

# Crisis Core: Final Fantasy VII Missable FAQ

by Mace22

Updated to v1.0 on Aug 4, 2008

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Crisis Core: Final Fantasy VII Missables FAQ
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FAQ started 5/7/08 at 2:00 AM
Version: 1.00
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SPOILER FREE FAQ!
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1.0 - Copyright
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I will refrain from listing all the sites that host the FAQ here, but know that I DO save all my emails concerning my contributions, so all the proof is in my inbox.

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2.0 Introduction
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This FAQ will detail all of the permanently missable items, materia, mail, Missions, Shops, etc. That's the long and the short of it. If you have any suggestions or corrections please contact me at scratchgamer@hotmail.com.

I'm talking UNIQUE things here people, not the Cursed Ring at the beginning of the game, or the potion in mission x-x-x, but things that serve a singular, specific purpose that can be left behind permanently. While many of these things can be obtained in a second playthrough, not everyone is into replaying even a short game just for a few items.

One quick note before we get started, if you see (M) after the name of an item, it indicates that it's Materia.

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### 3.0 Missables List

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- 3.1 - Missions
- 3.2 - Materia
- 3.3 - Shops
- 3.4 - Items
- 3.5 - Mail

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### 3.1 - MISSIONS

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\*Note that while the cutoff point for missing these missions permanently is the end of Chapter 8, there are times before that point where they might be temporarily inaccessible due to storyline events. Rest assured, as long as you haven't finished Chapter 8 you can still unlock all of these missions.

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#### 1-2-1: Challenge from Security

Chapter 3 and on. Speak to the Shinra Security officer in the LOVELESS block of Sector 8. Becomes unavailable if not unlocked before the end of chapter 8.

Chests: Remedy, X-Potion

Reward: Shinra Alpha

\*\*1-2-2 through 1-2-6 also become unavailable if 1-2-1 is not unlocked before the end of Chapter 8.

#### 1-2-2

C: X-Potion

R: Silence (M)

#### 1-2-3

C: Hi-Potion, Elixir

R: Four Slots

#### 1-2-4

C: Soma, Hi-Potion

R: Force Bracelet

1-2-5

C: Potion, Hi-Potion, Remedy

R: Ice Armlet

1-2-6

C: Elixir, Soma

R: Fat Chocobo Feather

\*\*Craftsman Monthly is obtained from the same Shinra security member that you spoke to to unlock 1-2-1. You can't obtain Craftsman Monthly after the end of Chapter 8.

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2-1-1

Chapter 4 and on. Speak to the man in Sector 8 near the top of the stairs in the south east area. Becomes missed if not unlocked before the end of Chapter 8.

Chests: Remedy

Reward: Poison Materia

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2-1-2

Chapter 4 and on. Speak to the woman in the LOVELESS district of Sector 8 about her encounter with the chocobo rider to unlock. Becomes unavailable if not unlocked before the end of Chapter 8.

Chests: Potion, Soma

Reward: Fire Armlet

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2-1-3

Chapter 5 and on. Speak to the girl in the Sector 5 market standing near the exit to the upper plate to unlock. Becomes unavailable if not unlocked before the end of Chapter 8.

Chests: Soma, Chocobo Armlet

Reward: Phoenix Down

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2-1-4

Chapter 5 and on. Talk to the girl in the Sector 5 Slum streets (near the exit to the park). Becomes unavailable if not unlocked before the end of Chapter 8.

Chests: None

Reward: Flame Ring

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2-1-5

Chapter 6 and on. Speak to the Shinra soldier near the second floor elevators of the Shinra building. Becomes unavailable if not unlocked before the end of Chapter 8.

Chests: Mystile  
Reward: SPR Up (M)

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2-1-6

Chapter 6 and on. Talk to the Shinra researcher in the Exhibition Room after clearing Missions 2-1-1 through 2-1-5. Becomes unavailable if not unlocked before the end of Chapter 8.

Chests: Four Slots, Drain (M)  
Reward: Ice Ring

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4-3-1

Chapter 6 and on. Catch the 1st Wutai Spy. Found in LOVELESS district.

Chests: X-Potion, Champion Belt  
Reward: Poison Twister (M)

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4-3-2

Chapter 6 and on. Catch the 2nd Wutai Spy. Shinra Soldier in Sector 5 market.

