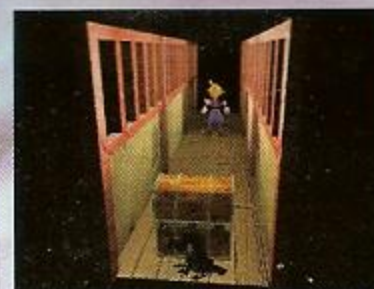
3 Talk to Godo. Continue talking to him until Yuffie appears.



4 Yuffie's next hiding place is behind the screen in Utai's Southeastern-most house.



You'll get the MP Absorb you found in the Materia shop chest when Yuffie rejoins you. After that, you can also go to the building with all the cats, and collect HP Absorb as well (they won't move out of the way unless Yuffie's rejoined you... I guess Yuffie got to them too).



Unfortunately, the MP/HP rebate you get when you use these is pathetically low... 1/10 of the damage you dealt when using HP Absorb, and only 1/100 when using MP Absorb!

In addition to those, don't miss the two secret weapons in Godo's house's hidden passages.



Note: you can't use the weapon shop until after Yuffie rejoins you.

WEAPONS

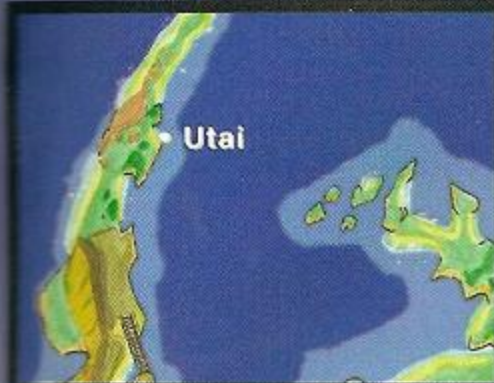
Murasame	6500
Diamond Knuckle	5800
Chainsaw	6300
Aurora Rod	5800
Gold Barrette	6000
Slash Lance	6500
Blue Mega.	5500
Razor Ring	6000
Shortbarrel	6400

ITEMS

Hi-Potion	300
Phoenix Down	300
Ether	1500
Hyper	100
Tranquilizer	100
Tent	500
Fire Veil	800
Swift Bolt	800
Choco Feather	10000

(Godo's House)

Utai/Dachao Statues



1. Defeat Corneo and Lapus.
2. Collect your prize at the Turtle's Paradise Inn.

Items/Skills/Materia

Dragoon Lance Peace Ring



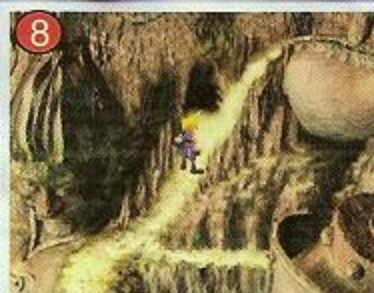
Yuffie's final hiding place is here in the barrel outside of the Turtle's Paradise Inn.



It doesn't matter whether you believe Yuffie or not... Both levers are a trap...



Ring the bell to make the hidden door appear... The search continues.



Once you've negotiated with the Turks, head North to the Dachao statues.

When you finally do succeed in saving Yuffie and reclaiming your Materia, don't forget to reequip it all, because Yuffie just returns it at random!

Bizzare Bug	
HP	975 MP 0
Weak:	-
XP	420 AP 40
Drop:	X-Potion
Steal:	-
Morph:	-
Skills:	-

Razor Weeds	
HP	1000 MP 145
Weak:	-
XP	375 AP 30
Drop:	Tranquilizer, Hi-Potion, etc.
Steal:	-
Morph:	-
Skills:	-

Foulender	
HP	800 MP 100
Weak:	-
XP	440 AP 34
Drop:	Lunar Curtain, Fire Veil, etc.
Steal:	-
Morph:	-
Skills:	-

Garuda	
HP	1400 MP 200
Weak:	Wind
XP	520 AP 30
Drop:	Ice Crystal, Light Curtain, etc.
Steal:	-
Morph:	-
Skills:	-

Jejujemi	
HP	540 MP 20
Weak:	-
XP	410 AP 35
Drop:	X-Potion, Remedy, etc.
Steal:	-
Morph:	-
Skills:	-

Turtle's Paradise Redemption Time!



That's the last Turtle's Paradise poster there in Yuffie's house, so now you've collected all six! Head on down to the bar itself and talk to the guy behind the counter (you sort of have to come at him from the side to get him to notice you).

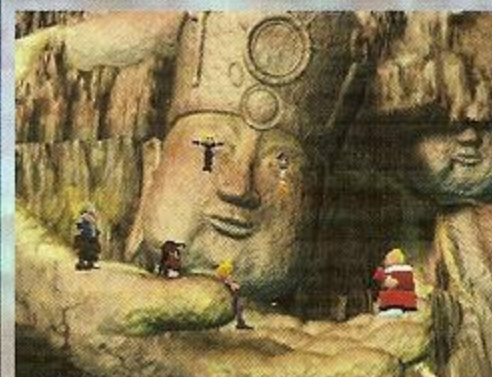
The prize is yours!

Power Source x1
Guard Source x1
Magic Source x1
Mind Source x1
Speed Source x1
Luck Source x1
Last Elixir x1

Not too shabby, I suppose. If you've missed any along the way, don't worry, you can come-back any time, and you can see the posters in any order you want.



Stop by this cave to pick up Cid's powerful Dragoon Lance. There's nothing else you can do now, so you'll have to return to get the other two treasures once you have a way of dealing with the flames...



Boss Strategies

With no materia (except for Fire, which Rapus is practically immune to), it's not as if you have a wide choice of strategies to use here... Limit breaks and healing items it is!

Rapus	
HP	6000 MP 300
Weak:	-
XP	3200 AP 33
Drop:	Peace Ring
Steal:	-
Morph:	-
Skills:	-

Utai Pagoda



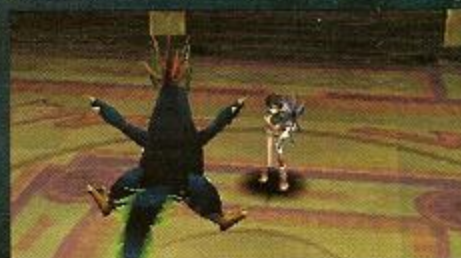
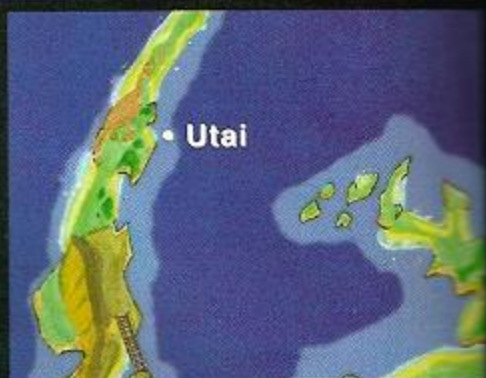
1. Defeat the five guardians.

Key Items/Spells/Materia

Ice Ring

All Creation

Leviathan Materia



The legendary Leviathan call spell (as well as "All Creation," Yuffie's level 4 limit break) is at stake here, and only Yuffie can get it! While you can always come back and crush the tower 10

hours later when all of your characters are far more powerful, it's much more fun to do it now, while it's still a challenge. Besides, the sooner you get Leviathan the better, right?

It's gonna take a good deal of strategy to get someone like Yuffie, who's not much of a heavy hitter, through all five floors. The key is in the Materia: Make sure you give Yuffie the standard compliment of anti-boss spells! That means Poison, Barrier (a defensive must), Time magic (for Haste), your highest level Restore Materia, a couple of powerful attack magics (if Yuffie has a high HP max, the enemy skill ??? could be useful), and all the HP and MP Plusses you have. Gravity is a great choice too, lopping off half your opponent's HP!



Poison: The gift that keeps on giving!

Remember, you can leave the tower, heal, and change your equipment after every battle. So you might want to pop on an anti-paralysis accessory for your fight against Chekhov, for example. It's sort of cheating, but who cares?

After that, your strategy should be clear... Hit them with poison early, cast Barrier and Haste on yourself, and then



You can double your lifespan with Barrier magic

fight conservatively, healing yourself even if you're not too low. Remember, in the first four fights, time is on your side... Don't feel obligated to attack every turn, 'cause they'll still take poison damage, and any attacks they do will just build your limit break meter. The exception here is Godo, who can heal himself, so you'll want to kill him as quickly as possible. (Or, if you have Reflect magic, cast that on him so his heal spells will hit you instead!)

Speaking of limit breaks, if you have Yuffie's second level 2 limit break, this should be a snap... That combo can do nearly 3000 points of damage in a single attack! If you



There's no better way to finish Godo than an all-critical ten hit combo.

don't, stick with her level 1 limit breaks, as the hit-every-enemy 1st level 2 limit break isn't very powerful, and it's always good to have the option to use her level 1 healing limit break, too.

Floor 5



Godo

HP 10000 MP 10000

Weak: -

XP 5000 AP 60

Drop: All Creation

Steal: -

Morph: -

Skills: -

Floor 4



Staniv

HP 6000 MP 240

Weak: -

XP 3600 AP 50

Drop: Elixir

Steal: -

Morph: -

Skills: -

Floor 3



Chekhov

HP 5000 MP 210

Weak: -

XP 2900 AP 50

Drop: Ice Ring

Steal: -

Morph: -

Skills: -

Floor 2



Shake

HP 4000 MP 180

Weak: -

XP 2200 AP 50

Drop: Turbo Ether

Steal: -

Morph: -

Skills: -

Floor 1



Gorikii

HP 3000 MP 150

Weak: Wind

XP 3200 AP 33

Drop: X-Potion

Steal: -

Morph: -

Blue: -

Gold Saucer



1. Enter the duel at Battle Square.
2. Go on a date with one of your party.
3. Pursue Cait Sith to Chocobo Square.

Key Items/Spells/Materia

Protect Vest

Choco Feather

Elixir



The blacksmith in Gongaga area is no longer in possession of the Keystone... it's Dio's now. Yeah, that Dio. Ick. So next stop, Gold Saucer!

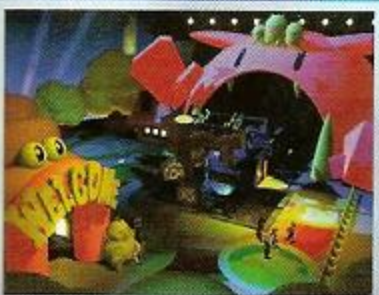
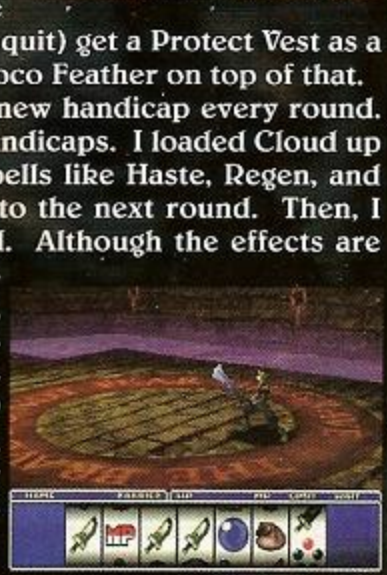


Duel Strategies

Gee, for some reason it feels like I just *did* a major duel... Well, worry not, 'cause this one's substantially different. The eight enemies you're going to face here are random, and you can get the Keystone even if you wash out of the

very first round. But those who make it to round 5 or later (and then quit) get a Protect Vest as a prize, and those who clear all eight on the first try (that's us) get a Choco Feather on top of that.

The enemies here aren't so strong, but Cloud gets slapped with a new handicap every round. The key is to match your strategy for winning with getting the right handicaps. I loaded Cloud up with HP Plus Materia, heal spells, and the Enemy Skills materia. Spells like Haste, Regen, and Barrier are incredibly effective here because their effects carry on to the next round. Then, I intentionally took the "weapon breaks" handicap every time I could. Although the effects are cumulative, I didn't plan on ever using my weapon anyway. (For obvious reason, try to avoid "armor breaks" like the plague) Once again, the enemy skill "???" spell proved to be the most efficient damage-dealer in the game... No enemy can block, reflect, or absorb its damage, and it only costs 3 mp, so even if you take two or three "MP halved" handicaps in a row, you can use it as much as you need to. With lots of HP Plusses, Cloud's HP max was nice and high, and by waiting 'til the last opportunity to heal myself, ??? dished out the serious damage! Try it!



After the duel, which begins as soon as you check out the Keystone in Dio's museum, at the Battle Square, you'll

find that the tram out of Gold Saucer has broken down. Pretty suspicious timing...

So Cloud and the gang head down to the Ghost Inn where it's time to fill the newbies in on the game's plot. After that, Cloud returns to his room



(don't forget to grab the elixir in the cabinet afterwards), where the character with whom he has the highest number of "love points" visits him to begin the date sequence. After the date, head southeast to the temple in Woodland area.



There are four characters you can date: Aerith, Tifa, Yuffie, and, uh... Barrett. 99.9% of all gamers will get either Tifa or Aerith (which one depends on how well you treated them, and how often you used them). To get Barrett or Yuffie, you'd have to go way out of your way to be as cruel as humanly possible, and *never* use them in



battle (if you rack up a single love point with Tifa or Aerith, that person would be your date).

Anyway, this date ends with a high-speed chase where you'll have to follow Cait Sith through four or five different Gold Saucer locations, before he ends up outside of Chocobo Square.



By the way, the only way to get the happy ending in the play is to make the following choices:

1. Become a magic user.
2. Ask about the demon's weak point.
3. Talk to the princess.



Evidently one Evangelion fan at Square managed to sneak a hidden reference to his favorite anime into FFVII... Search the robot suit in the background here... Look familiar? It was from the Magma Diver episode of the Evangelion TV anime. And just to make sure no one thinks it's a coincidence, the programmers gave it the same model type (if you search it) as the actual Magma Diver in the anime.



Temple of the Ancients



Work Glove


1. Retrieve the Keystone from Tseng.
2. Find the entrance to the Clock Room.
3. Open the inner temple door at VI.
4. Escape from the temple at XII.


Items/Skills/Materia

Mind Source	Silver Rifle	Trident
Turbo Ether (x3)	Rocket Punch	Lucky Plus
Morph Materia	Last Elixir	Princess Guard
Ribbon	Trumpet Shell	Nail Bat
Dragon Armlet	Bahamut Materia	Gigas Armlet




Enemies Appearing in Woodland Area


	Slaps			
	HP	900	MP	50
	Weak:	Wind		
	XP	370	AP	30
Drop:	Hi-Potion			
Steal:	-			
Morph:	Hyper			
Skills:	-			

	Dual Horn			
	HP	2500	MP	0
	Weak:	-		
	XP	550	AP	45
Drop:	Pepio Berry			
Steal:	Pepio Berry			
Morph:	-			
Skills:	-			

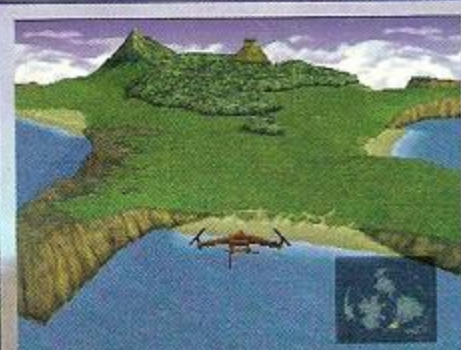
(Shoreline only)

	Tornadu			
	HP	1600	MP	0
	Weak:	Wind		
	XP	600	AP	45
Drop:	Bird Wing			
Steal:	Bird Wing			
Morph:	-			
Skills:	-			

Enemies Appearing in Both Woodland Area and Temple.

	Under Lizard			
	HP	1400	MP	140
	Weak:	-		
	XP	440	AP	45
Drop:	Remedy			
Steal:	Remedy			
Morph:	Remedy			
Skills:	-			

	Kelzmelzer		
HP	800	MP	0
Weak:	-		
XP	410	AP	35
Drop:	Potion		
Steal:	Antidote		
Morph:	Antidote		
Skills:	-		





The temple is in the little island separating the two main continents, just West of Junon. The temple is visible from the shoreline, and all you need to do to get the key is walk in and take it from Tseng.

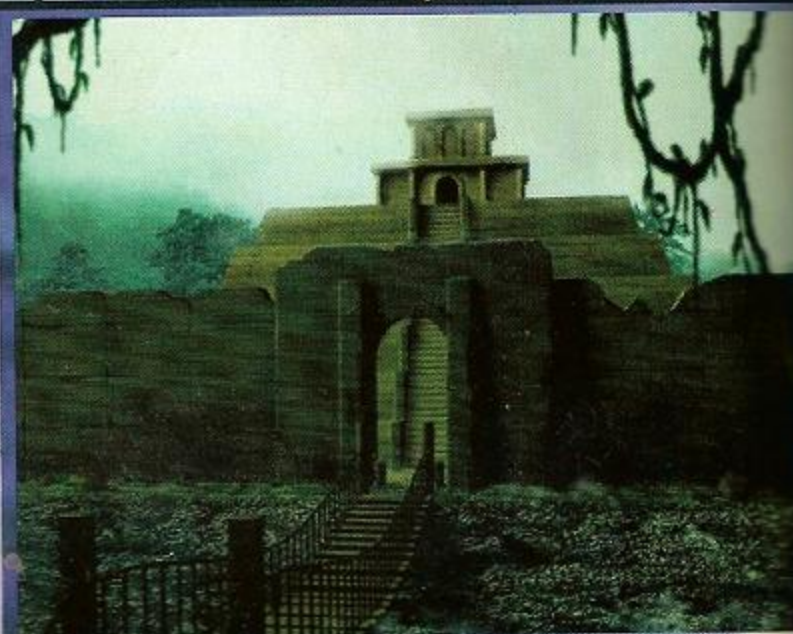
The first part of the temple is a fairly straightforward maze. Your goal is to get to the door marked #1. #2 and the chest near it are not accessible at this time, and door #3 is an exit only.



Enemies Appearing Only in Temple.

	Doubull	
HP	2800	MP 160
Weak:	-	
XP	760	AP 50
Drop:	Hi-Potion	
Steal:	Hi-Potion	
Morph:	-	
Skills:	-	

	Toxic Frog			
HP	500	MP	100	
Weak:		Ice		
XP	420	AP	30	
Drop:	Impaler			
Steal:	Impaler			
Morph:	Remedy			
Skills:	Frog Song			



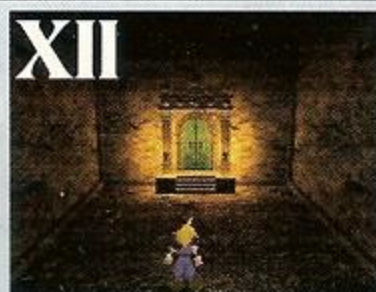
At point #4 (optional) there's a chest containing Vincent's silly weapon, plus you can heal, save, and buy staples from the elder.

Once you've survived the rolling rocks of point #1 (by timing it so that the crevasse will roll over you... just dash from one to the next), you enter the clock.



Temple of the Ancients (cont.)

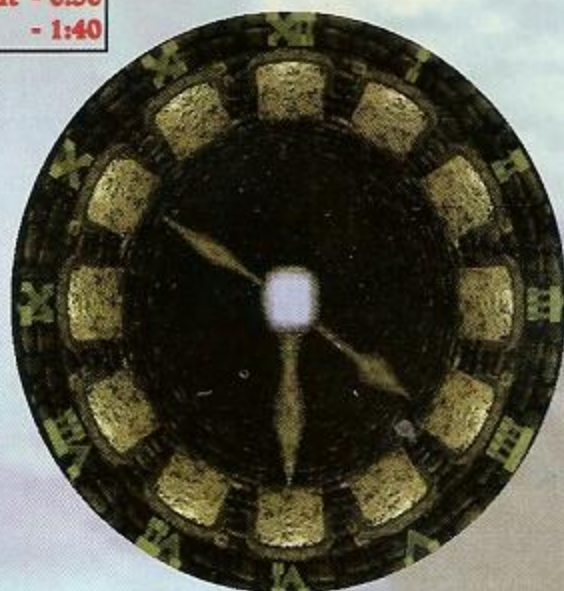
Clock Puzzle



You begin here. After passing through the rock slides, you begin the clock. To advance it to the time you want, you have to select the right combination of time options. Here's the chart:

Advance:	
A little	- 0:05
Somewhat	- 0:35
A lot	- 1:25
Rewind:	
A little	- 0:10
Somewhat	- 0:50
A lot	- 1:40

The door at XII will be sealed until the events at VI are completed, and the middle door has been entered. When all of that is done, come back here to attempt your escape...



Item: Megalixir



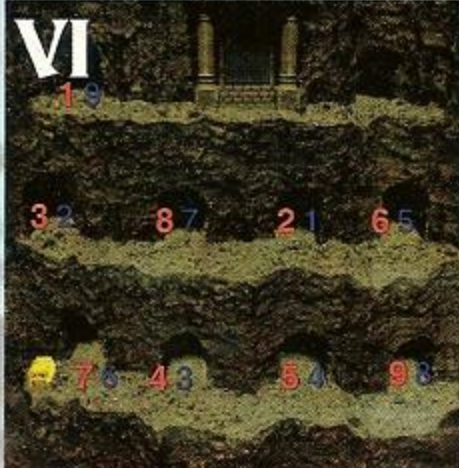
Item: Trumpet Shell

To steal the elder's key, you'll need to be waiting at the other side of the door he's going to come out of. Use the numbers to help you... If he goes in 1, he's going to come out 1. **When this event is over, the clock will stop!** So get all the treasures first!

Area 0 is reached when you're swept off the clock by the second hand. The doorway exits out to #3 in the main puzzle map on the facing page.



Ancient Dragon	
HP	2400 MP 450
Weak:	Gravity, Wind
XP	800 AP 80
Drop:	Turbo Ether
Steal:	-
Morph:	-
Skills:	-



Item: Princess Guard



Item: Ribbon

When I say she's weak to poison, I'm not kidding... It kills her instantly!

Jemnisimi	
HP	800 MP 80
Weak:	Poison
XP	510 AP 50
Drop:	-
Steal:	-
Morph:	-
Skills:	-



Another one-hit poison kill... You don't have to fight 'em, but hey, it's free XP...

Hecteyes	
HP	500 MP 220
Weak:	Poison
XP	1000 AP 100
Drop:	-
Steal:	-
Morph:	Magic Source
Skills:	-

The Red Dragon (at #VI) can be tough, but if you're prepared, he's a snap. Since his most powerful attacks are fire-based, you can just give your characters immunity to fire (via a Fire Ring, or Elemental+Fire on your armor).

Boss Strategies

Two bosses in a row!

Red Dragon	
HP	6800 MP 300
Weak:	-
XP	3500 AP 200
Drop:	Dragon Armlet
Steal:	-
Morph:	-
Skills:	-



Impervious to most types of magic? Yes. Impervious to Bahamut? Evidently not!

Demon's Gate is strong against nearly all magic. Let Bahamut smack him around, then save your MP for healing while you finish him with limit breaks and regular attacks.

Demon's Gate	
HP	10000 MP 400
Weak:	-
XP	3800 AP 220
Drop:	Gigas Armlet
Steal:	-
Morph:	-
Skills:	-

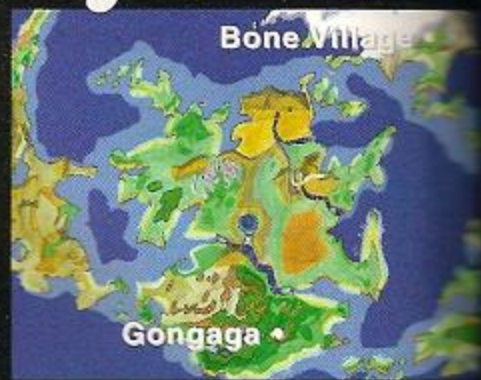
Bone Village/Zango Valley




1. Excavate the Lunar Harp.
2. Cross the Sleeping Forest and Zango Valley to get to the Forgotten City.

Items/Skills/Materia

Lunar Harp	Shortbarrel	Mop
Megalixir	Kujata Materia	Water Ring



Enemies Appearing in Southern Icicle Area


	Brachioladus
HP	33333 MP 333
Weak:	-
XP	510 AP 40

Drop:	Carob Nut
Steal:	Carob Nut
Morph:	Elixir
Skills:	-

	Trickplay
HP	1500 MP 100
Weak:	-
XP	480 AP 35


Drop:	Hi-Potion
Steal:	-
Morph:	-
Skills:	-

(Shoreline only)

	Tornado
HP	1600 MP 0
Weak:	Wind
XP	600 AP 45

Drop:	Bird Wing
Steal:	Bird Wing
Morph:	-
Skills:	-

Enemies Appearing in Zango Valley

	Bound Fat
HP	500 MP 80
Weak:	-
XP	420 AP 40

Drop:	Dazers
Steal:	Dazers
Morph:	Dazers
Skills:	Death Sentence

	Maldancer
HP	600 MP 100
Weak:	-
XP	500 AP 56

Drop:	Hi-Potion
Steal:	Phoenix Down
Morph:	X-Potion
Skills:	-



WEAPONS	
Diamond Bangle	3200
Rune Armlet	3700
Potion	50
Hi-Potion	300
Phoenix Down	300
Ether	1500
Hyper	100
Tranquilizer	100
Tent	500



On the Southern coast of the Northern continent lies Bone Village, a city devoted to archaeology. You've got to wonder how much longer they can continue to excavate the same twenty or thirty square feet, but you might as well enjoy it while it lasts, and have them dig up a few things for you. All you do is hire members of the team (at 100 gil a pop) to stand where you tell them, and detonate a small explosive. They "track the sonic waves," or some such nonsense, and point in the direction of the item, which you can have them dig up overnight.

What they dig up changes a few times during the game, and Bone Village is where you can get the key to return to Midgar (late in disc 2) and a number of major items in disc 3 if you missed them earlier.

For now, the pickings are slim--barely enough to make it worth playing the tedious Bone Village excavation mini-game even a few times. Of course, you'll need to get the Lunar Harp, a key item whose position never changes. Ask them to excavate this specifically, I've circled it on the left.

After that, there are one or two "good" treasures, such as a Megalixir and new weapons for Cid (his Materia slot-free Mop) and Vincent (the "Shortbarrel," a pretty good gun that gives you double AP). There are no good "normal" treasures at this time.

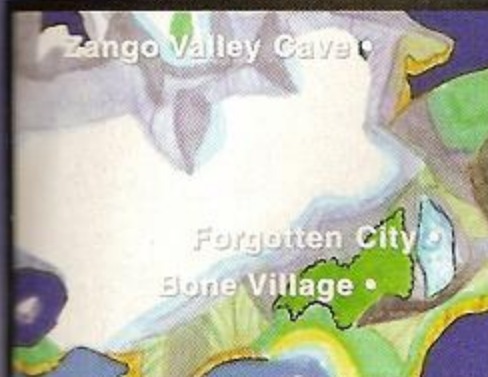
Once you have the harp, you can cross the forest. But don't miss Kujata in your haste! This novel summon spell blinks in and out of the forest, so just look for a fleeting red spot, then go to where you saw it last and wait for it to reappear. Also, don't forget to do a bit of shopping while in Bone Village! They may not have any proper shops, but the guy waiting by the door sells the usual assortment of items, as well as Diamond and Rune arm-

lets. The Rune armlet has four double-AP Materia slots, which in the long run will make it more than worth its lack of defensive value, especially if you're trying to get the master materia later on.

One other note about the area: Watch out for the incredibly tough Brachioladus enemies. They're not worth fighting now, but take note of their existence. They're the only source of Carob Nuts in the game, an item that will become important when (and if) you start raising your own Chocobos.



Forgotten City



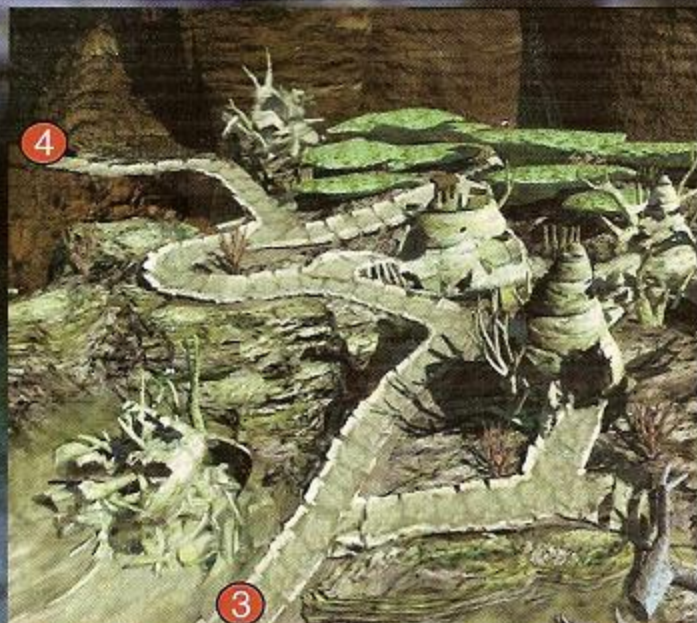
1. Stay at the house in the east side.
2. At night, go down the hidden staircase.
3. Find Aerith, and defeat Jenova.

Items/Skills/Materia

Aurora Armlet	Elixir	Comet Materia
Enemy Skill Materia	Wizard Bracelet	



The forgotten city is a curious and beautiful place. Most of its mysteries will never be solved, so you'll have to be content to simply explore. Make sure you do so fully... Among the items hidden here is the Comet materia, one of the most powerful standard magic materia in the game!



Once you've fully explored the Forgotten Land, it's time to go find Aerith. She won't appear for you during

the day, so you'll have to stay in the, uh, shell at the east side of town. When night falls, Cloud awakens... Head down to the location marked #6, the even bigger shell. A crystal staircase has now appeared where previously there was only a strange fish... I didn't show any shots of where the staircase leads so as not to spoil it for you... Save it when you get there and never delete the file!



Boss Strategies

When you picked up that water ring in Zango valley, you probably laughed "Water? Who casts water magic? Jenova, that's who! So equipping it in advance of this fight would be a good idea.. Whoever gets it will be almost completely invulnerable to all of Jenova's attacks.

Jenova does, however, have a few other tricks up her sleeve as well. While particularly vulnerable to Earth magic, Jenova can reflect all standard magic back at you... You may get a few turns in before she casts Reflect, but be aware that she can do it at any time, sending spells you're in the process of casting back to their sender. One way to get around this is to attach Elemental to Earth magic in your weapon's materia slots. You'll get Earth-typed damage with no chance of backfire!



Ouch! Cloud gets toasted by his own fire when Jenova suddenly casts Reflect...



But nothing reflects Bahamut!




Jenova-LIFE	
HP	10000
MP	300
Weak:	Earth
XP	4000
AP	350


Drop:	Wizard Bracelet
Steal:	-
Morph:	-
Skills:	-


4. Reunion


Zango Valley

Viper Halberd	HypnoCrown	Megalixir
Bolt Armlet	Magic Plus Materia	Power Source

	Trickplay
	HP 1500 MP 100
	Weak: -
	XP 480 AP 35
Drop:	Hi-Potion
Steal:	-
Morph:	-
Skills:	-

	Hungry
	HP 2000 MP 100
	Weak: -
	XP 700 AP 60
Drop:	Ether
Steal:	-
Morph:	-
Skills:	-

	Acrophies
	HP 2400 MP 220
	Weak: -
	XP 800 AP 90
Drop:	-
Steal:	Water Ring
Morph:	-
Skills:	-

	Grim Guard
	HP 880 MP 120
	Weak: -
	XP 600 AP 45
Drop:	Shrivel
Steal:	Shrivel
Morph:	-
Skills:	-

Climbing the spines is much easier than it seems. Simply press up to ascend, and down to descend, no matter which direction Cloud is facing.



Watch out for these guys... Hungry indeed!

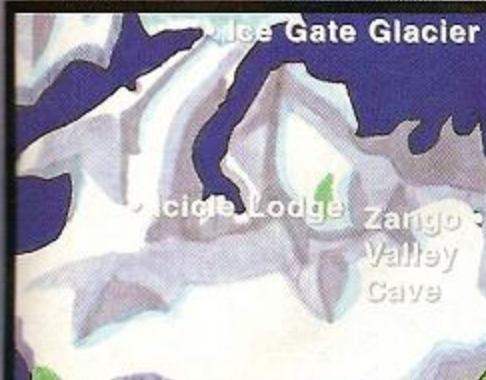


The Magic Plus Materia is hidden here, behind the rocks at the bottom of the main ladder.

If they're not too thick and not too thin, you can crawl up the crevasses (left) to get yourself to the higher levels. You'll have to go up and around to get to some of the chests.



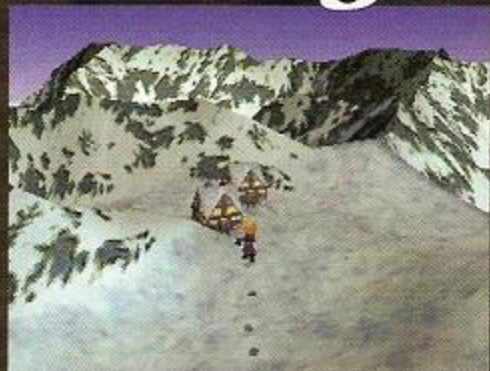
Icicle Lodge



1. Attempt to leave to the North.
2. View Dr. Gust's video records.
3. Borrow the Explorer's map.
4. Borrow the wounded kid's snowboard.
5. Exit to the North.

Items/Skills/Materia

X-Potion	Turbo Ether	Hero Drink
Vaccine		



ITEMS	
Organics	12000
Dragon Claw	10000
Micro Laser	12000
Adaman Clip	11000
Hawkeye	12000
Red Mega.	11000
Mast Axe	13000
Lariat	12000
Tent	500
Hi-Potion	300

Icicle Lodge is the last outpost of civilization for quite a few game hours, so enjoy it while you can! Heal up, buy new weapons for everyone, and make sure you save your game *before* you enter, because the Turks are in hot pursuit... And when they catch up with you (which happens as soon as you try to leave to the north) they're not going

to let you leave again.

The quest will continue as soon as you acquire the snowboard and head on down the Northern slope that's the only



There's a hidden X-potion here in the inn.



remaining exit. But there's plenty to do first. For example, check out the house in the upper left. It doesn't look like much, but this is where Dr. Gust and Ifalna hid from Shinra and gave birth to their baby daughter... It's a tale that's been captured by the various video clips you can access via the computer on the ground floor.



Ice Gate, the giant glacial dungeon that's just ahead, is by far the largest area the game. You can pick up a hand-drawn map from the explorer on the right side of town. It's hanging right there

on the wall, and you can ask the man outside for permission to take it (or you can just steal it). Unfortunately, the overly simplistic map you'll receive is next to useless.



Finally, you'll need the snowboard. the child in the

center house has it, and will give it to you for free, but not until the event happens with the Shinra guards. once she does, head out the northern exit and prepare for a great mini game!

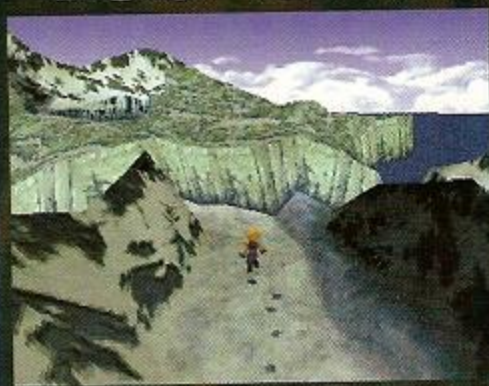


More Square propaganda! I challenge anyone to deny that that's a promotional poster from Square's Super Famicom strategy title "Bahamut Lagoon."

Enemies Appearing in Icicle Area

	Jumping	
	HP	999 MP 0
	Weak:	-
	XP	400 AP 30
Drop:	Hi-Potion	
Steal:	-	
Morph:	Antarctic Wind	
Skills:	-	
	Bandersnatch	
	HP	860 MP 100
	Weak:	Fire
	XP	510 AP 40
Drop:	Hi-Potion	
Steal:	-	
Morph:	Ice Crystal	
Skills:	-	

Ice Gate Glacier




1. Dip your hands into the hot springs.
2. Fight the witch to get Alexander.
3. Go to the foothills and prepare to climb Gaea's Cliff.


Items/Skills/Materia


Mind Source	Elixir	Potion
Enemy-All Materia	Added Cut Materia	Alexander Materia
Safety Bit		





Ice Gate Enemies


	Frozen Nail
	HP 1300 MP 100
	Weak: -
	XP 520 AP 50
Drop:	-
Steal:	-
Morph:	-
Skills:	-

	Ice Golem
	HP 4000 MP 300
	Weak: -
	XP 1000 AP 70
Drop:	Hi-Potion
Steal:	Hi-Potion
Morph:	-
Skills:	-

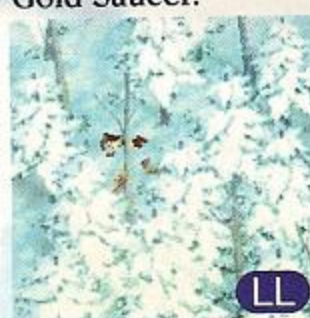
	Magnade
	HP 1000 MP 100
	Weak: Fire, Gravity
	XP 980 AP 50
Drop:	X-Potion
Steal:	Phoenix Down
Morph:	-
Skills:	-

	Shred
	HP 900 MP 100
	Weak: Fire, Wind
	XP 500 AP 40
Drop:	Ether
Steal:	-
Morph:	-
Skills:	-

	Snow
	HP 4000 MP 160
	Weak: Fire
	XP 500 AP 42
Drop:	Ice Crystal
Steal:	Circlet
Morph:	-
Skills:	-

	Jumping
	HP 999 MP 0
	Weak: -
	XP 400 AP 50
Drop:	Hi-Potion
Steal:	-
Morph:	Antarctic Wind
Skills:	-

Don't take the snowboarding game too seriously... It's all just for fun. Watching your time and getting balloons won't make any difference in where you land, and there are no prizes you can win. Once you've cleared this game, you can play it again by returning to town and going down the same slope, or you can play a modified version in Gold Saucer.



The course splits twice, and which route you take determines where your characters will land to begin the giant Ice Gate Glacier maze. I've marked each starting point both here and on the map that you'll find on pages 60 and 61. If you want to save your game after the snowboard game, aim for point LR, it's closest to the exit.

The Ice Gate Glacier is a massive dungeon, featuring about sixty different areas. Since six of the linking paths repeat a number of times each, it's very easy to get confused. I've mapped out the entire dungeon on pages 60 to 61... As you can see, it's quite massive, but features surprisingly few locations of interest. There are really only two items worth the trouble of getting in the entire dungeon: the very cool Added Cut materia, and the call spell Alexander, a giant robot castle thingy that pummels his foes with incredibly heavy Holy-type damage (this is one of only two Holy-typed spells in the game). Yep, he's even stronger than Bahamut!



To get both, try to land at RL or RR, where you'll be fairly close to the hot springs. Dip your hands in it, then either wait for your party to expire, or head north and then west to get to the central map. From there you can head east to touch the witch, destroy her, and get Alexander. While you're in the neighborhood, you can grab Added Cut as well.

Once that's accomplished, you're pretty much done here. But don't get too excited, Ice Gate is just the first of three consecutive dungeons!



Ice Gate Glacier



As Ice Gate explorers will soon discover, you can't wander for long before Cloud and company pass out from exposure. This occurs after a certain amount of distance travelled, and can not be prevented (note that this has no connection to the amount of time elapsed, so if you're thinking of taking a shortcut to get back to the central map by leaving your party to freeze for a while, it's not going to work).

When you expire, you'll find yourself in a cabin the foothills of the menacing Gaea's Cliff, your next challenge. If you're ready to move on, fine. Talk to the man who saved you to heal yourself, then save at the save spot and pick your party.

If you want to return to various Ice Gate locations you missed, you're going to have to deal with the central map. This area seems like the game's overhead map, but is not directly connected to it. Every screen of it looks the same, and it's basically just a giant square. If you make it to the top of the square, you'll be back at the foothills. If you go South, West, or East, you'll find yourself at the various Ice Gate locations depicted on the map on the next page. So all you do to get where you want to go is pick a direction and walk that way for a couple of screens. Sounds easy, doesn't it?

Well, unfortunately the central map is constantly being swept by blizzards that rotate the screen around and destroy your sense of direction. Since there are absolutely no natural landmarks, you'll have to make your own with the stakes you can set with the O button. These are easy to use... As you walk, simply press the O button every few steps so that there are always at least two or three stakes visible on screen (three is the max you can have before the old ones disappear). When the blizzard strikes, just stop in your tracks and wait it out. When it's over, you can figure out which direction you were walking in by simply drawing a line between Cloud's current position and the stakes that are behind him. It's tricky to get going in the exact same direction, but since you can enter your target location by hitting any part of that side of the square, this should be sufficient to insure you get where you want to be.



Actually, there is one other location within the central map. Smack dab in the middle of it is a small cave that contains...

(gasp!) another Enemy-All Materia! Yes, you should have like twelve of them by now, but if you still feel you could use another, here's your opportunity. Since the cave is in the dead center of the map, you'll have to walk straight in the opposite direction (for example, if you leave from Gaea's Cliff, head due South). You don't have much of a margin for error, so make sure you use your stakes! And memorize which direction you came from in relation to the cave's entrance... When you leave, it won't be facing the same way and your stakes will have disappeared.



Ice Gate Glacier

Snowy Path

Rocky Path

Forest Path

Icy Path

NW-SE Angled Path

NE-SW Angled Path

Snowy Path

Snowy Path

Snowy Path

Snowy Path

Snowy Path

Snowy Path

Snowy Path

Snowy Path

Icy Path

There's a Mind Source hidden behind a tree in the Northern part of the forested area to the right.

Snowy Path

Icy Path

Snowy Path

Forest Path

Forest Path

Forest Path

Snowy Path

Snowy Path

Snowy Path



There are only two items worth a salt here in Ice Gate. One is Alexander, a call spell possessed by the witch in Ice Gate's North Eastern cave. The witch hates hot springs, so if you talk to her after dipping your hand in the nearby hot springs, she'll attack you (she's just a Snow enemy, not a boss). Remember, due to that crazy one-way road, you'll have to exit to the blizzard-stricken map in the middle of Ice Gate and then go East to get to her.



The other is the Added Cut materia partially buried in the snow right smack dab in the middle of this angled path. Don't miss it!

4 There's an elixir in this cave.



To be able to head north from here, you'll need to get onto the frozen ice in the lake. There's only one point in which you can cross to it, and that's right here, where the ice is closest to the shore.

Ice Gate Glacier

To Gaea's Cliff



Central Map

Snowy Path

Icy Path

Rocky Path



1

The arrow leading from the mountain pass with cave on the upper right to the four-way pass on the right is a one way road. If you try to head North from the four-way pass, you will end up back in the Hot Springs. So you can only get to the cave/mountain pass by heading east from the snow map.

