

# Final Fantasy VII FAQ/Walkthrough

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## Version History

Version	Date	Notes
1.32	04/23/2017	<ul style="list-style-type: none"><li>Corrections to <b>Battle Square Enemy Tables</b></li><li>Added note regarding using Single Page View to fix broken links</li><li>Updated <b>Materia List</b> formatting</li><li>Various minor corrections</li></ul>
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1.3	12/13/2015	<ul style="list-style-type: none"><li>Moved <b>Missable Items Walkthrough</b> to be right after main walkthrough, to be more consistent with my other guides</li><li>Added <b>PS4/PC Re-Release Differences</b> section</li><li>Added notes for PS4/PC Re-Release players to some sections</li><li>Minor formatting changes to enemy data tables</li></ul>
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1.2	09/28/2015	<ul style="list-style-type: none"><li>Improved table formatting</li><li>Added limited-quantity item information to <b>Item List</b> and <b>Shop List</b></li><li>Removed invisible entry in the Table of Contents</li><li>Added information on <b>how to navigate the guide</b> using FFAQ features.</li><li>Clarified <b>Midgar</b> ruined highway path</li><li>Fixed minor issues in some <b>Materia</b> tables</li><li>Various minor corrections</li></ul>
1.1	08/27/2015	<ul style="list-style-type: none"><li>Added <b>Peacemaker</b> found in <b>Kalm</b></li><li>Fixed Fort Condor discrepancies</li><li>Various minor corrections</li></ul>
1.0	03/06/2015	Initial Release

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## Introduction

Final Fantasy VII is the seventh installment in Square's Final Fantasy series, and most famous for bringing the JRPG genre to the average gamer. The game is set in a post-modern world, where high technology and Mako energy reign supreme.

This guide makes heavy use of the GameFAQs Formatted FAQ system, allowing for much enhanced functionality in the guide (including in-line images, clickable links, and so forth). To take advantage of this, the guide will have links in places where you may be interested in additional information on a topic. You can use the Back button in your browser to return to your previous location, or you can use the table of contents to navigate wherever you want to go.

Finally, this guide is written with the PSX version in mind. The original PC version is largely identical gameplay-wise (except for the control scheme), but the PC Re-Release and PS4 versions have some important differences, which are detailed [here](#).

## How to Navigate This Guide

To navigate this document, there are two main methods for you to use. The first is to click links to be taken to more information on a topic. The other is to use the Search button in the right-hand corner of the site header if you want to look up a specific search term. Using Ctrl + F also works to search for a term, but only if it's on your current page (or you're using Single-Page View).

Speaking of which, [Single-Page View](#) is recommended over the normal paginated view. In addition to less page-changing, ***certain links do not seem to work in paginated mode due to technical issues beyond my control***. To enable Single-Page View, simply scroll to the bottom of the page (tap *END* if you're on a PC/laptop) and click, "Single-Page View". If you encounter any broken links and are in Single-Page View, please **contact me**.

## Controls

FFVII uses the standard PSX (DualShock) controller. Controls are as follows (**Note: It will be assumed that you are using the default mappings; changing them is not recommended as it can cause problems in certain areas.**):

### World Map/Field/Menu Controls

Button	What it Does
Circle	OK button, talk, examine, interact, open chests
X	Cancel button; hold with D-pad to run
Square	Nothing
Triangle	Open menu; in the menu, use to unequip equipment/Materia
D-Pad	Move around; if a choice is offered, use to select an option
Select	Displays your location, exits, and ladders
Start	Nothing
L1/R1	Use with D-pad to move diagonally
L2/R2	Nothing

In addition, you can perform a soft reset using L1 + L2 + R1 + R2 + Start + Select.

### In-Battle Controls

Button	What it Does
Circle	Select a command
X	Return to previous menu
Square	Hold to hide the menu (to show character HP/MP)
Triangle	Switch to next character
D-Pad	Move cursor in the menu
Select	Toggles help bar with spell/command description and enemy names
Start	Pause (ATB will stop while paused)

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Button	What it Does
L1/R1	Quickly scroll (Hold down both to run from battle)
L2	Toggles a display of available targets
R2	Nothing

## General Battle Strategy

This section gives general strategies for battles in FFVII. More detailed information is available in the **Reference** section.