Chests: Feather Cap, Remedy  
Reward: System Shock

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4-3-3

Chapter 6 and on. Catch the 3rd Wutai Spy. Man walking out of 2nd floor elevators in Shinra building.

Chests: Elixir, Ether, Thunder (M)  
Reward: Power Wrist

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4-3-4

Chapter 6 and on. Catch the 4th Wutai Spy. Woman atop the stairs beyond the fountain in Sector 8.

Chests: None  
Reward: Diamond Bracelet

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4-3-5

Chapter 6 and on. Catch the 5th Wutai Spy. Speak to man standing near rocket display in Shinra building Exhibition room.

Chests: Hi-Potion, X-Potion, Phoenix Down

Reward: Death (M)

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4-3-6

Chapter 6 and on. Catch the 6th Wutai Spy. Speak to the new boy in the Sector 5 park.

Chests: X-Potion, Elixir, The Happy Turtle (Shop)

Reward: Mountain Chocobo Armlet

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6-2-1

Chapter 6 and on. Speak to the two Shinra employees near the front desk on the first floor of the Shinra building.

If 6-2-1 is not unlocked before the end of Chapter 8, then 6-2-2 through 6-2-6 will also become permanently unavailable.

Chests: White Cape, Hi-Potion, Ether.

Reward: Fact Chocobo Feather x2, Sector 8 Materia Shop

6-2-2

C: X-Potion, Silence (M), Adamantite

R: Hero Drink x2

6-2-3

C: Hp Up+ (M), Elixir

R: Lunar Harp x2, Sector 5 Materia Shop

6-2-4

C: Silver Armlet, Fira (M), Soma

R: Elixir x20

6-2-5

C: None

R: Doc's Code

6-2-6

C: Power Wrist, Elixir, Titanium Bangle, Mp Up+ (M)

R: Lunar Harp, Sector 6 Accessory Shop

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7-1-1

Chapter 4 and on. Speak to the SOLDIER member in Briefing Room to unlock.

Chests: X-Potion, Ether

Reward: Headband

\*\*If 7-1-1 is not unlocked before the end of Chapter 8, then Missions 7-1-2 through 7-1-6 also become permanently unavailable.

7-1-2

C: Soma, Elixir, Hi-Potion

R: Star Pendant

7-1-3

C: Sprint Shoes, Power Wrist

R: Diamond Gloves

7-1-4

C: Ice Armlet, X-Potion

R: Pearl Necklace

7-1-5

C: Blizzara (M), Elixir, X-Potion, Mythril Gloves

R: Snow Armlet

7-1-6

C: Mystile, X-Potion, Hi-Potion, Blizzara (M)

R: Sprint Shoes

\*\*After finishing 7-1-6 you can obtain the Premium Tires from the SOLDIER with whom you spoke to unlock 7-1-1. This item cannot be obtain after Chapter 8.

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8-2-1

Chapter 3 and on. Speak to the Materia researcher in the Materia Room on the SOLDIER floor.

Chests: Potion

Reward: Spirit Mako Stone

\*\*Note that if 8-2-1 is not unlocked before the end of Chapter 8, then Missions 8-2-2 through 8-2-6 also become permanently unavailable.

8-2-2

C: Potion, Soma

R: VIT Mako Stone

8-2-3

C: Hi-Potion

R: MAG Mako Stone

8-2-4

C: MAG Up (M), Hi-Potion, X-Potion, Ether

R: Hp Mako Stone

8-2-5

C: X-Potion, Phoenix down

R: ATK Mako Stone

8-2-6

C: Fira (M), Esuna (M)

R: LCK Mako Stone

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### 3.2 Materia

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#### Phoenix (Summon) Materia

- The first Wonder of Nibelheim, Chapter 9. Speak to the boy standing outside of his house to start the Wonders quest. He'll tell you about the first wonder, at this point go inspect the water tower, you'll find the Phoenix Materia, and it's all yours.
- Make sure to obtain this the first time you enter Nibelheim, certain events unfold that ensure you won't get another chance to obtain it in this game.
- To clarify, Summon materia is NOT carried over in New Game+, you'll have to obtain this the hard (re: incredibly easy, just late game) way every time.

#### DMW Limit Materia

- Meteor Shots, Lucky Stars, Octaslash, Rush Assault, Air Strike, Healing Wave are all DMW materia that can only be obtained from ONE place in this game, and that is from the Research Dept. QMC+ Shop, which is unlocked when you find the address in a chest in Gongaga in Chapter 10.
- These materia, like all non-summon materia, are carried over in New Game+.
- To clarify, these materia simply increase the chance of seeing these Limits, they aren't necessary to use the Limits, nor are the necessary to see all the DMW scenes.