Snowy Path

NW-SE Angled Path

NW-SE Angled Path

NE-SW Angled Path

NE-SW Angled Path

NW-SE Angled Path



2

NE-SW Angled Path

NE-SW Angled Path

NE-SW Angled Path



NW-SE Angled Path

NE-SW Angled Path



6



5

Forest Path

Rocky Path

Rocky Path

Rocky Path



RL

NE-SW Angled Path



RR

Rocky Path

Rocky Path

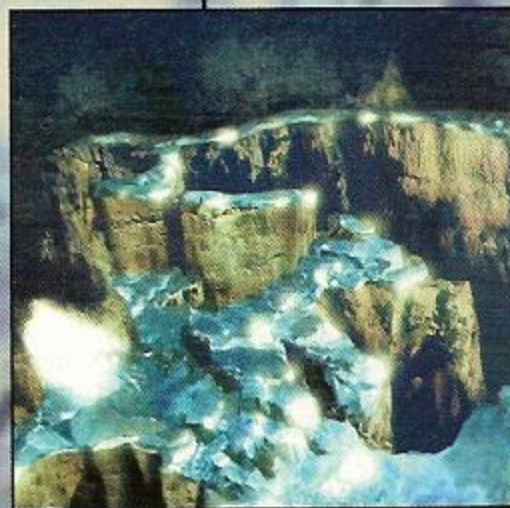


LR

If you head out the large icy cave to the east, you'll find yourself in this ice tunnel. If you agree to take the ride, you'll be ejected into the overworld map. If you try to return, you'll enter back at the signpost.



6 The mediocre Safety Bit accessory is here.



Gaea's Cliff




1. Climb to the top of Gaea's Cliff.
2. Defeat Twinhead.


Items/Skills/Materia


Bad Breath	Magic Breath	Javelin
Elixir	Ribbon	Fire Armlet
Speed Source	Last Elixir	Enhance Sword
Dragon Armlet	Protect Ring	Dragon Fangs



Enemies Appearing in Gaea's Cliff (External Areas)

	Molbor
	HP 4400 MP 900
	Weak: Water
	XP 1000 AP 100
Drop:	Molbor's Tentacle
Steal:	Molbor's Tentacle
Morph:	-
Skills:	Bad Breath

	Headbomber
	HP 1600 MP 200
	Weak: -
	XP 640 AP 64
Drop:	Hyper
Steal:	Tranquilizer
Morph:	Tranquilizer
Skills:	-

	Zolokalter
	HP 950 MP 90
	Weak: -
	XP 700 AP 60
Drop:	X-Potion
Steal:	-
Morph:	Antidote
Skills:	-

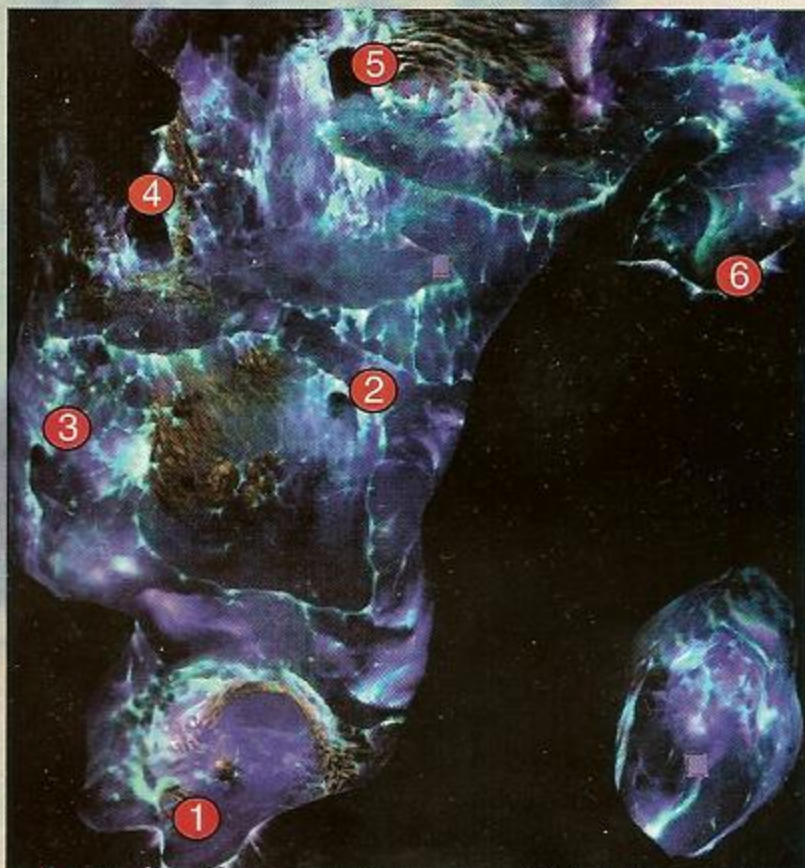


Don't forget the old man's advice... You'll end up right back in the cabin in the foothills if you let your body temperature fall below 26 (and when it gets

low, it falls fast!). Whenever you get to a ledge, hammer on that square button... You can raise your temperature up to 38 degrees, which is a much needed precaution on some of the later cliffs, where climbs frequently lead to dead ends...

To make things even worse, the cliff's external areas are populated by one of the most annoying enemies in the game. Molbors can turn your entire party into confused, sleeping, silent, poisoned frogs in a single blast. If you don't have any Ribbons or anything equipped, your only realistic option will be to escape... But even that won't always work, as the poison could kill your party of frogs while they're sleeping. So equip a precautionary accessory on at least one party member! The only bright note is that you can learn this spell yourself with the Enemy Skills materia.

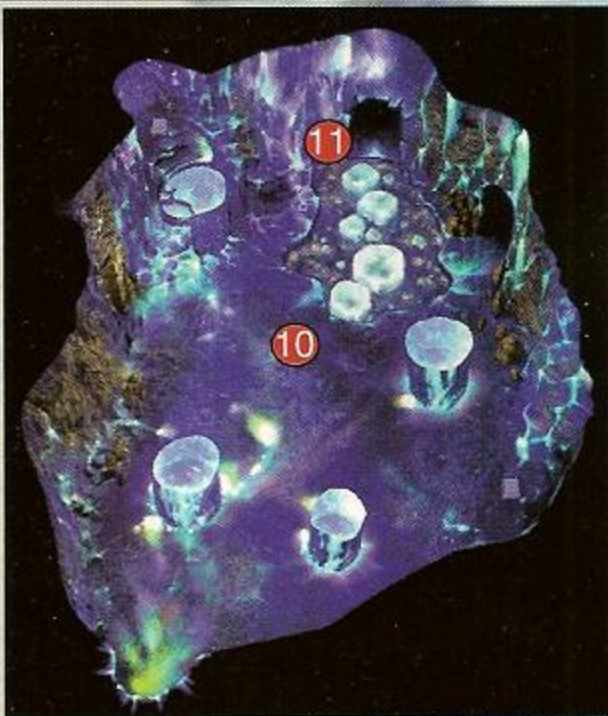
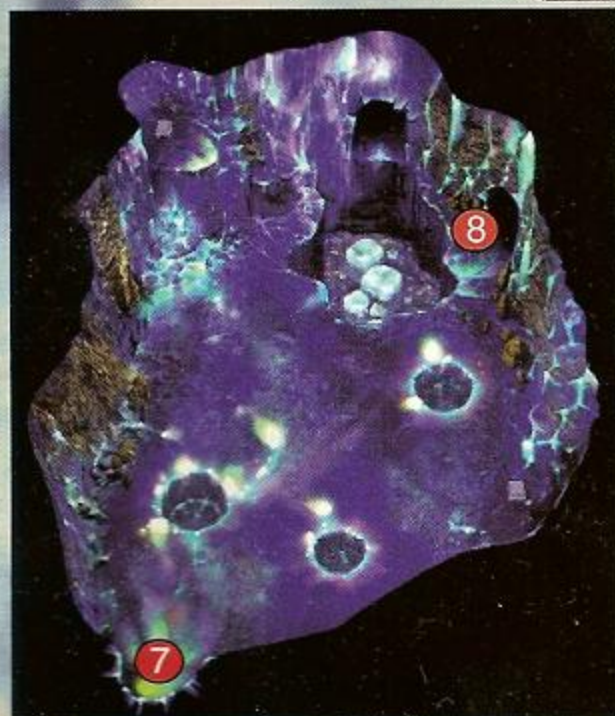
To beat the dungeon below, you'll have to get to the second part of the dungeon and push the rock down to break the spikes (not pictured) that are blocking your way. Don't miss the hidden room!



The hidden path to the secret area in the lower right is right here, on the dungeon's slightly elevated area. There's a Ribbon in the chest, definitely one of the best accessories in the game, and a "must have" in an area populated by Molbors.



Gaea's Cliff



You'll have to cross the frozen external area to get to the room pictured on the right. Only by knocking down all four of these icicles (easily accomplished since they don't fight back) can you make the bridge to let you progress (map version 2), and get the treasure chest in the upper right hand corner. Ignore the message that asks you if you want to jump down after each icicle... If you jump early, you'll have to climb all the way back up to get the chest on the left! Just say "no" each time, get the chest, then leave the room and return immediately. You'll be given the option to jump again!





(Internal Areas)

	Stilv			
	HP	2000	MP	300
	Weak:	-		
	XP	1000	AP	110
Drop:	Tent			
Steal:	-			
Morph:	Holy Torch			
Skills:	Magical Breath, Trine			

	Evilhead			
	HP	740	MP	45
	Weak:	-		
	XP	650	AP	50
Drop:	Vampire Fang			
Steal:	-			
Morph:	Holy Torch			
Skills:	-			

	Cuahl			
	HP	1300	MP	60
	Weak:	-		
	XP	720	AP	70
Drop:	Hi-Potion			
Steal:	Tranquilizer			
Morph:	Tranquilizer			
Skills:	-			

	Icicle		
	HP	3000	MP 300
	Weak:	Fire, Gravity	
	XP	500	AP 0
Drop:	-		
Steal:	-		
Morph:	-		
Skills:	-		

	Blue Dragon	
	HP	8800 MP 500
	Weak:	-
	XP	1200 AP 200
	Drop:	Dragon Armlet
Steal:	-	
Morph:	-	
Skills:	-	



In addition to the Molbor's Bad Breath skill, you can get the powerful but expensive Magic Breath from this enemy... He also knows Trine, in case you didn't learn that earlier.

Gaea Cliff/Crater



Be careful on the last stretch of cliff... Some of the climbable routes are dead ends, and it's hard to tell (even with a map) which way to go. Keep your temperature high so you can afford to make a few mistakes. When you get to the top, check out the white, radiant pool in the middle... It completely refills your HP and MP! Make sure to come back and heal and save after you've defeated the boss, too... yet another dungeon awaits!



Boss Strategies

Twinhead is really two bosses in one. One's vulnerable to ice (the right one), one to fire (the left one), and confusing the two will result in giving your target a big HP boost. The best trick here is to use Alexander... He'll smash them both with over 3,000 points of damage a piece, possibly even twice that, depending on the magic power of the caster! But don't even think of using Kujata here... Make sure you use Alexander early on, as opposed to saving him for the killing blow. For one thing, the boss is much easier if you can kill one of his heads early on. But a better reason is the fact that each head casts a final attack before it dies... A lightning

blast that can do up to 1500 points per character! If you mess up and kill them at the same time, you're going to be facing 3,000 points each... Ouch!

Twinhead (left)	
HP	18000 MP 350
Weak:	-
XP	2200 AP 120
Drop:	Dragon Fang
Steal:	-
Morph:	-
Skills:	-

Twinhead (right)	
HP	18000 MP 350
Weak:	-
XP	2200 AP 120
Drop:	-
Steal:	Protect Ring
Morph:	-
Skills:	-

Top: Alexander smashes the Twinheads for a ton of damage.
Bottom: the fallen head retaliates with his devastating final attack.



Enemies Appearing in Crater Area

Gigas	
HP	3500 MP 100
Weak:	-
XP	840 AP 84
Drop:	Earth Hammer
Steal:	Gigas Armor
Morph:	-
Skills:	-

Grenade	
HP	2000 MP -
Weak:	-
XP	900 AP 100
Drop:	Bomb's Right Arm
Steal:	Bomb's Right Arm
Morph:	Bomb's Right Arm
Skills:	-



The Crater is a tiny area, with only two locations. Once you climb down the hill and through the spires, you'll enter the Whirlwind Maze, a brief area with a dramatic conclusion that marks the end of this part of the quest.

Since the Crater is so short, you might want to run around in it for a while so you're guaranteed a chance to run into Gigas, one of the game's coolest-looking enemies. You can also steal the mediocre Gigas armlet from him... It actually increases your physical strength, but won't raise your Materia.



Whirlwind Maze



1. Defeat Jenova Death.
2. Head into the heart of the Promised Land to confront Sephiroth.

Items/Skills/Materia

Gigas Armlet	Bahamut Neo	Kaiser Knuckle
Reflect Ring	MP Turbo	Poison Ring



Enemies Appearing in the Whirlwind Maze

Wind Wing
HP 1900 MP 350
Weak: -
XP 800 AP 60
Drop: Phoenix Down
Steal: Hi-Potion
Morph: Phoenix Down
Skills: -

Sculpture
HP 1700 MP 100
Weak: Holy
XP 860 AP 60
Drop: Tranquilizer
Steal: -
Morph: -
Skills: -

Gremlin
HP 1500 MP 100
Weak: -
XP 750 AP 60
Drop: Shrivel
Steal: Tent
Morph: X-Potion
Skills: -

Ironite
HP 2400 MP 100
Weak: -
XP 900 AP 48
Drop: Hi-Potion
Steal: Phoenix Down
Morph: -
Skills: -

Kyurbinu
HP 3200 MP 380
Weak: -
XP 700 AP 150
Drop: Ether
Steal: Turbo Ether
Morph: Turbo Ether
Skills: -

Dragon Rider
HP 3500 MP 180
Weak: Wind
XP 700 AP 150
Drop: Hi-Potion
Steal: Hi-Potion
Morph: Mind Source
Skills: -



The gusts of wind that you face three times in this dungeon aren't as difficult as they look. You can pretty much ignore the big green gusts of wind and bolts of lightning... What concerns you is the big layer of *general* wind that's sweeping through the area. You may have to wait five or ten seconds, but when it calms down, it should give you plenty of time to make it across.

Supposedly, the cloaked lizard Tonberi, one of the bosses in the Gold Saucer duel is lurking somewhere around here, but the odds of actually running into him are incredibly low... I tried for hours and never actually did. If you do see him, brace yourself for a tough fight. You can't run away, and he can kill characters with a single touch. You have a few turns 'til he gets over to your side, so blast him with everything you have (Gravity is especially effective) so you can snuff out his 15000 HP before he becomes a real threat.

In the scene pictured here, you can choose which character to entrust the black materia with, Red XIII or Barret. It doesn't really make any difference, the upcoming event will play out the same way no matter who you choose.



Boss Strategies

Poor Jenova. She tries so hard to be this terrifying presence, but always falls short. Without much offensive strength, you can beat her down with regular attacks fairly easily, even if she does cast Silence on you. To make matters even worse (for her, that is) almost all of her attacks are fire-based, so any characters wearing a Fire Ring, Fire Armlet, or a Fire Materia Elemental'ed to their armor will be practically invulnerable.

Jenova-DEATH
HP 25000 MP 800
Weak: -
XP 6000 AP 400
Drop: Reflect Ring
Steal: -
Morph: -
Skills: -



5. Meteor



Junon

Well, this is an interesting twist... Cloud's gone, the party's been scattered, and Tifa's in the gas chamber. You play Barret during this sequence of mostly uncontrollable events, joined by Cait Sith and Yuffie, if she's in your party. Once the gas chamber is sealed, you'll have to make a dash to the airport, where you'll switch to control of Tifa. There will be a handful of enemy fights on the way, so take a few minutes to rearrange your materia, or Barret, Yuffie and Cait Sith won't stand a chance.

As Tifa, you'll have to get the guard's dropped key by making her struggle within the chair. Once you have the key between your legs, you'll need to have her grab it with her teeth by pressing the buttons for both legs and head at the same time, and then the buttons for either arm and the head to have her unlock her restraints. Shut off the gas source (behind the chair and to the left), then simply wait for Sapphire Weapon to do the rest.

You can ignore the guards that pursue Tifa, they'll never catch her no matter how long you wait. Scarlet will, however, and you can best her in the ensuing slap fight (not that you get anything for it) if you're quick. The best strategy is to hit the button the second she raises her arm, you'll always get that first slap in!



	Soldier 2nd
HP	400 MP 340
Weak:	-
XP	1000 AP 85
Drop:	X-Potion
Steal:	Remedy
Morph:	-
Skills:	-

	Roulette Cannon
HP	3000 MP 200
Weak:	Lightning
XP	1200 AP 100
Drop:	X-Potion
Steal:	-
Morph:	-
Skills:	-



Area Updates



Highwind is yours, and you're finally free to explore what is pretty much the entire over-world map. After so many hours stuck in the icy north, you've probably been wondering what's changed in the warmer southern areas. Quite a bit, actually. Most villagers say new things, many shops have been restocked, the routes to a few important items have been cleared, and a couple of new locations are now accessible. To advance the storyline, your next stop is the town on the far southern island of Mideel, but why not first take the time to see what's changed elsewhere on the map? This section covers just about every major change that's taken place in the locations you've previously visited, and I'll try to update you on every subsequent area change in the sections ahead. Since none of the things listed here are crucial to the completion of the quest, impatient gamers should skip ahead.

Enemy Skills

Although you've seen all of these enemies before, your lack of the Manipulate Materia (or your low level of defense in the case of the Midgarsorm) probably prevented you from getting their enemy skills. Since these are three very useful spells, they're well worth the trip back.

Swamp Area



Heh heh heh... Remember us? Now that you're strong enough to survive the Midgarsorm's devastating final attack, you can learn it and gain one of the most powerful mass kill enemy skills. The 'sorm is uncontrollable, but he'll cast it if you kill him when he's very low on health. So hit him with weak attacks until he gets angry and stands straight up. Then finish him with a couple of weak hits and hope he casts it.

Corel Area



These harmless little critters are located only in the shoreline in the Corel Area. Although they never cast it themselves, they possess the incredibly useful Big Guard, a skill that casts Barrier, Magic Barrier, and Haste on all three of you! It's a bit steep at 56 mp, but the ability to cast all three of those spells on everyone at the same time (without even wasting a Materia slot!) is priceless. This is one of the best enemy skills.

Junon Area



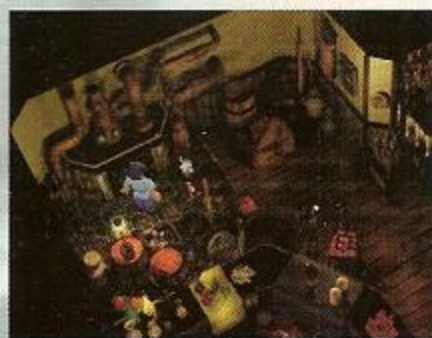
Once Zemzelett tormented you, but now you can kill him in one shot. Still, resist the temptation long enough to control him and get your hands on White Wind, the first of only two enemy skill heal spells. This one heals the whole gang for X amount of HP, where X equals the caster's current HP total. Not quite as good as Cure3 + Enemy-All, but it won't waste two materia slots and it heals most status conditions to boot!

Nibelheim

There's not a whole lot going on in Nibelheim, but there are two noteworthy things. One is that good 'ol piano... If Tifa plays it while she's the leader, you'll get another Elemental materia. Better than getting another 1 gil, I suppose.



The second item of interest gets you nothing, but is a frequently overlooked storyline point. If you talk to the guy in this house, he'll finally slip up about some Shinra secret... You'll have to put the pieces together yourself, but it's clear something's afoot...



Costa Del Sol

Many shops have been completely restocked, mostly with items that could previously be found but not bought. Costa Del Sol's weapon "shop" is a notable exception, as it sells a number of exclusive 8 Materia Slot weapons.



WEAPONS	ITEMS	MATERIA
Solid Bazooka 16000	Potion 50	Fire 600
Centclip 14000	Hi-Potion 300	Ice 600
Spiral Shuriken 14000	Phoenix Down 300	Lightning 600
Long Barrel R 13000	Ether 1500	Earth 1500
Gold Mega. 15000	Hyper 100	Gravity 8000
S. Mine 1000	Tranquilizer 100	Poison 1500
	Tent 500	

Gold Saucer

Gold Saucer is now closed, and will not reopen until Cloud returns to lead your party.



Area Updates

Junon

It's a weapon shopper's paradise in Junon, where the two old arms shops have updated their stock, and former accessory and materia shops are selling 'em too! There are a total of five weapons dealers in Junon, and you can buy all sorts of crazy things here. Their stock includes the series of powerful, unconventional weapons with no materia slots, the series of powerful weapons with 8 non-connected materia slots, the very useful series of double AP weapons (at the shop pictured on the left), and a bunch of other miscellaneous goodies, like the "can't miss" weapons and such. You've been able to pick up all of these weapons elsewhere, but this is a great chance to complete your collection if you missed one or two along the way—this is your only opportunity to buy them. It's also fun to check in on those wacky shopkeepers in El-Junon's 3-story building.



WEAPONS	
Atomic Scissors	1400
Grand Glove	1200
Striking Staff	1300
Diamant Pin	1300
Boomerang	1400
Yellow Mega	500
Spear	1200
Trident	7500
Quicksilver	1000

WEAPONS	
Platinum Bangle	1800
Powersoul	4200
Enemy Launcher	3300
Magic Shuriken	6000
White Mega	2300
Black Mega	2800
Silver Mega	3300
Sniper-CR	3300

WEAPONS	
Nail Bat	2800
Rocket Punch	3200
Work Glove	2200
Hairpin	6000
Superball	3000
Trumpet Shell	3000
Mop	3200
Silver Rifle	3000

WEAPONS	
Wind Slash	2000
Twin Viper	3200
Viper Halberd	7000
Dragoon Lance	6200
Peacemaker	3500
Buntline	6800
Magic Comb	2000
Plus Barrette	3500
Wizard Staff	1800
Wiser Staff	3200

WEAPONS	
Rune Blade	3800
Enhance Sword	12000
W Machine Gun	2000
Drill Arm	3300
Platinum Fist	2700
Kaiser Knuckle	15000
Fairy Tale	2500

MATERIA	
Sense	1000
Seal	3000
Restore	750
Heal	1500
Revive	3000

Rocket Town



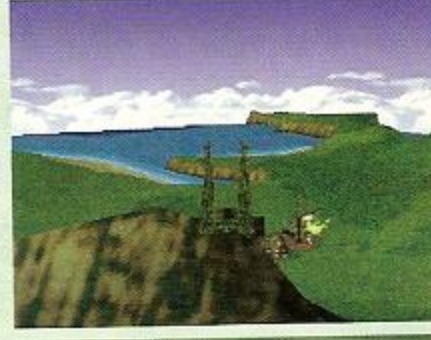
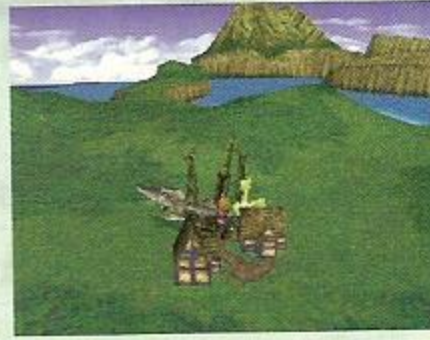
Rocket Town's former weapon shop is now well-stocked with armor and accessories, and you can purchase more 8-slot (but otherwise poor) Edincoats here, as well as hard-to-find accessories like Safety Bits. The materia shop sells three previously unpurchasable yellow materia, too. More interestingly, you can now find one

chest each in the weapon shop and the item shop, containing the rare Force Bracelet armor and a Guard Source, respectively.



ARMOR/ACCESS		ITEMS	
S. Mine	1000	Hi-Potion	300
Gold Armlet	2000	Phoenix Down	300
Edincoat	8000	Ether	1500
Power Wrist	7500	Tent	500
Protect Vest	3500	Barrier	10000
Earring	7500	Exit	10000
Talisman	4000	Time	6000
Peace Ring	7500	Throw	10000
Safety Bit	7500	Deathblow	10000
		Manipulate	10000

There's also a really stupid glitch here you can enjoy. First you'll need to go to the Chocobo Ranch and buy a Chocobo stable, which is now for sale. Next, round up a Chocobo, any one will do. Once you've captured him, ride him into Highwind, and he'll automatically be placed into Highwind's Chocobo room. Now fly on over to Rocket Town, and park Highwind near the rocket automatically. Get out, and you'll automatically be riding your Chocobo. Since this Chocobo is now somewhat tame, you can leave him and he won't run away. So ride him right into the midst of the rocket in Rocket Town (this won't cause you to automatically enter the town), then disembark. Now try to get back on the Chocobo... It may take quite a few tries, but if the Chocobo is sufficiently tangled-up in the rocket platform, you may end up taking control of the rocket, or even the rocket platform instead! Now you can do all sorts of fun things, like, um... You can take it over to Utai and pretend that they have a rocket! Ha ha! Wee! Okay, I told you it was stupid. Now hit that reset button, 'cause there's no way to turn back. Hope you saved first!



Area Updates

Cosmo Canyon

Bugenhagen's finally back, but he'll only tell you things you already know. Slightly more exciting is the Full Cure Materia, the one you could only see in the corner of the Materia shop previously. Now the door to that side of the store is open, and you can make it yours... At 99 MP just to completely heal you (and you can't Enemy-All it!), it's almost too expensive to be worth it, though.

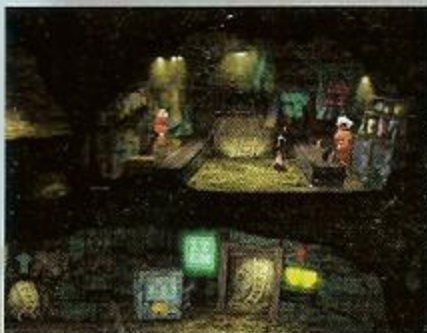


Condor Fort

Condor Fort's shops now include three yellow Materia, and are the only place where you can buy Enemy-All Materia.

If you're into the strategy parts at all, have Tifa give it a try here... this is probably your last chance to play before Condor Fort's big final battle.

WEAPONS/ITEMS		ITEMS	
Hi-Potion	300	Throw	10000
Phoenix Down	300	Manipulate	10000
Ether	1500	Deathblow	10000
Hyper	100	Destruct	9000
Tranquillizer	100	Enemy-All	20000
Tent	500		
S. Mine	1000		



New Areas

Chocobo Sage's House



You can now begin the process of Chocobo raising and breeding at the Chocobo Ranch. First, head on over to this guy's house, located in the eastern side of Icicle area, for some tips on how to get the best Chocobos... He remembers

new tips regularly, so stop by often! And if you search his green Chocobo, you'll get another Enemy Skill Materia.



Cactuer Island

The half-cactus, half-pickle enemies from Final Fantasy VI now have their own island, located due South of Cosmo Canyon! These little fellers are quick, dangerous, hard to hit, and give you almost nothing in return... Unless you use Morph!

Yep, up until now Morph Materia has pretty much completely sucked. But if you Morph a Cactuer, he'll turn into a Tetra Elemental, one of the best accessories in the game. These things siphon damage from fire, lightning, ice and earth damage... It's like wearing all of the rings (except for water) at once!

Unfortunately, getting it is a bit trickier than it sounds. Cactuers have 6000 HP, and a Morph'ed attack against them probably isn't going to do more than 100-200 points against them. So knock them down to a few hundred HP or so with heavy attacks (Use Sense to find out their current HP status, and then press select so you can continue to monitor it), and then have everyone else guard and heal while a character with a no-miss weapon (like Vincent's 255 accuracy Sniper-CR) Morphs one repeatedly. It's a lot of trouble, but it's worth it!



Drop: -
Steal: -
Morph: Tetra Elemental
Skills: -

Cactuer	
HP	6000 MP 120
Weak:	-
XP	1000 AP 100
Drop:	-
Steal:	-
Morph:	Tetra Elemental
Skills:	-

Goblin Island



Goblin Island is actually a string of three islands that are just Northeast of Midgar Area. There's absolutely nothing of interest here, except for the Goblin enemies that appear occasionally in the island's one forested area. Not only do

these guys exclusively possess one of the game's lamer enemy skills, they also have special Zeio Nuts that Chocobo raisers will find very valuable. These seeds cannot be found anywhere else!

Their skill is called Goblin Punch, and it's a weak little technique that just causes the caster to run up and punch a single foe for a small amount of damage. The catch is that if your level is the same as your target's, it does considerably more damage (unfortunately, this happens very rarely). Since it's free to cast, it's a pretty good deal on the rare occasions when you're dealing with enemies of the same level, I suppose.

Goblin	
HP	2000 MP 80
Weak:	-
XP	20 AP 20
Drop:	Zeio Nut
Steal:	Zeio Nut
Morph:	-
Skills:	Goblin Punch

Mideel



1. Visit Mideel's hospital.
2. Get the Contain Materia from the White Chocobo.
3. Try to unlock the Weapon Shop's back door (details on facing page).
4. Search for the first two Huge Materia.

Items/Skills/Materia

Elixir

Cursed Ring

Contain Materia



Enemies Appearing in Mideel Area

Crysales	
HP	1500 MP 100
Weak:	-
XP	800 AP 80
Drop:	Ether
Steal:	-
Morph:	Dream Powder
Skills:	-

Hypogrif	
HP	3000 MP 280
Weak:	-
XP	800 AP 80
Drop:	Echo Screen
Steal:	-
Morph:	-
Skills:	-

Head Hunter	
HP	2000 MP 100
Weak:	-
XP	650 AP 80
Drop:	Ether
Steal:	Depressant
Morph:	-
Skills:	-

Spiral	
HP	2800 MP 100
Weak:	-
XP	700 AP 80
Drop:	Hi-Potion
Steal:	X-Potion
Morph:	Guard Source
Skills:	-

Enemies Appearing in Mideel Area (Shoreline Only)

Sea Worm	
HP	9000 MP 200
Weak:	Ice
XP	1300 AP 200
Drop:	Turbo Ether
Steal:	Dragon Scale
Morph:	Dragon Scale
Skills:	-



All over the world, townspeople are buzzing about the town of Mideel. The lifestream runs under it! They have a doctor! Could it be...? Your next stop should be here to check it out, although I should caution you that once you enter Mideel, Tifa's brief tenure as party leader will end, so if you want to do any of the Tifa-specific events (like getting the Elemental Materia in Nibelheim, or... Um, I guess that's the only one, actually), do that first.

After the event in the hospital, you'll return to Highwind to begin your Huge Materia hunt. But instead of blasting off to the next continent, you might want to land and spend a bit more time in Mideel. In addition to a wide variety of shops, there are a few well-hidden but valuable items to be found here.



It doesn't really matter whether you're honest with this guy or not... You'll get to keep the elixir either way.



Accessories can be bought from the maid in this house.

ITEMS		WEAPONS/ITEMS	
Hi-Potion	300	HP Plus	8000
Phoenix Down	300	MP Plus	8000
Ether	1500	Transform	5000
Hyper	100	Gravity	8000
Tranquilizer	100	Destruct	9000
Remedy	1000		
Tent	500	WEAPONS	

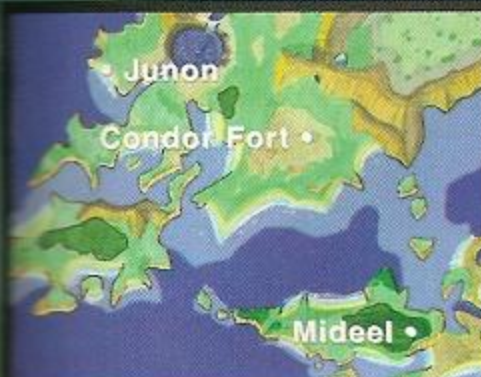
ACCESSORIES		WEAPONS	
Amulet	10000	Crystal Sword	18000
Fire Ring	8000	Crystal Glove	16000
Ice Ring	8000	A•M Cannon	18000
Bolt Ring	8000	Crystal Comb	17000
Fairy Ring	7000	Crystal Cross	18000
Jewel Ring	7500	Crystal Mega	18000
White Cape	5000	Partisan	19000
		Winchester	18000
		Crystal Bangle	4800
		Wizard Bracelet	12000

Contain Materia



This hyper-active women (who appears in every Mideel shop) has made a Chocobo collar out of one of the game's most powerful Materia, which holds four powerful damage-dealing spells. You'll have to befriend the Chocobo to get it, which means feeding it some Mimett Grass (available at the Chocobo Ranch for 1500 each) and rubbing it in just the right place (behind the ears). Try rubbing it elsewhere, just for fun... Hit it in the wrong spots and the cute little guy will turn on you! Once you've liberated the materia, you now have 1 new spell for each Materia level... Each hits one target for obscene amounts of damage.

Mideel/Condor Fort



1. Kill the invading Shinra army's commander.
2. Collect the Phoenix Materia.
3. Collect the first Huge Materia.

Items/Skills/Materia

Imperial Guard

Phoenix Materia



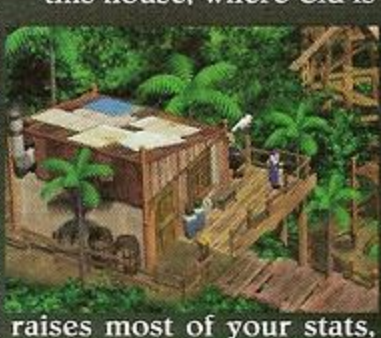
Weapon Shop Mystery Door



Try opening the door in the Materia shop, using whatever means necessary. You'll find it apparently locked.

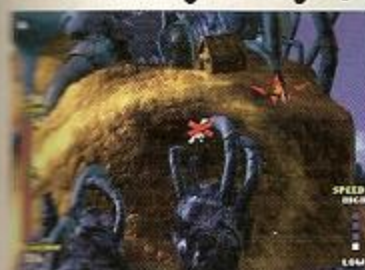
An old key that looks like it might fit can be found in the balcony of this house, where Cid is

standing in the picture (you'll hear a sound as you walk over it). Take it back to the door and try opening it. When the shopkeeper asks you what you're doing, answer him honestly. You'll get the Cursed



Ring, an accessory that raises most of your stats, but kills you if you last in any battle for more than 60 seconds. Since most battles don't take that long, it's not really such a bad item... Just make sure you don't use it on bosses!

The Easy Way (Recommended):

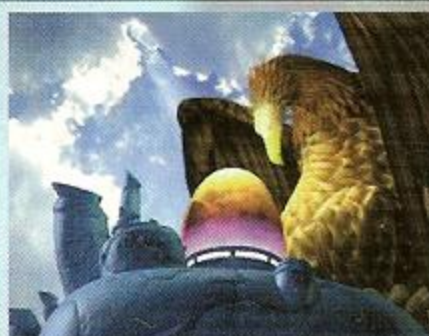


Do absolutely nothing. Pump the time counter all the way to the top, and then wait for the first enemy to rush the fort. You'll automatically go into the boss battle, where you'll have to face

one softball boss. Kill him quickly and effortlessly by smacking him with two or three meteors or something. Not only will you receive the same Huge Materia that the suckers who actually plan a strategy get, you'll also get an Imperial Guard, one of the best armors in the game, from killing the boss. There is absolutely no downside to beating this scene the easy way. Plus, you get the armor!



Cmd. Grandhorn	
HP	8000 MP 300
Weak:	Heal, Fire
XP	800 AP 80
Drop:	Imperial Guard
Steal:	-
Morph:	-
Skills:	-



Corel Mountain huge materia scene).

There are two ways you can go about winning this fight.

The Hard Way:

Plan and execute a strategy capable of thwarting the scores upon scores of invaders Shinra is sending, by expending your own funds to purchase troops and defensive machinery. Here's my strategy:

Since this is the last fight, the most powerful defensive weapons have been developed, including the Tristoners. Set these up at the mouths of the four paths that lead to the top of the mountain. Start the game without buying any troops.

Wait until the Shinra troops get close, and you can tell which way they're going to head (they won't always attack in the direction they came from, so wait until the very last minute to make your judgment). Purchase the kind of troops that are most effective against that type of creature, since the enemies usually come in same-type waves. Set them as close to the traps as you can, except in the case of the projectile-firing enemies, in which case you'll need to rush them.

After the first round, continue to replenish your troops based on the needs of the moment. Don't let the enemies drive you too far back... If they destroy your traps, replace them. Don't mess around with healers and stuff... You don't have time for defensive measures. If you can react to enemy movements quickly, this battle becomes one of resources, and as long as you have the money to purchase the troops you need, you should be able to survive the seemingly endless waves of enemies that will be attacking you for the next ten to twenty minutes.



Either way, the Summon Phoenix Materia is yours!

And if you Lose...

You can actually lose any number of the four Huge Materia events and not die... Although you'd have to try pretty hard to mess up this one! If you did lose, you'd find yourselves dumped in Condor Fort's entry way, unable to return (the rope's gone). Pity.



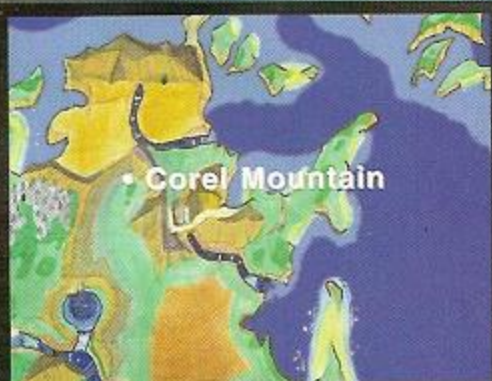
Corel Mountain




1. Begin the train chase at the Corel Reactor.
2. Stop the train from destroying North Corel and recover the Huge Materia.
3. Get Ultima Materia and Catastrophe from the villagers.


Items/Skills/Materia


Warrior Bangle Ultima Materia Catastrophe



Enemies Appearing on the Miner's Train

	Gas Ductor	
	HP	3000 MP 200
	Weak:	-
	XP	900 AP 80
Drop:	-	
Steal:	-	
Morph:	-	
Skills:	-	

	Wolfmeister	
	HP	10000 MP 200
	Weak:	Water
	XP	10000 AP 100
Drop:	-	
Steal:	-	
Morph:	-	
Skills:	-	

	Eagle Gun	
	HP	17000 MP 50
	Weak:	Lightning
	XP	2000 AP 90
Drop:	X-Potion	
Steal:	Warrior Bangle	
Morph:	-	
Skills:	-	



The second Huge Materia (or first, since you can do this event either before or after the Condor Fort event) is located back at the Corel Reactor. You can cut right through to the Reactor either from the mountain pass or from North Corel, but either way you'll be too late... The materia's already on a train bound straight for North Corel!

To catch up, you'll need to get a train of your own and alternate the levers as fast as you can. You can judge your speed by comparing it to the track behind you.

When you finally do catch up (it definitely shouldn't take you more than a minute or so) you'll have to battle your way through four or five enemies atop the train's rear car to make it to the engine. Kill them quickly- the clock won't stop for battles. If you're looking to collect all of the items in the game, and feel you can afford to dawdle for a while (leave a minute or two for the final battle, and stopping the train), you'll probably want to try stealing the Warrior Bangle from the Eagle Gun. Although it has both a very high defense value and gives you a good attacking bonus, its complete lack of Materia-raising ability makes it kind of a loser. Still, this is the only place you can get it!

When you get to the engine, it won't be clear how exactly to stop the train, but Cid'll figure something out. Doing this in ten minutes should be no problem! You might want to save first so you can see what happens if you fail, though...



If You Succeed:



Two exciting prizes await those who successfully stop the train. First, there's the shiny thing from the well that the boy has finally fished out for you... It's Ultima, the king of all attack

spells! (note that you can't actually use it until it's level 2). Second is Barret's level 4 limit break. You'll have to go into the house on the west hill, and talk to the woman. She'll give you Catastrophe for free. Good job so far... That's two huge materia down, and two still to come. But first you'll need to return to Mideel, to see how Cloud and Tifa are doing.

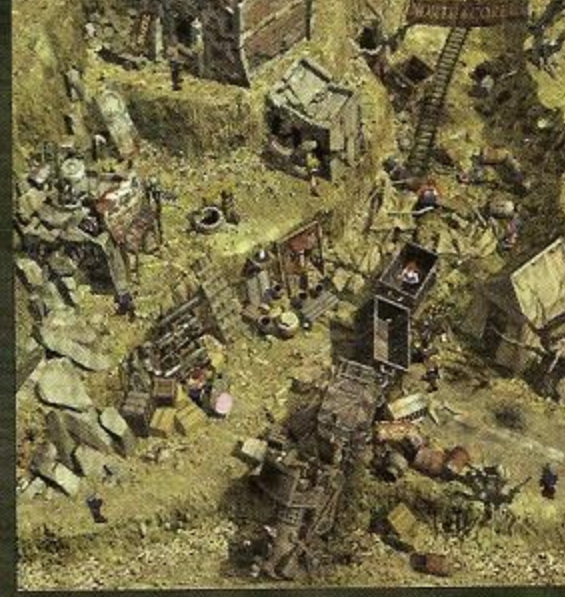


If You Fail:



If you make it onto the Shinra train but run out of time, North Corel is destroyed again in a different FMV scene. If you didn't even make it to the Shinra train, the train scene does not happen, and you are forever unable to get the Ultima Materia.

You can, however, still get the Ultima material if you allowed the town to be destroyed- The boy in the train's last car will sell it to you, for the low, low price of 50,000 gil.



Mideel



1. Visit Cloud and Tifa at the Doctor's.
2. Defeat Ultimate Weapon.
3. As Tifa, explore Cloud's memories.
4. Find Tifa and Cloud's L4 Limit Breaks.
5. Head to the Undersea Reactor off the coast of Junon.

Items/Skills/Materia

Cursed Ring

Omnislash

Final Heaven



Very little has changed with Cloud and Tifa, but Mideel is suddenly being beset by earthquakes, and an untimely visit from Ultimate Weapon.

Heal up and save your game before you even go in, because a fairly tough boss is waiting for you, and you don't want to get caught unprepared.



After that, the town sinks down into the lifestream, Tifa and Cloud included. When they emerge from their final visit to their Nibelheim memories, the main plot conflicts of the first part of the game will all be settled... Except for that pesky meteor, of course.



When Cloud washes up, he'll find himself in a very different Mideel. All of the shops are still open, if you can find them... Most important is the weapon shop, which sells the best weapons you can buy at this point in the game. It seems that that crazy Chocobo woman finally bought all of the shop's stock, and is selling it herself from the house on the ledge in the upper left. You can't see it from the main part of town, so you'll have to jump there from the mossy rock pictured on the right.

Two Huge Materia remain, and now Cloud is back leading the hunt. As Cait Sith will inform you, the first is in the Undersea Reactor off the coast of Junon. You can get there through the previously blocked Junon elevator, shown in the lower right.



Boss Strategies

Ultimate Weapon isn't very strong on defense, and his attacks are usually undefendable as well. So the key in this fight is to hit hard, hit fast, and use all of your fun new spells. While Ultimate Weapon can do a ton of damage, you can send him running after only one or two turns of Comet, Ultima, and Contain spells. Don't worry... you'll meet again.