- Early in the game, **Magic** will be your best source of damage, but MP will be scarce. As such, it's best to use physicals on weak opponents and Magic on the strong ones. Especially **Lightning** is important; most early-game bosses have Lightning weaknesses. Pairing a **Magic Materia** with an **All Materia** is surprisingly effective early on also.
- In battle, try to focus your attacks on one enemy at a time if possible. Removing enemies from the battle will make the rest of the battle much easier.
- Watch for missables! FFVII has a lot of things that can be permanently missed, many of which are great items. The main walkthrough will warn you if you're about to miss something.
- For almost all of the game (except a few specific difficult boss battles here and there), your focus should be primarily on acquiring/levelling your **Materia** and getting good **equipment**. Materia are what give your party most of its abilities, and you equipment allows you to equip Materia and affects your defense and physical attack power. A secondary consideration is Limit Breaks (characters can only learn them if they're being used). Limits are fairly easy to manage, just try to spread out the kills amongst your characters. Least important are levels and stats; neither has a huge effect on much of anything (besides HP and MP) in FFVII, so spend your time worrying about Materia, equipment, and Limits.
- In the original PSX and PC versions, an equipment piece's MDef is useless due to a bug (though MDef% and Spirit both still function as intended). *Note that this was fixed in the PC Re-Release and PS4 versions.*
- Once you Master a **Materia**, it's best to swap out the Materia for some other Materia in most cases, so you can continue building a repertoire of abilities. Hold on to the Mastered copy, however, it will come in handy later in the game.
- If you're holding out for a **Limit Break**, be sure to keep the character healed. If they die, the Limit Gauge resets to zero.
- Once you leave Midgar, you'll begin to have **Enemy Skills** and **Summons** available. For most of the game, Enemy Skills are generally more MP-efficient than other attacks, and also more powerful. Summons, meanwhile, tend to be very poor in MP efficiency and only can be used a few times per battle, but are generally your strongest attacks. This makes Enemy Skills great in all sorts of encounters and Summons mostly useful for boss fights.
- About mid-way through Disc 1, you'll begin to see status attacks available through Materia (**Seal**, **Transform**, **Mystify**, **Time**, **Destruct**). Status attacks are often ignored because they do no HP damage, but hitting a key status weakness can seriously weaken the opposition and give you an easy win. Among the most useful are **Death** (instantly defeats an enemy), **Sleep** (prevents enemy from taking turns), **Stop** (stops ATB gauge and movement), **Frog** (stops most Magic and significantly reduces physical damage dealt), and **Slow** (causes enemy to take more time between turns) are all highly useful throughout the game, while **Silence**, **Paralyzed**, **Small**, **Poison**, and **Berserk** also have situational uses.
- Be sure to keep up on **sidequests**. Not doing them will greatly limit what you have available to the party. While it's possible to complete the game without doing a single sidequest, it will cause you to miss out on a lot, both in terms of rewards and in terms of game content. Sidequests are listed as they come available in the main walkthrough.
- Materia Slots, Materia Growth, stats...the classic dilemma presented by FFVII's equipment system. Early-game, this tends not to be as much of an issue, because most of the time the next step up will be an improvement (or at worst the same) for all three characteristics. Late-game, however, you'll begin to notice a lot of cases where you must sacrifice one of these to get the other two. Generally, outside of specialized cases you should avoid No Materia Growth equipment, but aside from that your strategy will depend on your needs at the time.
- In the early stages, the only thing differentiating the characters are some minor stat differences; aside from that, they're more or less equal. Later, however, you'll want to take a look at available Limits and equipment when deciding who to use. For more detailed information about this, click **here**.
- Late in the game, **Support Materia** begins to become crucial. Late-game Support Materia add a number of special effects to your abilities, so make use of them. Early on, you'll mostly be limited to All and Elemental effects.

## Walkthrough - Disc 1



This section will contain spoilers. Many spoilers are covered in spoiler tags (like here), however, due to the nature of the guide it's impossible to completely avoid spoilers, especially well after they happen, so read ahead of where you are in the game at your own risk.

For an abbreviated version that only details things you can miss permanently, click **here**.

Note that tips for defeating normal enemies will be contained in the **Enemy List** section. Bosses will be covered as they are encountered in the walkthrough.

## Reactor #1 Raid

Items	Potion, Potion, Phoenix Down, Potion, Restore [Materia], Assault Gun
Enemies	MP, 1st Ray, Mono Drive, Grunt, Guard Hound, Sweeper, Guard Scorpion (boss)

After the opening movie, you take control of a spikey-haired man dressed in purple (listed in-game as "Ex-SOLDIER").

**Preparations:** You'll find your character is in the front row. I advise keeping him there.

The first thing you should do is examine the fallen soldiers twice. This will give you two **Potions** (note that you can't get more than two Potions this way; it doesn't matter if you examine one soldier twice, or each soldier once, you'll still just get two Potions). After looting them, continue down the platform to engage in your first battle.

This battle is very easy. As long as you are in the front row, the Attack command should defeat an MP in one hit. Don't bother using your MP for Magic, your regular attack will work just fine. Once the battle is over, continue on to the next area.

