

Crisis Core: Final Fantasy VII Walkthrough

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Crisis Core: Final Fantasy VII Walkthrough

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"Boy oh boy... the price of freedom is steep." - Zack Fair

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#1. About the guide [ABT]

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This guide was written for the NTSC version of the game. I will cover the entire plot, but rarely will I put sidequests aside from a few missions to improve your accessory slots, and I will rarely include treasure chest locations since they are fairly obvious. Feel free to do other things I don't cover, they will not change the outcome of the game.

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#2 Controls [CTL]

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- D-Pad = Move Around
- Analog Stick = Move Around
- X = Confirm
- Square = Dodge/Map
- O = Cancel
- Triangle = Guard
- R = Scroll right/down/camera
- L = Scroll left/up/camera
- Start = Pause
- L+R+Start = Soft Reset

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#3 Tips [TIP]

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- Don't have materia equipped you don't plan on using much! If you need them for a boss later in the dungeon, equip the materia then, don't waste a materia slot!
- You can avoid random battles by running along the walls

scene, and then you'll be thrown into a small fight. Watch another scene. Once you're in control of Zack again you will notice stars at the top of the screen. Each star represents an enemy unit, and you get a nice prize depending on what you kill. I highly recommend killing them all, as you will get the Fire Armband which will help greatly in an upcoming boss in this chapter.

Let's begin hunting for those baddies, shall we? You should have 1 already filled in from the initial fight when you entered. Proceed onward and you'll engage in a fight. You should now have 2 stars. Go through the little doorway ahead and you'll, fight, and have 3 stars. Turn the corner and get your 4th star. You'll see a very short scene. Continue on. Soldiers will come out of the revolving door behind you. 5 stars. Examine the door to fight another group and get 6 stars. Proceed on into a hallway with 2 chests. The one further away has nothing in it, and you will engage in a fight, earning your 7th star. Proceed, fight, 8th star.

Go through the door and fight another group of enemies, getting 9 stars. Examine the tower in this room and you will have 10 stars. Backtrack to the start of the area and look for another tower like this. Examine it and fight the soldiers for 11 stars. Go back to the tower at which you got your 10th star, and look to the west of the room. There is a chest which starts a fight when you approach it, earning you your 12th star. Right next to that chest is a revolving door. Examine it to fight some more goons and get your 13th star. Proceed past the tower now and you will see a scene. Choose to find another path and go back the way you came. Go into the room before the tower room and approach the revolving door. After the scene, enjoy your free, 14th star. Almost there! Check the wall that Zack came through in the scene to get another fight and your 15th star. Proceed to the door on your map and fight the final group of enemies and get your 16th star. FINALLY! Go through the door, into the next area.

Go through either the left or right path and come out into the courtyard. Save your game. Approach the stairs to see a scene where Zack meets a familiar face from Final Fantasy VII, Yuffie! She's almost as strong as Zack, wouldn't you say? Look at that mean uppercut. This girl's got game. Anyways, after the scene, proceed through the door to fight...