Ultimate Weapon	
HP	10000
MP	400
Weak:	-
XP	35000
AP	3500
Drop:	-
Steal:	Cursed Ring
Morph:	-
Skills:	-

Cloud's Level 4 Limit Break

Gold Saucer has finally reopened, and gamers striving for Cloud's Level 4 Limit Break, Omnislash, or the W-Summon Materia, or any of the other goodies that are being given away as prizes in the Duel can now compete for them. See Appendix 1 for strategies on beating the Duel.



Without the Escort Guard, bosses like this can be devastating. With it, they're completely helpless.

Tifa's Level 4 Limit Break

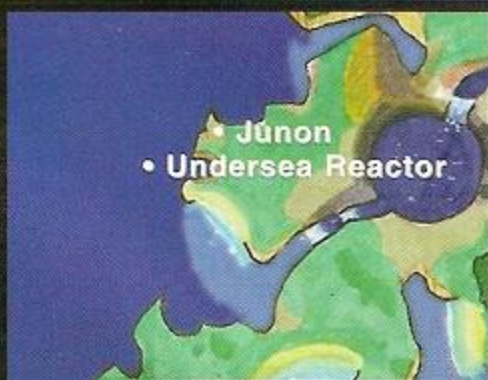
Now that Cloud's back in charge, make sure Tifa's in your party and go play the piano in her room in Nibelheim. If you remember the exact tune Cloud played in the memory sequence (Do Re Mi Ti La Do Re Mi So Fa Do Re Mi, which equals: X, ■, ▲, R1+▲, R1+■, X, ■, ▲, R1+X, ●, X, ■, ▲), a very interesting event will occur. Not only will this net you Tifa's level 4 limit break, Final Heaven, it's also your only opportunity to learn what exactly happened to Tifa after that fire so long ago...



Undersea Reactor



1. Enter the Undersea Reactor through the tunnel beneath Junon.
2. Hijack a submarine and pursue the red Shinra submarine.
3. Return to Utai's fire cave.



Items/Skills/Materia

God's Hand	Battle Trumpet	Scimitar
Leviathan Scales	W Machine Gun	

Enemies Appearing in Junon and Tunnel

Death Machine
HP 2500 MP 150
Weak: -
XP 900 AP 80

Drop:	-
Steal:	W Machine Gun
Morph:	-
Skills:	Matra Magic

Slalom
HP 1600 MP 30
Weak: -
XP 700 AP 70

Drop:	Deadly Waste
Steal:	Smoke Bomb
Morph:	Hi-Potion
Skills:	-

Submarine Crew
HP 1500 MP 85
Weak: -
XP 850 AP 80

Drop:	S Mine, Shinra Beta
Steal:	8 Inch Cannon
Morph:	-
Skills:	-

Guard System
HP 2200 MP 200
Weak: -
XP 1100 AP 80

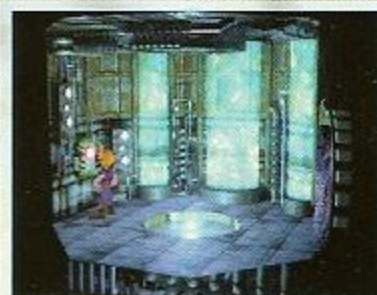
Drop:	Molotov
Steal:	-
Morph:	-
Skills:	-

Q.Machine Gun
HP 1000 MP 0
Weak: Lightning
XP 600 AP 60

Drop:	-
Steal:	-
Morph:	Hi-Potion
Skills:	-

Missile Launcher
HP 1000 MP 0
Weak: Lightning
XP 600 AP 60

Drop:	-
Steal:	-
Morph:	Hi-Potion
Skills:	-



The route to the Undersea Reactor is very straightforward, as is the Reactor itself. The series of tunnels can be beaten in only a few minutes, but you might want to pause for a while and enjoy some of the fauna lurking in the two screen-long underwater tunnel. One of my favorite enemies appears exclusively in this location: The Ghost Ship pictured to the right. He's easy to miss, so you may want to wander for a bit down here before you take the elevator into the Reactor itself.

Once you actually enter the Reactor (the enemies for this section are listed on the facing page), it's a short trek to where the Huge Materia is located. But first you'll have to pursue it to the submarine dock, where an incredibly challenging boss awaits... Make sure you take advantage of the save spot provided!



Enemies Appearing in Undersea Tunnel

Corvette
HP 3200 MP 260
Weak: -
XP 1050 AP 60

Drop:	Leco Weed
Steal:	Hyper
Morph:	Celestial Curtain
Skills:	-

Diver Nest
HP 2800 MP 100
Weak: -
XP 1340 AP 60

Drop:	X-Potion
Steal:	-
Morph:	-
Skills:	-

Ghost Ship
HP 6600 MP 100
Weak: Holy, Heal
XP 1600 AP 50

Drop:	Phoenix Down
Steal:	Phoenix Down
Morph:	-
Skills:	-

Boss Strategies

Geez! This guy's brutal... Not only can he do mass amounts of damage with his type-less laser, he can also pluck a character from the battle with his giant arms, leaving them help-

less and unable to attack until that arm is destroyed!

A successful offensive strategy (your only option) will need to be fast and powerful. The enemy skill Big Guard is a great first step: The Magic Barrier it grants will cut his laser damage in half, and putting everyone in the Haste condition will allow you to take advantage of the fact that he counts as three bosses, not one, and romp him for triple damage with mass kills spells like Kujata and Enemy-All'd Bolts. After that, concentrate on the arms, and keep the heal spells flowing.



C. Armor (body)

HP 24000 MP 200
Weak: Lightning
XP 2800 AP 240

Drop:	God's Hand
Steal:	-
Morph:	-
Skills:	-

C. Armor (arms)

HP 10000 MP 100
Weak: Lightning
XP 1400 AP 95

Drop:	-
Steal:	-
Morph:	-
Skills:	-

Reactor/Submarine



The mass of guards swarming the submarine sure seem to be in a rush, but believe me, they're not going anywhere. Go ahead and take the time to open the two chests scattered here... One of them contains the Leviathan Scales, a key item (see box below).

more times if you lose the submarine battle, and has no bearing on the rest of the game. Spare their miserable lives, or crush them like the lowly Shinra insects that they are. It's up to you.

Once you board the submarine, save your game and head for the control room. You'll have the option of killing the crew or taking them prisoner... This option will occur a few

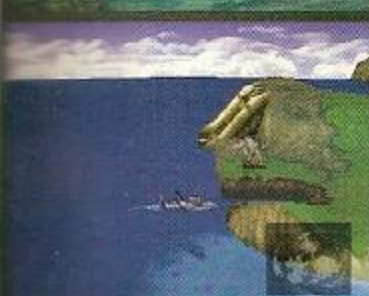


The submarine game is quite easy, once you get used to it. Read the controls carefully, and maybe start the game to take it for a test spin before you reset and load your saved game to do it for real. The trick is not to be deceived by the huge map and the fact that you're given ten minutes to complete your mission. It seems that they want you to play a drawn-out game of cat and mouse with the Shinra sub, but that's a foolhardy strategy. Time is definitely not on your side.

Instead, hit hard and fast. You begin the game facing the red Shinra submarine that's your target, and you should never let it get out of your sight. Position yourself behind and slightly above it, and fire a constant stream of torpedoes. Wherever it goes, follow, making sure never to lose your key firing position. Ignore its entourage of yellow submarines... They will hit you repeatedly, but you can damage the red sub faster than they can damage you, and since you have roughly equivalent life totals, that means an easy victory for you within only a minute or two of play.

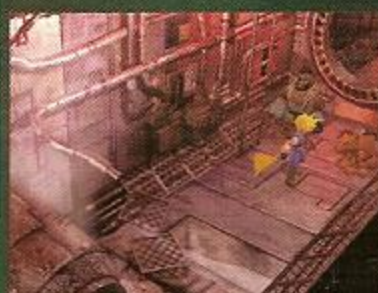
If You Succeed:

If you win, Shinra's submarine is downed in the middle of the ocean, and you get to keep the grey one. Note that you will not actually get the Huge Materia... You'll have to return underwater to recover it from the sunken Shinra sub (simply by touching it with your sub) later on, as shown here.



Your slick grey submarine tells the world, "You're a winner." And you know what? It's right!

If You Fail:



If you lose, Cloud is forced to eject himself and his party through the torpedo tubes, leaving you beached in Lower Junon, being resuscitated by a dolphin. Ick.

the Huge Materia attainable in this event is forever lost to you, but you can actually still get a submarine... The very one that defeated you, as a matter of fact.

Here's how: Remember that door that was guarded by the dog in the tunnel leading to the Undersea Reactor? That's the route to the Shinra docks, where you can capture or kill the red submarine's crew and take it over yourself.



Your gaudy red submarine is a constant reminder of your humiliating defeat at Shinra's hands. For shame!

Enemies Appearing in Undersea Reactor

Hard Attacker	
HP	2500 MP 150
Weak:	-
XP	750 AP 58
Drop:	Molotov
Steal:	-
Morph:	-
Skills:	-

Guardian	
HP	4000 MP 340
Weak:	-
XP	940 AP 60
Drop:	-
Steal:	-
Morph:	-
Skills:	-

Gun Carrier	
HP	3400 MP 240
Weak:	Lightning
XP	860 AP 75
Drop:	S. Mine
Steal:	-
Morph:	-
Skills:	-

Senior Grunt	
HP	2600 MP 245
Weak:	-
XP	930 AP 90
Drop:	-
Steal:	-
Morph:	-
Skills:	-

Now Head Back to Utai!



The scale you get here will extinguish the fire back in the Utai cave, paving the way to Yuffie's Oritsuru and the Added Steal Materia.



Rocket Town

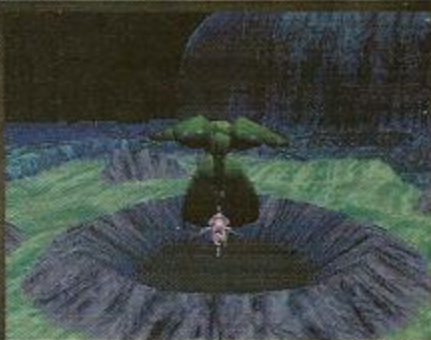


1. Rush to the airport in Junon.
2. Defeat Rude at the rocket in Rocket Town.
3. Figure out the password and recover the final Huge Materia.
4. Get Cid's best weapon from a villager.

Items/Skills/Materia

Ziedrich

Venus Gospel



Enter: Emerald Weapon

Those who chose to ignore the task before them and instead go exploring the ocean floor may find something interesting lurking around. It's Emerald Weapon, one of the new fightable Ancient Weapons in the American version of Final Fantasy VII. Emerald Weapon just sort of swims around, not hurting anyone, until someone like you decides to push their luck and smash into him. Try it... I don't mean to put too fine a point on it, but he's gonna kick your butt so hard it'll be sore for months. Tougher than even the last boss, it'll take extreme measures to kill this fellow. Since you don't even really get anything for it, I've put Emerald and Ruby Weapon in the Optional Quest section (Appendix A), and I encourage you to check it out much, much later.



As usual, your arrival in Junon comes just a bit too late, as the plane is already on the runway. Hmm... If they had such a cool plane why did they send Rufus to Costa Del Sol by boat? Why did they want Cid's crappy Tiny Bronco so badly? Well, I suppose that's not really the issue here. What is important is that the final Huge Materia is on that airplane, and it's heading for Rocket Town, and from there into deep space, never to return.

The action's all going on at the rocket platform, where you'll have to fight a few waves of plain old Shinra guardsmen, and then stomp their leader, Rude (if you haven't hit the two new treasure chests in the town itself, now what be a good time). Rude and the guards are a snap, but once you get inside, you'll be locked aboard and blasted into space, a situation you can easily escape from by employing the ship's escape pod. First, though, you have to get that Huge Materia... The puzzle here is a particularly tricky one, as the clues are given out completely at random. So even if you are quick and clever enough to process the clues and eliminate all of the wrong passwords within three minutes, you might still end up without enough information to make the right decision. All of the clues are below, but if you don't like puzzles and want to skip right to the answer, you can find it in the bottom right hand corner of this page. Try to avoid cheating if you can... It makes Cid suspicious.

1. The third was X.
2. The second wasn't X.
3. The second wasn't ▲.
4. The last one was ▲ or X.
5. ● was only used once.
6. ▲ was not used at all.
7. One code was used twice.



If You Fail/Succeed:



Even if you do liberate the Huge Materia, it seems to make absolutely no difference. There's still a big explosion, and everyone still talks as if the Shinra plan of blowing up the meteor with Huge Materia was successful. Whatever!

Boss Strategies

Is this a joke? This is the same Rude you fought 15 or 20 hours ago! The only strategy here is to not accidentally kill him before you can



steal his Ziedrich armor. Yep, there's a new rule: From this point on, always steal from Turks! They have great stuff. Other than that, have fun with him. There's nothing he can do to you.



Rude

HP 9000 MP 240

Weak: -

XP 3400 AP 80

Drop: Hi-Potion

Steal: Ziedrich

Morph: -

Skills: -

Cid's Best Weapon

When all that rocket stuff is over, head back to Rocket Town and talk to this guy 3 times to get Cid's Best Weapon.



And The Solution Is:

●, ■, X, X.

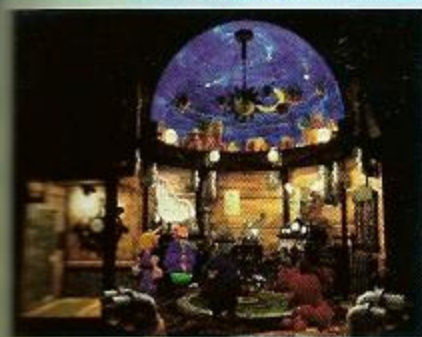
Cosmo Canyon



1. Visit Bugenhagen in Cosmo Canyon.
2. Get Bahamut ZERO from the Huge Materia.
2. Return to the Forgotten City.
3. Use the submarine to search for the Key of the Ancients.

Items/Skills/Materia

Bahamut Zero



Well, all that Huge Materia craziness is finally over, but it sure didn't seem to do much good. The meteor remains, Sephiroth is presumably still around, and you are now completely out of leads. It's time to go running back to Cosmo Canyon and talk to Bugenhagen again.



The question he presents is interesting... What was Aerith doing, anyway? After stashing your Huge Materia at his place (don't forget to get Bahamut ZERO!), you're off to the Forgotten City again. A visit to that mysterious bulb in the giant mountain chamber reveals a few hints, and a keyhole, while a vaguely worded clue refers you to a key in a place that sunlight cannot reach. Like, underwater, perhaps?



Hop into your sub and head North from Junon. Hug the Eastern wall and eventually you'll come to the crack pictured on the left. Continue straight, and you'll see a path that appears to end in a dead end. But keep going and turn to the right, and you'll see that there's actually a tunnel through the rock... And it leads right to the key you need!



We'll return to the quest at hand in just a few pages, but as long as you're here underwater, there are two other optional locations that offer incredible rewards for those who can meet their challenges. We'll explore those next.



The Secrets of the Huge Materia

You spend hours risking life and limb to recover these Huge Materia, and all they seem to do is sit around and shimmer. While they don't really come into play in any major way storyline-wise,



each Huge Materia has within it a normal sized Materia of incredible power. If you examine the blue one, for example, and currently possess both Bahamut call spells, you'll get the third and final Bahamut call spell, a nasty little call spell called Bahamut ZERO.

And if you think that's cool, wait 'til you see what the other three Materia do! These "Master" series Materia allow you to cast just about every single spell in that Materia type (green, yellow, or red) with no handicaps, and only one Materia slot! Imagine having every call spell at your disposal without any HP loss! But there is one tiny little catch... To get them you have to have every applicable spell at the Master level, making them nearly impossible for the casual gamer to get. But if you've been using the double AP armor and rotating your Materia frequently, they just might be a possibility... Here are the lists of Materia you need to have at Master level to get them:



Master Magic (Green Materia)

Fire
Ice
Lightning
Earth
Restore
Heal
Revive
Full Care
Poison
Gravity
Transform
Time
Barrier
Destruct
Mystify
Exit
Shield
Seal
Comet
Contain
Ultima

Master Summon (Red Materia)

Choco/Mog
Shiva
Ifreet
Ramu
Titan
Odin
Leviathan
Bahamut
Kujata
Alexander
Phoenix
Bahamut Neo
Bahamut ZERO
Hades
Tupon
Knights of the Round

Master Command (Yellow Materia)

Sense
Morph
Throw
Manipulate
Steal
Deathblow
Mimic

Lucretia's Cave

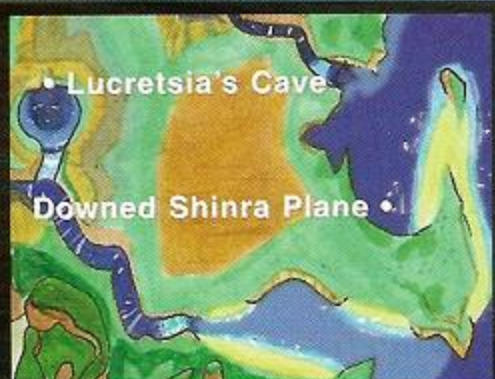


1. Enter Lucretia's Cave while Vincent is in your party.
2. Spend some time in the Sunken Plane.
3. Return to Lucretia's Cave for Vincent's best weapon and level 4 limit break.

Items/Skills/Materia

Chaos

Death Penalty



Past the same crevasse that took you to the Key of the Ancients lies yet another obscured path. This time, go left as you first enter, and watch for a small opening a little ways above the ground. This tunnel eventually leads to a bright little grotto. If you return to the surface here, you'll end up in the circular pool here in the heart of the main western continent.

You can disembark from your sub in the small cliff pictured in the lower left, and wander around. There appears to be nothing, but if you look behind the waterfall, you'll find a mysterious, empty cave, where someone calls out Sephiroth's name.

That is, if Vincent isn't in your party. If he is, he'll immediately recognize the voice of his lost love, Lucretia, and the ensuing event will finally reveal the secrets of Vincent's dark past and current physical form.

And more importantly, if you return here a short while later, you'll find Vincent's best weapon and level 4 limit break! Remember, you actually have to go here first and go through the event, then leave and come back a while later to go get the items. If you return after having

explored the next area (the Downed Shinra Plane) both items should be waiting!



Right after the submarine battle, you intercepted a message that a Shinra plane carrying weapons to use against Sephiroth went down in the ocean. That wasn't just talk... It's really here! The weapons it

contains are incredible, but the plane was also equipped with a biotechnology lab, and the creatures it contained are every bit as powerful as the weapons those creatures are now protecting.

The enemies in this area are the most powerful ones outside of the final dungeon, so I recommend this quest for those with a strong party and a lot of confidence. Otherwise, you might want to wait until after the next area, when you'll be stronger.

The crash site is most easily located above water. It's inside the small peninsula jutting up from the east coast of Gold Saucer Area.

Boss Strategies

Turks Rude and Reno are overseeing the Shinra salvage operation, and they're a lot tougher than they were when last you met. Reno's new weapon confuses a target party member, not only taking him out of the battle, but turning him against you! This should make him

enemy #1... Rude's only a secondary threat. Make sure your healer is using a ribbon so he'll be impervious to the confusion effect, a strategy I'll discuss on the next page. And don't forget to steal!

Rude	
HP	20000 MP 280
Weak:	-
XP	5500 AP 360
Drop:	-
Steal:	Ziedrich
Morph:	-
Skills:	-

Reno	
HP	15000 MP 230
Weak:	-
XP	5000 AP 300
Drop:	Elixir
Steal:	Toughness Ring
Morph:	-
Skills:	-

Downed Shinra Plane



1. Defeat Rude and Reno.
2. Search the plane for items and materia.

Items/Skills/Materia

Heaven's Cloud	Escort Guard	Double Cut Materia
Conformer	Megalixer (x 2)	Spirit Lance
Hades Materia	Highwind	Outsider



Enemies Appearing Within the Shinra Plane

Evil Rap

HP 9000 MP 120
Weak: -
XP 1100 AP 70

Drop: Dazers
Steal: Ink
Morph: Luck Source
Skills: -

Pudolea

HP 6000 MP 220
Weak: -
XP 900 AP 70

Drop: X-Potion
Steal: Turbo Ether
Morph: Speed Source
Skills: -

Serpent

HP 14000 MP 290
Weak: Wind
XP 1400 AP 70

Drop: Dragon Scales, Stardust
Steal: Water Ring
Morph: Mind Source
Skills: -

Unknown 1

HP 11000 MP 110
Weak: -
XP 1500 AP 150

Drop: Celestial Curtain
Steal: Fire Armlet
Morph: Power Source
Skills: -

Unknown 2

HP 13000 MP 130
Weak: -
XP 3000 AP 300

Drop: Lunar Curtain
Steal: Aurora Armlet
Morph: Guard Source
Skills: -

Unknown 3

HP 15000 MP 150
Weak: -
XP 2000 AP 200

Drop: Holy Torch
Steal: Bolt Armlet
Morph: Magic Source
Skills: -



The enemies here are incredibly brutal, so you'll need to be at your strategic best. Luckily, you've picked up a few items that can make this part significantly easier.

One is the Ribbon. This king of all accessories protects you from all enemy conditions. Since this area's two strongest enemies both use conditional magic (one uses confuse, the other poison), your Ribbons will allow you to make two of your characters (if you have both Ribbons) immune to the worst of their attacks. These characters should also be the ones holding heal, treat, and revive magics, so they can save whoever's left without one.

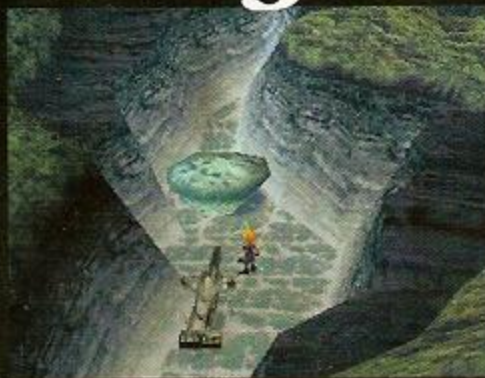
Equally valuable is the Gravity materia. It hasn't been too useful up to this point, but now that you're facing enemies with over 10,000 HP, a well timed blast from this materia is your most powerful source of damage.

Oh, and note the wide variety of armor you can steal from these guys. It's difficult, but if you take the risk, you can get some pretty nice stuff...

As you explore, take care not to miss the Hades materia hidden near the helicopter in the cargo room, and the Double Cut Materia (an incredibly useful tool!) hidden in the corners of the lower level of the laboratory. It's possible to miss the laboratory entirely if you don't recognize the door in the main corridor... It's not very well marked. The items here include Yuffie's best weapon, the best armor in the game (in my opinion), and a new Cloud Weapon.



Forgotten City/Midgar Slums



1. Use the key to start up the music box in the Forgotten Land.
2. Head Diamond Weapon off at Midgar.
3. Investigate the Northern Crater.
4. Excavate the Block 6 Key and return to the Midgar slums.

Items/Skills/Materia

Premium Heart

Sneak Glove

Rising Sun

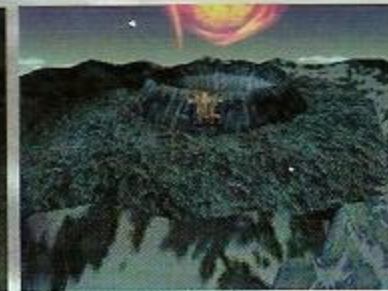


After Bugenhagen slides the key into the slot, the game's final chapter begins. Your goal is now clear: Recover that Holy Materia, somehow, and use it to destroy the ever-closer Meteor. But just as you set foot outside the Forgotten City to begin your quest, another pesky Weapon decides to mix things up a bit. There's nothing you can do but watch from Highwind as he waddles towards Midgar... When he arrives, you'll need to land near Midgar and run towards him to get things going again.



Afterwards, return to Highwind and head North to the crater to survey the damage... The route to the final dungeon is finally clear, but that nutty Hojo still has his finger on the trigger of the Sister Ray, and if he fires again, the effects could be disastrous. So it's back to Midgar you go, one last time, to put an end to this Hojo situation for good.

But before you enter Midgar's Sector 8, why not enjoy a quick trip down memory lane by dropping in on Midgar's good 'ol Section 6 Slums?



Boss Strategies



Diamond Weapon is tough on defense, but fairly weak on offense, so you can take this one nice and slow. Just smash him with various attack spells until he opens his chest, which is your cue to A) start hitting him with regular attacks and saved up limit breaks, and B) brace yourself for his one incredibly powerful attack. If you're strong enough to survive that attack, DW will be an easy kill. Don't forget to steal Rising Sun, a double-AP Yuffie weapon.

Diamond Weapon	
HP	50000 MP 0
Weak:	-
XP	35000 AP 3500
Drop:	-
Steal:	Rising Sun
Morph:	-
Skills:	-

The Return to Midgar

The door to Midgar has been locked throughout the entire game. But shortly after the beginning of the second disc, this fellow appears outside the door. He seems to have lost his key... And if you talk to him a few times, he'll reveal where: at the archeological tour in Bone Village!

Head back to Bone Village and have them excavate for Normal Items. It may take a few tries, but eventually they will come up with the key item "Section 6 Key." With this you can open the door and return to a small section of Midgar including Section 6 and the Wall Market.



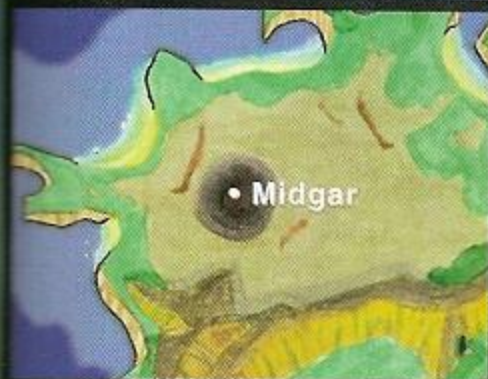
Tifa's Best Weapon, Aerith's Ghost, and More!

Feels like years since you've last been here, doesn't it? Surprisingly little has changed... But there are three things worth doing while you're here. First, visit that old church for a mystically poignant moment. Next, head up to the Wall Market, and go into that one room with the computer and the ceiling-mounted gatling gun. It won't shoot you this time, allowing you to go to the computer and get "Premium Heart," Tifa's best weapon. Finally, you can purchase the accessory "Sneak Glove" from the guy you bought the batteries from. It's supposed to help you steal, but the only one stealing anything is the shopkeeper with his 129,000 gil price tag.



You may notice Ultimate Weapon (details on page 90) lurking over this crater near Junon. You can begin pursuing him, but it might not be possible to complete the event now, since he may fly over Midgar after your first battle (pursuing him there would automatically start the next scene).

Midgar Section 8



1. Cross Section 8 and enter the subway tunnels.

Items/Skills/Materia

Elixir x 2	Starlight Phone	Aegis Armlet
Megalixir	Maximum Ray	



This four-part dungeon begins as soon as Highwind flies over Midgar, so make sure you prepare yourself beforehand. This is not a particularly long dungeon, but it can tire you down, and a series of difficult enemies await you at the end.



There are a number of exciting treasures here, including Barret's most powerful weapon and the W-Item Materia. And although it's easy to miss, a small ventilation shaft in this tunnel is the one and only route back into the Shinra building, where even more powerful goods await (including Cait Sith's most powerful weapon). Explore this area of Midgar thoroughly, as you'll never have another opportunity to return (you can, however, return to the Block 6 slums at any time by using the trick outlined on the facing page).

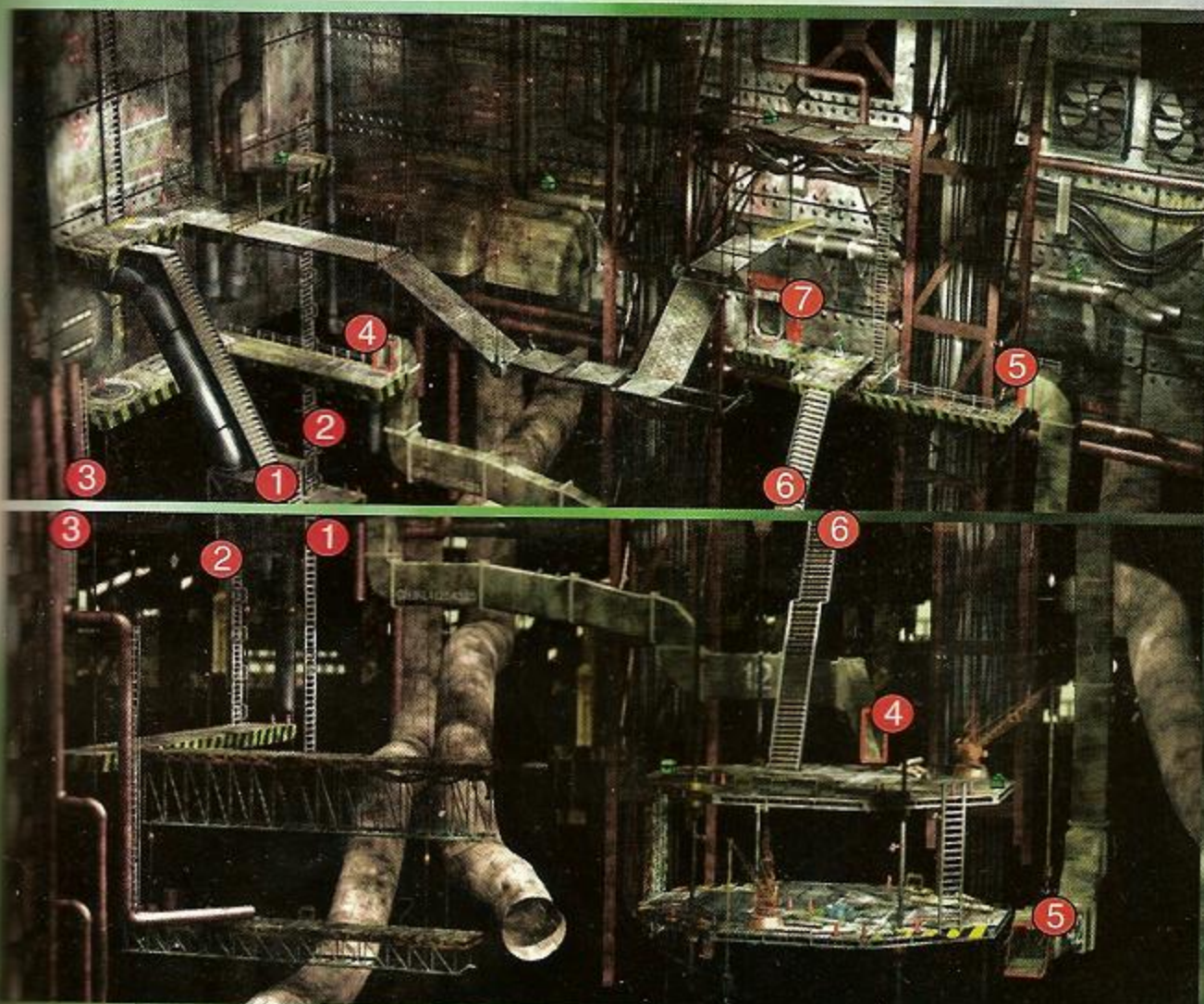
Your goal in the first part of the dungeon is the door on the top map that's marked #7. You can get here fairly directly by taking route 1-3-4-6-7, but if you want all the items, you'll have to cross between the two maps a few more times first. Fortunately, the enemies here aren't so difficult. Just watch out for the character-confusing Crazy Saws.

Chrome Well	
HP	3500 MP 120
Weak:	Lightning
XP	800 AP 80
Drop:	8 Inch Cannon
Steal:	-
Morph:	-
Skills:	-

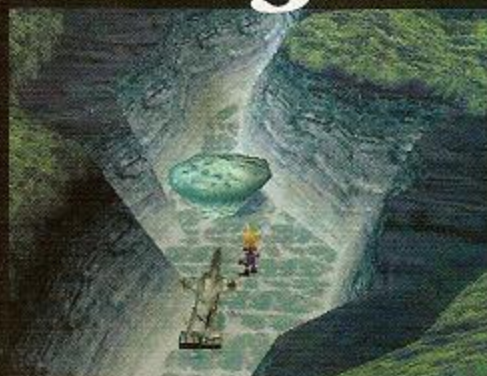
Crazy Saw	
HP	3900 MP 340
Weak:	Lightning
XP	800 AP 80
Drop:	Phoenix Down, Ether
Steal:	Mute Mask
Morph:	Turbo Ether
Skills:	-

Manhole	
HP	2500 MP 110
Weak:	-
XP	900 AP 80
Drop:	X-Potion
Steal:	-
Morph:	-
Skills:	-

Behemoth	
HP	7000 MP 400
Weak:	-
XP	1500 AP 100
Drop:	Stardust
Steal:	Phoenix Down, War Gong
Morph:	-
Skills:	-



Midgar Sector 8 Tunnels



1. Defeat (or make peace with) the Turks.
2. Head towards the screen for the W-Item Materia.

Items/Skills/Materia

Zeidrich	Toughness Ring	Minerva Bracelet
Power Source	Guard Source	Mind Source
Speed Source	Magic Source	W-Item



When you enter the tunnel complex, you can go one of two ways. The way to get to the Sister Ray and Shinra building is to run away from the screen, inwards. It's only a few screens away, just past the Turks.

But if you head the other way, towards the screen, you'll find an incredibly long series of identical maps that culminates in a dead end... and the W-Item materia.



in battle and steal some hot items, I recommend you take them up on it.

Though it's tough fighting three Turks at once, their battle tactics haven't changed much, so you should be prepared for Reno and Rude's attacks. As always, Reno's ability to confuse a party member is the Turks' biggest threat... I'd suggest you take him out first, but this time it doesn't matter. Defeat any one of them and all three will withdraw.

Farewell dear friends... You'll be missed!

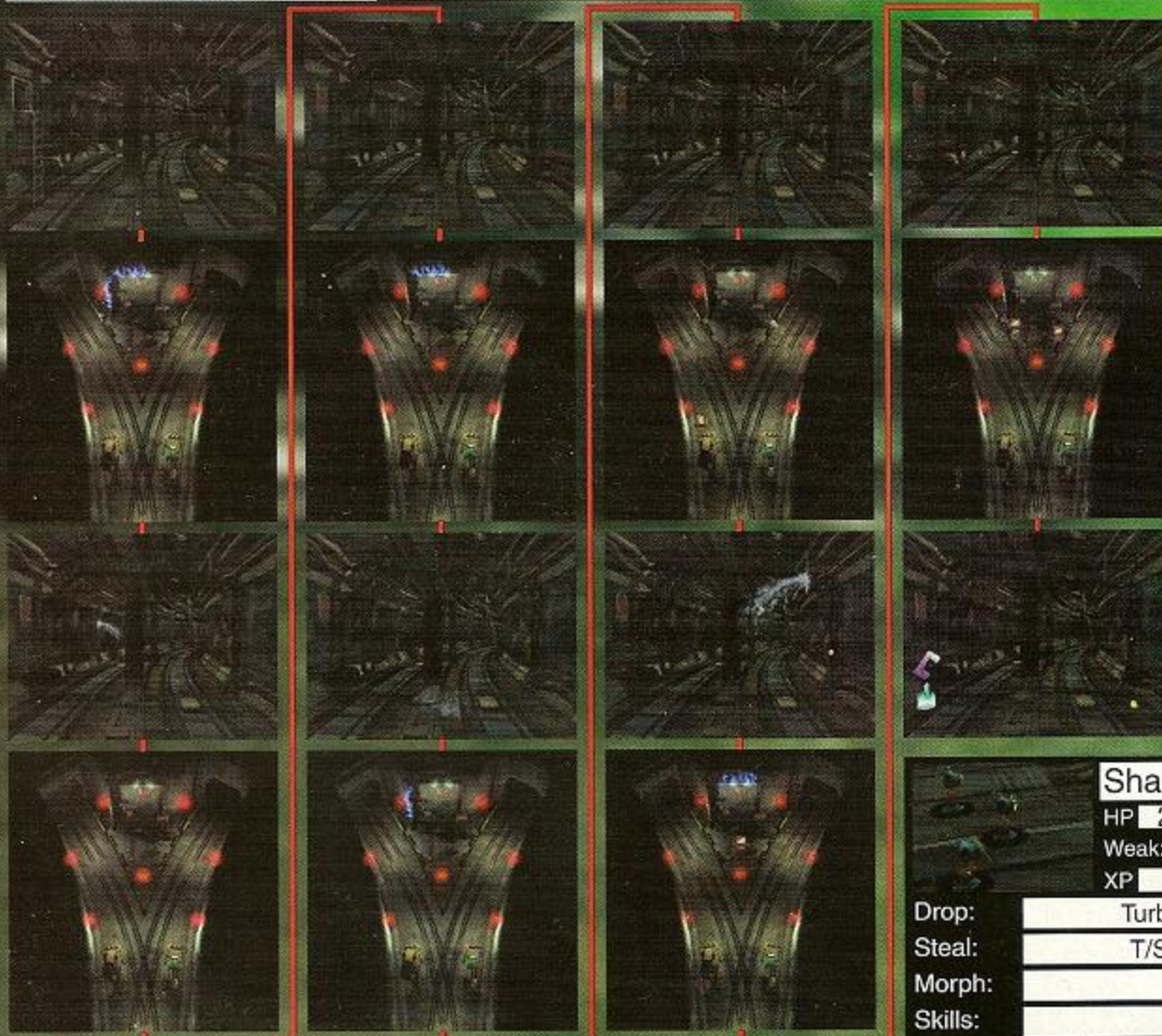
Boss Strategies: The Turks

This is it... the final confrontation with the Turks that have plagued you for so long. Excited? They're not. In fact, if Cloud simply suggests that they let it go this time, the recently unemployed Turks will be more than happy to withdraw peacefully, and you'll never have to see them again. But they're still willing to give you a fight if you want to pick one, and since this is a good opportunity both to see lovely Ilyna

Lewd	HP 28000 MP 250
Weak:	-
XP 5500 AP 600	
Drop:	Elixir
Steal:	Zeidrich
Morph:	-
Skills:	-

Ilyna	HP 30000 MP 100
Weak:	-
XP 6400 AP 800	
Drop:	-
Steal:	Minerva Bracelet
Morph:	-
Skills:	-

Reno	HP 2500 MP 110
Weak:	-
XP 900 AP 80	
Drop:	X-Potion
Steal:	Toughness Ring
Morph:	-
Skills:	-

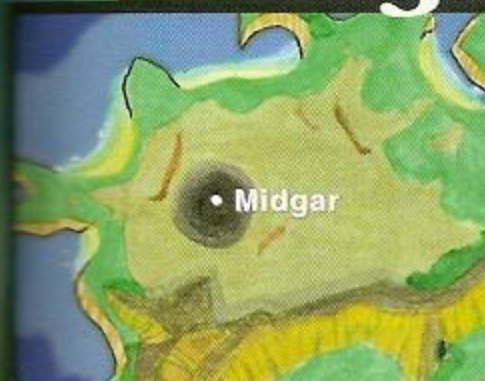


The route leading towards the screen from the ventilation shaft is long and tedious. While it's impossible to get lost, (the left side of the forking tunnels are always blocked) the Shadow Makers that prowl the area are incredibly annoying. While they're only dangerous when paired with Crazy Saws, their ability to slow down your party makes the fights in this area take an unbearably long time... I'd recommend just dispatching them with powerful mass-kill magic spells, since you can always use a tent at the save spot at the end.

The chests on the way contain a complete set of the various "Sources," which is nothing much to write home about. The materia at the very end, W-Item, does have some interesting uses. It lets you use two items at once, allowing you to, say, follow a Phoenix Down with an X-Potion before your enemy has a chance to kill the newly revived party member. Still, if you don't want to take the walk now, you can get it from Bone Village on disc 3 (see page 89).

Shadow Makers	HP 2000 MP 120
Weak:	Gravity
XP 500 AP 25	
Drop:	Turbo Ether
Steal:	T/S Bomb
Morph:	-
Skills:	-

Midgar Sector 8 Tunnels / Shinra Building



1. Search the Shinra Building for new items.
2. Take route 7 to the Sister Ray.

Items/Skills/Materia

Behemoth Claw	Pile Bunker	Master Fist
Grow Lance	Mind Source	Speed Source
HP Shout		



6 Leads to Shinra Building (see below)



Start Here

- 1 This is the first screen, where you fought the Turks.

Once you've fought Hojo, there's no returning to this area, so if you want to raid the Shinra Building, you'll have to do it now. To get there, go North from the entrance, and ignore the left fork that leads you out of the tunnels and into the city blocks where the Sister Ray is being housed.

Instead, head to the right, and then take the left route at the next fork. Crawl up the ventilation shaft, and there you are.



Return to the Shinra Building

Unfortunately, the top two floors of the Shinra building are closed and locked, so those seeking to witness the destruction or spit on Rufus' corpse will be disappointed. But if it's items you want, you've come to the right place... There are quite a few new toys scattered around the Shinra Building, and the only things guarding them are the same lame 'ol enemies that were rolling around the last time you were here.

The elevators are still operational, but if you took the stairs and grabbed the elixir last time, you'll want to take them again this time so you can pick up Red-XIII's powerful Behemoth Claw (although his most powerful weapon is yet to come). It's on the landing on floor thirty-something (of sixty), so it doesn't particularly make it any easier if you go from the top.

If you didn't pick up the elixir the last time you were here, then that's all you'll find here now.



2F The shop here has been abandoned, so you can come on in and raid the two chests for Tifa's sucky Master Fist (it sounds cool, but it doesn't work like it's supposed to), and Barret's equally lame Pile Bunker.



63F All of the doors have been left open on floor 63, and one new treasure has been left in the middle: Cid's Grow Lance. It's a bit late to be truly useful, but it does have six linked Materia slots.

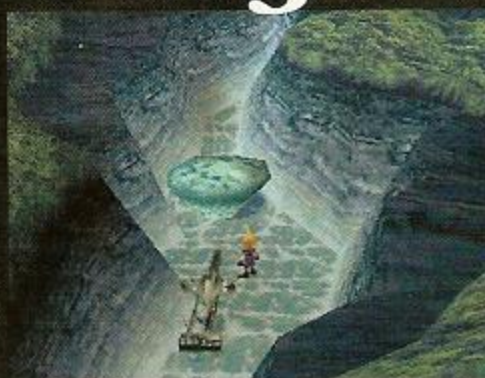


64F If you put your money in the vending machine the first time you were here, you can collect your beverages now... A Mind Source and a Speed Source.



64F And in the locker room is the most valuable item of them all: Cait Sith's most powerful weapon, the "HP Shout" (so named because its power rises with Cait Sith's current HP level).

Midgar Sector 8 / Sister Ray



1. Defeat Proud Clad.
2. Climb to the Sister Ray control center.

Items/Skills/Materia

Ragnarok	Mystile	Elixir
Missing Score		



Boss Strategies

Since no one's expecting a boss at this point, this guy has the element of surprise on his hands. Fortunately, that's about all he has going for him. He's about as messed up as you'd expect the brainchild of Heidegger and Scarlet to be, not capable of doing any serious damage... Usually.

The one exception is when he falls to his knees, a signal that he's about to fire off a blast capable of dealing heavy damage to your entire party. Be ready for it!