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### 3.3 SHOPS

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\*\*Shop access does not carry over to a New Game+

- Research Dept. QMC+
- Found in a chest in Gongaga village in Chapter 10.
  - Inventory: Firaga, Blizzaga, Thundaga, Hi-Potion, Meteor Shots, Lucky Stars, Octaslash, Rush Assault, Air Strike, Healing Wave.
  - Note that this shop is the ONLY way to obtain the DMW materia that it sells. Missing out on the Octaslash materia especially is a tough run, because it helps greatly to allow Octaslash to activate in

the Magic Urn fight in which you can get the Genji Shield.

The Happy Turle

- Found in a chest in Mission 4-3-6, which if not unlocked before the end of Chapter 8 becomes permanently unavailable.
- Inventory: Fira, Blizzara, Thundara, Cura, Regen, Barrier, Magic Barrier, Dispel, Dash.
- Note that there is nothing unique about this shop's inventory.

Sector 5 Materia Shop

- Reward for completing Mission 6-2-3.
- Inventory: ATK Up, VIT Up, MAG Up, SPR Up, Poison, Silence.
- Note that there is nothing unique about this shop's inventory.

Sector 6 Accessory Shop

- Reward for completing Mission 6-2-6.
- Inventory: Bronze Bangle, Bronze Armlet, Chocobo Armlet, Wrist Band, Bulletproof Vest, Earrings, Amulet.
- Note that there is nothing unique about this shop's inventory.

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3.4 ITEMS

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Genji Helm - Not missable, but you should note that you can only buy this from Network Shop Shade ONCE. You can buy as many as you like, but once you make that first purchase you can buy no more until a subsequent playthrough.

\*Grants No Ap/Mp Cost, Auto Libra

Genji Armor - Yes, this one is permanently missable. To obtain this you must unlock all DMW characters and bring their % up to 100 by viewing every scene for every DMW character. You miss this if you don't pick up the Phoenix Materia in Nibelheim.

\*Break Hp Limit, Auto Regen, Auto Endure

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Flower Wagon Items

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\*\*\*1st Wagon\*\*\*



Used Tools - On the ground just outside of the church, orange mark

Worn Tires - Speak with man standing next to truck on LOVELESS Ave.

Old Lumber - Speak to the man near accessory shop in Sector 5, pick the name "7th Heaven."

#### How to Build

a Wagon - On the ground outside of the church, must have three other items first.

#### \*\*\*2nd Wagon\*\*\*

Walnut Wood - Catch all 6 Wutai Spies

Premium Tires - Finish Mission 7-1-6 then speak w/ Soldier 3rd in Briefing Room

Mythril Tool - Finish Mission 2-1-6

#### Craftsman

Monthly - Beat Mission 1-2-6 then speak with Captain in LOVELESS Ave.

#### \*\*\*3rd Wagon\*\*\*

All of the items for the third wagon are won from the squat mini game in the training room. Speak with the scientist on the right to play. Don't worry if you screw up, after winning the fourth round you can retry any of the previous rounds.

#### Shinra Lunch

Cart Specs - Beat Infantryman (Round 1) with 21+ squats

Shinra Ceramic - Beat Captain (Round 2) with 29+ squats

Shinra Treads - Beat SOLDIER 3rd with 41+ squats

Shinra Solder - Beat SOLDIER 2nd with 52+ squats

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3.5 Mail

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For Spoiler's sake I've not included the contents of the mail in this FAQ. You can find the word-for-word entries of any and all mail in my Mail FAQ, which is also hosted on GameFAQs.

<http://www.gamefaqs.com/portable/psp/file/925138/52715>

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3.5.1 - Friends (2) |  
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**\*\*I'll give you a hint (Cissnei)\*\***

-Talk to Cissnei during the event in Junon. After the boss fight with the Gen. Tank, there is a mini game in the next area. After this, ride the gondola up one level (right near the entrance from the last area, can't miss it) to view a scene with Cissnei. Shortly after you'll receive the mail from Cissnei "I'll give you a hint."

-Receiving this mail is vital in allowing Zack to receive mail from the Zack Club (3 letters).