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Vajradhara Wu HP:2900  
and  
Vajradhara Tai HP:2900  
~~~~~

Woo, you're fighting some elephant...samurai... guys. You're going to want to focus on one and only one right away at the start, it doesn't matter which. These guys have a vicious attack, Twin Tomahawk, that only works when they are both alive, so get to work making it so they can't use it. They have a pretty good physical defense so you can either go for criticals or you can spam magic. Try to keep your HP above the 1/3 point and you shouldn't have much trouble, or any at all once one of them dies.

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You'll see some scenes (Stay away from Zack you stupid elephant samurai asshole!), and hopefully, if you got all 16 stars, receive your Fire Armband from Lazard. You'll be put into a fight with some Genesis clones. They aren't too strong. Take them out and you'll see another scene. Save your game, equip the Fire Armband, proceed, choose the first option and get ready to fight the fiery fright...

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Ifrit HP: 6720

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This guy may be a firey fright, but he's also a poopy pushover, assuming you have the Fire Armllet equipped. Just cast Blizzard magic on him and he will go down in no time. Watch out for Hellfire, his limit, which is shown in a beautiful FMV scene. Keep your health above 350-ish and you should be fine.  
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Say hello to Sephiroth, for real this time, and with his appearance, the chapter ends.

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C. Chapter 3 [C03]

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During a scene you will meet Tseng of the Turks, and he will be added to the DMW. A lot of missions have just been unlocked so go ahead and look them over. When you are done with missions, check locker #6 for a Lightning materia. This will help you a lot against robotic enemies in particular. Exit the briefing room and go out onto the SOLDIER floor. After the scene, you will be in Sector 8.

Go back the way Zack entered in the scene, which is West on the map incase you forgot. Go up either of the stairs and to one of the two elevators in the back. Take the elevator up to the SOLDIER floor. The briefing room is to the west of you when you get off the elevator. Go in and speak to Tseng to begin the assignment.

Welcome to Banora Village! This place should look familiar to you from Angeal's story from Chapter 2. A scene will play and you'll be thrown into a fight with two G Assassins. No sweat, take them out. After the scene, proceed through the tunnels of trees to a save point. Save your game, and run up to the big robot in front of the house ahead for a scene and to start up a fight with the...

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Guard Spider HP:7225

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This guy shouldn't be a problem if you remembered to grab the Thunder materia from locker 6 back in the briefing room. Either blast him with it or run around his back and lay into him with criticals. He can inflict Stop status on you, so watch out for that.
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When he's done for, go through the east exit that Tseng is chilling by. After the scene, proceed down towards the village by heading south. After the scene, be sure to check the 3 lifestreams, which can be found next to the northern house, next to the well on the eastern part of town, and next to the southern house. Enter the southern house for a scene (Aww, Zack the puppy. What a cute name). Exit the house for another scene and a fight against 3 of those G Assassin fellas. After the scene, save your game if you like, and proceed up the northeast path.

You'll see some boxes at a branching path with a lifestream near them. Examine it. Proceed up the path between the boxes, to the east. Examine the 5th and final lifestream next to the rock, and continue up the east path towards Tseng. Speak with him to start a scene.

After the scene, you'll be in the factory, engaged in a fight with 3 G Assassins. Don't these guys ever quit!? After the scene, go down the stairs to reach the ground floor of the factory. You'll find yourself fighting 7 G Assassins and a Heli Gunner, who will go down easily to thunder. A short scene



In the next area, continue straight north again for a scene. You'll find yourself fighting a G Eraser. He may have 8400 HP, but he's very easy. Just run up behind him and pound the hell out of his back. He has trouble getting away from you. He does have an attack, Scorcher, which brings up a scene and is unblockable. After the fight, a scene will play, where Cissnei gives you a shop address, and then you'll be in Mako Reactor 5. Excellent, uh, probably!

Save your game. Proceed forward and you'll fight a A-Sahagin. He's easy, but watch out for his Jump attack. Roll out of the way when he uses it. This is a standard enemy for this area. Afterwards, a few scenes will play, one of them being a very long and very awesome FMV sequence. Enjoy. Go down the ladder near the save point. then do a short u-turn and take the next ladder. Run ahead, take turn the valve, and then head back to the save point. From here, go forward to Sephiroth, and go all the way around to the right. You will be across from the save point now. Head down the ladder and proceed forward to Sephiroth. Speak to him to start a scene.

Save your game. Now check around the room for 3 files. They are on a green control panel, a bed, and a yellow light. A scene will start after the control panel and bed ones. Afterwards, speak with Sephiroth for a scene. Now you will have to chase Hollander around. It's pretty simple to follow him, as it shows you where he goes, so I won't guide you through here. You'll also fight some weak Genesis copies and such. At the end of the chase, Save your game and proceed onward to fight...

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Pile Machine HP: 10230
and
Cutter Machine HP: 9800
and
Shot Machine HP: 8760
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Pile is blue, Cutter is yellow, Shot is green. I suggest going for the Shot machine first since he shoots missiles that will make Zack sit still like a dingus if he gets hit by them. The Cutter can inflict poison and stun, and the shot can inflict silence, so watch out for that. If you can line 2 or all of these guys up next to eachother, blast them with thunder to easily win this fight.

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A scene will play as Chapter 4 comes to a close.
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E. Chapter 5 [C05]
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Chapter 5 kicks off with a scene where Zack meets Aerith, who you should recognize from FFXVII. Aerith will be added to the DMW. This is the point where the missions I recommended you look out earlier are added. Please consider doing missions 7-2-1 through 7-2-5, to earn the item fusion tome, keychain and backpack items, which allow you to fuse an item with materia and the last 2 add an extra accessory slot. The later missions in this set are probably too hard for you right now, but try to atleast complete 7-2-2 for the keychain.

When you are done looking around and doing missions, speak with Aerith, who is crouched over her flowers, and choose the first option. A scene will follow, and you'll be outside when you regain control. Just follow Aerith for now, even though she is slow as heck. She will stop eventually. Run ahead of her and you will see a scene and be fighting two hedgehog pies, who shouldn't pose that big of a threat. Another scene, and then enter the next area.