The boss has two parts, his main body, and his armor. The armor protects him (to some extent) from magical damage, but has no effect on physical damage. If your strategy consists mostly of regular attacks and limit breaks, you can ignore it, but if you're planning on attacking mainly with magic, you'd best get rid of it first.

Proud Clad

HP 60000 MP 320
Weak: -
XP 7000 AP 1000

Drop:	Ragnarok
Steal:	-
Morph:	-
Skills:	-

P.C. Armor

HP 20000 MP 300
Weak: -
XP 8000 AP 1500

Drop:	-
Steal:	-
Morph:	-
Skills:	-



Gross Panzer

HP 10000 MP 300
Weak: Lightning
XP 400 AP 80

Drop:	8 Inch Cannon
Steal:	-
Morph:	-
Skills:	-



There's only one enemy in the middle map pictured on the left, but it's more dangerous than some of the bosses you're going to face! The Gross Panzer is made up of five separate parts, totalling around 20,000 HP (only stats for the main body are listed here). Since four of the five parts can attack, it may be worth it to destroy all of the parts individually,

instead of simply trying to deal 10,000 points to the body before it can finish off your party. Powerful call spells are your best bet, but be ready with a few powerful follow-up attacks if they're unable to finish the job (Trine, pictured to the left, is a particularly effective and affordable enemy skill against enemies who are weak to lightning). Make sure

you save at the save point as soon as you get here, 'cause with a couple of high rolls in a row, the Panzer can kill anybody.

You'll want to put Barret in your party as you climb the stairway to the Sister Ray... The chest pictured here, containing Barret's strongest weapon, the Missing Score, won't even appear if Barret isn't in your group.



Enemies Appearing Near Sister Ray

Soldier 1st

HP 5000 MP 400
Weak: -
XP 960 AP 90

Drop:	-
Steal:	Shinra Beta
Morph:	-
Skills:	-

Super Cannon

HP 20000 MP 100
Weak: Lightning
XP 2000 AP 90

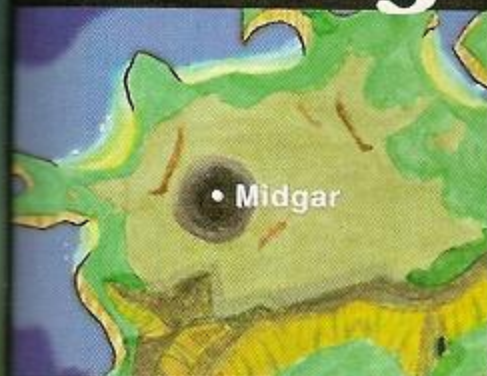
Drop:	Turbo Ether
Steal:	-
Morph:	-
Skills:	-

Max Chimera

HP 4000 MP 350
Weak: -
XP 1200 AP 90

Drop:	-
Steal:	-
Morph:	Guard Source
Skills:	-

Midgar Sister Ray / Area Updates



1. Defeat Hojo's three forms.
2. Return to Cosmo Canyon for Red-XIII's final weapon.
3. Excavate in Bone Village for any missed items.

Items/Skills/Materia

Power Source

Limited Moon



Boss Strategies

Hojo is deceptively tough... While his first two forms aren't particularly difficult, they'll wear you down enough to put you in serious danger from the third.

Since there's no respite between the fights, keep your HP levels high as you fight Heretic Hojo. Conserve MP by not wasting any attacks on Hojo's animal friends or Hojo Heretic's limbs, as both can be regenerated. You can use the lack of a break between battles to your advantage, too: spells like Haste will last through all three rounds, so cast them early when you're not in danger.

Round 2: Heretic Hojo can regenerate his limbs, so center your attacks on his body, and don't waste MP trying to target his arms too.

Hojo's final form can deal excessive amounts of damage, and his "combo" spell will leave your characters mute, slow, and asleep as they die of poison. Make sure whoever has the Ribbons has Esuna! Haste spells are also necessary here, as they're the only way to remedy the slow condition that even Ribbons won't prevent.

Round 1: Ignore Hojo's little friends and hit him for 13,000 fast points of damage to end this part quickly.

Round 3: Since this guy's most dangerous attacks are status-based, Ribbons and lots of cure/heal spells are the key.

Hojo

HP 13000 MP 250

Weak: -

XP - AP -

Drop:

Steal:

Morph:

Skills:

Heretic Hojo

HP 26000 MP 200

Weak: -

XP - AP -

Drop:

Steal:

Morph:

Skills:

Lifeform Hojo

HP 30000 MP 100

Weak: -

XP 25000 AP 2500

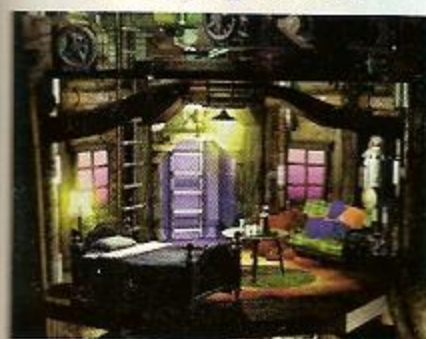
Drop:

Steal:

Morph:

Skills:

Disc Three Area Updates



You'll miss the final Cosmo Canyon event if you don't go visit one last time, with Red-XIII in your party.



The overworld, towns and villagers seem basically unchanged as you enter Disc 3. The only new area this disc contains is the final dungeon, which you can enter immediately after clearing Midgar. You can always leave again once you've checked everything out, but it makes sense to go searching for the last few strongest weapons and level 4 limit breaks now.

Quick recap: You should have found Barret's strongest weapon near the Sister Ray, and his limit break back in North Corel. Tifa's limit break was in Nibelheim, and her strongest weapon was back in Midgar's Sector 6. Cid's strongest weapon was in Rocket Town, and his limit break was in the downed Shinra plane. Cait Sith's strongest weapon was in the Shinra building, and he has no level 4 limit break. Both of Yuffie's items were in Utai, and both of Vincent's were in Lucretsia's cave. Cloud's limit break can be won in Gold Saucer's battle square, and we'll get his best weapon on the next page, from Ultimate Weapon. That leaves Red-XIII... You should have gotten Cosmo Memory eons ago in the Shinra Mansion, and now you can finally get his best weapon, Limited Moon.

To get Limited Moon, return to Cosmo Canyon any time in Disc 3, and speak with Bugenhagen while Red-XIII is in your party. You'll see a new event and get the weapon.

There's only one other major change in Disc 3, and that's in Bone Village. Here, sloppy gamers have one last chance to pick up a few items they've missed along the way. Did you blow the Condor Fort event? You can excavate Phoenix, and even the Huge Materia now. Didn't get Bahamut ZERO? It's here. Figured the W-Item Materia wasn't worth the trip? You can get it, and a few other items from areas that are now permanently closed, by excavating them now in Disc 3.



It may take a few tries, but the Bone Village crew can excavate all sorts of great items in disc 3.

G. Holy

The Hunt for Ultimate Weapon

Items/Skills/Materia

Shadow Flare

Ultima Weapon



Bottom: The final confrontation over Cosmo Area.



Ultima's deadly Shadow Flare enemy skill.



Above: UW escapes
Middle: Battle on Highwind
Below: Battle over Corel Mtn.

level 4 limit break, you can do it in only one). After that, he'll fly off to the location pictured in the lower left, near Cosmo Canyon, for the final blow.

After that finishing shot, Ultimate Weapon will cast the enemy skill Shadow Flare, a deadly spell that can only target one character... usually Ultimate Weapon's killer. So make sure whoever has the Enemy Skills Materia ends up delivering the killing blow.

The explosion caused by Ultimate Weapon's death will pave the way to the game's final optional area... The lucrative Ancient Forest.

The road to FFVII's dramatic conclusion is finally clear. But before you head into that final dungeon, I'd like to cover the last two events remaining in the 3rd disc's overworld.

First, let's go after that pesky Ultimate Weapon... After your rematch over the crater just east of Junon, UW will inevitably run away. Try to follow him if you can (if you're having trouble seeing which way he's flying, hold L or R and the same direction on the pad to spin around rapidly), but if you lose him you'll have to fly around the overworld frantically searching. Occasionally he appears over mountainous areas, like the one near Corel pictured on the right, but he usually prefers to hang around over cities or buildings.

He takes one hundred thousand points of damage to kill, a process that will usually take at least four or five fights (of course, if you have Knights of the Round or Cloud's

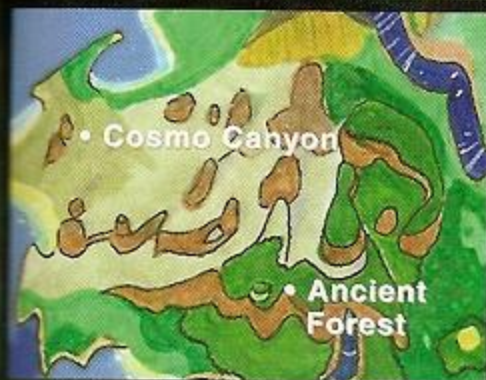


A few of UW's other favorite haunts.

Ultimate Weapon	
HP	100000
MP	400
Weak:	-
XP	35000
AP	3500
Drop:	Ultima Weapon
Steal:	Cursed Ring, Reflect Ring, etc.
Morph:	-
Skills:	Shadow Flare

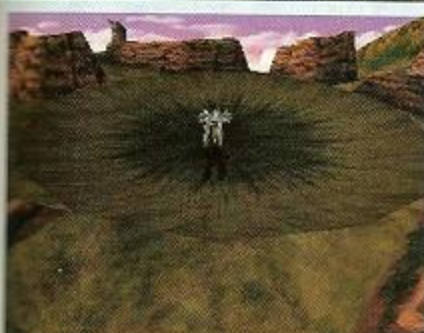
Ancient Forest

1. Search for items in the Ancient Forest.



Items/Skills/Materia

Supershot ST	Spriggan Clip	Slash All Materia
Minerva Bracelet	Tupon Materia	Elixir
Apocalypse		



The Ancient Forest is one of the best hidden areas in Final Fantasy VII. Not only is it full of cool items like the Tupon call spell and the Apocalypse sword, it's also possible to get to it relatively early in the game.

As soon as you get Highwind, you can begin the process of Chocobo Raising... A simple Mountain Chocobo is all it takes to get up here, and all that's stopping you from getting a ton of powerful weapons are some reasonably challenging enemies and a few

tricky puzzles.

But if you didn't do the Chocobo Raising thing, your first opportunity to challenge the forest comes after Ultimate Weapon's destruction creates a crater allowing you access to this mountaintop location.

The Ancient Forest is unlike any other dungeon you've visited. It consists of only 4 straight left-to-right maps (and a small cave at the end). To progress, you'll have to pick up bugs and frogs and use them in clever ways. And if you fail at that, it's possible to get completely stuck, forcing you to press O and end the dungeon prematurely (you can always try again, but from the beginning). The later puzzles can be tough, but as long as you keep your eyes open and try all the options, you should do fine.



Apocalypse: Three triple-AP materia slots, and it's the coolest looking sword in the game.



Tupon!

Diablo
HP 4000 MP 200
Weak: -
XP 1100 AP 70

Drop:	-
Steal:	-
Morph:	-
Skills:	-

Epiolnis
HP 1800 MP 90
Weak: -
XP 950 AP 70

Drop:	-
Steal:	Wizard Bracelet
Morph:	-
Skills:	-

Rilfsack
HP 2000 MP 500
Weak: -
XP 1000 AP 70

Drop:	X-Potion
Steal:	-
Morph:	-
Skills:	-



The first map is pretty much just basic training... There are really only two puzzles here. The first is the snapping flower at the bottom (check your health... These things do damage!). To sneak in and grab the treasure, you'll have to use the frog as bait, dropping it at the spot shown in the top picture. As long as he's there, you can sneak in and grab it safely. Vincent's Supershot ST is yours.

Gather together all three insects and bring them near the hanging flower-things in the middle of the map. If you use them near the flowers, you'll toss the bugs into the flowers, making them snap shut and allowing you to pass over until the bug is digested. This doesn't take long, so make sure all your bugs are collected and ready to go!

The flower vine on the right is easily crossed... Just jump onto the hanging part and jump over the crevasse.

Note that feeding the hanging flowers a frog instead of a bug will cause them to vomit out the frog, sending Cloud flying. This is an important tactic on Map 2, as the force of the expulsion will send you to areas you couldn't otherwise get to, such as to the hive located to the left here (picture on the right), or over the giant snapping flower on the right, allowing you to progress further into the forest.



Ancient Forest



Use the frog trick outlined last page to get the hive located above and to the right of the snapping flower on the left. Give the flower that to chew on, and you can grab the sweet Slash All Materia it guards.

To get the Minerva Bracelet located at the base of the tree on the right, you'll need to jump there from the bottom of the next map. Note that you can't jump back up.



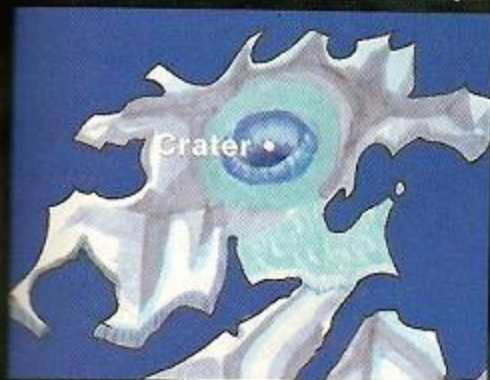
Use two bugs on the hanging flowers to create the path to the top map, where you'll find Tupon waiting at the far right. To get this baffling call spell, simply jump across the three suspended flowers.

Next you'll have to head back down route 3 to get past the final forest map's difficult puzzle. You'll need to use every single one of the four bugs to solve this... First, use one to get the hive, and then feed that to the snapping flower, opening the route to the left, back to the main part of the map. Use the second bug to activate that hanging flower, and now you can reclaim the two bugs on the left you used to get up to the treetop map. Here's the tricky part... Drop one of the bugs outside of the hole in the tree, luring out the frog hiding in there. Take the frog back to the hanging flower in the middle, but don't feed him to the flower! Go grab the final bug, and use *that* to re-activate the flower. Then grab the frog and jump across. Finally, use the frog on the hanging flower in the far right... When the flower coughs it up, you'll land at the entrance to the cave that contains the Apocalypse Sword.

Anyone trying for the Master Materia should use this sword constantly... With three materia slots (the only other triple AP weapon, Cid's Scimitar, has but two), this weapon is invaluable.



Final Dungeon (main)



1. Clear the final dungeon, defeat Sephiroth, and activate Holy.

Items/Skills/Materia

Save Crystal	Guard Source	Dragon Armlet
Level 5 Death	Dragon Force	



The final dungeon contains some of the most powerful Materia in the game, the final five enemy skills, and a host of terrifying enemies. There is only one save point in this dungeon, one that you create with the Save Crystal found in the dungeon's first chest. This will make a save point almost anywhere inside, but can only be used once. You'll probably want to save it until the very end.

A lot of people don't realize that you can actually leave this dungeon once you've entered. Simply exit out the cave in the first screen, and then climb the rocks near the cave's mouth back up to the Highwind.

Prepare yourself well, for the final battle is at hand!

Side note: After you spend the night with Tifa before entering the dungeon, she gets horribly embarrassed when the other party members reveal they saw you two together... But the degree to which she gets embarrassed actually changes depending on your number of love points, suggesting that... well, you know.



Enemies Appearing in Main Areas

Gargoyle
HP 2000 MP 200
Weak: -
XP 800 AP 80

Drop:	Remedy, X-Potion
Steal:	X-Potion
Morph:	-
Skills:	-

Parasite
HP 6000 MP 300
Weak: Wind, Holy
XP 1100 AP 100

Drop:	Remedy
Steal:	Remedy
Morph:	Remedy
Skills:	Level 5 Death, Magical Breath

Dark Dragon
HP 14000 MP 600
Weak: -
XP 5000 AP 350

Drop:	Elixir
Steal:	Dragon Armlet
Morph:	Vaccine
Skills:	Dragon Force, Laser

Scissors
HP 2900 MP 88
Weak: -
XP 1000 AP 90

Drop:	X-Potion
Steal:	Ether
Morph:	-
Skills:	-

More Enemy Skills



You can pick up two nifty skills from the enemies in this part of the dungeon. Both will require the manipulate materia.

First is the Dark Dragon's Dragon Force, an okay defensive magic (it simply raises your defensive stats by 50%) that can only target one character.

The other is Level 5 Death, a powerful death spell that the Parasites can cast. Be very careful here... Ribbons and such will not prevent the effect, so this spell could actually wipe out your party, if your levels are all multiples of 5.



Um, if you only did thirteen points of damage to me, then why am I dead? Watch out for these guys... They can kill in a single hit that no accessory can prevent, and do so often. The most dangerous enemies in the dungeon, save your strongest spells for them.

Main Area

Items/Skills/Materia

HP Absorb	Elixir	Megalixir
Hero Medicine	Misc. "Sources" (x7)	



As you enter this area, head to the left and climb up to the topmost chest. From there, you can go right, sort of behind the background, and pick up the semi-hidden HP Absorb Materia. With the exception of the Megalixir in the cave below, the rest of the chests contain nothing more exciting than a bunch of status up "sources", and are barely worth going out of your way for.

If you still want to check them all out, you'll have to circle both sides of the first part of the dungeon (note that the right side is down-only, you can't go back up).

To get through the dungeon below, you'll have to stay on the right side, and drop down to cave #3. Take that to get down to exit #4, and then just fall down the rest of the way. If you want to get the chest on the left, or accidentally fall the wrong way, you'll have to take cave entrance #5 to go all the way back to the top.



Splitting Up Your Party



When you drop down onto the area shown below, Cloud will have the option to split up his party, sending each member in one of three directions. The two that accompany

Cloud will be your party members for the next part of the dungeon, so chose them wisely.

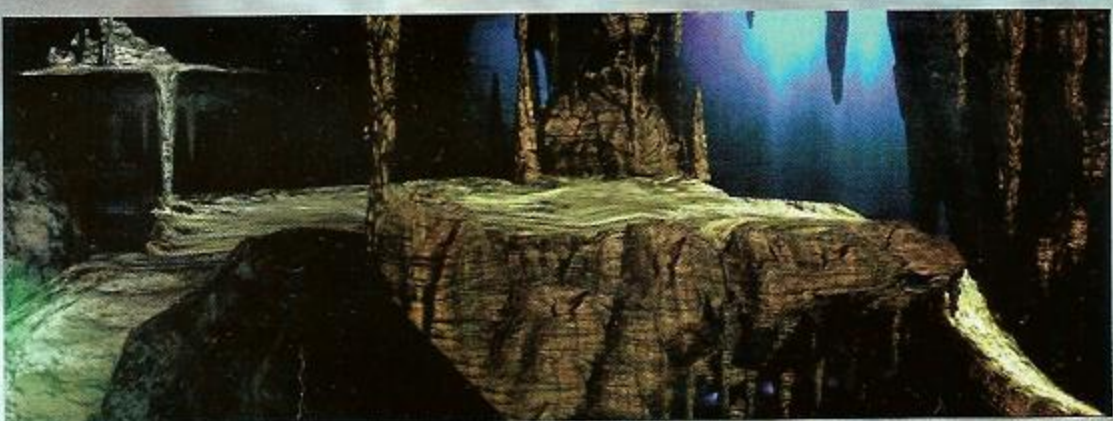
You can't control the other parties you create, but you should make sure to distribute them evenly among the other directions. Each one will pick up one item along the way, and give it to you when you meet up again (Make sure you don't send Yuffie alone, or she'll just pocket whatever she finds).

So which way should you go? That depends on what your priorities are. The right and left/down routes are both very beautiful locations you probably won't want to miss. And the left/up and left/down routes are a bit easier than the right route. All the routes have cool treasures, but you'll get better materia with either of the left routes. The right route, however, has enemies who cast four enemy skills that you may not encounter elsewhere in the dungeon.

If you have the strength and endurance to handle it, I recommend you do them all (you can always drop the save crystal after the first one to heal and save, and then go back and do the other two). If this is your decision, you should chose the right route initially. Of the three, it's the only one-way route, so you can beat it and then make a loop of the two left routes once you get to the bottom with the right route. You can also take one left route down, the other back up, and then take the right route down at the very end, of course.

If you do decide to this, you can actually get yourself two copies of some of the items in this dungeon, by picking them up once, and then getting them from your party members (note that if you get them from your party members *first*, the items will then actually disappear from the maps). To get the good stuff, you'll need to send the right characters in the right directions, bearing in mind that when you send a character left, you can't further chose whether they go left up or left down unless you take that route with them.

To get a second Mystile, send Tifa right. For the Shield Materia, send Red-XIII on the left/up route. Yuffie will get the Command Counter Materia if she's sent left/up, and a Megalixir if sent to the Right. Vincent will also get a Megalixir if sent to the right, and the Super Enemy-All Materia if sent left/down. Finally, send Cid on the left/up route to get one more Imperial Guard.





Items/Skills/Materia


Wastle	Elixir	Speed Source	Tetra Elemental
Megalixir (x2)	Death Roulette	Pandora's Box	Angel's Whisper


Right Route


Enemies Appearing in the Right Route Only

	Death Dealer
	HP 7000 MP 400
	Weak: -
	XP 1800 AP 200
Drop:	Kiss of Death, X-Potion
Steal:	Turbo Ether
Morph:	-
Skills:	Death Roulette

	Dragon Zombie
	HP 13000 MP 400
	Weak: Holy, Heal
	XP 4000 AP 300
Drop:	Cauldron, X-Potion
Steal:	Cauldron
Morph:	Vaccine
Skills:	Shadow Flare, Pandora's Box

	Molbor
	HP 4400 MP 900
	Weak: Water
	XP 1000 AP 100
Drop:	Molbor's Tentacle
Steal:	Molbor's Tentacle, Echo Screen
Morph:	-
Skills:	Bad Breath

	Parasite
	HP 6000 MP 300
	Weak: Wind, Holy
	XP 1100 AP 100
Drop:	Remedy
Steal:	Remedy
Morph:	Remedy
Skills:	Level 5 Death, Magical Breath

	Pollensalita
	HP 4000 MP 220
	Weak: -
	XP 1000 AP 100
Drop:	X-Potion
Steal:	Hyper
Morph:	-
Skills:	Angel's Whisper



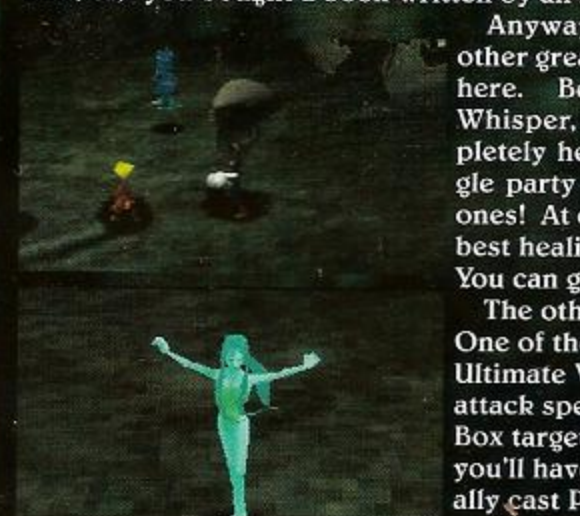
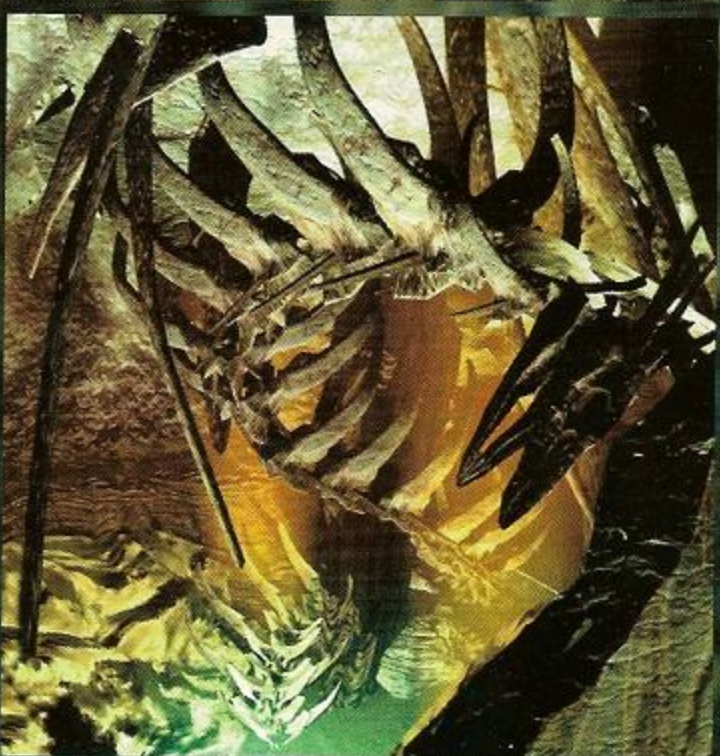
The Final Enemy Skills

Here's an amusing story. After fighting the Death Dealers ten or so times, I had completely failed to get them to cast Death Roulette on Cloud, who had Enemy Skills equipped. I ran around in circles for hours just trying to get in fights with Death Dealers... It's difficult, because Death Roulette targets a character at random, possibly even its own caster, and kills them. So after ten tries, all I ever succeeded in doing was getting the dealers to kill my other party members, and then themselves. Finally I ran into another pair of these enemies, and watched as every character was killed except one Death Dealer, and Cloud. Perfect! A 50/50 chance he'll cast it on me, and I can finally learn it, I thought. And ultimately, he did! I was so happy to finally have it, the last enemy skill, that I didn't notice my glaring strategic flaw... The spell, as it tends to do, killed Cloud, my last surviving member, and I lost about two hours of play time. Whoops. The moral of this story? "Be careful when you play around with death spells." Either that, or, "you bought a book written by an idiot." Your choice.

Anyway, there are three other great enemy skills spells here. Best of all is Angel's Whisper, a spell that completely heals and cures a single party member, even dead ones! At only 50 MP, this is the best healing spell in the game.

You can get that by controlling the Pollensalita.


The other two are both from the rare Dragon Zombie enemy. One of them is Shadow Flare, which you may have gotten from Ultimate Weapon. The other, Pandora's Box, is also a powerful attack spell. Shadow Flare targets one character, and Pandora's Box targets everyone. You can't control that Dragon Zombie, so you'll have to hope he hits you with Shadow Flare. He will usually cast Pandora's Box as his final attack.





Left/Up Route


After choosing the left path, you'll have the option of heading either up or down from the map on the left. If you don't plan on doing them personally, you'll probably want to send six party members this way.

Enemies Appearing in the Left/Up Route


	Christopher
HP 6000 MP 200	
Weak: -	
XP 1300 AP 80	
Drop:	Phoenix Down
Steal:	Earth Drum
Morph:	-
Skills:	-

	Ziggy
HP 5500 MP 100	
Weak: -	
XP 700 AP 60	
Drop:	Ether
Steal:	Elixir
Morph:	-
Skills:	-

	Ahriman
HP 8000 MP 200	
Weak: Wind	
XP 1300 AP 100	
Drop:	Turbo Ether
Steal:	-
Morph:	-
Skills:	-

	Magic Pot
HP 4096 MP 128	
Weak: -	
XP 8000 AP 1000	
Drop:	Turbo Ether
Steal:	-
Morph:	-
Skills:	-

	Master Tonberi
HP 44444 MP 100	
Weak: -	
XP 6000 AP 200	
Drop:	Last Elixir
Steal:	Elixir
Morph:	Ribbon
Skills:	-

	Mover
HP 3000 MP 120	
Weak: -	
XP 30000 AP 800	
Drop:	Turbo Ether
Steal:	Turbo Ether
Morph:	Protect Ring
Skills:	-

Items/Skills/Materia

Shield	Imperial Guard	Hero Medicine
Vaccine	W-Magic	Command Counter



Taking the lower path after the divide leads you to this beautiful area, full of wacky enemies like Christopher, Ziggy, the Magic Pots, and Master Tonberi.

There are some very interesting items here, too, although it isn't always immediately clear how to get at them. To get to the chests in the second and third maps, you'll need to jump into the water from various areas, such as the one shown here, and swim under the obstacles.

While Ziggy, Christopher, and the Magic Pots are generally harmless, the Master Tonberis are anything but. These little fellows can fell pretty much any character with one swing of their lanterns, and can attack much more



quickly than the standard Tonberis. As with them, your best bet is to run, or use Exit magic. Those who decide to take their chances and fight it out will no doubt find that the meager rewards definitely do not justify the struggle.

Magic Pots are a different matter entirely. These easy-to-kill enemies give you 1,000 AP a pop! Ignore their cries for Elixirs... If you give them one, they simply won't steal from you, something that happens only rarely anyways.



Finally, it's easy to miss the two materia hidden in the last map. The very powerful W-Magic materia is hidden here, just under the treeline, and Command Counter is hidden in the very heart of the white spiral below.





Items/Skills/Materia


Elixir	X-Potion (x2)	Turbo Ether (x2)
Vaccine	Magic Counter	Super Enemy-All


Left/Down Route

Enemies Appearing in Left/Down Route Only


	Armored Golem HP 10000 MP 200 Weak: - XP 2500 AP 100
Drop:	Echo Screen
Steal:	Turbo Ether
Morph:	Guard Source
Skills:	-

	Master Tonberi HP 44444 MP 100 Weak: - XP 6000 AP 200
Drop:	Megalixir
Steal:	Elixir
Morph:	Ribbon
Skills:	-

	King Behemoth HP 18000 MP 560 Weak: - XP 2000 AP 250
Drop:	X-Potion
Steal:	Phoenix Down
Morph:	-
Skills:	????

	Ahriman HP 8000 MP 200 Weak: Wind XP 1300 AP 100
Drop:	Eye Drops
Steal:	Eye Drops
Morph:	-
Skills:	-

Enemies Appearing on the path to the final boss*

	Dragon Zombie HP 13000 MP 400 Weak: Holy, Heal XP 4000 AP 300
Drop:	Cauldron, X-Potion
Steal:	Cauldron
Morph:	Vaccine
Skills:	Shadow Flare, Pandora's Box

	Iron Giant HP 20000 MP 100 Weak: Ice XP 10000 AP 150
Drop:	Phoenix Down
Steal:	Elixir
Morph:	Escort Guard
Skills:	-

*Ahriman (above) also appears in this area



This route is all very simple and straightforward, with only one small puzzle. That's the mystery of the pink materia under the waterfall (lifestream-fall?). Super Enemy-All, one of the most powerful Materia in the game. When you head towards it, you'll automatically jump to the little rocky pedestal, and then over to the other side. To ensure that Cloud'll pick it up, press the O button as fast as you can as he jumps near it, so that Cloud can grab it in the split-second in which he's standing on the pedestal. This is one materia you don't want to miss!

The Final Confrontation

This is it, my friends! That final, round, spirally map is your last opportunity to use your save crystal, chat with your party members, and collect the goods they gathered on the way.

From here, there are but two more straightforward maps, on which you'll fight a few sub-boss style enemies at random. After that, the long, final battle begins. I see no point in ruining it for you, as the surprise is half the fun. I'll just give you one tip to explain one of FFVII's final mysteries.

After the first boss, you'll have the opportunity to create more than one party, and switch between them as you fight the next enemy (you have the option to switch after each part you destroy). The number of parties you get to create is based on the computer's analysis of your strength, factoring in what level your characters are, and how long it took you to beat the first boss. The stronger it thinks you are, the more parties you can create (up to 3). Personally, I find the extra parties useless, though, and recommend sticking with your three strongest characters.

Good luck, and enjoy!

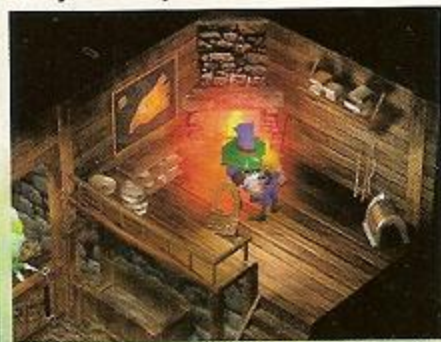


Chocobo Rais

The Basics of Chocobo Breeding



First: Head on over to the Chocobo Ranch and get yourself as many Chocobo pens as they'll sell you.



Second: Talk regularly with the Chocobo Sage up in Icicle Area (p. 73). He remembers things about breeding Chocobo mutations periodically, and sells the best vegetables.



Third: Capture Chocobos and take them back to Highwind, where they'll automatically be placed in the chocobo hold (don't worry if they appear to run in the opposite direction... They're still in there).



Your Chocobos will appear out in the pen outside of the farm. You'll have to ask the Chocobo Rancher to bring them in, and it's only then you'll find out their quality and gender.

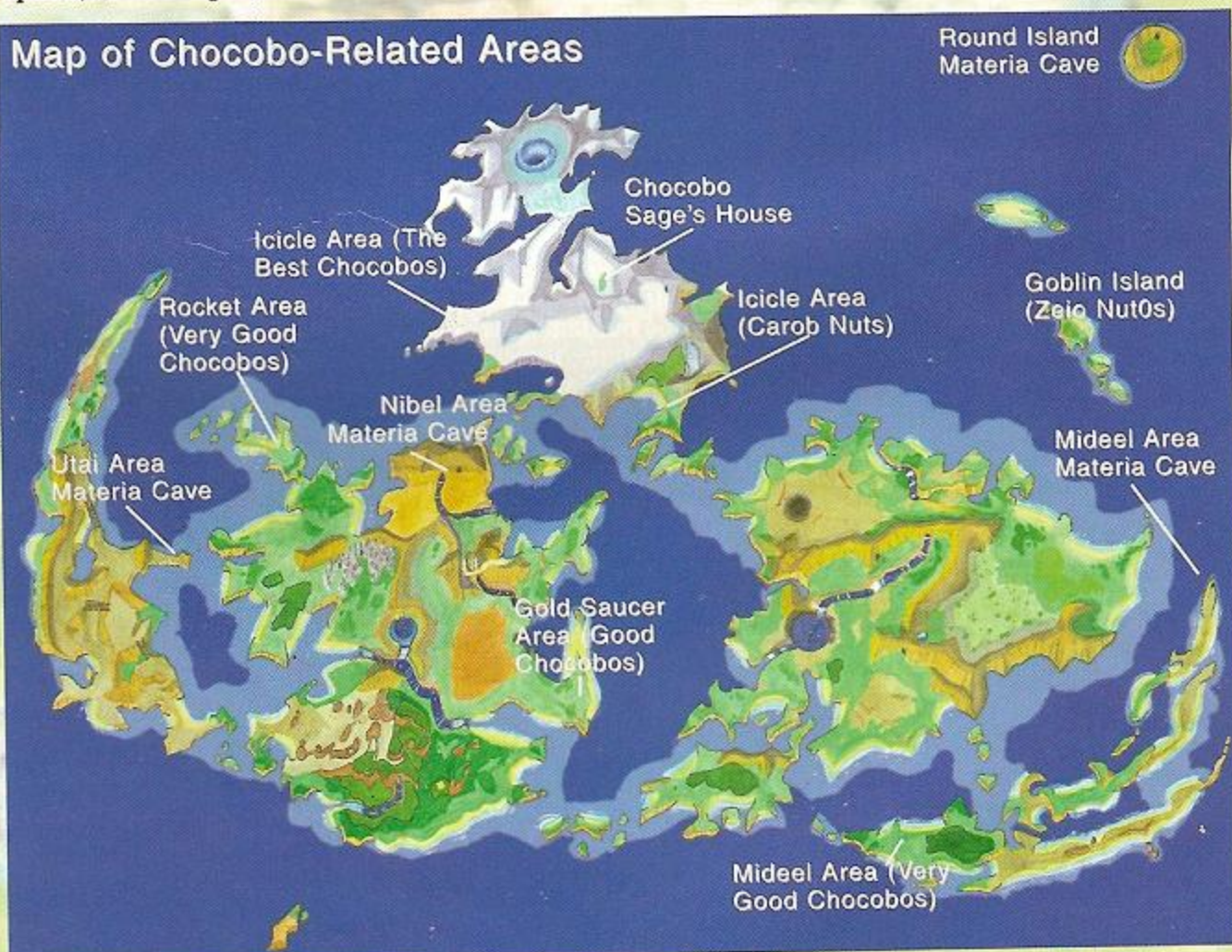
The ability to not just capture and ride Chocobos, but to actually breed and raise them, is a new twist on the Final Fantasy series' traditional Chocobo system. Chocobo breeding can be incredibly time-consuming, but the rewards are incredible... If you begin it as soon as possible, shortly after first getting Highwind, you can end up with access to five hidden areas (the four Materia Caves shown on the right and the Ancient Forest, which you can get to early with a Mountain Chocobo), and get some of the most powerful Materia in the game relatively early on, when they can really make a difference! For these reasons, I urge you to don some inexpensive footwear and join the exciting world of Chocobo husbandry.

At first, the possibilities seem non-existent. You can capture Chocobos, feed 'em to raise their stats, then breed them and do the same with their offspring, until you breed a Chocobo champion capable of winning you useless crap in the higher classes of Chocobo racing (prizes listed on page 102). This is not so exciting. But what is exciting is the possibility of breeding Chocobo mutations, capable of climbing mountains and walking on water. These allow you access to areas you simply can't get to with Highwind... Areas where there's no place to land an airship.

Chocobos captured from different areas vary in quality, which only the Chocobo Ranch people can assess. You need specific Chocobos (see opposite page, far right) to make specific mutations, so I've highlighted where you can find them on the map. But be forewarned: Breeding Chocobos is never a sure bet. What you'll get is random, and even when you follow the instruction to the letter, you might not end up with the one you want... If you don't like what you get, you can send it back: reset to right before you bred the Chocobos and you'll probably get something else. Also, higher class Chocobos will bear the right mutations more frequently, so take your breeding pairs to the Chocobo races and get them up as high as you can... If they're not at least Class A by the time you try to breed the Sea Chocobo, your odds of success are poor. But plan ahead early, because it's all hereditary—If the parents of the Chocobos you plan to breed to get the Sea Chocobo aren't champions, their offspring won't be either.

To get your Chocobos to a point where they can win consistently at the races, you'll have to feed them well (note that each Chocobo has a maximum capacity of each stat it cannot exceed, but that this maximum will be raised in its offspring). A chart detailing the effects of the various types of food is on the right... We can learn two major lessons from this: You get what you pay for, and most feed is only effective when you give the Chocobo a whole bunch of it at the same time. Speed and Stamina are self-explanatory, Intelligence (which can't be so easily quantified) measures how well the Chocobo can hold a straight-line when it's running, and Tameless seems to alter how quickly the Chocobo responds to Cloud's orders (when you whip it for extra speed, for example).

Map of Chocobo-Related Areas



The Four Possible Chocobo Mutations & The Corresponding Materia Caves

River or Mountain Chocobo

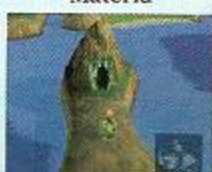


Icicle Area Brachioladus.

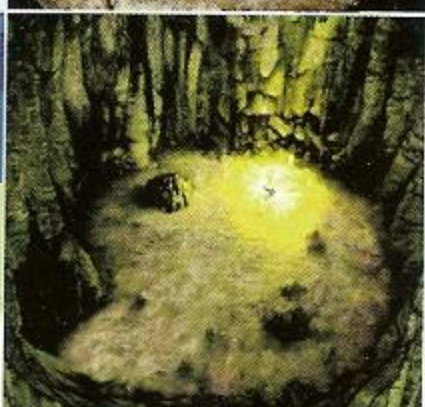
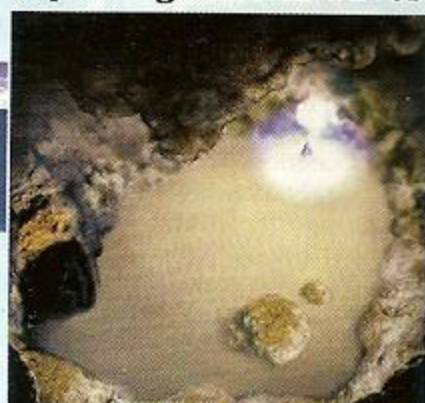
Breed two Good or Very Good Chocobos (or one of each) together. Feed them a Carob nut, which can be won or stolen from Icicle Area Brachioladus enemies, or bought at Gold Saucer's Wonder Square for 500 GP. Whether you get a River Chocobo, Mountain Chocobo, or plain Chocobo is random, so reset and keep trying 'til you get the kind and gender you need... Or just, get the parents in shape at the Chocobo Races.



(Mideel Area)
Requires:
River, Mtn/River,
or Sea Chocobo
Prize:
Quadra Magic
Materia



(Utai Area)
Requires:
Mountain,
Mtn/River, or Sea
Chocobo
Prize:
Mimic Materia



River/Mountain Chocobo

Breed a Mountain Chocobo with a River Chocobo. You can feed them any nut, it makes absolutely no difference. The probability of getting this Chocobo is fairly high, even with weak parents.



(No.Corel Area)
Requires:
Mtn/River, or Sea
Chocobo
Prize:
MP/HP Switch



Sea Chocobo

Breed a River/Mountain Chocobo with the Best Chocobos, found (rarely) in Icicle Area. Give them a Zeio nut, which you can win or steal from the Goblins on Goblin Island. The odds of getting an actual Sea Chocobo if both parents are only C class is next to nothing... Both should be A, or preferably S. By the way, the Sea Chocobo (which can also cross Rivers and Mountains, of course) may look like a regular Chocobo in these pictures, but he's actually a very bright, artificial "Cheez"-spread orange.



(Round Island)
Requires:
Sea Chocobo
Prize:
Knights of Round



There are eight different kinds of Chocobos, and two different kinds of Chocobo are present at each "Chocobo Spot" (where their tracks are). We're only concerned with the three best kinds (which I've named good, very good, and best), which can be found in the following areas. To ensure you get the kind you want, and not the other inferior kind, I've included pictures of the enemy arrangements that the good kind appear along with. If you're in the right area but see different enemies, or different amounts of enemies, the Chocobo's gonna be a dud.

Good Chocobos Gold Saucer Area:



Note that Chocobo in right screen shot must be in front of the two Flap Beats.

Very Good Chocobos Mideel Area:



Rocket Port Area:



The Best Chocobos Icicle Area:



The Effects of Various Greens on Chocobos

Vegetable Name	Price	Affected Stats	1 Serving		10 Servings		30 Servings	
			Speed	Stamina	Speed	Stamina	Speed	Stamina
Gysahl	100	Speed & Stamina	0%	0%	0%	+0.07%	+6.67%	+2.83%
Krakka	250	Intelligence	0%	0%	0%	0%	0%	0%
Tantal	400	Stamina & Intelligence	0%	0%	0%	+2.22%	0%	+11.11%
Pahsana	400	Intelligence & Tameless	0%	0%	0%	0%	0%	0%
Curiel	1000	Speed & Stamina	0%	0%	0%	+3.15%	+5.71%	+9.01%
Mimett	1500	Speed	0%	0%	+7.69%	0%	+17.94%	+0%
Reagan*	3000	Speed & Stamina	0%	+0.98%	+25%	+12.02%	+79.03%	36.36%
Sylkis*	5000	Speed, Stamina, Int.	+11.4%	+3.06%	+67.5%	+22.31%	+75.86%	+118.95%

* Reagan and Sylkis vegetables are available from the Chocobo Sage, the others can be bought at the Chocobo Farm. This chart courtesy of Entu!