**\*\*The last wonder (Wonder Hunter)\*\***

-Once you arrive in Nibelheim you'll find a small boy standing outside of the house closest to the town's entrance. Speak with him to take upon the Wonders of Nibelheim sidequest.

-Instead of reposting information that I obtained elsewhere, I'll simply give you the link to the FAQ I used. Absolute Steve does great work on his FAQs, and this is no exception. Simply search for "Seven Wonders" and you'll be brought to the part of his FAQ concerning this sidequest.

<http://www.gamefaqs.com/portable/psp/file/925138/50842>

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3.5.2 - Fan Club mail |  
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The following Fan Club mail can be permanently missed. To ensure that you don't miss any of the following, you'll want to join the four fan clubs as soon as possible. Red Leather, the Study Group and Keepers of Honor can be joined as early as Chapter 3. The Silver Elite (Sephiroth Fan Club) can't be joined until Chapter 6. The Zack Fan Club can't be joined until Chapter 8, and only if you spoke with Cissnei in the optional scene in Junon.

To be recruited into a Fan Club you need to speak with a member and accept the offer to join.

-Study Group fan is behind the dumpster in an ally in LOVELESS Ave.

-The Red Leather and Keepers of Honor members are found right outside the Shinra building in Sector 8.

-The Zack Fan Club can only be joined if you spoke with Cissnei during the event in Junon. Optional scene after the Tank boss fight, in the next area ride the gondola up one level to find Cissnei. In Chapter 8, speak with the receptionist on the left at Shinra's front desk.

-Silver Elite member appears in the Sector 5 park in Chapter 6

Silver Elite membership test:

Unlike the other Fan Clubs you join, the Silver Elite require that members prove themselves to be able to join. The questions are laughably easy, here are the answers anyway.

1. What's the name of Sephiroth's Sword?

- Masamune

2. What is the name of Sephiroth's ultimate attack?

- Super Nova

3. What is Sephiroth's dominant arm?

- Left

\*Note that Keepers of Honor mail is sent to KEEPERS folder. Red Leather and Study Group mail is sent to GENESIS GIRLS folder. Silver Elite and Zack Fan Club mail is sent to HERO NEWS folder.

\*\*Note that even if you don't join any fan clubs, you'll still receive two mails from the Keepers of Honor, one from the Study Group, and two from Red Leather near the end of the game.

Keepers of Honor mail:

- Angeal Fan Club Newsletter 311
- Angeal Fan Club Newsletter 312
- Angeal Fan Club Newsletter 313
- Angeal Fan Club Newsletter 314

Study Group mail:

- Invitation to LOVELESS
- Declaration
- Message to members
- Mystery of the final act
- Thoughts on "the gift of the goddess"

Red Leather mail:

- Genesis Fan Club Newsletter 667
- Genesis Fan Club Newsletter 668

Silver Elite mail:

- The scent of silver winds
- The memory of silver winds
- The proclamation of silver winds

Zack Fan Club

- Now accepting applications
- Insider Information
- All things must pass\*\*
- Sad News\*\*
- Notice\*\*

\*\*For the final three letters from the Zack Fan Club, you can only obtain ONE

in any given playthrough. There are three special requirements that effect which mail you receive, they are:

- 1) Join Sephiroth Fan Club
- 2) Unite Study Group and Genesis Girls.
- 3) Reunite mother and child in Sector 8 before end of Chapter 8

If you complete all three tasks, you'll receive the best final email, "All things must pass." If you complete two of the tasks, you'll receive the "Sad News" email. If you only complete one task (or none), you'll receive the worst email, simply titled "Notice."

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3.5.3 - Shinra Truths mail |  
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-To become a subscriber to this periodical you must encounter a reporter in the Sector 8 streets during Chapter 6. Choose the second option (To let him go) and you'll begin to receive information on his investigations into Shinra Inc.

-The following letters become unavailable if you don't encounter the Reporter in Sector 8.

- The truth about SOLDIER A!
- Investigation reveals Shinra's lies!
- Hot on the trail of the missing pod!
- Links to dead SOLDIER operative!
- Flying SOLDIER man: Dead or alive?
- The village: What they're not telling!
- SOLDIER man too weak to fight dog!?

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Credits  
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Thanks to GameFAQs and Neoseeker for hosting this FAQ.

Thanks to SE for another wonderful installment in the FFVII Compilation.

Thanks to the board users at GameFAQs, a great place for information.