After the short scene, approach the big doors to the south. After the scene, proceed through the doors. You'll see a scene, and now it's time to catch that little punk who stole your wallet! Try to exit to the south for a scene. Now, speak to the materia shop owner, item shop owner, accessory shop owner, girl in the corner, boy in the corner, and then speak with Aerith and run around the market once. Select the second option. Head through the north door.

A scene will occur in the next area. Proceed to the east exit and you will be fighting 3 Land Worms. More scenes follow. Head over to the accessory shop. You'll see a scene in which Aerith gets her pink bow. Choose the first option. More scenes follow. Take the south exit from the park, and then head over to the southern door and enter the market once more.

In the market, head towards the southern exit. Choose the first option in the scene. The boy from earlier will give you the Steal materia. You'll be on a highway after the scene. Save your game (ABOUT DAMN TIME!) and proceed onward for a scene and a fight against your favorite Genesis clones and some robots. You'll then be fighting a G Warrior, who looks like a god damn idiot, and who should be a piece of cake for you to get rid of. More scenes will play and you will be at the Shinra building.

Save your game. Take the west path into the next area. Go to the west side of the room and take the elevator. Speak to Hojo for a scene. Press the switch in the middle of the room for a scene and take the elevator down for another scene. Equip your steal materia. Go around the hall and steal the jailcell keys from the monsters, and kill them, then go into the jail cells to the north and steal 2 more keys and kill 2 more monsters. Now raid the jail cells quickly for a lot of items. Head back through the western path and up the elevator and save your game. Speak to Hojo for a scene and a fight with...

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Bahamut Fury HP: 18000  
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Treat this guy as Bahamut's bigger, stronger, meaner, uglier, pissed-offer brother. His Exa Flare limit break brings up a FMV and damages HP, MP, and AP. You'll definitely want to heal up if you get hit with that. Go on the offensive with either blizzard magic or quick stabs. Watch out for Cluster Sphere, as well. This could easily take 1-3 to half of your health if you aren't paying attention.  
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After Bahamut Fury falls, watch the scenes and Chapter 5 comes to a close at last.

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F. Chapter 6 [C06]  
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Watch the chapter intro scene. Head over to the briefing room and check Locker #6 for a Fira materia. Head over to the training room to the north if you want to do a Squatting minigame. I thought it was pretty fun, although easy. You can get 4 items for beating the 4 people which can be used to make Aeris a better wagon later for some funny scenes. Take the north elevator to the entrance. Exit to the south.

At the Sector 8 Fountain, proceed up the stairs to the east and take the exit to the Sector 1 Platform. Head straight on, taking the north exit. A short scene will play when you enter. You'll be in the market. Take the north exit, and then head to the west exit. A scene will play when you go through. After the scene, you'll be in the mountains.

Well that's a fine how-do-you-do! More scenes will play. Save your game and start following the linear path up the mountains. The map doesn't work here so I can't give you absolute direction, but you should be fine. Once you enter the next area a scene will play. Say hello to Cloud Strife, the hero of Final Fantasy VII. Doesn't Tseng sound a little cranky when he says "Good! Carry on then?" Cloud will be added to the DMW.

Continue heading up the mountain. It's still a very linear path. Enter the next area, Modeo Ravine - North. Some scenes will play. Now, follow the U shaped path to the front of the base. Save your game. Approach the entrance to the base and choose the first option. This is a dumb minigame, in which you sneak around and either grab chests or head for the exit. The chests contain Power Attack, Stop, Death, Sprint Shoes, and Pearl Necklace. The exit is in the back, to the right. If you get caught to the point where there are no chests left, the guards leave. Head for the exit, into the next area.

Once inside, take the right path down the two sets of stairs. Save your game. Enter the elevator next to the save point. Some kickass scenes will play. When they are over, you will be fighting the man himself...

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Genesis HP: 14800

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Black Flurry is what you want to watch out for here. It inflicts curse on you so try to have either Curse-nullifying accessories equipped or remedies. He can cast osmose, which siphons MP from you, regen, which regenerates his health...and he has two spells, Defense and Magic Defense, which nullify physical and magical attacks. So, if he uses defense, bombard him with magic, and if he uses magic defense, slice the hell out of him. He can also inflict poison. His attacks aren't very strong at all. It's all the side effects he puts on you and himself that can make this fight hell. Stay on your toes and get rid of any status effects he puts on you, and you should prevail.

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Genesis will be added to the DMW after the battle. Scenes will follow. You will now be outside. Head straight ahead through the hole in the wall, into Modeheim. Save your game, because this party has just begun. Head to the southern part of the area, and enter the bathhouse.

You can examine the phone in here against the western wall for a laugh or two. When you're done, head up to the northeastern part of the building. Examine the weird blueish green valve in the pile of rubble to get the Boiler Handle. Now head south into the next area.

After a scene, you will be fighting the Angeal Griffon. He's pretty fast, and can inflict stun and silence, but shouldn't pose much of a threat. Blast him with one of your higher level magics to take him down easily. A short scene will conclude the fight. Head up the stairs to the west for a scene. Head through the door next to Tseng into the next area.

Head down the stairs, and then head to the north part of the room and up those stairs. Insert the valve in the machine up at the top of the stairs. Now, head back down and to the west side of the room. Grab the Lightning Armllet from the hole in the wall. Equip this and head back up to where you put the valve and into the next area. Save your game here, and head north up the path and then east through the hole. Continue east into the next area. Follow the linear path into the big open area for some neat scenes. Now, it's time to duke it out with...



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Angeal Penance HP: 27800

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This guy is pretty tough normally. However, since you have the Lightning Armet equipped, so you'll be fine. Run up behind him and pound the crap out of his back. He has an attack that strikes you back there, but it is easy to dodge. He can cast Barrier and Magic Barrier on himself, but that shouldn't cause any problems.

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Some emotional scenes follow the battle with Angeal, concluding Chapter

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