Weapons

FFVII's Two Optional Super Bosses



Fonzie from *Happy Days* up there, doing incredibly cool things like starting jukeboxes with our fists and whatnot. And all that's standing in your way are the two remaining Ancient Weapons...

I think it was Final Fantasy V that introduced the concept of incredibly difficult, optional bosses that were worth nothing more than bragging rights. It takes hours of trying to beat them, and when you do, all you get is some completely useless item whose only function is to prove that you succeeded where so many others failed. Emerald and Ruby Weapon, two optional Ancient Weapon creatures, seem to be the successor to that trend. Killing them requires you to have a number of hard-to-get Materia at high levels, gets you the apparently useless items "Emerald" and "Ruby," and could take even master players the better part of a day. So what's the point? Well, it's all about being cool. Those who can successfully defeat these two ultra-difficult bosses will find themselves achieving a level of cool that few mortals are even aware exists. It'll be just you, me, and



Emerald Weapon

HP	1000000	MP	0
Weak:	-		
XP	45000	AP	50000
Drop:	Emerald		
Steal:	-		
Morph:	-		
Skills:	-		

Emerald Weapon can be found swimming around underwater, usually stopping to rest over the underwater crater, or near the sunken Shinra sub and plane. You can begin the fight by smashing into him with your submarine.

He has 1,000,000 hit points, four independently functioning laser beams that can destroy your MP and HP levels, and a number of special attacks capable of doing 9,999 points of damage to all party members. It's pretty obvious that you're not gonna last long against Emmy, despite the twenty minute counter Square threw in, apparently just to taunt you. So your goal here is simple... Do a million points of damage as quickly as possible. And there's only



one practically achievable Materia combo capable of doing all that...

At most, Knights of the Round can do just under 130,000 points of damage in one turn (your magic levels will need to be incredibly high to achieve all of that), but with this combo, even if it does under 80,000 points of damage per turn, you'll have a fairly good chance of success. All you need is two Mimic Materia (you're going to have to make the first one reproduce itself), Knights of the Round at level 4 or higher, and the W-Summon materia. Give Knights of the Round and W-Summon to one character, the Mimics to everyone else, and your strategy should be clear: Let the battle run until everyone's time bar is full, have your first party member cast Knights of the Round twice with W-Summon, and then have everyone mimic it to triple the effect.

Of course, it sounds much easier than it is. Ideally, you could then just skip the original caster's turn and have your two supporting characters continue to mimic it until Emmy dies. But in my experience, Emerald Weapon never lets that happen... He'll slaughter the whole lot of you before the turn is over. So you'll have to somehow return from the dead, a task that can best be accomplished with a Final Attack + Phoenix combo, as discussed in the Materia section. This will return everyone to life, and give you one more chance to do your nasty combo, finishing him off with disturbingly little time to spare (thanks to the incredibly long time Knights of the Round takes to cast).

When the battle starts, try casting the enemy skill "Big Guard," which will put you all in the Haste condition and give you barriers that should allow you to survive Emmy's attacks until you can get your combo going. Make sure you have a couple of Turbo Ethers and Megalixirs, 'cause if he can get his lasers out, he can end your game quickly by draining the MP from all of your characters. If he can drain the character who holds the Final Attack+Phoenix combo, then it's pretty much all over. Note that in subsequent Emerald Weapon fights, the amount of XP and AP you get varies based on the amount of time it took you to win.

Ruby Weapon

HP	1000000	MP	0
Weak:	-		
XP	45000	AP	50000
Drop:	Ruby		
Steal:	-		
Morph:	-		
Skills:	-		

At certain times in the game, Ruby Weapon will stick her bright red head up through the sand in the desert surrounding Gold Saucer. To begin the battle, fly into her with Highwind.

Compared to Ruby, Emmy's a snap. You'll have to use the same basic strategy here, but things are complicated by the fact that Ruby's initial attacks tend to suck away two random party members, leaving but one character alive to face the challenge. Even worse, Ruby Weapon is completely invulnerable in the early part of the battle, and you'll probably have to waste one casting of Knights of the Round on Ruby's arm stalks, lest they suck away all of your MP.

You basically have two options here. One is to load up one character with Knights, W-Summon, Mimic, Final Attack + Revive (which requires less MP than Phoenix, and is more efficient if you



only have one character), the Shield Materia (it's completely invaluable on this fight), a Ribbon (to prevent the confuse condition Ruby likes to cause), and the Mystile armor (no armor will allow you to survive Ruby's repeated casting of the Ultima spell, but Mystile's high magic evasion rate gives you about a 50/50 chance of dodging it). Fight with Ruby over and over again until that character is the lucky one she allows to live, and then get the combo started. You can start hitting Ruby from the moment the stalks appear, although at that point the stalks themselves should be your #1 priority. Cast Shield on yourself to keep your chosen character alive while you pull off the combo, then cast Knights at the stalks once and at Ruby once, mimic it until your shield gives out, then have a Turbo Ether or Elixir and start it over again. Ruby will kill you repeatedly, but you can stand to die once for each level of your Final Attack materia... More than that, and you know what'll happen. The other option is to just keep fighting that red data animal until she allows two or more characters to stay in the fight, something that happens randomly, and not very often. Then use the same basic strategy outlined for Emerald Weapon.

Gold Saucer



There are eight different parts of Gold Saucer, including the Station, Speed Square, Ghost Square, Chocobo Square, Wonder Square, Event Square, Battle Square, and (ha ha) Round Square.

The main form of currency in Gold Saucer is "GP." If you want to use the save spot, stay at the inn (Ghost Square), or participate in the Shooting Coaster, Duel, or Round Square night tour, you'll need to earn some.

There are two ways (actually, there are three... see below) to earn GP: One is to play games in Wonder Square, which cost gil to play but can earn you GP. The other is to bet on the Chocobo races at Chocobo Square. You get 10 GP the first time you arrive at Gold Saucer, but you're not given any on subsequent visits. Just to complicate things, the Duel at Battle Square earns you Battle Points, which can't be converted to GP.

The GP you amass can be used to play games such as the Duel or the Shooting Coaster that have their own prizes, or can be redeemed for prizes in the Wonder Square. These prizes pretty much suck-- The really good stuff must be won at the Shooting Coaster, the Duel, or at the Chocobo races.

If you're not into the games, and have a ton of money (try selling some Master level Enemy-All Material. They're worth about a million gil), you can exploit a little-known secret method of buying GP. When you exit out to the station, about one time in eight you'll encounter a shadowy man hidden way in the distance who will sell you up to 100 GP for 100 gil a pop.



Most people only stop by the Gold Saucer a few times to take a break from the serious events of the world below. But a few gamers spend hours, even days here... And if you seek 100% of the game's hidden treasures, you'll have to join them. The noteworthy treasures (all exclusive) include Aerith's Umbrella, Cid's powerful Flayer, Cloud's level 4 limit break, and a ton of obscure materia: Speed, Sneak Attack, Enemy Lure, Enemy Away, Pre-Emptive, Magic Counter, Gil Plus, XP Plus, W-Summon, and the legendary Final Attack.

Wonder Square 1



Arm Wrestling is one of the simplest Gold Saucer games. You just hammer on the O button, and if you win, you get 1 GP for Sumo level, and 2 GP for Wrestler level. Barely worth the trouble, it seems.

But there is one neat trick you can do here, if you have a rapid fire controller. If you're tired of Gold Saucer and just want some free GP, put the O button on auto fire (if it doesn't have this setting, put it on rapid fire and wrap a rubber band around your controller or something to hold it down). Then turn Cloud so he's facing the Arm Wrestling machine, and put something heavy on the D-pad so he'll keep facing that way. He'll keep playing the game, and you'll rack up a couple hundred GP per hour you leave it that way.



The UFO Catcher games contain very little of interest. The one on the left has mostly Potions and 1 GP's, although there's about a 1 in 100 chance that you'll fish out 80 GP or a Megalixir. Odds aren't any better on the one on the right: You've got about a 1 in

100 chance of getting 100 GP or a normal Elixir, and maybe a 1 in 20 chance of getting (ooh!) Phoenix Down.



The timing is the key. Use Cloud's animation as a guide... I like to wait 'til Cloud brings the ball up to that one spike of hair up front (left picture), wait about one half of a second, and then shoot. If your eyes, nerves, and hands are steady, you'll never miss.

If you can successfully master Super Dunk (and anyone can, with enough practice), you'll have access to the quickest way to rack up GP. The way it works is simple: If you make a basket, you get the opportunity to shoot again. If you miss, the game's over and you get 1 GP for each shot made. If you make ten in a row, you can play double or nothing (well, next to nothing... You get a 1GP) until you choke, or the machine gives up (at the 300 GP mark). It's all in the timing.

Gold Saucer

Wonder Square 2



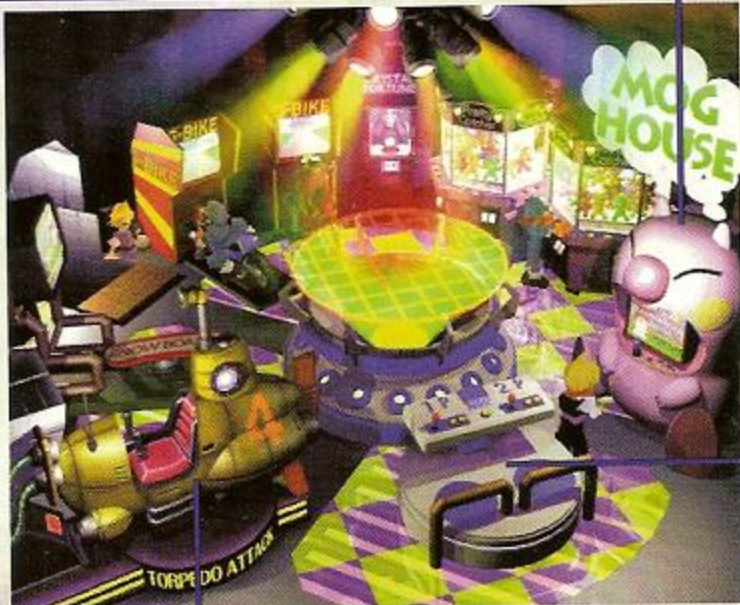
Games just don't get any more inane than Mog House. My guess is that this game was intended as a parody of that silly Tamagotchi fad.

Anyway, Mog House may be a bit lacking in terms of fast-paced action, but it is an incredibly easy 30 GP. (The game itself doesn't give you anything... If you win, the girl behind you will give you the 30, but only once). The, um, "trick" is to feed Mog just the right amount. If he looks like he's hungry, feed him. When he looks full— and this is key, people, so pay attention— stop feeding him. You might want to write that down, just to make sure.

PRIZE LIST	
Potion	1
Ether	20
Ex Potion	80
Turbo Ether	100
Gold Ticket	300
Garaf Seed	500
???? (Gil Plus)	1000
???? (XP Plus)	2000

The items available here in the Wonder Square mostly suck. The two valuable materia that are hidden by the question marks are prohibitively expensive...

You'll probably need to get good at Super Dunk or Chocobo Racing, or just use the Arm Wrestling cheat to get 'em.



Whoah! Spoke too soon, evidently. Yeah, 3D Battler makes Mog House look like *Axis & Allies* in terms of complexity. Beneath the unconvincing fighting game veneer lies good ol' Rock-Paper-Scissors. Except with one difference— the computer cheats.

And when you're playing Rock-Paper-Scissors against someone who's cheating, well, you haven't got much of a chance. So I recommend you stay far, far away from this little mini-"game." If you get really lucky, you'll get 3GP for your 200 gil, but odds are you'll end up with nothing.

If you lose to the first enemy (odds are actually rigged in your favor), you get nothing. If you lose to the second enemy (odds are pretty much even), you get nothing. If you lose to the third enemy (odds are way against you) you get 3 GP. And in the extremely unlikely event that you beat him and get to the fourth enemy (I actually played this mini-"game" for six whole hours, non-stop, trying to get his picture, and never did, which is perhaps why I'm just a tad bitter), you get 30 GP.

Is there a fifth enemy? Nobody knows. In the whole history of mankind, no one's ever beaten the fourth. It's probably not possible.



The enemies come in swarms now... Don't get greedy and try to kill them all, stick with one 'til it dies.

avoid enemy torpedo locks, and watch your sonar carefully (it alternates between being automatic and manual on different levels) for the mines.

The real danger, however, is in running out of time.

Killing 8-10 subs in only 10:00 can be very difficult when you spend half your time driving around then shoots straight past.

Get used to piloting your sub in the long range view so you can rapidly pursue enemies as soon as they appear on your sonar. If you keep your sub high so as to avoid mines, moving around in this mode should be no problem.

Each level you beat gets you 20 GP (only the first time you beat each one), and a bonus item. The bonus items are all simple one-use offensive battle items.



Practice reversing into a 3-point turn for when an enemy comes at you and then shoots straight past.



The long range mode (R1) is very useful for tracking the last few subs who remain on each map.

Wonder Square 2 (continued)

Now this is more like it! G-Bike is my favorite mini game of 'em all, and is a hell of a lot more fun than the vast majority of real racing games on the PlayStation. There's actually a lot of strategy to it, too, at least on this version.

For one thing, you have to watch your score. You get 10GP if and only if your score exceeds 10,000 points... You get 500 points for each bike you take down, but you lose 50 for each time they hit the truck (it flashes white). Since your points can go down extremely quickly, make protecting the truck your top priority. Stay with it, high on the screen, and try to take out the lead enemies first. Not only does this protect the truck, but it also frequently leads to two or three-bike pile ups that clear the screen of opponents.

There are two kinds of opponents: red ones, and yellow ones. The red ones are quicker, and can dodge your sword, so try to take them out by directly ramming them with your bike (from the side, or by holding back when you're in front of them). This tactic isn't so effective with the yellow ones, but they're much more vulnerable to the sword, so come at them from the side and start whacking.

Unlike most of the other games, you earn 10GP every time you win at G-Bike, not just the first, so you can make some pretty good money at this one. The first time you win, you'll also get a Speed Source.



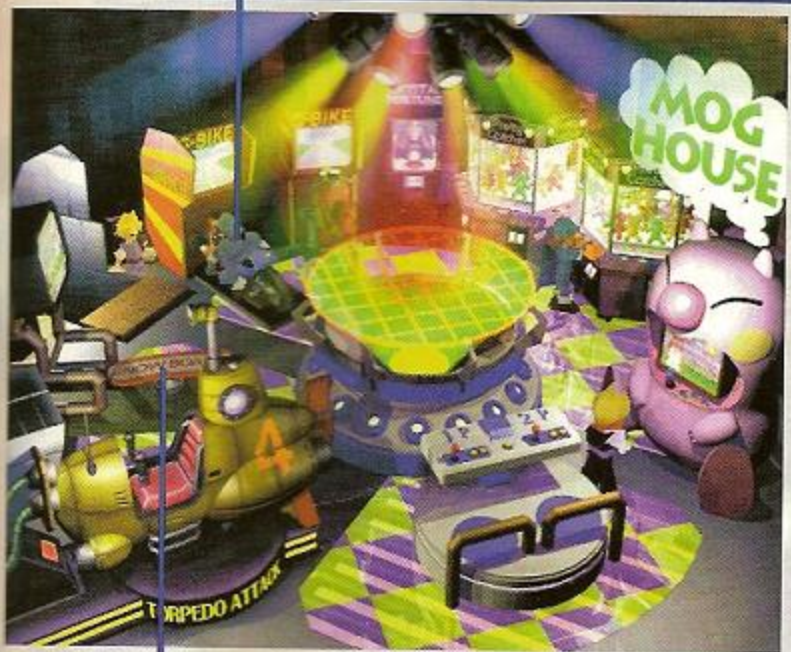
Hitting the head enemy first can lead to many convenient two-in-one or three-in-one kills as your first target trips up his buddies.



The red enemies tip over with mere bike-to-bike physical contact.



While the more sturdy yellow enemies need a push with your sword.



The snowboard mini-game, available after you play it for real in disc 2, features three all new courses, and a hidden time trial. It costs only 200 gil to play, and you can continue as many times as you like!

To advance to courses B and C, you must score at least 70 points on courses A and B, respectively. When tabulating your score, the computer considers your time, your technique (it's fairly generous in awarding points in these categories), and the number of balloons you've picked up. The balloons are the trickiest part, as they're worth 40 of each course's 100 points. The red ones are worth 1 point, the blue are worth 3, and the green are worth 5. If you're aiming to master the course and win a prize (which requires scores of 90+ points), you definitely can't afford to miss the blue and greens.

Learn to steer mostly with the L and R, and don't take the courses too fast... You'll lose far more points for missing balloons than you will by going too slowly. If you get 70+ on each of the three courses, a yellow balloon will appear near the start, and touching it will take you to the obstacle-less time trial, where you're ranked on your time. If you get a good enough time (under 1'05" on Course A), a white balloon will appear, giving you the turbo speed boost necessary to attain high ranks.

The prizes (for 90+ points) are: Course A: 30GP and a Safety Bit, Course B: 100GP + Enemy-All Materia, Course C: 300GP and a Crystal Bangle.



Analyze your past racing errors by studying the "ghost" of your best time, represented as one of two cute Mogs. (Time Trial only)



Without this speed-boosting white balloon, you'll never get a high ranking on the time trials.



A: Go slowly and take this blue balloon at an angle to avoid hitting SnowMogs.



A: If you jump over the igloos, you won't have the speed to make this jump.



B: Begin your jump right over this rise to get the green on Course B.



C: Aim towards the middle and turn in the air to master Course C's sharp turns.



C: When you hit an obstacle, the balloon flies away, so be careful here.

Gold Saucer

Shooting Coaster Deep in Speed Square's metal tunnel lies the Shooting Coaster, far and away the best original game in Gold Saucer. There are some good things to be won here, but only true pros will get the minimum 5,000 points necessary to win them. Luckily, Square provided a hidden little cheat for those who aren't quite up to the challenge.

One go at the Shooting Coaster costs 10 GP. There are prizes given away for scores of 3,000+, but these are entirely worthless trinkets like a 1/35 scale Shinra soldier, a model of the Shinra Sweeper, and a scale model of Sephiroth's Masamune. These exciting items have absolutely no use, and net you no more than a crisp one dollar bill (or whatever form "Gil" comes in) when you try to sell them off.

The big prizes are at the 5,000+ mark. On disc 1, the prize is Aerith's silly weapon, the Umbrella. From disc 2 on, the prize changes to Cid's powerful Player weapon.

There are two ways to go about achieving this score... One is to practice hard and mine the many exciting bonuses that the programmers have hidden in the game. The other is to go for the big bonus in the zeppelin propeller (upper right), a bonus so huge that it makes your score flip a half-dozen times and then ultimately glitch out. It's only when the ride's over that you get to see the size of the bonus: About 30,000 points! Jeeyah!

Those who miss the zeppelin or want to rely on a more skilled method can follow some of the following strategies. One is to locate and hit the three hidden items: the giant rock, the steamboat propeller, and the second-to-last light on the left. These are all listed on the right. These three together will get you 600 points, a fairly sizeable bonus. The sparks in the cave with the icicles are also extremely lucrative targets, netting 70 points each. Keep your aim level and towards the middle of the screen, and sweep left to right for your best chance at hitting them. The icicles are easy hits, and are worth 40 points each, making this one of the coaster's most lucrative areas.

If you want a practical chance at getting 5,000 points, you'll have to be very careful about your firing strategy. The game will fire automatically for you if you hold down the button, but this depletes the bar on the left. As the bar goes down, your shots do less and less damage, leaving you unable to successfully score on either the hidden or non-hidden targets. To win, you'll have to use the rapid fire method, and either use a rapid fire controller, or hit the fire button as fast as your fingers can go. Your rate of fire will be just as fast, and if your bar never dips below 10% empty or so, you'll also be doing the maximum amount of damage. With proper application of this strategy, the final boss will be a snap. If you can't beat him every time, then your firing tactics are simply not effective, and you'll need to work on them before you can truly master the Shooting Coaster.



That 30,000+ ultra bonus is right here. When the zeppelin appears, fire at its propeller and never let up! If you manage to hit it enough, your score will go nuts.



If you use the rapid fire strategy correctly, the boss should be fairly easy to beat. At 1,000 points, he's a very lucrative target.



There's an invisible rock where the trigger is pointing, worth 200 points.



Shoot the propeller of this steam ship for another hidden bonus. You only get a point or so for every hit, but if you have a fast rapid fire controller...



When your coaster pulls back into the station, start shooting here. One light (on the left side) can be shot out for another 200 point bonus.

Chocobo Racing

Chocobo Racing is time consuming, but you can win some decent items, or at least a ton of GP.

There are two ways to participate: One is to bet on the outcome of races, and the other is to breed a Chocobo and race yourself. If you gamble, only the C and B ranks will be open to you until you start racing. When you bet, you should evaluate the six racers, and then pick the three that look best, and bet on the three possible outcomes that have your three racers finishing first and second. You get whatever prize is under the contingency you chose, making the prizes frustratingly random. The list of prizes, their GP value (if you chose to take that instead of the prize) and the leagues they can be won in is on the left.

If you race and come in first, you get the same prize you would have gotten if you had bet on yourself and won. If you win on Rank S, eventually racing champion Joe will appear, and you'll have to race against him. Beat him five times in a row, and Este will give you the Sprint Shoes, the Power Vest, the Choco Feather, and a Counter Attack Materia! If you're having trouble beating him, you can use the hidden cheat: Hold R1&R2 as you race to gradually refill to refill your stamina bar! For instructions on how to make winning Chocobos, see page 98-99.



ITEM / GP VALUE / RANKS

Hyper	10	C,B,
Tranquilizer	10	C,B,
Phoenix Down	10	C,B,A,S
Hi-Potion	15	C,B,A,
Hero Drink	15	B,A,S
Bolt Plume	20	C,B,A,S
Antarctic Wind	20	B,A,S
Fire Fang	20	B,A,S
Ether	30	B,A,
Ice Crystal	50	A,S
Fire Veil	50	A,S
Swift Bolt	50	A,S
Turbo Ether	150	B, S
Elixir	200	B,A,S
Precious Watch	300	S
Megalixir	300	S
Sneak Attack	300	A,S
Enemy Away	300	B,A,S
Counter Attack	300	A,S
Chocobracelet	400	S
Sprint Shoes	500	A,S
Cat's Bell	500	A,S
Magic Counter	500	A,S

Battle Square Duel and Secret Second Duel

DISC 1 PRIZE LIST

Phoenix Down	100
Remedy	200
Mimett Greens	400
Enemy Lure	800
Bird Wing	1600
S. Mine	3200
Pre-Emptive	6400
Speed Plus	12800
Champion Belt	32000
Omnislash	64000

DISC 2 PRIZE LIST

Remedy	100
Enemy Lure	250
Bomb's Arm	500
Pre-Emptive	1000
Reagan Greens	2000
Speed Plus	4000
Stardust	8000
Champion Belt	16000
Omnislash	32000
W-Summon	64000

The duel is fairly simple if your level is high and you have the right equipment—I recommend as many of the following as you have: Ribbon, Escort Guard, Double Cut, Counter Attack, Time, Enemy Skills, HP Plus, and MP Plus.

The trick to the duel is not simply to win, but to get all the battle points you can. This means taking weak handicaps early on (when they give you hardly any battle points anyway), and then trying to hit one of the really bad ones for your final handicap. Luckily, the ones that give you the most points aren't always the ones that hurt you the most, so use this to your advantage if you can.

When you have enough battle points (remember, if you leave the Battle Square, all your battle points vanish!), get Cloud's level 4 limit break and the W-Summon materia. Then, if you also have Ultima Weapon, equip all three of these items and participate in the duel again... You'll be allowed to enter a hidden second Duel! The roster of enemies is pictured on the right, and as you can see, the final round pits Cloud, alone, against Proud Clod. Basically the same strategies work here, but you might want to charge up your limit gauge before you

participate, so it'll be at full every time you start the duel. If you have the Mimic materia, you can cheat hard, and simply do your limit break, then Mimic it every other turn for an easy victory. The prized Final Attack materia will be yours in no time! Prizes for subsequent battles include Dio's diaries, his autograph, and a Ribbon.



These guys tend to appear and cast Slow on you early in Round 1, which a Ribbon can't prevent. Make sure you have Haste or Mighty Guard spells on tap to counteract it, or it will plague you for the remainder of the duel.



As long as you have your Escort Guard and Ribbon, both unbroken by handicaps, you have nothing to fear from either bad condition-causing enemies like Molbor (top) and typed-magic casting enemies like the Serpent (bottom).

Secret Duel Opponents



The following is a list of all the handicaps it's possible to get in the duel. They're ranked in order of point value, from top to bottom, left to right. The "All Materia Breaks" and "Green Materia Breaks" give you nearly 10,000 duel points, while easily remedied conditions such as poison and non-handicaps such as Lucky 7 and the life refill give you next to nothing.



All Materia breaks.



All green (magic) materia breaks.



Your weapon breaks.



Cannot use items for remainder of duel.



All blue (linking) materia breaks.



All pink (independent) materia breaks.



All red (summon) materia breaks.



Your accessory breaks.



All yellow (command) materia breaks.



Both MP and HP Max are halved.



"Frog" is cast on you at start of fight.



"Mini" is cast on you at start of fight.



Your armor breaks.



Your HP Max is halved.



Your *current* MP (not max) is reduced to 0.



Your MP Max is halved.



You take damage equal to your level x total number of hours played.



Level 10 Down



Level 5 Down



"Poison" is cast on you at start of fight.



Your speed is halved.



You receive no handicap.



Your life is refilled to HP Max.

Cloud Strife

Age: 21

Hometown: Nibelheim

Weapon: Sword



Double Cut

Steal

Manipulate

Magic

Morph

Limit Breaks

Braver (level 1)

(Cloud begins the game with this limit break)

Cloud focuses energy into his sword, and then brings it down to do a moderate amount of damage to a single target.



Cross-slash (level 1)

(Cloud must use Braver eight times to gain this limit break)

Cloud cuts the kanji "Kyou" into a single foe, doing slightly more damage than Braver, and paralyzing that enemy.



Blade Beam (level 2)

(Cloud must kill 80 enemies to gain this limit break)

Cloud blasts one enemy with sword energy for moderate damage, and then does about 1/4 of that to all other enemies.



Climb Hazard (level 2)

(Cloud must use Blade Beam eight times to gain this limit break)

Cloud plunges his sword into a single enemy, then leaps upward, doing heavy damage to that enemy.



Buster Sword

x 1
Cloud begins the game with this item.
This weapon cannot be thrown away.

Buy: - Sell: -

Attack: 18
Vitality: 0
Speed: 0
Magic: 2
Spirit: 0
Luck: 0
Hit: 96
Critical: 0



Mythril Saber

x 1
Buy: Kalm, Junon.

Buy: 1000 Sell: 500

Attack: 23
Vitality: 0
Speed: 0
Magic: 4
Spirit: 0
Luck: 0
Hit: 98
Critical: 0



Hardedge

x 1
Buy: Junon, Gongaga.
Steal: Soldier 3rd.

Buy: 1500 Sell: 750

Attack: 32
Vitality: 0
Speed: 0
Magic: 6
Spirit: 0
Luck: 0
Hit: 98
Critical: 0



Force Stealer

x 2
Buy: North Corel.
Win: Junon (p.30).
Double materia-raising capability.

Buy: 2200 Sell: 1100

Attack: 36
Vitality: 0
Speed: 0
Magic: 7
Spirit: 0
Luck: 0
Hit: 100
Critical: 0

 <p>Butterfly Edge  x 1 Buy: Cosmo Canyon. Buy: 2800 Sell: 1400</p>	<p>Attack: 39 Vitality: 0 Speed: 0 Magic: 8 Spirit: 0 Luck: 0 Hit: 100 Critical: 0</p>	 <p>Enhance Sword  x 1 Buy: Junon (post meteor). Find: Gaea's Cliff (p.67). Buy: 12000 Sell: 6000</p>	<p>Attack: 43 Vitality: 0 Speed: 0 Magic: 16 Spirit: 0 Luck: 0 Hit: 107 Critical: 0</p>	 <p>Deathblow</p>
 <p>Rune Blade  x 2 Buy: Junon. Find: Nibel Mtn. (p.84) Double materia-raising capability. Buy: 3800 Sell: 1900</p>	<p>Attack: 40 Vitality: 0 Speed: 0 Magic: 9 Spirit: 0 Luck: 0 Hit: 108 Critical: 0</p>	 <p>Crystal Sword  x 1 Buy: Mideel. Buy: 18000 Sell: 9000</p>	<p>Attack: 76 Vitality: 0 Speed: 0 Magic: 19 Spirit: 0 Luck: 0 Hit: 105 Critical: 0</p>	 <p>Sense</p>
 <p>Yoshiyuki  x 1 Find: Rocket Town (p.50) Attack powers doubles/triples when one/both party members fall unconscious. Buy: - Sell: 2100</p>	<p>Attack: 56 Vitality: 0 Speed: 0 Magic: 9 Spirit: 0 Luck: 0 Hit: 100 Critical: 0</p>	 <p>Apocalypse  x 3 Find: Ancient Forest (p.92). Raises magic and spirit levels, Triple materia-raising capability. Buy: - Sell: 1</p>	<p>Attack: 88 Vitality: 0 Speed: 0 Magic: 43 Spirit: 16 Luck: 0 Hit: 110 Critical: 0</p>	 <p>Slash All</p>
 <p>Murasame  x 1 Buy: Utai. Buy: 6500 Sell: 3250</p>	<p>Attack: 51 Vitality: 0 Speed: 0 Magic: 12 Spirit: 0 Luck: 0 Hit: 100 Critical: 0</p>	 <p>Heaven's Cloud  x 1 Find: Downed Shinra Plane (p.88). Raises magic level considerably. Buy: - Sell: 1</p>	<p>Attack: 93 Vitality: 0 Speed: 0 Magic: 31 Spirit: 0 Luck: 0 Hit: 100 Critical: 0</p>	 <p>Weak</p>
 <p>Organics  x 1 Buy: Icicle Lodge. Buy: 12000 Sell: 6000</p>	<p>Attack: 62 Vitality: 0 Speed: 0 Magic: 15 Spirit: 0 Luck: 0 Hit: 103 Critical: 0</p>	 <p>Ragnarok  x 1 Boss: Proud Clad (p.88). Considerably raises magic and spirit levels. Buy: - Sell: 1</p>	<p>Attack: 97 Vitality: 0 Speed: 0 Magic: 43 Spirit: 35 Luck: 0 Hit: 105 Critical: 0</p>	 <p>Disabled</p>
 <p>Nail Bat  x 0 Buy: Junon (post meteor). Find: Temple (p.56). Significantly raises odds of getting a critical hit. Buy: 2800 Sell: 1400</p>	<p>Attack: 70 Vitality: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Hit: 100 Critical: 4</p>	 <p>Ultima Weapon  x 0 Boss: Ultimate Weapon (p.90). Attack power rises with Cloud's current HP level. Buy: - Sell: 1</p>	<p>Attack: 100 Vitality: 0 Speed: 0 Magic: 51 Spirit: 24 Luck: 0 Hit: 110 Critical: 0</p>	 <p>Win</p>

Meteorain (level 3)
(Cloud must kill an additional 80 enemies to gain this limit break)
Cloud leaps into the air and fire six meteors from his sword. These hit enemies at random, and each does light damage



Finishing Touch (level 3)
(Cloud must use Meteorain eight times to gain this limit break)
Cloud creates a giant tornado which kills all regular enemies instantly. Against bosses, it does moderate damage to each target.



Omnislash (level 4)
(Cloud must use this item [see p.105] after mastering all six previous limit breaks)
Cloud launches into a giant combo that hits fifteen times (targeting enemies at random) for moderate damage each.

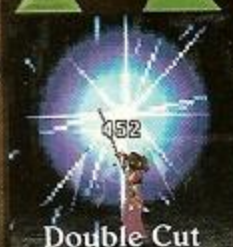


Aerith Gainsbo

Age: 22

Hometown: Midgar

Weapon: Staff



Double Cut



Steal



Manipulate



Magic



Morph

Limit Breaks

Healing Wind (level 1)

(Aerith begins the game with this limit break)

Aerith summons a healing breeze that recovers one half of each character's HP. Max worth of health.



Seal Evil (level 1)

(Aerith must use Healing Wind eight times to gain this limit break)

A dazzling light seals away enemy movement and spell casting abilities, effectively casting stop and silence on all enemies.



Breath of the Earth (level 2)

(Aerith must kill 80 enemies to gain this limit break)

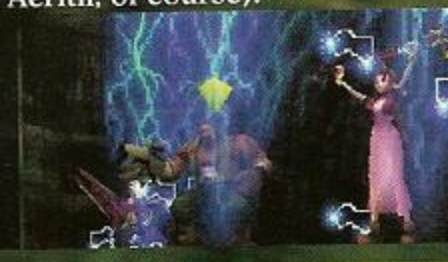
Every abnormal status condition, including time conditions and positive conditions like "Regen" and "Hyper," is dispelled.



Fury Brand (level 2)

(Aerith must use Breath of the Earth eight times to gain this limit break)

A wave of electrical energy completely fills up the limit gauges of all party members (except for Aerith, of course).



Guard Rod		Attack:	12
x 1		Vitality:	1
Aerith begins the game with this weapon.		Speed:	0
Raises vitality and spirit levels.		Magic:	2
		Spirit:	4
		Luck:	0
		Hit:	99
		Critical:	0
Buy:	-	Sell:	70

Mythril Rod		Attack:	16
x 1		Vitality:	0
Buy: Wall Market		Speed:	0
		Magic:	3
		Spirit:	0
		Luck:	0
		Hit:	100
		Critical:	0
Buy:	370	Sell:	185

Striking Staff		Attack:	32
x 1		Vitality:	0
Buy: Junon, Gongaga.		Speed:	0
Steal: Eligor, Chimera.		Magic:	7
Raises odds of getting a critical hit.		Spirit:	0
		Luck:	0
		Hit:	100
		Critical:	2
Buy:	1300	Sell:	650

Full Metal Staff		Attack:	22
x 2		Vitality:	0
Buy: Kalm, Junon (post meteor)		Speed:	0
		Magic:	4
		Spirit:	0
		Luck:	0
		Hit:	100
		Critical:	0
Buy:	800	Sell:	400

orough



Wizard Staff
 ○○○○ x 2
 Buy: Junon (post meteor).
 Find: Corel Mtn. (p.34).
 Double Materia-raising capability.
 Buy: 1800 Sell: 900

Attack:	28
Vitality:	0
Speed:	0
Magic:	6
Spirit:	0
Luck:	0
Hit:	100
Critical:	0



Umbrella
 x 0
 Win: Gold Saucer (p.39)
 Raises odds of getting a critical hit considerably, also raises vitality.
 Buy: - Sell: 2100

Attack:	58
Vitality:	20
Speed:	0
Magic:	10
Spirit:	0
Luck:	0
Hit:	118
Critical:	5



Fairy Tale
 ○○○○○○○○ x 1
 Buy: Junon (post meteor).
 Boss: Reno (p.39).
 Buy: 2500 Sell: 1250

Attack:	37
Vitality:	0
Speed:	0
Magic:	8
Spirit:	0
Luck:	0
Hit:	103
Critical:	0




Prism Staff
 ○○○○ x 1
 Buy: Cosmo Canyon.
 Buy: 2600 Sell: 1300

Attack:	40
Vitality:	0
Speed:	0
Magic:	10
Spirit:	0
Luck:	0
Hit:	105
Critical:	0



Wiser Staff
 ○○○○ x 2
 Buy: Junon (post meteor).
 Boss: Gi Nanataku (p.43).
 Double materia-raising power.
 Buy: 3200 Sell: 1600

Attack:	33
Vitality:	0
Speed:	0
Magic:	7
Spirit:	0
Luck:	0
Hit:	100
Critical:	0



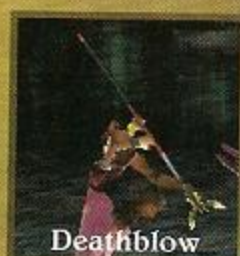
Aurora Rod
 ○○○○ x 1
 Buy: Utai.
 Buy: 5800 Sell: 2900

Attack:	51
Vitality:	0
Speed:	0
Magic:	14
Spirit:	0
Luck:	0
Hit:	110
Critical:	0



Princess Guard
 ○○○○ x 1
 Find: Temple (p.57).
 Attack powers doubles/triples when one/both party members fall unconscious.
 Buy: - Sell: 3750

Attack:	52
Vitality:	12
Speed:	0
Magic:	22
Spirit:	20
Luck:	0
Hit:	111
Critical:	0



Planet Protector (level 3)

(Aerith must kill an additional 80 enemies to gain this limit break)

All party members become completely invulnerable to all enemy attacks for a limited amount of time.

Great Gospel (level 4)

(Aerith must use this item [see p.40] after mastering all six previous limit breaks)

A beam from heaven refills everyone's HP & MP, and also makes your party completely invincible for a limited time.

Pulse of Life (level 3)

(Aerith must use Planet Protector eight times to gain this limit break)

Aerith completely refills the HP and MP of all characters, even "disabled" (dead) ones.

Tifa Lockhart

Age: 20

Hometown: Nibelheim

Weapon: Glove



Double Cut



Steal



Manipulate



Magic



170 Morph

Limit Breaks

Beat Rush (level 1)

(Tifa begins the game with this limit break)

Although weak itself, each subsequent limit break will just add to this seven-part combo, so every little bit helps!



Somersault (level 1)

(Tifa must use Beat Rush eight times to gain this limit break)

Each new limit break is only a tiny bit stronger than the one before it, but since it's all cumulative, Tifa can be quite strong.



Leather Glove

x 1
Tifa starts with this weapon.

Buy: - Sell: 60

Attack:	13
Vitality:	0
Speed:	0
Magic:	0
Spirit:	0
Luck:	0
Hit:	99
Critical:	2



Metal Knuckle

x 1
Buy: Wall Market.

Buy: 320 Sell: 160

Attack:	18
Vitality:	0
Speed:	0
Magic:	1
Spirit:	0
Luck:	0
Hit:	102
Critical:	2



Mythril Claw

x 1
Buy: Kalm, Junon (pre meteor).

Buy: 750 Sell: 375

Attack:	24
Vitality:	0
Speed:	0
Magic:	3
Spirit:	0
Luck:	0
Hit:	106
Critical:	2



Motor Drive

x 2
Find: Costa Del Sol (p.33).

Double materia-raising capability.

Buy: - Sell: 900

Attack:	27
Vitality:	0
Speed:	0
Magic:	6
Spirit:	0
Luck:	0
Hit:	106
Critical:	0

Water Kick (level 2)

(Tifa must kill 80 enemies to gain this limit break)

Just a moderately powerful low kick.



Meteor Drive (level 2)

(Tifa must use Water Kick eight times to gain this limit break)

Tifa grabs the enemy, then dives backwards, smashing him for a moderate amount of damage.



Grand Glove x 1
Buy: Junon, Gongaga.
Attack: 31
Vitality: 0
Speed: 0
Magic: 6
Spirit: 0
Luck: 0
Hit: 110
Critical: 2
Buy: 1200 Sell: 600

Dragon Claw x 1
Buy: Icicle Lodge.
Attack: 62
Vitality: 0
Speed: 0
Magic: 13
Spirit: 0
Luck: 0
Hit: 114
Critical: 2
Buy: 10000 Sell: 5000

Tiger Fang x 1
Buy: Cosmo Canyon.
Attack: 38
Vitality: 0
Speed: 0
Magic: 8
Spirit: 0
Luck: 0
Hit: 110
Critical: 2
Buy: 2500 Sell: 1250

Kaiser Knuckle x 1
Buy: Junon (post meteor).
Find: Whirlwind Maze (p.69).
Attack: 44
Vitality: 0
Speed: 0
Magic: 13
Spirit: 0
Luck: 0
Hit: 110
Critical: 1
Buy: 15000 Sell: 7500

Platinum Fist x 2
Buy: Junon (post meteor).
Find: Nibelheim (p.44).
Double materia-raising capability.
Attack: 30
Vitality: 0
Speed: 0
Magic: 7
Spirit: 0
Luck: 0
Hit: 108
Critical: 0
Buy: 2700 Sell: 1350

Crystal Grab x 1
Buy: Mideel.
Attack: 75
Vitality: 0
Speed: 0
Magic: 16
Spirit: 0
Luck: 0
Hit: 115
Critical: 2
Buy: 16000 Sell: 8000

Powersoul x 2
Buy: Junon (post meteor).
Find: Nibel Mountain (p.47).
2x Materia-raising, attack doubles when Tifa has death spell cast on her.
Attack: 28
Vitality: 0
Speed: 0
Magic: 7
Spirit: 0
Luck: 0
Hit: 106
Critical: 0
Buy: 4200 Sell: 2100

God's Hand x 1
Boss: Carry Armor (p.79).
It is virtually impossible to miss with this weapon.
Attack: 86
Vitality: 0
Speed: 0
Magic: 34
Spirit: 0
Luck: 0
Hit: 255
Critical: 2
Buy: - Sell: 1

Diamond Knuckle x 1
Buy: Utai.
Attack: 51
Vitality: 0
Speed: 0
Magic: 10
Spirit: 0
Luck: 0
Hit: 112
Critical: 2
Buy: 5800 Sell: 2900

Master Fist x 1
Find: Shinra Building (p.87).
Attack power increases by 38 for each negative condition cast on Tifa.
Attack: 38
Vitality: 0
Speed: 0
Magic: 0
Spirit: 0
Luck: 0
Hit: 108
Critical: 0
Buy: - Sell: 1

Work Glove x 0
Buy: Junon (post meteor).
Find: Temple (p.56).
Significantly raises odds of getting a critical hit.
Attack: 24
Vitality: 0
Speed: 0
Magic: 3
Spirit: 0
Luck: 0
Hit: 106
Critical: 2
Buy: 2200 Sell: 1100

Premium Heart x 0
Find: Wall Market (post meteor) (p.84).
Attack power increases as limit gauge fills up.
Attack: 99
Vitality: 0
Speed: 0
Magic: 32
Spirit: 0
Luck: 0
Hit: 112
Critical: 0
Buy: - Sell: 1



Deathblow



Sense



Slash All



Weak



Disabled



Win

Dolphin Blow (level 3)

(Tifa must kill an additional 80 enemies to gain this limit break)

A Dolphin-summoning uppercut! Whatever!



Final Heaven (level 4)

(Tifa must use this item [see p.77] after mastering all six previous limit breaks)

There's only one "Yeah" amidst the seven "Miss" slots in this one, so don't even try for it... It's not like anything'll survive.



Meteor Strike (level 3)

(Tifa must use Dolphin Blow eight times to gain this limit break)

Tifa leaps up and tosses her enemy to the ground. Getting "Yeah" slots start getting really tricky with this one...



Barret Wallace

Age: 35

Hometown: North Corel

Weapon: Gimmick Arm

Double Cut

Steal

Manipulate

Magic

Mc

Lin

Heavy Shot (level 1)

(Barret begins the game with this limit break)

Barret focuses energy into his gun hand, then fires it off to hit one enemy for moderate damage.

9999

Mind Break (level 1)

(Barret must use Heavy Shot eight times to gain this limit break)

When this blast connects with a single enemy, it reduces that foe's current MP level to 0. Ineffective against some bosses.

580

Grenade Bomb (level 2)

(Barret must kill 80 enemies to gain this limit break)

Barret fires a massive grenade that does moderate damage to all enemies.

Hammer Blow (level 2)

(Barret must use Grenade Bomb eight times to gain this limit break)

Barret charges at a single enemy, and kills them instantly with one punch. Ineffective against bosses and some enemies.

Gatling Gun

Attack:	14
Vitality:	0
Speed:	0
Magic:	0
Spirit:	0
Luck:	0
Hit:	97
Critical:	0

x 1
Barret begins the game with this weapon.
This weapon cannot be thrown away. Does normal damage from back row.
Buy: - Sell: -

Assault Gun

Attack:	17
Vitality:	0
Speed:	0
Magic:	1
Spirit:	0
Luck:	0
Hit:	98
Critical:	0

x 1
Buy: Midgar Sector 8, Wall Market.
Steal: Guard Scorpion (p.12).
Does normal damage from back row.
Buy: 350 Sell: 175

Atomic Scissors


Attack:	32
Vitality:	0
Speed:	0
Magic:	4
Spirit:	0
Luck:	0
Hit:	99
Critical:	0

x 1
Buy: Junon, Gongaga.
Steal: Custom Sweeper (p.24).
Buy: 1400 Sell: 700

Cannon Ball

Attack:	23
Vitality:	0
Speed:	0
Magic:	2
Spirit:	0
Luck:	0
Hit:	99
Critical:	0

x 1
Buy: Kalm, Junon (pre meteor).
Buy: 950 Sell: 475

W Machine Gun  x 2
 Buy: Junon (post meteor).
 Find: Corel Mtn (p.35).
 Double materia-raising power, does normal damage from back row.
 Buy: 2000 Sell: 1000

Attack:	30
Vitality:	0
Speed:	0
Magic:	3
Spirit:	0
Luck:	0
Hit:	100
Critical:	0

Microlaser  x 1
 Buy: Icicle Lodge.
 Does normal damage from back row.
 Buy: 12000 Sell: 6000

Attack:	63
Vitality:	0
Speed:	0
Magic:	13
Spirit:	0
Luck:	0
Hit:	101
Critical:	0




Hard Vulcan  x 1
 Buy: Cosmo Canyon.
 Does normal damage from back row.
 Buy: 2700 Sell: 1350

Attack:	39
Vitality:	0
Speed:	0
Magic:	8
Spirit:	0
Luck:	0
Hit:	100
Critical:	0

Solid Bazooka  x 1
 Buy: Costa Del Sol (post meteor).
 Does normal damage from back row.
 Buy: 16000 Sell: 8000

Attack:	61
Vitality:	0
Speed:	0
Magic:	15
Spirit:	0
Luck:	0
Hit:	100
Critical:	0



Enemy Launcher  x 1
 Buy: Junon (post meteor).
 Find: Shinra Mansion (p.45).
 Does normal damage from back row.
 Buy: 3300 Sell: 1650

Attack:	35
Vitality:	0
Speed:	0
Magic:	7
Spirit:	0
Luck:	0
Hit:	100
Critical:	0

A-M Cannon  x 1
 Buy: Mideel.
 Does normal damage from back row.
 Buy: 18000 Sell: 9000

Attack:	77
Vitality:	0
Speed:	0
Magic:	16
Spirit:	0
Luck:	0
Hit:	103
Critical:	0



Drill Arm  x 2
 Buy: Junon (post meteor).
 Find: Rocket Town (p.50).
 Double materia-raising power, raises odds of getting a critical hit.
 Buy: 3300 Sell: 1650

Attack:	37
Vitality:	0
Speed:	0
Magic:	0
Spirit:	0
Luck:	0
Hit:	97
Critical:	3

Maximum Ray  x 1
 Find: Midgar Sector 8 (p.85).
 Raises Magic level considerably, does normal damage from back row.
 Buy: - Sell: 1

Attack:	97
Vitality:	0
Speed:	0
Magic:	30
Spirit:	0
Luck:	0
Hit:	98
Critical:	0



Chainsaw  x 1
 Buy: Utai.
 Buy: 6300 Sell: 3150

Attack:	52
Vitality:	0
Speed:	0
Magic:	10
Spirit:	0
Luck:	0
Hit:	100
Critical:	0

Pile Bunker  x 0
 Find: Shinra Building (post meteor) (p.87).
 Significantly raises odds of getting a critical hit.
 Buy: - Sell: 1

Attack:	90
Vitality:	0
Speed:	0
Magic:	0
Spirit:	0
Luck:	0
Hit:	80
Critical:	3



Rocket Punch  x 0
 Buy: Junon (post meteor).
 Find: Temple (p.56).
 Significantly raises odds of getting a critical hit.
 Buy: 3200 Sell: 1600

Attack:	62
Vitality:	0
Speed:	0
Magic:	0
Spirit:	0
Luck:	0
Hit:	110
Critical:	4

Missing Score  x 0
 Find: Sister Ray (p.88).
 Attack power rises with AP total of all equipped materia, does normal damage from back row.
 Buy: - Sell: 1

Attack:	98
Vitality:	0
Speed:	0
Magic:	49
Spirit:	0
Luck:	0
Hit:	108
Critical:	0



Satellite Beam (level 3)
 (Barret must kill an additional 80 enemies to gain this limit break)
 Barret calls down laser blasts from space to do moderate to heavy damage to all targets.



Anger Max (level 3)
 (Barret must use Satellite Beam eight times to gain this limit break)
 Barret fires eighteen rounds, hitting enemies at random. Each hit does light damage.



Catastrophe (level 4)
 (Barret must use this item [see p.75] after mastering all six previous limit breaks)
 Barret leaps high into the air, then unleashes a gigantic beam that hits enemies at random twenty times, for light damage each.



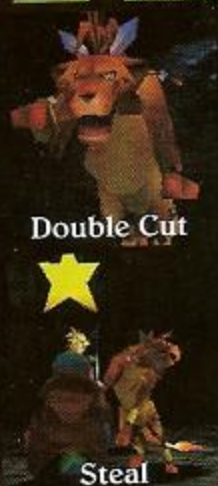
Red-XIII

(aka Nanaki)

Age: 48

Hometown: Cosmo Canyon

Weapon: Hair Clip



Mythril Clip
 x 1
 Red-XIII starts with this.
 Buy: Junon (pre meteor).
 Buy: 800 Sell: 400

Attack:	24
Vitality:	0
Speed:	0
Magic:	6
Spirit:	0
Luck:	0
Hit:	100
Critical:	0



Magic Comb
 x 2
 Buy: Junon (post meteor)
 Win: Condor Fort (p.28).
 Double materia-raising power.
 Buy: 2000 Sell: 1000

Attack:	37
Vitality:	0
Speed:	0
Magic:	4
Spirit:	0
Luck:	0
Hit:	100
Critical:	0



Diamant Pin
 x 2
 Buy: Junon, Gongaga.
 Steal: Bagnadrone.
 Buy: 1300 Sell: 650

Attack:	33
Vitality:	0
Speed:	0
Magic:	8
Spirit:	0
Luck:	0
Hit:	102
Critical:	0



Silver Barrette
 x 1
 Buy: Cosmo Canyon.
 Buy: 2500 Sell: -

Attack:	40
Vitality:	0
Speed:	0
Magic:	10
Spirit:	0
Luck:	0
Hit:	110
Critical:	0

Limit Breaks

Sled Fang (level 1)

(Red-XIII begins the game with this limit break)

Red-XIII charges at a single foe for moderate damage.



Lunatic High (level 1)

(Red-XIII must use Sled Fang eight times to gain this limit break)

Red-XIII casts haste on the entire party, and also increases everyone's odds of dodging by 50%.



Blood Fang (level 2)

(Red-XIII must kill 80 enemies to gain this limit break)

Red-XIII charges at one enemy for light damage, and his HP and MP are refilled to the level of that enemy's current MP.



Stardust Ray (level 2)

(Red-XIII must use Blood Fang eight times to gain this limit break)

Ten shooting stars fall from the sky and hit enemies at random, each doing light damage.



Editor's Note: Yes, I'm aware that all of these screen shots are exactly the same. What did you expect me to do? Draw his weapons on?



Seraph Comb
 ○○○○○○ x 1
 Find: Cave of the Gi (p.43).
 This item cannot be sold.
 Buy: - Sell: -

Attack:	68
Vitality:	0
Speed:	0
Magic:	14
Spirit:	0
Luck:	0
Hit:	110
Critical:	0



Centclip
 ○○○○○○○○○○ x 1
 Buy: Costa Del Sol (post meteor).
 Buy: 14000 Sell: 7000

Attack:	58
Vitality:	0
Speed:	0
Magic:	22
Spirit:	0
Luck:	0
Hit:	108
Critical:	0



Platinum Barrette
 ○○○○○○ x 2
 Buy: Junon (post meteor).
 Find: Nibel Mtn (p.47).
 Double materia-raising power.
 Buy: 3500 Sell: 1750

Attack:	39
Vitality:	0
Speed:	0
Magic:	12
Spirit:	0
Luck:	0
Hit:	104
Critical:	0



Crystal Comb
 ○○○○○○○○ x 1
 Buy: Mideel.
 Buy: 17000 Sell: 8500

Attack:	76
Vitality:	0
Speed:	0
Magic:	20
Spirit:	0
Luck:	0
Hit:	108
Critical:	0



Gold Barrette
 ○○○○○○ x 1
 Buy: Utai.
 Buy: 6000 Sell: 3000

Attack:	50
Vitality:	0
Speed:	0
Magic:	13
Spirit:	0
Luck:	0
Hit:	104
Critical:	0



Spriggen Clip
 ○○○○○○○○ x 1
 Find: Ancient Forest (p.91).
 Significantly raises magic levels.
 Buy: - Sell: 1

Attack:	87
Vitality:	0
Speed:	0
Magic:	55
Spirit:	0
Luck:	0
Hit:	100
Critical:	0



Hairpin
 x 0
 Buy: Junon (post meteor).
 Find: Utai (p.52).
 Significantly raises odds of getting a critical hit.
 Buy: 6000 Sell: 3000

Attack:	57
Vitality:	0
Speed:	0
Magic:	15
Spirit:	0
Luck:	0
Hit:	120
Critical:	5



Behemoth Horn
 ○○○○○○○○ x 1
 Find: Shinra Building (post meteor) (p.86).
 Raises both spirit and constitution.
 Buy: - Sell: 1

Attack:	91
Vitality:	35
Speed:	0
Magic:	26
Spirit:	18
Luck:	0
Hit:	75
Critical:	0



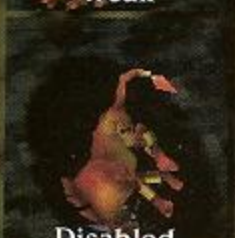
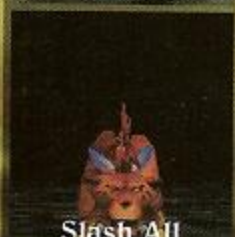
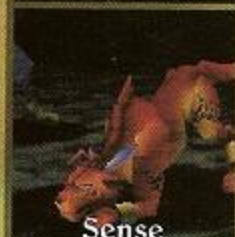
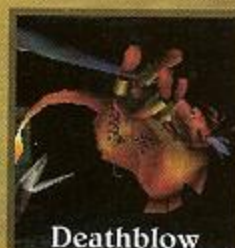

Adaman Clip
 ○○○○○○○○ x 1
 Buy: Icicle Lodge.
 Buy: 11000 Sell: 5500

Attack:	60
Vitality:	0
Speed:	0
Magic:	15
Spirit:	0
Luck:	0
Hit:	106
Critical:	0




Limited Moon
 ○○○○○○○○○○ x 0
 Find: Cosmo Canyon (disc 3 only) (p.89).
 Power rises with Red XIII's current MP level.
 Buy: - Sell: 1


Attack:	93
Vitality:	0
Speed:	0
Magic:	31
Spirit:	0
Luck:	0
Hit:	114
Critical:	0

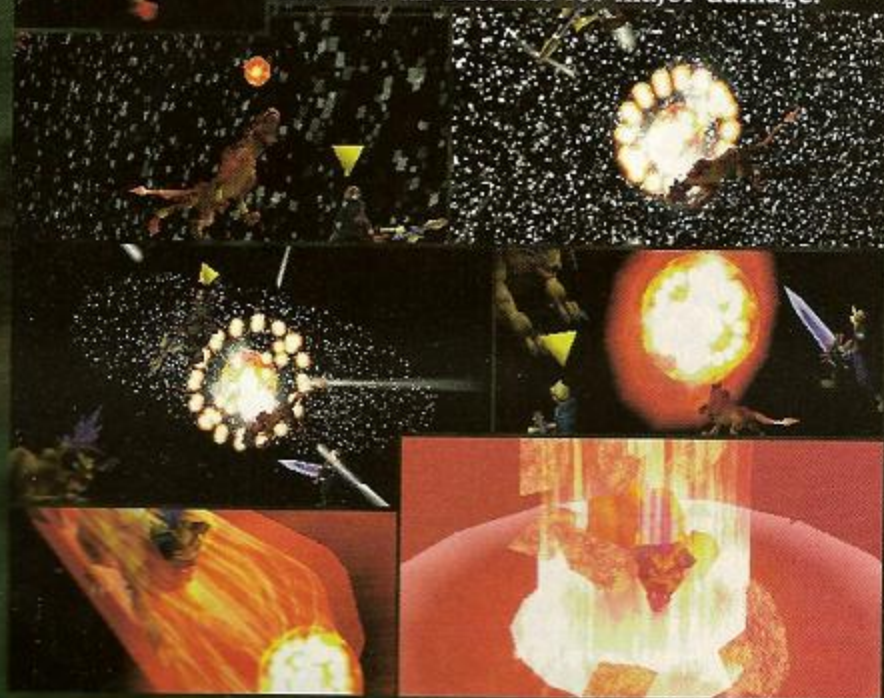
Howling Moon (level 3)
 (Red XIII must kill an additional 80 enemies to gain this limit break)
 Red XIII leaps in front of the moon, and casts Haste and Berserk on himself. His attack power is also raised significantly.

Earth Rave (level 3)
 (Red XIII must use Howling Moon eight times to gain this limit break)
 Red "Data Animal" XIII launches into a combo that attacks enemy targets at random five times for medium damage.

Cosmo Memory (level 4)
 (Red XIII must use this item [see p.45] after mastering all six previous limit breaks)
 Red XIII absorbs the power from a galaxy of stars, and fuses it into one atomic blast that hits all enemies for major damage.



Cait Sith

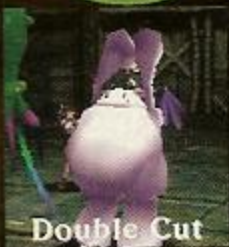


(Pronounced "Ket Shee")

Age: ?

Hometown: ?

Weapon: Megaphone



Double Cut



Steal



Manipulate



Mute



Limit Break

Limit Break



Yellow Megaphone	Attack: 36
○○○○○ x 1	Vitality: 0
Buy: Junon (post-meteor).	Speed: 0
Cait Sith starts game with this weapon.	Magic: 8
	Spirit: 0
	Luck: 0
Buy: 500 Sell: 250	Hit: 100
	Critical: 0

White Megaphone	Attack: 35
○○○○○ x 2	Vitality: 0
Buy: Junon (post-meteor).	Speed: 0
Find: Gongaga (p.39).	Magic: 8
Double materia-raising power.	Spirit: 0
	Luck: 0
Buy: 2300 Sell: 1150	Hit: 102
	Critical: 0

Green Megaphone	Attack: 41
○○○○○ x 1	Vitality: 0
Buy: Cosmo Canyon.	Speed: 0
	Magic: 9
	Spirit: 0
	Luck: 0
Buy: 2400 Sell: 1200	Hit: 100
	Critical: 0

Lucky Dice (level 1)

(Cait Sith begins the game with this limit break) Cait Sith throws two to six dice at one opponent. The totals are added up, and multiplied by 100, 200, 300 or 400, and the enemy takes that much damage.

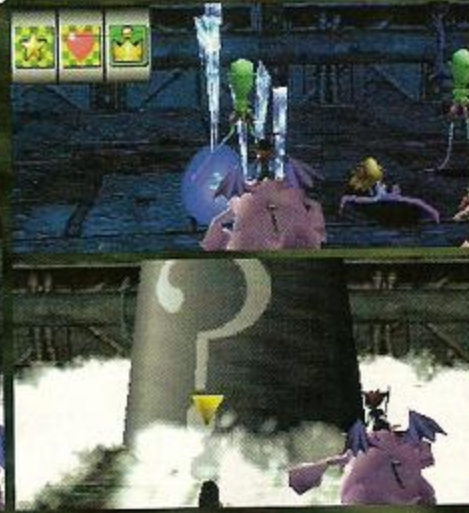


Slots (level 2)

Cait Sith must kill eighty enemies to gain this limit break. Cait Sith only has two limit breaks. The second, Slots, sort of counts as multiple limit breaks because it has so many possible outcomes, but it does not change as you use it more, or kill more enemies. Basically, you just spin the slots, and something cool (usually) happens when you get three-of-a-kind. Due to the general weakness of this limit break, and the small but real possibility that you might get "Joker Death" as the outcome, this is one of the weakest limit breaks in the game. The random aspect may be fun, but I feel that it makes Cait Sith the least effective of FFVII's playable characters. The eight possible slot machine outcomes are listed on the right.

Toy Box

When you fail to get three of a kind, you get an item at random from the "toy box" dropped on a single foe. Here are just a few of the possibilities:



Toy Soldiers

When you get all three crowns, Cait Sith summons a small army of toy soldiers who attack all of the enemies you're facing for fairly heavy amounts of damage.



	Black Megaphone ○○○○○ x 2 Buy: Junon (post meteor). Find: Cave of the Gi (p.43).	Attack: 31 Vitality: 0 Speed: 0 Magic: 10 Spirit: 0 Luck: 0 Hit: 104 Critical: 0
Buy: 2800 Sell: 1400		

	Silver Megaphone ○○○○○○○○○○ x 1 Buy: Junon (post meteor). Find: Shinra Mansion (p.45).	Attack: 28 Vitality: 0 Speed: 0 Magic: 14 Spirit: 0 Luck: 0 Hit: 106 Critical: 0
Buy: 3300 Sell: 1650		

	Blue Megaphone ○○○○○ x 1 Buy: Utai.	Attack: 48 Vitality: 0 Speed: 0 Magic: 10 Spirit: 0 Luck: 0 Hit: 100 Critical: 0
Buy: 5500 Sell: 2750		

	Trumpet Shell x 0 Buy: Junon (post meteor). Find: Temple (p.57). Raises critical hit odds considerably.	Attack: 68 Vitality: 0 Speed: 0 Magic: 2 Spirit: 0 Luck: 0 Hit: 118 Critical: 4
Buy: 3000 Sell: 1500		

	Red Megaphone ○○○○○○○ x 1 Buy: Icicle Lodge.	Attack: 60 Vitality: 0 Speed: 0 Magic: 15 Spirit: 0 Luck: 0 Hit: 100 Critical: 0
Buy: 11000 Sell: 5500		

	Gold Megaphone ○○○○○○○○○○ x 1 Buy: Costa Del Sol (post meteor).	Attack: 58 Vitality: 0 Speed: 0 Magic: 28 Spirit: 0 Luck: 0 Hit: 103 Critical: 0
Buy: 15000 Sell: 7500		

	Crystal Megaphone ○○○○○○○○ x 1 Buy: Mideel.	Attack: 74 Vitality: 0 Speed: 0 Magic: 20 Spirit: 0 Luck: 0 Hit: 100 Critical: 0
Buy: 18000 Sell: 9000		

	Battle Trumpet ○○○○○○○○ x 0 Find: Undersea Reactor (p.79). Does not grow your materia.	Attack: 95 Vitality: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Hit: 95 Critical: 2
Buy: - Sell: 1		

	Starlight Phone ○○○○○○○○ x 1 Find: Midgar Block 8 (p.85). Raises constitution level considerably.	Attack: 88 Vitality: 30 Speed: 0 Magic: 31 Spirit: 0 Luck: 0 Hit: 102 Critical: 0
Buy: - Sell: 1		

	HP Shout ○○○○○○○○○○ x 0 Find: Shinra Building (post meteor) (p.87). Attack power rises with Cait Sith's current HP level.	Attack: 95 Vitality: 0 Speed: 0 Magic: 44 Spirit: 0 Luck: 0 Hit: 110 Critical: 0
Buy: - Sell: 1		



Mog Dance

When you get all three stars, a Mog appears and completely refills the entire party to HP and MP Max. One of the best (and most common) outcomes.



Lucky Gal

A cute young lady dressed up as an animal appears and blows all three of your party members a kiss. From that point on, all regular attacks will be critical hits until the end of the battle.



Random Summon Spell

When you get three bars, one summon spell (picked randomly from all of the ones you've earned in the game up until that point) is automatically cast. It costs you no MP.



Combine

All three party members jump into Cait Sith's suit (!?) creating one giant Cait Sith, whose HP total is the total of all three party members added together. As you'd imagine, his attacks do fairly massive damage.



All Over

The most desirably of outcomes, All Over instantly kills all of the enemies you're fighting, regardless of whether or not they have protection from it. However, if you mess up, you may accidentally cast...



Joker Death

When Cait Sith gets "Bar" instead of the right side of his face, this worst of all possible outcomes happens instead: Everyone in your party dies instantly. Ribbons and such will not prevent this. Game Over.



Cid Highwind

Age: 32

Hometown: Rocket Town

Weapon: Lance

Double Cut

Steal

Manipulate

Magic

Morph

Limit Breaks

Boost Jump (level 1)

(Cid begins the game with this limit break)

Cid leaps high into the air, and then comes down, spear-first, on a single enemy for moderate damage.

Hyper Jump (level 2)

(Cid must kill 80 enemies to gain this limit break)

Cid jumps into the sky, and then comes crashing down, generating an explosion that hits all enemies for moderate damage.

Dynamite (level 1)

(Cid must use Dynamite eight times to gain this limit break)

Cid whips out a stick of dynamite, lights it with his cigarette, then tosses it at his enemies, hitting them all for light damage.

Dragon (level 2)

(Cid must use Hyper Jump eight times to gain this limit break)


Cid summons a dragon that attacks a single enemy for light damage, and gains that enemy's current MP worth of MP and HP.

Spear		Attack:	44
	x 1	Vitality:	0
Cid starts with this weapon.		Speed:	0
Buy: Junon (post meteor).		Magic:	8
		Spirit:	0
		Luck:	0
		Hit:	97
		Critical:	0
Buy: 1200		Sell: 600	

Slash Lance		Attack:	56
	x 1	Vitality:	0
Buy: Utai.		Speed:	0
		Magic:	10
		Spirit:	0
		Luck:	0
		Hit:	98
		Critical:	0
Buy: 6500		Sell: 3250	


Dragon Lance		Attack:	66
	x 1	Vitality:	0
Buy: Junon (post meteor).		Speed:	0
Find: Dachao Cave (p.53).		Magic:	7
		Spirit:	0
		Luck:	0
		Hit:	100
		Critical:	0
Buy: 6200		Sell: 3100	

Trident		Attack:	60
	x 1	Vitality:	0
Buy: Junon (post meteor).		Speed:	0
Find: Temple (p.56).		Magic:	12
		Spirit:	0
		Luck:	0
		Hit:	105
		Critical:	0
Buy: 7500		Sell: 3750	




Mop x 0
Buy: Junon (post meteor).
Find: Bone Village (p. 58).
Raises odds of getting a critical hit significantly.
Buy: 3200 Sell: 1600

Attack:	68
Vitality:	0
Speed:	0
Magic:	3
Spirit:	0
Luck:	0
Hit:	118
Critical:	5



Scimitar x 3
Find: Undersea Reactor (p.78).
Triple materia-raising power!
Buy: - Sell: 1

Attack:	86
Vitality:	0
Speed:	0
Magic:	20
Spirit:	0
Luck:	0
Hit:	102
Critical:	0



Viper Halberd x 2
Buy: Junon (post meteor).
Find: Zango Valley (p.60).
Double materia-raising power.
Buy: 7000 Sell: 3500

Attack:	58
Vitality:	0
Speed:	0
Magic:	13
Spirit:	0
Luck:	0
Hit:	102
Critical:	0



Flayer x 1
Win: Gold Saucer (Shooting Coaster, disc 2 or 3) (p.104).
Buy: - Sell: 7500

Attack:	100
Vitality:	0
Speed:	0
Magic:	20
Spirit:	0
Luck:	0
Hit:	100
Critical:	0



Mast Ax x 1
Buy: Icicle Lodge.
Buy: 13000 Sell: 6500

Attack:	64
Vitality:	0
Speed:	0
Magic:	15
Spirit:	0
Luck:	0
Hit:	99
Critical:	0




Spirit Lance x 1
Find: Downed Shinra Plane (p.83).
Significantly raises both magic and spirit levels.
Buy: - Sell: 1

Attack:	92
Vitality:	0
Speed:	0
Magic:	43
Spirit:	20
Luck:	0
Hit:	112
Critical:	0



Javelin x 2
Find: Gaea's Cliff (p.66).
Double materia-raising power.
Buy: - Sell: 3750

Attack:	62
Vitality:	0
Speed:	0
Magic:	12
Spirit:	0
Luck:	0
Hit:	104
Critical:	0



Grow Lance x 1
Find: Shinra Building (post meteor) (p.87).
Buy: 1 Sell: 8000

Attack:	78
Vitality:	0
Speed:	0
Magic:	31
Spirit:	0
Luck:	0
Hit:	102
Critical:	0



Partisan x 1
Buy: Mideel.
Buy: 19000 Sell: 9500

Attack:	78
Vitality:	0
Speed:	0
Magic:	17
Spirit:	0
Luck:	0
Hit:	100
Critical:	0



Venus Gospel x 0
Find: Rocket Town (p.80).
Attack power grows with Cid's current MP level.
Buy: - Sell: 1

Attack:	97
Vitality:	0
Speed:	0
Magic:	42
Spirit:	0
Luck:	0
Hit:	103
Critical:	0




Dragon Dive (level 3)
(Cid must kill an additional 80 enemies to gain this limit break)
Cid jumps into the air, hits an enemy, and rebounds back six times. Each jump hits one enemy at random for light damage.




Highwind (level 4)
(Cid must use this item [see p.83] after mastering all six previous limit breaks)
Cid signals back to Highwind and has it fire 18 missiles at random enemies. Each does light damage.




Big Brawl (level 3)
(Cid must use Dragon Dive eight times to gain this limit break)
Cid runs into the thick of battle and launches an eight hit combo that hits enemies at random for light damage.







Yuffie Kisaragi

Age: 16

Hometown: Utai

Weapon: Shuriken

For details on getting Yuffie to join your party, see page 29.

Double Cut

Steal

Manipulate

Magic

Morph

Limit Breaks

Greased Lightning (level 1)

(Yuffie begins the game with this limit break)

Yuffie cuts into one enemy target for moderate damage.

Landscaper (level 2)

(Yuffie must kill 80 enemies to gain this limit break)

Yuffie creates a giant wave of energy that runs along the surface of the battlefield, doing moderate damage to all enemies.

Clear Tranquil (level 1)

(Yuffie must use Greased Lightning eight times to gain this limit break)

Giant bubbles surround each party member, and heal them by an amount equal to 50% of their HP Max.

Bloodfest (level 2)

(Yuffie must use Landscaper eight times to gain this limit break)

Yuffie launches into a ten hit combo, which targets all available enemies at random. Each hit does light damage.

4-Point Shuriken

○○○ x 1

Yuffie starts with this weapon.

Buy: - Sell: 300

Attack: 23
Vitality: 0
Speed: 0
Magic: 6
Spirit: 0
Luck: 0
Hit: 100
Critical: 0

Boomerang

○○○ x 1

Buy: Junon, Gongaga.
Steal: Formula (p.29).

Buy: 1400 Sell: 700

Attack: 30
Vitality: 0
Speed: 0
Magic: 7
Spirit: 0
Luck: 0
Hit: 101
Critical: 0

Wind Slash

○○○ x 2

Buy: Junon (post meteor).
Find: Cargo Ship (p.32).
Double Materia-raising power.

Buy: 2000 Sell: 1000

Attack: 30
Vitality: 0
Speed: 0
Magic: 7
Spirit: 0
Luck: 0
Hit: 103
Critical: 0

Pinwheel

○○○ x 1

Buy: Cosmo Canyon.

Buy: 2600 Sell: 1300

Attack: 37
Vitality: 0
Speed: 0
Magic: 9
Spirit: 0
Luck: 0
Hit: 104
Critical: 0

Note: All of Yuffie's weapons do standard damage from the back row.



Twin Viper
 ○○○○○ x 2
 Buy: Junon (post meteor).
 Find: Shinra Mansion (p.45).
 Double materia-raising power.
 Buy: 3200 Sell: 1600

Attack:	36
Vitality:	0
Speed:	0
Magic:	8
Spirit:	0
Luck:	0
Hit:	108
Critical:	0



Spiral Shuriken
 ○○○○○○○○○ x 1
 Buy: Costa Del Sol (post meteor).
 Buy: 14000 Sell: 7000

Attack:	68
Vitality:	0
Speed:	0
Magic:	18
Spirit:	0
Luck:	0
Hit:	110
Critical:	2



Razor Ring
 ○○○○○ x 1
 Buy: Utai.
 Buy: 6000 Sell: 3000

Attack:	49
Vitality:	0
Speed:	0
Magic:	12
Spirit:	0
Luck:	0
Hit:	105
Critical:	0



Crystal Cross
 ○○○○○○○ x 1
 Buy: Mideel.
 Buy: 18000 Sell: 9000

Attack:	74
Vitality:	0
Speed:	0
Magic:	18
Spirit:	0
Luck:	0
Hit:	110
Critical:	0



Magic Shuriken
 ○○○○○ x 1
 Buy: Junon (post meteor).
 Find: Utai (p.51)
 Raises speed and critical stats, but not magic.
 Buy: 6000 Sell: 3000

Attack:	64
Vitality:	0
Speed:	10
Magic:	0
Spirit:	0
Luck:	0
Hit:	113
Critical:	2



Rising Sun
 ○○○○○ x 2
 Steal: Diamond Weapon (p.84).
 Double materia-raising power.
 Buy: - Sell: 1

Attack:	68
Vitality:	0
Speed:	0
Magic:	16
Spirit:	0
Luck:	0
Hit:	108
Critical:	0



Hawkeye
 ○○○○○○○ x 1
 Buy: Icicle Lodge.
 Buy: 12000 Sell: 6000

Attack:	61
Vitality:	0
Speed:	0
Magic:	14
Spirit:	0
Luck:	0
Hit:	107
Critical:	0



Oritsuru
 ○○○○○○○○○ x 1
 Find: Dachao Statues (p.79).
 Buy: - Sell: 1

Attack:	90
Vitality:	0
Speed:	0
Magic:	38
Spirit:	0
Luck:	0
Hit:	116
Critical:	0



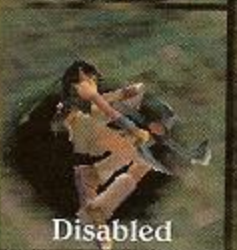

Superball
 x 0
 Buy: Junon (post meteor).
 Win: Condor Fort (p.28).
 Significantly raises odds of getting a critical hit.
 Buy: 3000 Sell: 1500

Attack:	68
Vitality:	0
Speed:	0
Magic:	10
Spirit:	0
Luck:	0
Hit:	120
Critical:	4




Conformer
 ○○○○○○○○○ x 0
 Find: Downed Shinra Plane (p.83).
 Gets attack bonus based on the level of enemy it targets.
 Buy: - Sell: 1


Attack:	96
Vitality:	0
Speed:	0
Magic:	42
Spirit:	0
Luck:	0
Hit:	112
Critical:	0

Gauntlet (level 3)
 (Yuffie must kill an additional 80 enemies to gain this limit break)
 Yuffie creates a giant explosion that does equally heavy damage to all enemies, regardless of their level of defense.



All Creation (level 4)
 (Yuffie must use this item [see p.54] after mastering all six previous limit breaks)
 Yuffie creates a giant pulsating beam that she releases at all enemies, doing very serious damage to each.

Doom of the Living (level 3)
 (Yuffie must use Gauntlet eight times to gain this limit break)
 Similar to Bloodfest, this time the combo hits fifteen times, and creates giant purple explosions that do the same light damage.



Vincent Valentine

Age: 27

Hometown: ?

Weapon: Gun

For details on getting Vincent to join your party, see page 46.

All of Vincent's weapons do standard damage from the back row.



Double Cut

Steal

Manipulate

Magic

Morph

Limit Breaks

Galian Beast (level 1)

(Vincent begins the game with this limit break)

Vincent morphs into a monster with increased speed, dodging ability, and a 30% higher HP max.



Galian Beast Abilities:

By far the fastest of Vincent's forms, Galian Beast is in a permanent state of haste. His Berserk Dance does light damage, but nearly always hits. Beast Flair does a fairly heavy amount of fire-typed damage to all enemies. Galian Beast is very powerful for a level 1 limit break

Berserk Dance

Beast Flair



Death Gigas (level 2)

(Vincent must kill sixty enemies to gain this limit break)

Death Gigas has increased defense and double HP, but is slow and weak against magic.



Death Gigas Abilities:

Sluggish Death Gigas doesn't get to attack as often as Galian Beast, but his attacks do about 50% more damage. Also, Live Spark is lightning-typed, which is more useful than the fire-typed Beast Flair. The HP bonus usually comes in very handy, but don't use Gigas against bosses with strong magic, or it'll go quickly.

Gigadunk

Livewire



Quicksilver		Attack:	38
x 1		Vitality:	0
Buy: Junon (post meteor).		Speed:	0
Vincent starts with this weapon.		Magic:	10
		Spirit:	0
		Luck:	0
		Hit:	110
		Critical:	0
Buy: 1000		Sell: 500	

Peacemaker		Attack:	38
x 2		Vitality:	0
Buy: Junon (post meteor).		Speed:	0
Find: Kalm (p.25).		Magic:	8
Double materia-raising power.		Spirit:	0
		Luck:	0
		Hit:	118
		Critical:	0
Buy: 3500		Sell: 1750	

Sniper CR		Attack:	42
x 1		Vitality:	0
Buy: Junon (post meteor).		Speed:	0
Find: Nibel Mtn (p.49).		Magic:	7
It's virtually impossible to miss with this weapon.		Spirit:	0
		Luck:	0
		Hit:	255
		Critical:	0
Buy: 3300		Sell: 1650	



Shotgun
 Buy: Rocket Town.
 Buy: 3100 Sell: 1550

Attack:	48
Vitality:	0
Speed:	0
Magic:	12
Spirit:	0
Luck:	0
Hit:	112
Critical:	0



Long Barrel R
 Buy: Costa Del Sol (post meteor).
 It's virtually impossible to miss with this weapon.
 Buy: 13000 Sell: 6500

Attack:	66
Vitality:	0
Speed:	0
Magic:	14
Spirit:	0
Luck:	0
Hit:	255
Critical:	0



Shortbarrel
 Buy: Utai.
 Buy: 6400 Sell: 3200

Attack:	51
Vitality:	0
Speed:	0
Magic:	14
Spirit:	0
Luck:	0
Hit:	118
Critical:	0



Winchester
 Buy: Mideel.
 Buy: 18000 Sell: 9000

Attack:	73
Vitality:	0
Speed:	0
Magic:	18
Spirit:	0
Luck:	0
Hit:	120
Critical:	0




Silver Rifle
 Buy: Junon (post meteor).
 Find: Temple (p.56).
 Raises odds of getting a critical hit considerably.
 Buy: 3000 Sell: 1500

Attack:	62
Vitality:	0
Speed:	0
Magic:	8
Spirit:	0
Luck:	0
Hit:	120
Critical:	4



Supershot ST
 Find: Ancient Forest (p.91).
 Gives you a high attack and magic boost. But no materia raising ability...
 Buy: - Sell: 1

Attack:	97
Vitality:	0
Speed:	0
Magic:	52
Spirit:	0
Luck:	0
Hit:	120
Critical:	0



Buntline
 Buy: Junon (post meteor).
 Find: Bone Village (p.58).
 Double materia-raising power.
 Buy: 6800 Sell: 3400

Attack:	48
Vitality:	0
Speed:	0
Magic:	18
Spirit:	0
Luck:	0
Hit:	124
Critical:	0




Outsider
 Find: Downed Shinra Plane (p.83).
 Raises magic level significantly.
 Buy: - Sell: 1

Attack:	80
Vitality:	0
Speed:	0
Magic:	48
Spirit:	0
Luck:	0
Hit:	120
Critical:	0



Lariat
 Buy: Icicle Lodge.
 Buy: 18000 Sell: 9000

Attack:	64
Vitality:	0
Speed:	0
Magic:	16
Spirit:	0
Luck:	0
Hit:	120
Critical:	0



Death Penalty
 Find: Lucrecia's Cave (p.82).
 Attack power rises with the number of enemies that Vincent has killed.
 Buy: - Sell: 1

Attack:	99
Vitality:	0
Speed:	0
Magic:	34
Spirit:	0
Luck:	0
Hit:	115
Critical:	0



Deathblow



Sense



Slash All



Weak



Disabled



Win

Hell Masker (level 3)

(Vincent must kill an additional sixty enemies to gain this limit break)

Hell Masker is strong on defense (against physical damage) but weak on offense.

Hell Masker Abilities:

Hell Masker is surprisingly weak. His conventional Splatter Combo attack hits five times, but doesn't end up doing more damage than a single Gigadunk. Nightmare, which gives an enemy Sleep, Poison, Confusion, Silence, Frog, and Mini conditions, is kind of nice, but only hits one target.

Splatter Combo

Nightmare



Chaos (level 4)

(Vincent must use this item [p.82] after mastering all six previous limit breaks)

Chaos is incredibly strong on both defense (both physical and magical) and offense.

Chaos Abilities:


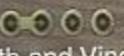











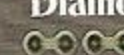


Chaos' traditional attack, Chaos Saber, does damage roughly equivalent to Gigadunk, but to all enemies at once! Satan Impact does an immense amount of type-less damage to all targets, and sometimes kills them instantly. It looks incredibly cool, too... Nothing beats Chaos!




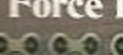





Chaos Saber

Satan Impact



Armor

Normal Damage: Defense: 8 Evade: 0 Magic Damage: 0 M. Defense: 0 M. Evade: 0 Equip: Male/Female	Bronze Bangle  x 0 Cloud, Barret, Tifa, and Aerith all begin the game with this armor.	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: N/A Sell: 50	Normal Damage: Defense: 34 Evade: 4 Magic Damage: 0 M. Defense: 22 M. Evade: 0 Equip: Male/Female	Silver Armlet  x 1 Cait Sith and Vincent start with this armor. Buy: Cosmo Canyon. Boss: Dyne (p.38).	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: 1300 Sell: 650
Normal Damage: Defense: 10 Evade: 0 Magic Damage: 0 M. Defense: 2 M. Evade: 0 Equip: Male/Female	Iron Bangle  x 1 Buy: Midgar Sector 7 Slums.	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: 160 Sell: 80	Normal Damage: Defense: 46 Evade: 4 Magic Damage: 0 M. Defense: 28 M. Evade: 0 Equip: Male/Female	Gold Armlet  x 1 Cid starts with this armor. Buy: Rocket Town. Steal: Dragon (p.47). Find: Blacksmith's House (p.40).	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: 2000 Sell: 1000
Normal Damage: Defense: 14 Evade: 2 Magic Damage: 0 M. Defense: 4 M. Evade: 0 Equip: Male/Female	Titan Bangle  x 1 Buy: Midgar Sector 5 Slums, Wall Market. Boss: Air Buster (p.14).	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: 280 Sell: 140	Normal Damage: Defense: 50 Evade: 0 Magic Damage: 0 M. Defense: 33 M. Evade: 0 Equip: Male/Female	Edincoat  x 1 Buy: Rocket Town. Boss: Palmer (p.50). Raises magic level slightly.	Other Stats: Attack: 0 Speed: 0 Magic: 5 Spirit: 0 Luck: 0 Buy: 8000 Sell: 4000
Normal Damage: Defense: 18 Evade: 3 Magic Damage: 0 M. Defense: 8 M. Evade: 0 Equip: Male/Female	Mythril Armlet  x 1 Red XIII starts with this armor. Buy: Wall Market, Kalm, Junon. Boss: Heligunner (p.23).	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: 350 Sell: 175	Normal Damage: Defense: 93 Evade: 0 Magic Damage: 0 M. Defense: 23 M. Evade: 0 Equip: Male/Female	Adaman Bangle  x 1 Steal: Adamantai (p.51).	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: N/A Sell: 300
Normal Damage: Defense: 12 Evade: 0 Magic Damage: 0 M. Defense: 10 M. Evade: 0 Equip: Male/Female	Four Slot  x 1 Buy: Costa Del Sol (pre meteor). Win: Shinra Building (p.21).	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: 1300 Sell: 650	Normal Damage: Defense: 58 Evade: 3 Magic Damage: 0 M. Defense: 47 M. Evade: 2 Equip: Male/Female	Dragon Armlet  x 1 Drop: Red Dragon (p.57), Blue Dragon (p.67). Steal: Dark Dragon (p.93). Damage from fire, ice, and lightning sources is halved.	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: N/A Sell: 1900
Normal Damage: Defense: 30 Evade: 0 Magic Damage: 0 M. Defense: 0 M. Evade: 0 Equip: Male/Female	Shinra Beta  x 1 Drop: Shinra Marine (p.32).	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: N/A Sell: 475	Normal Damage: Defense: 59 Evade: 0 Magic Damage: 0 M. Defense: 0 M. Evade: 0 Equip: Male/Female	Gigas Armlet  x 0 Boss: Demon's Gate (p.57). Steal: Gigas (p.68). Raises wearer's attack level significantly.	Other Stats: Attack: 30 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: N/A Sell: 400
Normal Damage: Defense: 27 Evade: 3 Magic Damage: 0 M. Defense: 14 M. Evade: 0 Equip: Male/Female	Carbon Bangle  x 1 Yuffie starts with this armor. Buy: Costa Del Sol (pre meteor), North Corel. Steal: Moth Slasher (p.20).	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: 800 Sell: 400	Normal Damage: Defense: 57 Evade: 6 Magic Damage: 0 M. Defense: 37 M. Evade: 0 Equip: Male/Female	Diamond Bangle  x 1 Buy: Bone Village.	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: 3200 Sell: 1600
Normal Damage: Defense: 20 Evade: 0 Magic Damage: 0 M. Defense: 12 M. Evade: 0 Equip: Male/Female	Platinum Bangle  x 2 Buy: Costa Del Sol (pre meteor), Junon (post meteor). Steal: Death Claw (p.38). Double materia-raising power.	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: 1800 Sell: 900	Normal Damage: Defense: 43 Evade: 5 Magic Damage: 0 M. Defense: 24 M. Evade: 0 Equip: Male/Female	Rune Armor  x 2 Buy: Bone Village. Double materia-raising power.	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: 3700 Sell: 1850

Normal Damage: Defense: 76 Evade: 8 Magic Damage: M. Defense: 54 M. Evade: 3 Equip: Male/Female	Aurora Armlet  x 1 Buy: Forgotten City (p.59). Steal: Unknown 2 (p.83). Absorbs (turns into HP) ice-typed damage.	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: N/A Sell: 2400	Normal Damage: Defense: 77 Evade: 0 Magic Damage: M. Defense: 34 M. Evade: 0 Equip: Male/Female	Shinra Alpha  x 1 Steal: Captain, Marine (p.79), Soldier 1st (p.88). Halves all types of magical damage, raises attack and magic levels.	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: N/A Sell: 750
Normal Damage: Defense: 6 Evade: 3 Magic Damage: M. Defense: 85 M. Evade: 3 Equip: Male/Female	Wizard Bracelet  x 1 Buy: Mideel. Boss: Jenova-LIFE (p.59). Steal: Epiolnis (p.91). Raises magic levels, very strong protection against magic.	Other Stats: Attack: 0 Speed: 0 Magic: 20 Spirit: 0 Luck: 0 Buy: 12000 Sell: 6000	Normal Damage: Defense: 100 Evade: 15 Magic Damage: M. Defense: 98 M. Evade: 18 Equip: Male/Female	Ziedrich  x 0 Steal: Rude (p.80, 82, & 86). Halves all types of magical damage, raises attack and magic levels.	Other Stats: Attack: 20 Speed: 0 Magic: 20 Spirit: 0 Luck: 0 Buy: N/A Sell: 1
Normal Damage: Defense: 74 Evade: 8 Magic Damage: M. Defense: 55 M. Evade: 3 Equip: Male/Female	Fire Armlet  x 1 Find: Gaea's Cliff (p.67). Steal: Unknown 3 (p.83). Absorbs (turns into HP) lightning-typed damage.	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: N/A Sell: 2400	Normal Damage: Defense: 0 Evade: 0 Magic Damage: M. Defense: 0 M. Evade: 0 Equip: Male/Female	Precious Watch  x 1 Win: Gold Saucer Chocobo Races (p.104). Apparently this is some sort of joke.	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: N/A Sell: 1
Normal Damage: Defense: 72 Evade: 8 Magic Damage: M. Defense: 52 M. Evade: 3 Equip: Male/Female	Bolt Armlet  x 1 Find: Zango Valley (p.60). Steal: Unknown (p.83). Absorbs (turns into HP) fire-typed damage.	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: N/A Sell: 2400	Normal Damage: Defense: 35 Evade: 10 Magic Damage: M. Defense: 38 M. Evade: 10 Equip: Male/Female	Chocobracelet  x 1 Win: Gold Saucer Chocobo Racing (p.104). Increases speed and luck levels significantly.	Other Stats: Attack: 0 Speed: 30 Magic: 0 Spirit: 0 Luck: 20 Buy: N/A Sell: 1
Normal Damage: Defense: 70 Evade: 8 Magic Damage: M. Defense: 45 M. Evade: 1 Equip: Male/Female	Crystal Bangle  x 1 Buy: Mideel. Prize: Gold Saucer Snowboard Game (p.103).	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: 4800 Sell: 2400	Normal Damage: Defense: 60 Evade: 8 Magic Damage: M. Defense: 57 M. Evade: 0 Equip: Females ONLY	Minerva Band  x 1 Find: Ancient Forest (p.91). Steal: Ilyna (p.86). Grants complete protection from fire, ice, gravity and holy damage.	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: N/A Sell: 1
Normal Damage: Defense: 74 Evade: 3 Magic Damage: M. Defense: 100 M. Evade: 3 Equip: Male/Female	Force Bracelet  x 1 Find: Rocket Town (post meteor) (p.72). Raises magic levels significantly, strongest magic defense armor.	Other Stats: Attack: 0 Speed: 0 Magic: 20 Spirit: 0 Luck: 0 Buy: N/A Sell: 1	Normal Damage: Defense: 62 Evade: 5 Magic Damage: M. Defense: 55 M. Evade: 0 Equip: Males ONLY	Escort Guard  x 1 Find: Downed Shinra Plane (p.83). Morph: Iron Giant (p.97). Grants complete protection from lightning, earth, poison, and water damage.	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: N/A Sell: 1
Normal Damage: Defense: 82 Evade: 0 Magic Damage: M. Defense: 74 M. Evade: 0 Equip: Male/Female	Imperial Guard  x 1 Find: Final Dungeon (p.96). Boss: Cmd. Grandhorn (p.75).	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: N/A Sell: 1	Normal Damage: Defense: 55 Evade: 15 Magic Damage: M. Defense: 86 M. Evade: 50 Equip: Male/Female	Aegis Armlet  x 1 Find: Midgar Sector 8 (p.88). Magic evasion level is extremely high.	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: N/A Sell: 1
Normal Damage: Defense: 96 Evade: 0 Magic Damage: M. Defense: 21 M. Evade: 0 Equip: Male/Female	Warrior Bangle  x 0 Steal: Eagle Gun. (p.76). Raises attack levels.	Other Stats: Attack: 20 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: - Sell: 500	Normal Damage: Defense: 65 Evade: 50 Magic Damage: M. Defense: 72 M. Evade: 60 Equip: Male/Female	Mystile  x 1 Find: Midgar Sector 8 (p.88), Final Dungeon (p.95). Magic and normal evasion levels are extremely high.	Other Stats: Attack: 0 Speed: 0 Magic: 0 Spirit: 0 Luck: 0 Buy: N/A Sell: 1

Accessories

Star Pendant

Buy: Gongaga.
Find: Shinra Building (p.21), Corel Mtn. (p.34).
Boss: Motor Bowl (p.23).
Grants protection from Poison condition and poison damage.

Buy: 4000
Sell: 2000

Fury Ring

Buy: Gongaga.
Grants the Berserk condition to the wearer.

Buy: 5000
Sell: 2500

Ribbon

Find: Temple (p.55), Gaea's Cliff (p.66).
Morph: Master Tonberi (p.96).
Win: Gold Saucer Secret Duel (p.105).
Grants protection from all enemy-cast effects, except for Stop, Slow, and Haste.

Buy: N/A
Sell: 1

Tetra Elemental

Find: Final Dungeon (p.95).
Morph: Cactuer (p.73).
Absorbs (turns into HP) fire, ice, lightning, and earth-typed damage.

Buy: N/A
Sell: 1

Talisman

Buy: Gongaga, Rocket Town.
Boss: Sample H0512 (p.22).

Buy: 4000
Sell: 2000

Attack: +0 Constitution: +0
Magic: +0 Spirit: +10
Speed: +0 Luck: +0

Bolt Ring

Buy: Mideel.
Find: Old Man's Cave (p.40).
Absorbs (turns into HP) lightning-typed damage.

Buy: 8000
Sell: 4000

Water Ring

Find: Zango Valley (p.58).
Steal: Acrophies (p.59), Serpent (p.83).
Absorbs (turns into HP) water-typed damage.

Buy: N/A
Sell: 5000

Amulet

Buy: Mideel.
Attack: +0 Constitution: +0
Magic: +0 Spirit: +0
Speed: +0 Luck: +10

Buy: 10000
Sell: 5000

Protect Vest

Buy: Rocket Town.
Boss: Rufus (p.23).
Win: Gold Saucer Duel (p.55).

Buy: 3500
Sell: 1750

Attack: +0 Constitution: +10
Magic: +0 Spirit: +0
Speed: +0 Luck: +0

Fairy Ring

Buy: Mideel.
Find: Cave of the Gi (p.42).
Grants protection from Darkness and Poison conditions, and poison-typed damage.

Buy: 7000
Sell: 3500

HypnoCrown

Find: Zango Valley (p.60).
Raises odds of successfully using "Manipulate" Materia.

Buy: N/A
Sell: 1

Cursed Ring

Find: Mideel (p.74).
Steal: Ultimate Weapon (p.77, p.90).
Death Sentence is cast on wearer.
Attack: +35 Constitution: +15
Magic: +35 Spirit: +15
Speed: +15 Luck: +10

Buy: N/A
Sell: 1

Power Wrist

Buy: Rocket Town.
Boss: BottomSwell (p.29).

Buy: 7500
Sell: 3750

Attack: +10 Constitution: +0
Magic: +0 Spirit: +0
Speed: +0 Luck: +0

Jewel Ring

Buy: Mideel.
Find: Nibelhelm (p.44).
Boss: Materia Keeper (p.47).
Grants protection from Petrify, Gradual Petrify, and Paralysis conditions.

Buy: 7500
Sell: 3750

Circle

Steal: Snow (p.62), Ultimate Weapon (p.90).
Attack: +0 Constitution: +0
Magic: +30 Spirit: +30
Speed: +0 Luck: +0

Buy: N/A
Sell: 1

Champion Belt

Win: Gold Saucer Duel (p.105).
Attack: +30 Constitution: +30
Magic: +0 Spirit: +0
Speed: +0 Luck: +0

Buy: N/A
Sell: 1

Silver Glasses

Buy: Junon (pre meteor), Gongaga.
Win: Junon (p.30).
Grants protection from Darkness condition.

Buy: 3000
Sell: 1500

Earring

Buy: Rocket Town.
Attack: +0 Constitution: +0
Magic: +10 Spirit: +0
Speed: +0 Luck: +0

Buy: 7500
Sell: 3750

Safety Bit

Buy: Rocket Town (post meteor).
Find: Ice Gate (p.65).
Win: Gold Saucer (Snowboard) (p.103).
Grants protection from Petrify, Gradual Petrify, Instant Death, and Death Sentence conditions.

Buy: 7500
Sell: 3750

Sprint Shoes

Win: Gold Saucer Chocobo Racing (p.104).
Grants the Haste condition to the wearer.

Buy: N/A
Sell: 250

Headband

Buy: Junon (pre meteor), Gongaga.
Grants protection from Sleep condition.

Buy: 3000
Sell: 1500

Choco Feather

Buy: Utai.
Win: Gold Saucer Duel (p.55).
Attack: +0 Constitution: +0
Magic: +0 Spirit: +0
Speed: +10 Luck: +0

Buy: 10000
Sell: 5000

Protect Ring

Steal: Twin Head (p.68).
Morph: Mover (p.95).
The spells Barrier and MBarrier are automatically cast on you at beginning of each battle.

Buy: N/A
Sell: 4500

Car's Bell

Win: Gold Saucer Chocobo Racing (p.104).
As you walk, the wearer's HP is gradually replenished.

Buy: N/A
Sell: 1

White Cape

Buy: Gongaga, Mideel.
Boss: Jenova-BIRTH (p.32).
Grants protection from Frog and Mini conditions.

Buy: 5000
Sell: 2500

Peace Ring

Buy: Rocket Town (post meteor).
Boss: Rapus (p.53).
Win: Condor Fort (p.24).
Grants protection from Confuse, Berserk, Fury and Sadness conditions.

Buy: 7500
Sell: 3750

Poison Ring

Find: Whirlwind Maze (p.69).
Absorbs (turns into HP) poison-typed damage.

Buy: N/A
Sell: 10000

Toughness Ring

Steal: Reno (p.82, 86).
Attack: +0 Constitution: +50
Magic: +0 Spirit: +50
Speed: +0 Luck: +0

Buy: N/A
Sell: 1

Fire Ring

Buy: Mideel.
Find: Costa Del Sol (p.33).
Absorbs (turns into HP) fire-typed damage.

Buy: 8000
Sell: 4000

Ice Ring

Buy: Mideel.
Boss: Chehov (p.54).
Absorbs (turns into HP) ice-typed damage.

Buy: 8000
Sell: 4000

Reflect Ring

Find: Gaea's Cliff (p.69).
Boss: Jenova-DEATH (p.59).
Steal: Ultimate Weapon (p.90).
Grants the Reflect condition (same as the spell) to the wearer of the ring.

Buy: N/A
Sell: 6000

Sneak Glove

Buy: Wall Market (post meteor) (p.84).
Raises odds of successfully stealing.

Buy: 129000
Sell: 1

Items

Recovery Items, and Defensive Battle Items

Potion Buy: 50 Sell: 25 Use: Menu Battle	Recover 100 HP for one character. Buy: Every town from Midgar to Rocket Town. // Find, Drop, Steal, Morph: Way, way, way too many to list.	Hyper Buy: 100 Sell: 50 Use: Menu Battle	Cure one character's Sadness condition, or give one character Anger condition. Buy: Available in virtually every item shop. Find, Drop, Steal, Morph: Too many to list.
Hi-Potion Buy: 300 Sell: 150 Use: Menu Battle	Recover 500 HP for one character. Buy: Every town from Junon on. // Find, Drop, Steal, Morph: Once again, way too many to list.	Tranquilizer Buy: 100 Sell: 50 Use: Menu Battle	Cure one character's Anger condition, or give one character Sadness condition. Buy: Available in virtually every item shop. Find, Drop, Steal, Morph: Too many to list.
X-Potion Buy: N/A Sell: 1 Use: Menu Battle	Completely refill the HP of one character. Find: Gongaga, Cave of the gi Caves, etc. // Drop: Jejujemi, Bizarre Bug, etc. // Morph: Moll Dancer, etc.	Smoke Bomb Buy: N/A Sell: 150 Use: Menu Battle	All characters run away (not effective on bosses, same as Escape magic). Drop: Jejujemi, etc. // Steal: Smog Fact, Slalom. Morph: Hammer Smasher, etc.
Ether Buy: 1500 Sell: 750 Use: Menu Battle	Recover 100 MP for one character. Buy: Widely available from Cosmo Canyon on. // Find, Drop, Steal, Morph: too numerous to list.	Speed Drink Buy: N/A Sell: 500 Use: Menu Battle	Give one character Haste condition (same as Haste magic). Steal: Vice. Morph: Formula, Sonic Speed.
Turbo Ether Buy: N/A Sell: 1 Use: Menu Battle	Completely refill the MP of one character. Find: Midgar Sector 5 Slums, Block 6, Shinra Building, etc. Morph: ScrutinEye, Beach Plug, etc. // Steal: Golem, etc.	Hero Drink Buy: N/A Sell: 1 Use: Menu Battle	Temporarily raise one character's vitality, magic power, speed, spirit, and luck. Find: Icicle Lodge, Final Dungeon. Win: Gold Saucer Chocobo Racing.
Elixir Buy: N/A Sell: 1 Use: Menu Battle	Completely refill the HP and MP of one character. Find: Shinra Building, Mythril Mine, Cosmo Canyon, etc. Boss: Stanif, Reno. // Morph: Brachioladus, etc.	Vaccine Buy: N/A Sell: 1 Use: Menu Battle	Prevent one character from getting any status conditions (same as Resist magic). Find: Icicle Lodge, Final Dungeon. Morph: Dark Dragon, Dragon Zombie.
Megalixir Buy: N/A Sell: 1 Use: Menu Battle	Completely refill the HP and MP of all characters. Find: Kalm, Temple, Zango Valley, Gaea Wall, etc. Drop: Master Tonberi. // Win: Utai (p.53)	Light Curtain Buy: N/A Sell: 1 Use: Menu Battle	All character gain temporary shields against physical attack (same as Barrier magic). Drop: Garuda, Unknown 1. Morph: Sword Dance, Colbet.
Phoenix Down Buy: 300 Sell: 150 Use: Menu Battle	Bring one dead character back to life (Same as Life magic). Buy: Available everywhere, like, literally. Find: Corel Mtn. (x10), etc. // Drop: Vargid Police, etc.	Lunar Curtain Buy: N/A Sell: 1 Use: Menu Battle	All character gain temporary shields against magical attack (same as MBarrier magic). Drop: Fourlander, Unknown 2.
Antidote Buy: 80 Sell: 40 Use: Menu Battle	Cure the Poison condition of one party member. Buy: Available at virtually every item shop. Drop: Special Combatant, Blood Taste, etc.	Mirror Buy: N/A Sell: 1 Use: Menu Battle	All characters gain shields capable of reflecting magic (same as Reflect magic). Drop: Mirage.
Soft Buy: 150 Sell: 75 Use: Menu Battle	Cure the Petrify or Gradual Petrify condition of one party member. Buy: Widely available from Costa Del Sol on. Drop: Cockatrice, etc. // Steal: Bloat Float, etc.	Holy Torch Buy: N/A Sell: 1 Use: Menu Battle	Cures all characters/enemies of slow, stop, and other conditions (Same as Despell magic). Drop: Unknown 3. Morph: Evilhead, Stilv.
Maiden's Kiss Buy: 150 Sell: 75 Use: Menu Battle	Cure the Frog condition of one party member. Buy: Widely available from North Corel on. Drop: Touch Me. (this is my favorite line in the whole book)	Power Source Buy: N/A Sell: 250 Use: Menu Battle	Target character's power permanently increases by 1. Find: Junon, Corel Mtn, Rocket Town, etc. // Boss: Hojo. Morph: Heavy Tank, Screamer, Unknown 1.
Cornucopia Buy: 150 Sell: 75 Use: Menu Battle	Cure the Mini condition of one party member. Buy: Widely available from North Corel on.	Guard Source Buy: N/A Sell: 250 Use: Menu Battle	Target character's vitality permanently increases by 1. Find: Junon, Midgar Sector 8, Final Dungeon, etc. Morph: Spiral, Unknown 2, Max Chimera.
Echo Screen Buy: 100 Sell: 50 Use: Menu Battle	Cure the Silence condition of one party member. Buy: Widely available from Junon on. Drop: Brain Pod, etc. // Steal: Hammer Smasher, etc.	Magic Source Buy: N/A Sell: 250 Use: Menu Battle	Target character's magic power permanently increases by 1. Find: Shinra Mansion, Midgar Sector 8, Final Dungeon, etc. // Morph: Hecteyes, Unknown 3.
Eye Drops Buy: 50 Sell: 25 Use: Menu Battle	Cure the Darkness condition of one party member. Buy: Available at virtually every item shop. Drop: Marine, etc. // Steal: Special Combatant, etc.	Mind Source Buy: N/A Sell: 250 Use: Menu Battle	Target character's spirit permanently increases by 1. Find: Junon, Corel Mtn, Nibelheim, Temple, Ice Gate, Midgar Sector 8, etc. // Morph: Dragon Rider, Serpent.
Remedy Buy: 1000 Sell: 500 Use: Menu Battle	Cure all conditions of one party member (Same as Esuna magic). Buy: Mideel only. // Drop: Under Lizard, etc. // Steal: Velcher Tusk, etc. // Morph: Needle Kiss, Touch Me, etc.	Speed Source Buy: N/A Sell: 250 Use: Menu Battle	Target character's speed permanently increases by 1. Find: Junon, Gaea's Cliff, Midgar Sector 8, etc. Morph: Pudolea. // Win: Gold Saucer (G-Bike).
Tent Buy: 500 Sell: 250 Use: Menu Battle	Completely Refills the HP and MP of all party members. Can only be used at save spots. Buy: Available at virtually every item shop. Find: Mythril Mine, Corel Mtn, etc. // Drop: Bandit, etc.	Luck Source Buy: N/A Sell: 250 Use: Menu Battle	Target character's luck permanently increases by 1. Find: Junon, Nibelheim, Final Dungeon, etc. Morph: Evilap. // Win: Turtle's Paradise Inn Poster Game.

Items

Offensive Battle Items:

Grenade Buy: 80 Sell: 40 Use: Menu Battle	Does roughly 150 points of type-less damage to a single enemy. Buy: Midgar Sector 5, Condor Fort, Junon (pre meteor). Drop: Special Combatant, etc. // Steal: MP, etc.
Shrapnel Buy: N/A Sell: 1 Use: Menu Battle	Does roughly 400 points of type-less damage to all enemies. Drop: Bomb. Morph: Bomb.
Bomb's Right Arm Buy: N/A Sell: 1 Use: Menu Battle	Does roughly 1500 points of type-less damage to all enemies. Drop: Grenade. // Steal: Bomb, Grenade. Morph: Grenade.
Hourglass Buy: N/A Sell: 1 Use: Menu Battle	Casts Stop on all enemies. Drop: Jejujemi. Morph: Insect Kimaira.
Kiss of Death Buy: N/A Sell: 1 Use: Menu Battle	Casts Death on all enemies. Drop: Death Dealer.
Spider Web Buy: N/A Sell: 1 Use: Menu Battle	Casts Slow on all enemies. Drop: Grashtrike. // Steal: Grashtrike, Insect Kimaira. Morph: Grashtrike.
Dream Powder Buy: N/A Sell: 1 Use: Menu Battle	Casts Sleepil on all enemies. Morph: Crown Lance, Criseiras.
Mute Mask Buy: N/A Sell: 1 Use: Menu Battle	Casts Silence on all enemies. Steal: Crazy Saw. Morph: Eligor, Funny Face.
War Gong Buy: N/A Sell: 1 Use: Menu Battle	Casts Berserk on all allies. Drop: Grand Horn. Steal: Behemoth.
Leco Weed Buy: N/A Sell: 1 Use: Menu Battle	Casts Confu on all enemies. Drop: Hammer Smashers, Sword Dance, etc.
Fire Fang Buy: N/A Sell: 1 Use: Menu Battle	Casts Fire 2 on all enemies. Drop: Dragon. Morph: Land Worm.
Fire Veil Buy: 800 Sell: 400 Use: Menu Battle	Casts Fire 3 on all enemies. Buy: Utai. // Drop: Fourlander. Morph: Desert Sahagin.
Antarctic Wind Buy: N/A Sell: 1 Use: Menu Battle	Casts Ice 2 on all enemies. Morph: Jumping. Win: Gold Saucer (Chocobo Racing).
Ice Crystal Buy: N/A Sell: 1 Use: Menu Battle	Casts Ice 3 on all enemies. Drop: Garuda, Snow. Morph: Bandasnatch.
Bolt Plume Buy: N/A Sell: 1 Use: Menu Battle	Casts Bolt 2 on all enemies. Drop: Needle Kiss, Thunderbird. Steal: Thunderbird.
Swift Bolt Buy: 800 Sell: 400 Use: Menu Battle	Casts Bolt 3 on all enemies. Buy: Utai. // Find: Utai. Morph: Bizarre Bug.
Earth Drum Buy: N/A Sell: 1 Use: Menu Battle	Casts Quake 2 on all enemies. Drop: Flower Prong, Screamer. Steal: Christopher.
Earth Hammer Buy: N/A Sell: 1 Use: Menu Battle	Casts Quake 3 on all enemies. Drop: Gigas.
Deadly Waste Buy: N/A Sell: 1 Use: Menu Battle	Casts Bio on all enemies. Drop: Smog Fact, Brainpod, Jejujemi, Slalom. Steal: Zenene. // Morph: Brainpod.
Molbor's Tentacle Buy: N/A Sell: 1 Use: Menu Battle	Casts Bio 2 on all enemies. Drop: Stershize Step, Molbor. Steal: Molbor.
Stardust Buy: N/A Sell: 1 Use: Menu Battle	Casts Comet 2 on all enemies. Drop: Serpent, Behemoth.
Vampire Fang Buy: N/A Sell: 1 Use: Menu Battle	Steal roughly 200 HP from a single target. Drop: Black Bat, Evilhead. Morph: Black Bat.
Ghost Hand Buy: N/A Sell: 1 Use: Menu Battle	Steal roughly 30 MP from a single target. Drop: Ghost. // Steal: Ghost. Morph: Stershize Step, Gi Spector.
Basilisk Claw Buy: N/A Sell: 1 Use: Menu Battle	Give one enemy the petrify condition. Steal: Basilisk.
Bird Wing Buy: N/A Sell: 1 Use: Menu Battle	Does roughly 1000 points of wind-type damage to all enemies. Drop: Zuu, Tornadu. Steal: Zuu, Tornadu. // Morph: Zuu.
Dragon Scales Buy: N/A Sell: 1 Use: Menu Battle	Does roughly 4000 points of water-type damage to all enemies. Drop: Adamantaimai. Steal: Sea Worm. // Morph: Sea Worm.
Impaler Buy: 500 Sell: 250 Use: Menu Battle	Casts Frog on one enemy. Buy: Gongaga. // Drop: Poison Frog. Steal: Touch Me, Poison Frog.
Shrivel Buy: 500 Sell: 250 Use: Menu Battle	Casts Mini on one enemy. Buy: Gongaga. // Drop: Grim Guard, Gremlin. Steal: Grim Guard.
Molotov Buy: 400 Sell: 200 Use: Menu Battle	Casts Fire on one enemy. Buy: Gongaga, Costa Del Sol (pre meteor). Drop: Guard System, Hard Attacker.
S-Mine Buy: 1000 Sell: 500 Use: Menu Battle	Does roughly 1500 points of type-less damage to one target. Buy: Condor Fort, Costa Del Sol (both post meteor). Drop: Marine, Gun Carrier.
8 Inch Cannon Buy: N/A Sell: 1 Use: Menu Battle	Does roughly 3000 points of type-less damage to one target. Drop: Chrome Well, Gross Panzer. Steal: Marine.
Graviball Buy: N/A Sell: 1 Use: Menu Battle	Casts Demi 1 on one target. Drop: Deenglow. Steal: Shadow Makers.

Offensive Battle Items (cont.)

T/S Bomb	Casts Demi 2 on one enemy.
Buy: N/A Sell: 1	Use: Menu Battle
	Drop: Flap Beat. // Steal: Flap Beat. // Morph: Flap Beat. Win: Gold Saucer Submarine Game.
Ink	Give one enemy the Darkness condition.
Buy: N/A Sell: 1	Use: Menu Battle
	Steal: Evilap. Win: Gold Saucer Submarine Game.
Dazers	Give one enemy the Paralyze condition.
Buy: N/A Sell: 1	Use: Menu Battle
	Drop: Bound Fat, Evilap. // Steal: Battery Cap, etc. Morph: Bound Fat. // Win: Gold Saucer Submarine Game.
Dragon Fang	Casts Bolt 3 on all enemies (more powerful than Swift Bolt).
Buy: N/A Sell: 1	Use: Menu Battle
	Boss: Twinhead. Win: Gold Saucer Submarine Game.
Cauldron	Casts Bad Breath (an Enemy Skill) on one enemy.
Buy: N/A Sell: 1	Use: Menu Battle
	Drop: Dragon Zombie. // Steal: Dragon Zombie. Win: Gold Saucer Submarine Game.

Nuts and Greens:

The only items not listed here are the eight different Nuts and the eight different greens, which are covered in the Chocobo-Raising section of Appendix A. The Berries have no use outside of the context of Chocobo Raising, and the greens are almost completely useless when not being used for Chocobo Food: Did you know that if you used them on yourself, you'll get 100 HP? Did you care?

Level 4 Limit Break Items:

OmniSlash	Cloud's Level 4 Limit Break.
Buy: N/A Sell: N/A	Use: Menu Battle
	Win: Gold Saucer Duel (p.105).
Catastrophe	Barret's Level 4 Limit Break.
Buy: N/A Sell: N/A	Use: Menu Battle
	Find: North Corel (p.76).
Final Heaven	Tifa's Level 4 Limit Break.
Buy: N/A Sell: N/A	Use: Menu Battle
	Find: Nibelheim (p.77).
Great Gospel	Aerith's Level 4 Limit Break.
Buy: N/A Sell: N/A	Use: Menu Battle
	Find: Gongaga Area Blacksmith's House (p.40).
Cosmo Memory	Red XIII's Level 4 Limit Break.
Buy: N/A Sell: N/A	Use: Menu Battle
	Boss: Lost Number (p.45).
All Creation	Yuffie's Level 4 Limit Break.
Buy: N/A Sell: N/A	Use: Menu Battle
	Boss: Godo (p.54).
Chaos	Vincent's Level 4 Limit Break.
Buy: N/A Sell: N/A	Use: Menu Battle
	Find: Lucrecia's Cave (p.82).
Highwind	Cid's Level 4 Limit Break.
Buy: N/A Sell: N/A	Use: Menu Battle
	Find: Downed Shinra Plane (p.83).

Miscellaneous Items:

Batteries	Used to open route to Shinra Building at the Plate Separation.
Buy: 300 Sell: N/A	Use: Menu Battle
	Buy: Wall Market.
Save Crystal	Creates a save spot in the Final Dungeon.
Buy: N/A Sell: N/A	Use: Menu Battle
	Find: Final Dungeon.
Pocket Tissue	This item has absolutely no use.
Buy: N/A Sell: 1	Use: Menu Battle
	Win: Gold Saucer Duel.
1/35 Soldier	This item has absolutely no use. (Note that you cannot complete the whole "set of 12")
Buy: N/A Sell: 25	Use: Menu Battle
	Find: Junon (x2). Win: Gold Saucer Shooting Coaster.
Sweeper	This item has absolutely no use.
Buy: N/A Sell: 25	Use: Menu Battle
	Win: Gold Saucer Shooting Coaster.
Masamune	This item has absolutely no use.
Buy: N/A Sell: 25	Use: Menu Battle
	Win: Gold Saucer Shooting Coaster.
Combat Diary	(Dio's Diary) This item has absolutely no use.
Buy: N/A Sell: N/A	Use: Menu Battle
	Win: Gold Saucer Secret Duel.
Gambler	(Dio's Diary Part 2) This item has absolutely no use.
Buy: N/A Sell: N/A	Use: Menu Battle
	Win: Gold Saucer Secret Duel.
Dio's Autograph	This item has absolutely no use.
Buy: N/A Sell: N/A	Use: Menu Battle
	Win: Gold Saucer Secret Duel.
Emerald	A memento from your victory over Emerald Weapon.
Buy: N/A Sell: N/A	Use: Menu Battle
	Boss: Emerald Weapon (p.98).
Ruby	A memento from your victory over Ruby Weapon.
Buy: N/A Sell: N/A	Use: Menu Battle
	Boss: Emerald Weapon (p.98).

Materia

In this section you'll find a list of all 82 materia that appear in Final Fantasy VII. They're organized by color, and then sort of by type and sort of in the order you get them... It all makes sense in my mind, anyway.

The entries should be fairly self-explanatory (I hope), but I just wanted to direct your attention to one thing: Note the "sell" price listed for each materia. This is the amount of money you can get for selling your Master-level materia, and you'll notice that some of the prices, especially for Enemy-All, which ticks in at well over a million gil, are incredibly high. It's a great way to finance a Chocobo-racing habit!

	Restore	★	2500	Strength	-1
	Enemy-All: YES	★★	17000	Vitality	-
	Buy: 750	★★★	24000	Magic Power	+1
	Sell: 52500	★★★★	40000	Magic Defense	-
	(Master-Level Resale)	★★★★★		HP Max	-2%

Buy: Midgar Sector 7 Slums, Sector 5 Slums, Wall Market, Condor Fort, Costa Del Sol, Mideel. // Find: Midgar Reactor 1 (p.12).

★ Cure 1	★★ Cure 2	★★★ Regen
Restore a small amount of target(s)' HP or do a small amount of Heal-typed damage.	Restore a medium amount of target(s)' HP or do a medium amount of Heal-typed damage.	Target(s) gain regen condition (their HP constantly replenishes itself for a limited time).



★★★★ Cure 3
Restore a large amount of target(s)' HP or do a large amount of Heal-typed damage.

	Treatment	★	12000	Strength	-1
	Enemy-All: YES	★★	52000	Vitality	-
	Buy: 1500	★★★	60000	Magic Power	-1
	Sell: 105000	★★★★		Magic Defense	-
	(Master-Level Resale)	★★★★★		HP Max	-2%

Buy: Kalm, Junon, Gongaga, Costa Del Sol (post meteor).

★ Poisona	★★ Esuna	★★★ Resist
Cure target(s) of the poison condition.	Cure target(s) of any condition, except for Time, Barrier, and Restore conditions.	Whatever conditions currently effect target(s) will remain until battle's end, prevents new conditions.



	Revive	★	45000	Strength	-2
	Enemy-All: YES	★★	55000	Vitality	-1
	Buy: 3000	★★★		Magic Power	+2
	Sell: 105000			Magic Defense	+1
	(Master-Level Resale)			HP Max	-5%

Buy: Junon, Gongaga, Costa Del Sol (post meteor)

★ Life	★★ Life 2
Target dead party member(s) are revived with 1/4 their original health.	Target dead party member(s) are revived with their HP refilled to HP Max.



	Lightning	★	2000	Strength	-1
	Enemy-All: YES	★★	18000	Vitality	-
	Buy: 600	★★★	35000	Magic Power	+1
	Sell: 42000	★★★★		Magic Defense	-
	(Master-Level Resale)	★★★★★		HP Max	-2%

Buy: Midgar Sector 7 Slums, Sector 5 Slums, Wall Market, Junon (pre meteor), Costa Del Sol, Mideel, Condor Fort (post meteor). // Cloud begins with this item.

★ Bolt 1	★★ Bolt 2	★★★ Bolt 3
Does roughly 100-300 points of Lightning-typed damage to target(s).	Does roughly 500-1200 points of Lightning-typed damage to target(s).	Does roughly 2000-4000 points of Lightning-typed damage to target(s).



	Fire	★	2000	Strength	-1
	Enemy-All: YES	★★	18000	Vitality	-
	Buy: 600	★★★	35000	Magic Power	+1
	Sell: 42000	★★★★		Magic Defense	-
	(Master-Level Resale)	★★★★★		HP Max	-2%

Buy: Midgar Sector 7 Slums, Sector 5 Slums, Wall Market, Junon (pre meteor), Costa Del Sol, Mideel, Condor Fort (post meteor). // Red-XIII begins with this item.

★ Fire 1	★★ Fire 2	★★★ Fire 3
Does roughly 100-300 points of Fire-typed damage to target(s).	Does roughly 500-1200 points of Fire-typed damage to target(s).	Does roughly 2000-4000 points of Fire-typed damage to target(s).




	Ice	★	2000	Strength	-1
	Enemy-All: YES	★★	18000	Vitality	-
	Buy: 600	★★★	35000	Magic Power	+1
	Sell: 42000	★★★★		Magic Defense	-
	(Master-Level Resale)	★★★★★		HP Max	-2%

Buy: Midgar Sector 7 Slums, Sector 5 Slums, Wall Market, Junon (pre meteor), Costa Del Sol, Mideel, Condor Fort (post meteor).

★ Ice 1	★★ Ice 2	★★★ Ice 3
Does roughly 100-300 points of Ice-typed damage to target(s).	Does roughly 500-1200 points of Ice-typed damage to target(s).	Does roughly 2000-4000 points of Ice-typed damage to target(s).



	Earth	★	6000	Strength	-1
	Enemy-All: YES	★★	22000	Vitality	-
	Buy: 1500	★★★	40000	Magic Power	+1
	Sell: 105000	★★★★		Magic Defense	-
	(Master-Level Resale)	★★★★★		HP Max	-2%




Buy: Kalm, Junon (pre meteor), Costa Del Sol (post meteor).

★ Quake 1	★★ Quake 2	★★★ Quake 3
Does roughly 200-500 points of Earth-typed damage to non-flying target(s).	Does roughly 750-1500 points of Earth-typed damage to non-flying target(s).	Does roughly 2500-4500 points of Earth-typed damage to non-flying target(s).



	Poison	★		Strength	-1
	Enemy-all:	YES	★★	Vitality	-
	Buy:	1500	★★★	Magic Power	+1
	Sell:	135000	★★★★	Magic Defense	-
	(Master-Level Resale)			HP Max	-2%

Buy: Jumbo (pre meteor), Costa Del Sol (post meteor).
Sell: Shiva Building (p.22)

★ Bio 1 Does roughly 150-400 points of Poison-typed damage and gives poison condition to target(s).	★★ Bio 2 Does roughly 600-1200 points of Poison-typed damage and gives poison condition to target(s).	★★★ Bio 3 Does roughly 2000-3500 points of Poison-typed damage and gives poison condition to target(s).
		
(8MP)	(36MP)	(80MP)

	Gravity	★		Strength	-1
	Enemy-all:	YES	★★	Vitality	-
	Buy:	8000	★★★	Magic Power	+1
	Sell:	560000	★★★★	Magic Defense	-
	(Master-Level Resale)			HP Max	-2%

Buy: Mideel, Costa Del Sol (post meteor).
Sell: Gi Nantaku (p.43)

★ Demi 1 Takes off 1/4 of target(s)' HP. Ineffective against some bosses.	★★ Demi 2 Takes off 1/2 of target(s)' HP. Ineffective against some bosses.	★★★ Demi 3 Takes off 3/4 of target(s)' HP. Ineffective against some bosses.
		
(14MP)	(33MP)	(48MP)



section). you might even have enough level 3 materia to make something like this work.
In the combo on the right, the principle is basically just to take one character and make him or her a living materia combo, capable of only one basic action, but an action that does an obscene amount of damage, steals from its targets, and completely refills the caster's MP and HP, over time. Sound useful? You bet!

I chose Quadra Magic over Enemy-All for this one, because it allowed me to use fire and steal eight times, (when Magic Quadra is at level 2) even though it won't target all creatures (Magic Quadra and Enemy-All won't work together, so you'll have to choose one or the other). In practice, this beyond-evil combo casts Fire 3 at random targets four times, pausing in between each blast to steal the target's sole possession before they die and give the caster a nice little MP and HP bonus. At the end of the four attacks, any surviving enemy gets nailed with one regular attack (you steal 4 times, but only attack once), and then, thanks to the power of W-Magic, it happens all over again! 8 Fire 3's, 8 steal attempts, 2 attacks, and the caster ends up with a lot more MP than it cost to cast it in the first place. Sound good?

If you don't have enough space or enough duplicates of your attack spell, a lot of the parts of this are optional. MP Turbo and Magic Plus add more bite to your magic, which you probably don't need (I couldn't find a single group of enemies capable of surviving the eight spells as it is), and HP Absorb is kind of a lame materia all around, so you can toss that one too, and still have a horribly effective combo capable of beating anyone or anything in almost any situation! Magic Counter is just for fun, since it allows you to launch into the combo without even waiting for your turn to begin! Enjoy!

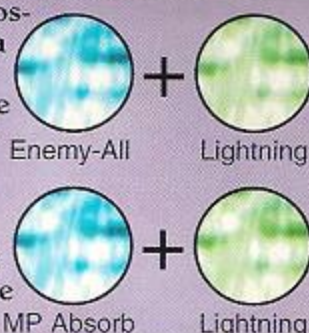


The combo on the right killed the Dragon Zombie, the most powerful regular enemy in FFXVII, before it was even half-way through!

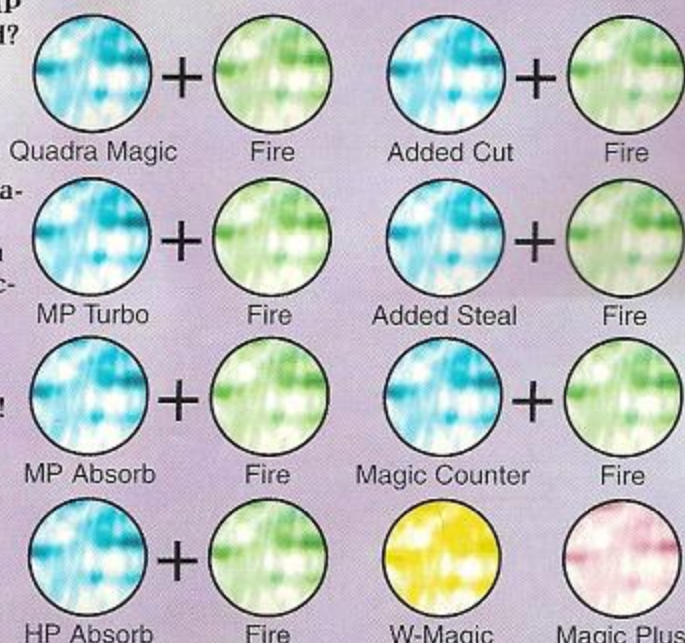
Crazy Materia Combos (part 1)

People frequently ask me, "Casey, is it possible to have more than one blue materia working on any one green materia?" Actually, that's a lie. No one ever asks me anything about Final Fantasy VII. I wish they would, so I could grab them firmly by the shoulder and say, "YES, YES my friend, you CAN!"

There's actually no limit to the amount of linking materia you can use on any one spell... The only limiting condition is that you have to have many copies of that green materia, all pretty much at the same level. For example, in the combo above, if the first Lightning was at master level, and the second was just at level 1, you could use Bolt 3, and it would hit all enemies, but you would not absorb MP from it. You could only hit all enemies and absorb MP if you cast Bolt 1, the only spell both have in common. So using combos like this tend to not be worth the bother, because they require a lot of duplicate materia and take up a lot of space.



But if you take the principle and carry it to the logical extreme, you can do some wonderful things later on. It only takes 2,000 AP to get the second level attack spell from the basic attack materia, which is a snap later in the game, and even level 2 spells are devastatingly effective in the combo listed below. And if you plan ahead and specialize in one type of attack materia early in the game (Although I used Fire in the example, Lightning is probably the best, see the chart in the basic training



Materia

	Seal	★		Strength	-1
	Enemy-All: YES	★★	10000	Vitality	-
	Buy: 3000	★★★	20000	Magic Power	+1
	Sell: 210000 (Master-Level Resale)			Magic Defense	-
				HP Max	-2%
				MP Max	+2%

Buy: Junon, Costa Del Sol (post meteor).

★ Sleepel

Target(s) are put into the "sleep" condition. Odds of success vary for each enemy.



(8MP)

★★ Silence

Target(s) are put into the "silence" condition. Odds of success vary for each enemy.



(24MP)

	Transform	★		Strength	-1
	Enemy-All: YES	★★	8000	Vitality	-
	Buy: 5000	★★★	24000	Magic Power	+1
	Sell: 350000 (Master-Level Resale)			Magic Defense	-
				HP Max	-2%
				MP Max	+2%

Buy: North Corel, Gongaga, Cosmo Canyon, Mideel.
Find: Corel Mountain (p.31). // Cait Sith begins with this item.

★ Mini

Target(s) are put into (or cured of) the "Mini" condition. Odds of success vary for each enemy.



(10MP)

★★ Toad

Target(s) are put into (or cured of) the "Toad" condition. Odds of success vary for each enemy.



(14MP)

	Mystify	★		Strength	-1
	Enemy-All: YES	★★	12000	Vitality	-
	Buy: 6000	★★★	25000	Magic Power	+1
	Sell: 420000 (Master-Level Resale)			Magic Defense	-
				HP Max	-2%
				MP Max	+2%

Buy: Gongaga, Cosmo Canyon.

★ Confu

Target(s) are put into the "Confuse" condition. Odds of success vary for each enemy.



(18MP)

★★ Berserk

Target(s) are put into the "Berserk" condition. Odds of success vary for each enemy.



(28MP)

	Time	★		Strength	-2
	Enemy-All: YES	★★	8000	Vitality	-1
	Buy: 6000	★★★	20000	Magic Power	+2
	Sell: 420000 (Master-Level Resale)	★★★★	42000	Magic Defense	+1
				HP Max	-5%
				MP Max	+5%

Buy: Gongaga, Rocket Town.

★ Haste

Target(s)' time gauge fills at a faster rate, allowing for more turns.



(18MP)

★★ Slow

Target(s)' time gauge fills at a slower rate, allowing for less turns.



(20MP)

★★★★ Stop

Target(s) are frozen in place and cannot act until spell is dispelled or naturally wears off.



(34MP)

	Destruct	★		Strength	-2
	Enemy-All: YES	★★	6000	Vitality	-1
	Buy: 9000	★★★	10000	Magic Power	+2
	Sell: 630000 (Master-Level Resale)	★★★★	45000	Magic Defense	+1
				HP Max	-5%
				MP Max	+5%

Buy: Mideel, Condor Fort (post meteor).
Find: Shinra Mansion (p. 46)

★ DeBarrier

Target barrier(s) (Barrier, MBarrier, Reflect, Wall, Shield) are destroyed.



(12MP)

★★ DeSpell

Destroys barrier(s) and time condition(s) (Haste, Slow, Stop), Death Sentence, Regen, Resist.



(20MP)

★★★★ Death

Target(s) are killed instantly. The chance of success varies per enemy.



(30MP)

	Exit	★		Strength	-1
	Enemy-All: NO*	★★	10000	Vitality	-
	Buy: 10000	★★★	30000	Magic Power	+1
	Sell: 700000 (Master-Level Resale)			Magic Defense	-
				HP Max	-2%
				MP Max	+2%

*Spells effect all party members/enemies without Enemy-All.
Buy: Rocket Town.

★ Escape

All party members instantly escape from battle. Not effective on bosses and some enemies.



(16MP)

★★ Remove

All enemies are removed, ending battle instantly. Not effective on bosses and some enemies. You will receive normal amounts of AP and experience but no gil when you use this spell.



(99MP)

	Barrier	★		Strength	-2
	Enemy-All: YES	★★	5000	Vitality	-1
	Buy: 10000	★★★	15000	Magic Power	+2
	Sell: 700000 (Master-Level Resale)	★★★★	30000	Magic Defense	-1
		★★★★★	45000	HP Max	-5%
				MP Max	+5%

Buy: Rocket Town.

★ Barrier

All physical damage done to target(s) is cut in half for a limited time.



(16MP)

★★ MBarrier

All magical damage done to target(s) is cut in half for a limited time.



(24MP)

★★★★ Reflect

The next four spells fired at target will be reflected back at their caster (with a few exceptions).



(30MP)

★★★★ Wall

All physical and magical damage done to target(s) is cut in half for a limited time.



(58MP)

	Shield	★		Strength	-4
	Enemy-All: NO	★★	10000	Vitality	-2
	Buy: -	★★★	100000	Magic Power	+4
	Sell: 1			Magic Defense	+2
				HP Max	-10%
				MP Max	+10%

Find: Final Dungeon (p.96).

★ Shield

For a limited time, one character is shielded from all physical damage, and is able to absorb as HP all typed (but not type-less) magic damage.



(180MP)

	Comet	★		Strength	-2
	Enemy-All: NO	★★	12000	Vitality	-1
	Buy: -	★★★	60000	Magic Power	+2
	Sell: 1400000			Magic Defense	+1
	(Master-Level Resale)			HP Max	-5%

Find: Forgotten City (p.55).

★ Comet	★★ Comet 2
One meteor hits a single enemy for massive damage (4000+).	Four meteor hits random enemies for roughly 1000-2000 points of damage.



	Contain	★		Strength	-4
	Enemy-All: NO	★★	5000	Vitality	-2
	Buy: -	★★★	10000	Magic Power	+4
	Sell: 1	★★★★	15000	Magic Defense	-2
	(Master-Level Resale)	★★★★★	60000	HP Max	-10%

Find: Mideel (p.75).

★ Freeze	★★ Break	★★★ Tornado
Massive Ice-typed damage (5000+) is done to a single target.	Massive Earth-typed damage (5250+) is done to a single target.	Massive Wind-typed damage (5500+) is done to a single target.



	Flare	★★★★★		Strength	-
	Massive Fire-typed damage (6000+) is done to a single target.			Vitality	-
				Magic Power	-
				Magic Defense	-
				HP Max	-

While it's certainly handy to be able to completely refill someone's HP in battle, Full Cure otherwise is a complete rip. MP-wise, the best healing value is actually Cure 1. When possible, save your healing 'til after the battles, and use that as many times as you need.

	Full Cure	★		Strength	-4
	Enemy-All: NO	★★	3000	Vitality	-2
	Buy: -	★★★	100000	Magic Power	+4
	Sell: 1			Magic Defense	+2
	(Master-Level Resale)			HP Max	-10%

Find: Cosmo Canyon (post meteor) (p.73)



	Ultima	★		Strength	-4
	Enemy-All: NO*	★★	5000	Vitality	-2
	Buy: -	★★★	100000	Magic Power	+4
	Sell: 1			Magic Defense	+2
	(Master-Level Resale)			HP Max	-10%

*Ultima effects all enemies without Enemy-All.
Find: North Corel (p.76).



	Master Magic	★		Strength	-
	Enemy-All: YES	★★		Vitality	-
	Buy: -	★★★		Magic Power	-
	Sell: 1			Magic Defense	-
	(Master-Level Resale)			HP Max	-

Find: Cosmo Canyon (p.81).
Allows the character who has this item equipped to cast any magic spell in the game. You can only get this Materia when you have at least one of every single other magic materia at master level. This materia does not gain AP, and can not reproduce itself.

While the magic, command, and independent materia are all fairly self-explanatory, the support materia will require a lot more explanation, and a bit of experimentation on your part. While some of these little blue wonders really do just completely suck, a handful of them rank among the most powerful Materia in the game. I encourage you to try them in a variety of different combinations and situations. I've listed a few of my favorite combos in the coming pages, but there are a lot I simply didn't have space for, and I'm sure there are a lot of good combos that I'm not even aware of.

	Enemy-All	★		=	One Use
	Connects to: 	★★	1500	=	Two Uses
	Buy: 20000 Sell: 1400000	★★★	6000	=	Three Uses
	(Master-Level Resale)	★★★★	18000	=	Four Uses
		★★★★★	35000	=	Five Uses

Buy: Condor Fort (post meteor). // Red XIII starts with this item. // Find: Sector 7 Slums (p.13), Shinra Building (p.21), The Ship (p.32), Nibel Mtn (p.47), Ice Gate (p.63).
Whatever Materia this is connected to that used to target only a single enemy or ally now targets all enemies or allies, but is about 1/3 less effective (it can be made to again hit only a single target, without the 1/3 penalty, by pressing the R1 button). Not effective with some materia.

	Elemental	★		=	See Text
	Connects to: 	★★	10000	=	See Text
	Buy: - Sell: 1	★★★	40000	=	See Text
	(Master-Level Resale)	★★★★	80000	=	-
				=	-

Find: Nibel Mtn. (p.47), Shinra Building (p.21), Nibelheim (p.71).

This materia takes the elemental type of the materia it's linked with, and gives that type to your armor or weapon, depending on where the two materia are equipped. If it's your weapon, then the weapon does damage of that elemental type. If it's the armor, then the damage from that source is halved at level 1, completely prevented at level 2, and absorbed as HP at level 3.

	Added Effect	★		=	-
	Connects to: 	★★	100000	=	-
	Buy: - Sell: 1			=	-
	(Master-Level Resale)			=	-
				=	-

Find: Cave of the Gi (p.42).

This materia takes the conditions of the materia it's linked with, and gives those conditions to your armor or weapon, depending on where the two materia are equipped. If it's your weapon, then the weapon will sometimes give the conditions that materia is capable of casting to the enemies it hits. If it's the armor, then you will become immune to all of the conditions that materia can cast.

	HP Absorb	★		=	-
	Connects to: 	★★	100000	=	-
	Buy: - Sell: 1			=	-
	(Master-Level Resale)			=	-
				=	-

Find: Utai (p.52).

When the materia this is connected to damages a source, then the HP of the character who used it is refilled by an amount equal to 1/10 of the damage dealt.

Materia

MP Absorb
Connects to: 
Buy: - Sell: 1
(Master-Level Resale)

Find: Utai (p.52).
When the materia this is connected to damages a source, then the MP of the character who used it is refilled by an amount equal to 1/100 of the damage dealt.

MP Turbo
Connects to: 
Buy: - Sell: 1
(Master-Level Resale)

Find: Whirlwind Maze (p.69).
When the magic or summon spell this is linked to is cast, that spell's power is increased by x%, and the MP cost of that spell is also increased by x%. The value of x depends on MP Turbo's level, and is listed in the chart above.


Added Cut
Connects to: 
Buy: - Sell: 1
(Master-Level Resale)

Find: Downed Shinra Plane (p.83).
When the materia this is linked to is used, the character also launches a regular attack. This cannot be attached to the type of command materia that replaces the standard battle "attack" command, like Double Cut and Slash-All.

Final Attack
Connects to: 
Buy: - Sell: 1
(Master-Level Resale)

Win: Gold Saucer Secret Duel (p.105).
Whenever the character who possesses this dies, the materia that it's linked to is automatically cast at its highest possible level (for example, if linked to a master-level Revive, it would automatically cast Life 2). The number of times that this can be used in any one battle is equal to the level of the Final Attack materia.

★		=	-
★★	100000	=	-
		=	-
		=	-
		=	-

Added Steal
Connects to: 
Buy: - Sell: 1
(Master-Level Resale)

Find: Utai Dachao Statues (p.79).
When the materia this is linked to is used, the character also attempts to steal from one of the targeted enemies. This cannot be used with some command materia.

★		=	-
★★	200000	=	-
		=	-
		=	-
		=	-

Sneak Attack
Connects to: 
Buy: - Sell: 1
(Master-Level Resale)


Win: Gold Saucer Chocobo Racing (p.104).
When any battle begins, the materia this is linked to is automatically cast at its highest possible level (for example, if linked to a level 2 Fire, it would cast Fire 2). This happens only x% of the time, and x varies with the materia's level, as listed above.

★		=	20% Chance
★★	20000	=	35% Chance
★★★	60000	=	50% Chance
★★★★	100000	=	65% Chance
★★★★★	150000	=	80% Chance

Magic Counter
Connects to: 
Buy: - Sell: 1
(Master-Level Resale)

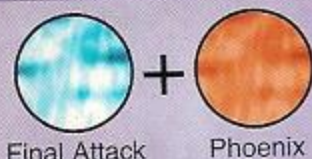
Win: Gold Saucer Chocobo Racing (p.104).
Whenever the character that possesses this is attacked, or affected by an enemy spell, the materia that this is linked to is cast at its highest possible level (for example, if linked to a level 2 Fire, it would cast Fire 2). This happens only x% of the time, and x varies with the materia's level, as listed above.

★		=	30% Chance
★★	40000	=	40% Chance
★★★	80000	=	60% Chance
★★★★	120000	=	80% Chance
★★★★★	200000	=	100% Chance

Quadra Magic
Connects to: 
Buy: - Sell: 1
(Master-Level Resale)

Find: Mideel Area Materia Cave (p.99).
Whenever you cast a spell from the materia this is linked to, the spell is automatically cast four times. You pay the same amount of MP you would if it had only been cast once. Enemy-All will not work if it is connected to the same materia this is connected to. The amount of times you can use this in any one battle is equal to the level of the Quadra Magic materia.

★		=	One Use
★★	40000	=	Two Uses
★★★	80000	=	Three Uses
★★★★	120000	=	Four Uses
★★★★★	200000	=	Five Uses



Crazy Materia Combos (part 2)

The two most ridiculously powerful materia in the game are Final Attack and Quadra Magic. Final Attack is probably the strongest, in that it lets you gain virtual immortality, as long as you don't run out of Magic Points.

Despite the name, you'd have to be pretty dense to use Final Attack with an actual *attack* spell. When enemies kill me, revenge is not the first thing on my mind... Springing back to life is. And a neat little combo of Final Attack and Revive will ensure that if you ever go down, you'll come back— instant— with full HP and a lot of hard feelings. But an even cooler combo is Final Attack plus Phoenix. Sure, it costs a bit more, but it's worth it! Not only does Phoenix bring you back from the grave, it brings everyone else back with you. And even better, it does just enough damage to probably push your killer over the brink of death himself, and odds are he won't have a neat combo like this to save his life. As in the shots on the left, this combo allows you to perform stunning turnarounds and gives you a great story to tell to your grandkids one day.

The appeal of Quadra Magic as an offensive spell is obvious. While it prevents you from using Enemy-All, the ability to hit bosses with a spell like Ultima four times in one turn for only 100 MP is pretty amazing. Probably the best Quadra Magic combo is with the Contain magic. That Ultima trick is great, but if your Quadra Magic is only level 2, you can only use it twice. But since that's twice



for each spell, you can cast Contain's four nasties two times each. Throw in W-Magic and you're doing octuple damage! Yes, octuple! Our math-minoring copy editor swears that this is an actual word!





Command Counter

Connects to: ○○○○●
Buy: - Sell: 1
(Master-Level Resale)

★ = 30% Chance
★★ 40000 = 40% Chance
★★★ 80000 = 60% Chance
★★★★ 120000 = 80% Chance
★★★★★ 200000 = 100% Chance

Find: Final Dungeon (p.96).

Whenever the character that possesses this is attacked, or affected by an enemy spell, the materia that this is linked to automatically activates itself. This happens only x% of the time, and x varies with the materia's level, as listed above. This can only be used with Steal, Sense, Throw, Morph, Deathblow, Control, and Mimic.

Crazy Materia Combos (part 3)

Of all the Command materia, Deathblow is by far the easiest to work with. The basic concept here is that outside of combos, cool materia like Added Cut and Added Steal are usually wasted on materia you can't use in every situation, like green magic. But since Deathblow can be used at any time, like the regular attack option, it's ideal for combo-making.

Deathblow + Added Cut is a basic combo, but a very effective one. Even if Deathblow causes you to miss half the time, it does double damage when it does hit, so it averages out to being at least as good as a regular attack. Add Added Cut and you're attacking twice in one turn! Just like Double Cut, except you can get this combo working much earlier in the game... In some ways it's actually better, too, because if the first hit kills one opponent, the second attack will go for a new target, and not be wasted like it is with Double Cut.

The same principle works with Added Steal... If you use Deathblow every turn, you can steal every turn. Best of all, since you can just buy a second Deathblow, and its ability is active right out of the box, so to speak, it's great for linking up multiple blue materia. If you can spare four slots, link Added Cut and Added Steal and attack twice and steal every turn! If you have even more slots, you can add the combo below, too.

This second combo isn't very, uh, "crazy," I suppose, but it's worth talking about. A lot of people assume that blue materia will only work with spell and summon materia, which is completely wrong. As you can see, most of



MP Absorb

Deathblow

them also work on Command materia, allowing combos like the one on the left. Since Deathblow naturally does a lot of damage, and is useful by itself, you might want to stick an MP Absorb (or even HP Absorb) to it if you have the space. It's a good way to pick up a lot of extra MP quickly, and since it can be used with the combo above, anyone with 40,000 gil can buy four Deathblow materia and end up attacking twice, and gaining both HP and MP at the end. Why not buy a few more Deathblows and toss in a Command Counter, or a Sneak attack? The sky's the limit with this flexible materia.



Steal

S.Enemy-All: YES
Buy: 1200
Sell: 84000
(Master-Level Resale)

★ 40000
★★ 50000
Buy: Kalm.
Find: Midgar Sewers

Vitality -
Speed +2
Luck -



Steal

Instead of attacking, you rush at an enemy and attempt to steal his item.

Mug

You do a regular attack at an enemy, and in the same action, attempt to steal his item.



Sense

S.Enemy-All: YES
Buy: 1000
Sell: 70000
(Master-Level Resale)

★ 40000
★★ 50000
Buy: Kalm. // Find: Midgar Sector 6 Park (p.13).
// Red-XIII begins with this item.

Vitality -
Speed -
Luck -



Sense

You look at target enemy and are able to tell their name, level, HP/MP Max, MP/MP Max, and their weakness. You can continue to monitor their HP by pressing Select when that enemy is targeted. Not effective against all bosses.



Deathblow

S.Enemy-All: YES
Buy: 10000
Sell: 700000
(Master-Level Resale)

★ 40000
★★ 50000
Buy: Rocket Town (post meteor), Condor Fort (post meteor). // Find: Gongaga Jungle.

Vitality -
Speed -
Luck +1



Deathblow

You do a special attack that hits far less often, but does double damage if it does hit.



Manipulate

S.Enemy-All: YES
Buy: 10000
Sell: 700000
(Master-Level Resale)

★ 40000
★★ 50000
Buy: Rocket Town (post meteor), Condor Fort (post meteor). // Cait Sith begins with this item.

Vitality -
Speed -
Luck -



Manipulate

If this succeeds, the target enemy turns green and turns around, and comes under your control until he is hit by another party member's physical attack, or dies. The character using this materia also loses all of their turns until that happens. Ineffective on bosses and some enemies.



Morph

S.Enemy-All: YES
Buy: -
Sell: 1
(Master-Level Resale)

★ 40000
★★ 50000
Find: Temple of the Ancients (p.57).

Vitality -
Speed -
Luck -



Morph

You do a special attack that only does 1/8 the damage your normal attack would. But if that attack ends up being the killing blow, the enemy turns into the item listed in the "Morph" box.



Throw

S.Enemy-All: NO
Buy: 10000
Sell: 700000
(Master-Level Resale)

★ 45000
★★ 60000
Buy: Rocket Town (post meteor), Condor Fort (post meteor). // Yuffie begins with this item.

Vitality +1
Speed -
Luck -



Throw

You can throw any weapon from your inventory at a single enemy to do damage. You won't get it back.

Coin Toss

You can throw as much money as you want (10gil = 1 HP) to damage all enemies.

Materia

Slash All
S.Enemy-All: NO
Buy: -
Sell: 1 Find: Ancient Forest (p.92).
(Master-Level Resale)

★ Slash All
Your regular attacks automatically target all enemies, but do 1/3 less damage.

★★ Flash Slash
Your regular attacks automatically target all enemies, and kill instantly if they hit.

Double Cut
S.Enemy-All: NO*
Buy: -
Sell: 1 Find: Downed Shinra Plane (p.83).
(Master-Level Resale)

★ Double Cut
When you attack an enemy, you automatically hit them twice.

★★ Quadra Cut
When you attack, you attack four times, hitting enemies chosen at random.

Master Command
S.Enemy-All: YES
Buy: -
Sell: 1 Find: Final Dungeon (p.97).
(Master-Level Resale)

Allows the character who has this item equipped to use Steal, Sense, Throw, Coin Toss, Morph, Deathblow, Control and Mimic. You can only get this Materia when you have at least one of each of those materia (listed above) at master level. This materia does not gain AP, and can not reproduce itself.

Mimic
S.Enemy-All: NO
Buy: -
Sell: 1 Find: Utai Area Materia Cave (p.99).
(Master-Level Resale)

★ Mimic.
The character who possesses this imitates whatever the most recent attack launched by one of your characters was. Spells cast this way do not take away the imitating character's MP, items used this way do not disappear from inventory. Cannot imitate any action except for limit breaks.

W-Item
S.Enemy-All: NO
Buy: -
Sell: 1 Find: Midgar Section 8 Subway (p.86).
(Master-Level Resale)

W-Item replaces Item in your option menu, and you can now use two items in one turn.

W-Summon
S.Enemy-All: NO
Buy: -
Sell: 1 Find: Gold Saucer (Battle Square) (p.105).
(Master-Level Resale)

W-Summon replaces Summon in your option menu, and you can now cast two summon spells in one turn.

W-Magic
S.Enemy-All: NO
Buy: -
Sell: 1 Find: Final Dungeon (p.96).
(Master-Level Resale)

W-Magic replaces Magic in your option menu, and you can now cast two spells in one turn.

Cover
Buy: 1000
Sell: 70000
(Master-Level Resale)

★	= 20%	Vit.	+1
★★	2000 = 40%	Speed	-
★★★	10000 = 60%	Luck	-
★★★★	25000 = 80%		
★★★★★	40000 = 100%		

Buy: Wall Market. // Find: Aerith's House (p.15).
When enemies attack a member of your party, the character wearing this will jump in front and take the blow himself. The odds of this happening are listed above.

HP Plus
Buy: 8000
Sell: 56000
(Master-Level Resale)

★	= +10%	Vit.	-
★★	10000 = +20%	Speed	-
★★★	20000 = +30%	Luck	-
★★★★	30000 = +40%		
★★★★★	50000 = +50%		

Buy: Cosmo Canyon, Mideel. // Win: Junon (p.30).
Your HP max is raised by x percent, depending on the level of HP Plus. See the listing above for the possible values of x.

Counter Attk.
Buy: -
Sell: 1
(Master-Level Resale)

★	= 20%	Vit.	-
★★	10000 = 40%	Speed	-
★★★	20000 = 60%	Luck	-
★★★★	50000 = 80%		
★★★★★	100000 = 100%		

Boss: Materia Keeper (p.47) // Win: Gold Saucer Chocobo Racing (p.104).
When enemies attack the character wearing this, he or she will automatically counter with a regular attack directed at the enemy who attacked. The odds of this happening are listed above.

Luck Plus
Buy: -
Sell: 1050000
(Master-Level Resale)

★	= +10%	Vit.	-
★★	15000 = +20%	Speed	-
★★★	30000 = +30%	Luck	-
★★★★	60000 = +40%		
★★★★★	100000 = +50%		

Find: Temple of the Ancients (p.57).
Your luck is raised by x percent, depending on the level of Luck Plus. See the listing above for the possible values of x.

Long Range
Buy: -
Sell: 1
(Master-Level Resale)

★	= -	Vit.	-
★★	80000 = -	Speed	-
★★★	= -	Luck	-
★★★★	= -		
★★★★★	= -		

Find: Mythril Mine (p.27).
The character equipping this does normal damage when he or she attacks from the back row, and can attack flying enemies that cannot be reached by normal attacks.

Magic Plus
Buy: -
Sell: 1400000
(Master-Level Resale)

★	= +10%	Vit.	-
★★	10000 = +20%	Speed	-
★★★	20000 = +30%	Luck	-
★★★★	30000 = +40%		
★★★★★	50000 = +50%		

Find: Zango Valley (p.60).
Your magic power is raised by x percent, depending on the level of Magic Plus. See the listing above for the possible values of x.

MP Plus
Buy: 8000
Sell: 56000
(Master-Level Resale)

★	= +10%	Vit.	-
★★	10000 = +20%	Speed	-
★★★	20000 = +30%	Luck	-
★★★★	30000 = +40%		
★★★★★	50000 = +50%		

Buy: Cosmo Canyon, Mideel.
Your MP max is raised by x percent, depending on the level of MP Plus. See the listing above for the possible values of x.

Speed Plus
Buy: -
Sell: 1400000
(Master-Level Resale)

★	= +10%	Vit.	-
★★	15000 = +20%	Speed	-
★★★	30000 = +30%	Luck	-
★★★★	60000 = +40%		
★★★★★	100000 = +50%		

Win: Gold Saucer Battle Square (p.105).
Your speed is raised by x percent, depending on the level of Speed Plus. See the listing above for the possible values of x.

	Chocobo Lure	★	=	-	Vit.	-
Buy: 2000	★★	3000	=	x 1.5	Speed	-
Sell: 1	★★★	10000	=	x 2	Luck	+1
(Master-Level Resale)	★★★★	30000	=	x 4		

Buy: Chocobo Ranch (pre meteor). // Find: Chocobo Ranch (post meteor).
At level 1, this makes it possible for enemy encounters involving Chocobos to occur when you walk on Chocobo Tracks. At later levels, the odds of getting in an encounter involving Chocobos increases drastically.

	Gil Up	★	=	x 1.5	Vit.	-
Buy: -	★★	80000	=	x 2.0	Speed	-
Sell: 1	★★★	150000	=		Luck	+1
(Master-Level Resale)			=			

Win: Gold Saucer Wonder Square (p.101).
The amount of money you receive at the end up battles increases by 50% at level 1, and doubles at level 2.

	XP Up	★	=	x 1.5	Vit.	-
Buy: -	★★	60000	=	x 2.0	Speed	-
Sell: 1	★★★	150000	=		Luck	+1
(Master-Level Resale)			=			

Win: Gold Saucer Wonder Square (p.101).
The amount of experience points you receive at the end up battles increases by 50% at level 1, and doubles at level 2.

	Pre-Emptive	★	=	+5%	Vit.	-
Buy: -	★★	8000	=	+8%	Speed	+2
Sell: 1	★★★	20000	=	+10%	Luck	-
(Master-Level Resale)	★★★★	40000	=	+15%		
	★★★★★	80000	=	+20%		

Win: Gold Saucer Wonder Square (p.101).
Increases the odds that you will encounter the type of battle where you take your opponents by surprise. The naturally happens only about 3% of the time, so this increase is fairly significant.

	Enemy Lure	★	=	+50%	Vit.	-
Buy: -	★★	8000	=	+100%	Speed	-
Sell: 1	★★★	20000	=		Luck	-1
(Master-Level Resale)			=			

Win: Gold Saucer Battle Square (p.105).
Increases the number of enemy encounters that occur. At level 1, you will face about 50% more enemy encounters as you usually do, at level 2 you will face about twice the usual number of encounters.

	Enemy Away	★	=	-50%	Vit.	-
Buy: -	★★	8000	=	-75%	Speed	-
Sell: 1	★★★	20000	=		Luck	+1
(Master-Level Resale)			=			

Win: Gold Saucer Chocobo Races (p.104).
Decreases the number of enemy encounters that occur. At level 1, you will face about 1/2 as many enemy encounters as you usually do, at level 2 you will face only 1/4 the usual number of encounters.

	HP/MP Switch	★	=	-	Vit.	-
Buy: -	★★	80000	=	-	Speed	-
Sell: 1			=		Luck	
(Master-Level Resale)			=			

Find: North Corel Area Materia Cave (p.99).
Your HP and HP Max become your MP and MP Max, and vice versa. All materia that affects your HP now effects your MP, and vice versa. For all the difficulty in getting it, this seems to be one completely useless chunk of rock, by the way.

	Super Enemy-All	★	=	1x	Vit.	-
Buy: -	★★	10000	=	2x	Speed	-
Sell: 1	★★★	20000	=	3x	Luck	-
(Master-Level Resale)	★★★★	50000	=	4x		
	★★★★★	100000	=	5x		

Find: Final Dungeon (p.97).
When this is equipped, "Attack" becomes "Slash All" and Steal, Sense, Morph, Deathblow and Control now all target all enemies. This effect can only be used as many times in any one battle as Super Enemy-All's current level.

Crazy Materia Combos (part 4)



Here's an independent materia-based combo that's good-natured fun for the whole family. Simply pick your strongest character and load him up with every counter item you have. You have to start planning for this one early, and raise lots of Counter Attack materia, then stick the lucky winner with all of those, plus Command Counter and Magic Counter (if you've got them, that is, it still works fine without them). The key is the Cover materia, which, at master level, will ensure that your chosen character takes every hit the enemies launch, no matter who it targets. And every time your chosen gets hit, the attacker gets himself, as my uncle Nelson used to say, "a bucket full of whoop-ass." This strategy is incredibly effective, but you'll find that whoever gets stuck bearing the burden won't last long. So give him your best armor, a Ribbon, and as many HP Plusses as you can spare. If you have a Final Attack + Revive combo going, that's the perfect addition. To ensure he doesn't run out of MP (if you're using Magic Counter), get a copy of whatever materia is in the Magic Counter and stick it to an MP Absorb... Comet works nicely, since Comet 2 does lots of damage and hits all targets.

The results are on the left... The Behemoth attacks, and gets himself stuck with three regular attacks, one critical attack (courtesy of the Deathblow hooked up to Command Counter) and a whole ton of meteors... One of the game's most powerful enemies is killed in one stroke, and none of our guys *have even had their turns yet!* The possibilities here are endless. Send your Counter'ing fighter



against bosses and just walk away, confident in the knowledge that your foe will be smitten by the time you get back, even if you don't actually *do* anything. A dirty, dirty combo.

Materia

	Choco/Mog		★	2000	Magic Power	+1
	★★	14000	Magic Defense	-		
	★★★	25000	HP Max	-2%		
	★★★★	35000	MP Max	+2%		
	★★★★★					

Buy: - Sell: 1 (14MP)

Deathblow!!

Find: Chocobo Ranch (p.26).

Does a small amount of type-less damage to all enemies, and sometimes puts the enemies in the "stop" condition.



Fat Chocobo

This alternate version occurs randomly, about one time in sixteen. A giant Chocobo falls from the sky and damages all enemies, doing slightly more damage than Deathblow!!



	Shiva		★	4000	Magic Power	+1
	★★	15000	Magic Defense	-		
	★★★	30000	HP Max	-2%		
	★★★★	50000	MP Max	+2%		
	★★★★★					

Buy: - Sell: 1 (32MP)

Diamond Dust

Find: Lower Junon (p.29)

Does a small amount of Ice-typed damage to all enemies. This is about 50% stronger than Choco/Mog.



	Ifreet		★	5000	Magic Power	+1
	★★	20000	Magic Defense	-		
	★★★	35000	HP Max	-2%		
	★★★★	60000	MP Max	+2%		
	★★★★★					

Buy: - Sell: 1 (34MP)

Hellfire

Boss: Jenova-BIRTH (p.32).

Does a small amount of Fire-typed damage to all enemies. This is slightly stronger than Shiva.



	Ramu		★	10000	Magic Power	+1
	★★	25000	Magic Defense	-		
	★★★	50000	HP Max	-2%		
	★★★★	70000	MP Max	+2%		
	★★★★★					

Buy: - Sell: 1 (40MP)

Judgment Bolt

Find: Gold Saucer (Chocobo Racing Event). (p.38)

Does a small-moderate amount of Lightning-typed damage to all enemies. This is slightly stronger than Ifreet.



	Titan		★	15000	Magic Power	+1
	★★	30000	Magic Defense	-		
	★★★	60000	HP Max	-2%		
	★★★★	80000	MP Max	+2%		
	★★★★★					

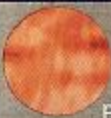
Buy: - Sell: 1 (46MP)

Earth's Anger

Find: Gongaga Meltdown Site (p.39).

Does a moderate amount of Earth-typed damage to all enemies. This is slightly stronger than Ramu.



	Odin		★	16000	Magic Power	+1
	★★	32000	Magic Defense	+1		
	★★★	65000	HP Max	-5%		
	★★★★	80000	MP Max	+5%		
	★★★★★					

Buy: - Sell: 1 (80MP)

Steel Bladed Sword

Find: Shinra Mansion (p.45).


Odin attacks all enemies, instantly killing them about 75% of the time. This attack does no regular damage.



Gungnir

This alternate version occurs when Odin faces an enemy immune from his instant death attack (bosses, for example). Instead, he pulls out his legendary spear and attacks one target for heavy damage.



	Leviathan		★	18000	Magic Power	+1
	★★	38000	Magic Defense	+1		
	★★★	70000	HP Max	-5%		
	★★★★	100000	MP Max	+5%		
	★★★★★					

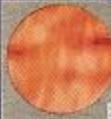
Buy: - Sell: 1 (78MP)

Tidal Wave

Find: Utai Pagoda (p.54).

Hits all non-flying enemies for massive Water-typed damage. This attack does more than double the damage of Titan.



	Bahamut		★	20000	Magic Power	+1
	★★	50000	Magic Defense	+1		
	★★★	80000	HP Max	-5%		
	★★★★	120000	MP Max	+5%		
	★★★★★					


Buy: - Sell: 1 (100MP)

Mega Flare

Boss: Red Dragon (p.57).

Does moderate-heavy type-less damage to all enemies. Slightly weaker than Leviathan, but strong against bosses with protection from typed magic.



	Kujata		★	22000	Magic Power	+1
	★★	60000	Magic Defense	+1		
	★★★	90000	HP Max	-5%		
	★★★★	140000	MP Max	+5%		
	★★★★★					

Buy: - Sell: 1 (110MP)

Tri-Disaster

Find: Sleeping Forest (p.58).

Does heavy damage to all enemies in three waves: Fire, Ice, and Lightning. Much stronger than Bahamut and Leviathan.



	Alexander		★	25000	Magic Power	+1
	★★	65000	Magic Defense	+1		
	★★★	100000	HP Max	-5%		
	★★★★	150000	MP Max	+5%		
	★★★★★					

Buy: - Sell: 1 (120MP)

Holy Judgment

Find: Ice Gate (p.65).

Does very heavy Holy-typed damage to all enemies. Stronger than Kujata.



	Phoenix			
	★			
	★★	28000	Magic Power	+2
	★★★	70000	Magic Defense	+2
	★★★★	120000	HP Max	-10%
	★★★★★	180000	MP Max	+10%

Buy: - Sell: 1 (180MP)

Phoenix Flames

All dead characters are resurrected and their HP filled to max. Does a moderate amount of Fire-typed damage to all enemies.



Find: Condor Fort Huge Materia Event (p.75).

	Hades			
	★			
	★★	35000	Magic Power	+4
	★★★	120000	Magic Defense	+4
	★★★★	150000	HP Max	-10%
	★★★★★	250000	MP Max	+15%

Buy: - Sell: 1 (150MP)

Black Cauldron

Does a heavy amount of type-less damage to all enemies, and randomly casts Sleep, Silence, Minimum, Frog, Slow, Confuse and Paralyze on the survivors.



Find: Downed Shinra Plane (p.83).

	Bahamut Neo			
	★			
	★★	30000	Magic Power	+2
	★★★	80000	Magic Defense	+2
	★★★★	140000	HP Max	-10%
	★★★★★	200000	MP Max	+10%

Buy: - Sell: 1 (140MP)

Giga Flare

Attacks all enemies with heavy type-less damage. The amount of damage (4000-5000) is constant regardless of the enemies' defenses.



Find: Whirlwind Maze (p.69).

	Tupon			
	★			
	★★	35000	Magic Power	+4
	★★★	120000	Magic Defense	+4
	★★★★	150000	HP Max	-10%
	★★★★★	250000	MP Max	+15%

Buy: - Sell: 1 (160MP)

Disintegration

Attacks all enemies for very heavy type-less damage. A bit weaker than Bahamut Ritual, but it looks cool.



Find: Lost Forest (p.91).

	Bahamut ZERO			
	★			
	★★	35000	Magic Power	+4
	★★★	120000	Magic Defense	+4
	★★★★	150000	HP Max	-10%
	★★★★★	250000	MP Max	+15%

Buy: - Sell: 1 (180MP)

Tera Flare

Attacks all enemies with very heavy type-less damage. The amount of damage (6000-8000) is constant regardless of the enemy's defenses.



Find: Cosmo Canyon (p.81).

	Knights of the Round			
	★			
	★★	50000	Magic Power	+8
	★★★	200000	Magic Defense	+8
	★★★★	300000	HP Max	-10%
	★★★★★	500000	MP Max	+20%

Buy: - Sell: 1 (250MP)

Ultimate End

Thirteen Knights of the Round Table attack all enemies at random, doing heavy type-less damage each.



Find: Round Island Materia Cave (p.99).

Crazy Materia Combos (part 5)

Summon Materia may not seem like a natural choice for combos, but there are a few hidden tricks to using them. The first one involves the otherwise sad, sad linking materia "Added Effect." This materia sounds good in theory, allowing you to stick enemies with nasty conditions by just using your weapon, so you no longer have to waste a turn (or MP) casting spells that'll probably just miss anyway. In practice, though, it kind of sucks. Early in the game it's hard to waste two materia slots to get this working (it's a waste of two materia slots because no one in their right mind would ever use a non-Enemy-All'ed "Transform" or "Mystify" or whatever in an actual battle), and late in the game no one wants to waste time with lame conditions like "Sleep."



Added Effect Choco/Mog or Hades


Believe it or not, two Red Materia are able to provide a solution... Since Choco/Mog casts Stop on enemies sometimes, it'll give that same effect to your weapon if linked with an Added Effect. Not only is Stop one of the few really useful conditional spells, but you can start using it without having to save up any AP! Even better, you're not wasting any materia slots since summon spells are useful in and of themselves! Later in the game, Hades makes an even better choice, since that nasty fellow can stick enemies with any of his seven nasty conditions, and is a capable summon spell himself. No doubt about it—These Red Data Animals are capable of making even lame blue linkers like Added Effect work for >you!<



MP Absorb Alexander

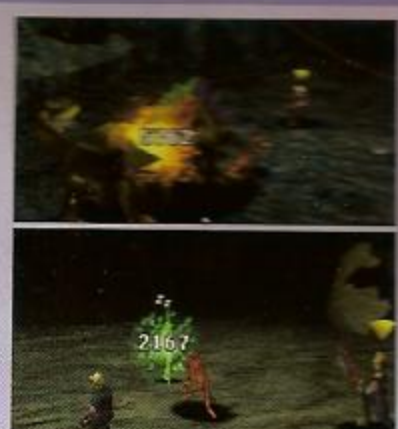


Another support materia, MP Absorb also works great with call spells... This linking materia is only viable when linked with materia capable of doing massive amounts of damage for little MP. Alexander works best, since he does an obscene amount of damage and can be gained relatively early on. Use him against groups of three or more, and all the overkill damage he dishes out will ensure that you end up making back more MP than it took to cast him! In areas where enemies tend to travel in large groups, you can use him every single turn, making areas like Ice Gate a breeze!

	Master Summon			
	★			
	★★		Magic Power	-
	★★★		Magic Defense	-
	★★★★		HP Max	-
	★★★★★		MP Max	-

Buy: - Sell: 1

Allows the character who has this item equipped to cast any summon spell in the game. You can only get this Materia when you have at least one of every single other summon materia at master level. This Materia does not gain AP and can not reproduce itself.



Above: Red XIII attacks this Behemoth with his Elementally linked Choco/Mog, freezing him in his tracks.

Below: This one gets smacked by an elementally linked Hades, giving her Mini, Poison, and who knows what else.

Enemy Skills



E.Skills

Buy: -
Sell: 1

When you have this materia equipped, you can learn certain enemy skills when enemies who possess them attack the materia holder with them. All of the learnable skills are listed on this page. The Enemy Skills materia does not go up levels and cannot reproduce itself.
Boss: HO512 (p.22).
Find: Junon, Forgotten City, Chocobo Sage's House.

Frog Song



120 MP

Attempts to cast Toad and Sleepil on a single target, or will cure Toad from a single target.

Gongaga Area:
Touch Me
(p.40). Temple
of the Ancients:
Toxic Frog.



Level 4 Suicide



10 MP

Casts Death Sentence and mini on all targets whose level is a multiple of 4.

Grasslands
Area: Mu (p.26).



Magic Hammer



20 MP

Siphons 100 MP (if possible) from a single target.

Utai Area: Razor
Weeds (p.51).



White Wind



34 MP

Refills the HP of all allies by an amount equal to the caster's current HP level.

Junon Area:
Zemzelett (p.71),
Whirlwind Maze:
Wind Wing.



Big Guard



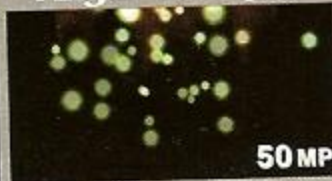
56 MP

Casts Barrier, MBarrier, and Haste on all targets.

Costa Del Sol
Area: Beach
Plug (p.34).



Angel Whisper



50 MP

Completely refills the HP and cures most conditions of one target; will also revive and completely refill the HP of a dead party member.

Final Dungeon:
Pollensalita
(p.97).



Dragon Force



19 MP

One target's physical defense and magical defense are increased by 50%.

Final Dungeon:
Dark Dragon
(p.93).



Death Force



3 MP

Attempts to both cast Death Sentence on a single foe, and kill that foe instantly.

Utai Area:
Adamantaimai
(p.51).



Flame Thrower



10 MP

Does a moderate amount of Fire-typed damage to one target.

Mythril Mine:
Archdragon
(p.27), Nibel
Mtn: Dragon.



Laser



16 MP

Reduces one target's current HP level by 1/2. Not effective against bosses and some enemies.

Corel Prison:
Bull Motor
(p.38).



Matra Magic



8 MP

Does light type-less damage to all enemies.

Midgar Area:
Custom
Sweepers
(p.24), various
others.



Bad Breath



58 MP

Attempts to cast Poison, Sleep, Mini, Frog, and Confuse on all enemies.

Gaea Cliff:
Molbor (p.66).



Beta



35 MP

Does a moderate amount of Fire-typed damage to all enemies.

Grasslands
Area Swamp:
Midgarsorm
(p.71).



Aqualung



34 MP

Does a moderate amount of Water-typed damage to all enemies.

Gold Saucer
Area (desert):
Chimera (p.39).



Trine



20 MP

Does a moderate amount of Lightning-type damage to all enemies.

Nibel Mtn:
Materia Keeper
(p.47), Gaea's
Cliff: Stilv.



Magic Breath



75 MP

Does moderate-heavy damage of three types (Fire, Ice, and Lightning) to all enemies.

Gaea's Cliff:
Stilv (p.67).



????



3 MP

One target enemy takes an amount of type-less damage equal to your HP Max minus your current HP level.

Shinra Mansion:
Judge (p.45),
Midgar Sector 8:
Behemoth, vari-
ous others.



Goblin Punch



0 MP

Does light type-less damage to one enemy. If enemy is the same level as you, it does heavy type-less damage.

Goblin Island:
Goblin (p.73).



Chocobuckle




3 MP

One target enemy takes an amount of type-less damage equal to the caster's level multiplied by the number of times your party has run away.

Grasslands
Area: Chocobo
(level 16). See
page 26.



Level 5 Death  22 MP Instantly kills all enemies whose level is a multiple of 5 (Get it?). Not effective on bosses. Final Dungeon: Parasite (p.93). 	Death Sentence  10 MP Gives one enemy the "Death Sentence" condition (where he'll die when the counter runs out). Not effective on bosses. Cave of the Gi: Sneaky Step, Death Spector (p.42), various others. 	Death Roulette  6 MP One character participating in the battle— Either an enemy or ally, will randomly be killed instantly. Not effective on bosses. Final Dungeon: Death Dealers (p.97). 	Shadow Flare  100 MP One enemy is hit for an extremely heavy amount of type-less damage. Junon/Cosmo Area: Ultima Weapon (p.90). 	Pandora's Box  110 MP All enemies are hit for a moderate-heavy amount of type-less damage. Final Dungeon: Dragon Zombie (p.97). 
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Locations of All 24 Enemy Skills

For your perusing convenience, Versus Books proudly presents this exciting, special, Enemy Skills version of the Final Fantasy VII world map, with at least one location of each enemy skill labeled. Once again, I'd like to reiterate that this is being presented for your perusing convenience, and not simply because I couldn't think of anything else to do with the bottom half of this page. I just want to make absolutely sure that we're clear about this. Again, this is for your, uh, "perusing convenience." Got it? Good. Enjoy!



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Written by Final Fantasy expert and former GameFan editor Casey Loe.

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