*(Note: If you're lost in the field, you can press Select to toggle field markers. The red arrows mark exits, the green ones ladders, and the finger points at your character's current location.)*

In this new screen, approach the three people (Biggs, Wedge, and Jessie) near the gate for a scene. During the scene, you'll be given a chance to name your character. While you can name him anything you like, this guide will assume that you chose the default for all characters (including for this character, **Cloud**). Shortly after this, you'll be given the chance to name a second character (Default: **Barret**). After the scene, follow the others; your destination is the door to the northwest of the area. From this point forward, you'll experience random enemy encounters.



After entering the door, you'll come to a bridge. Head northeast at the intersection to continue (Wedge won't let you pass the other way) and through the door.

Now, approach Barret, Biggs, and Jessie for a scene, after which Barret will join your party. Barret uses arm-mounted machine guns, so put him in the back row (go into the menu, choose Order, then hit Circle next to Barret twice); this will cut the physical damage he takes in half, while not affecting his damage output at all. After the scene, speak to Biggs who will open the first door, then to Jessie who will open the second door, and then the elevator door. Before boarding the elevator, head south to find a box with a **Phoenix Down**, then head for the elevator.

To operate the elevator, Jessie will tell you to press the button "over there" (which means to press Circle in front of the up/down button on the right-hand side of your screen). Doing so will cause the elevator to descend, during which there will be a scene. After the elevator reaches the bottom, exit. In the next area, follow Jessie down the stairs. You will likely run into some enemies; most of them should go down after one hit from either Barret or Cloud (again, save your MP). At the bottom of the stairs, follow Jessie through the door (don't bother exploring under the stairway, as there is nothing there).



Inside the reactor proper, run to the gap in the floor (Cloud will jump over it automatically) and move towards Jessie. She will give you an explanation of how to use ladders (simply press Circle while near the ladder to jump on). Afterwards, follow Jessie down the first ladder, then grab the **Potion** on the other end of the platform (the field icon is shown to the right; interact with it with Circle to pick it up). Once you've grabbed it, continuing making your way down. When you reach the pipe, head south to have the camera angle change. Here, just follow the pipe to the ladder leading down, and then climb down the ladder to reach the bottom of the room.

Here, you'll find a Save Point. Save points allow you to (naturally) save your progress. In addition, at a Save Point you can use a **Tent** (in the menu) to restore all party members' HP and MP. As is the case in most games, you'll want to save frequently, so Save Points are your friend. Save your progress in the menu, then head southeast to continue.

Here, you'll see a blue sphere on the ground (shown to the left). Grab it with Circle; it turns out to be a **Restore Materia** (teaches curative magic). You won't be able to equip it on your characters just yet (the Materia option isn't available in the menu), so just press on. Approach the valve for a scene, followed by your first boss fight!

### Boss: Guard Scorpion



HP	800	MP	0	Level	12
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<b>Exp</b>	100	<b>AP</b>	10	<b>Gil</b>	100
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Assault Gun</b> ( <i>always</i> )	<b>Morph</b>	<i>N/A</i>
<b>Elemental Weaknesses</b>	Lightning				
<b>Elemental Resistances</b>	Gravity (Nullifies)				
<b>Status Vulnerabilities</b>	<b>Slow, Stop</b>				

Guard Scorpion is a fairly simple boss. It will use Search Scope to target a character, then follow up the next turn with an attack against that character the next turn for 40 - 60 damage. After two rounds of Search Scope->Attack, it will then raise its tail and enter "counter mode;" while its tail is up, Guard Scorpion will not attack, but any attacks you make against it will result in a powerful counterattack against both your characters with its Tail Laser. (There's a brief scene the first time it raises its tail; however, Cloud's dialog contains a major typo. He says to attack when its tail is up; doing so is obviously a bad idea.) After a while, it will then go back to attack mode, and repeat the above sequence.

So, what should we do? You'll notice that Guard Scorpion is weak to Lightning, and Cloud just so happens to have a **Lightning Materia** equipped. Casting Bolt spells will do heavy damage to Guard Scorpion (around 90 damage each time), so have Cloud do that. Barret should just attack. If either character gets a **Limit Break**, use it to deal heavy damage to the mechanical menace. When Guard Scorpion puts its tail up, just wait (or heal if needed); don't attack with either character, or you will face a strong Tail Laser counterattack (deals around 70 points damage to characters in the Front Row and hits all of your characters to boot). After a while, it will go back to normal and you can continue attacking again.

When you've defeated it, Guard Scorpion will drop an **Assault Gun**, which is an upgraded weapon you should equip on Barret.

After the battle, the bomb will be set with a 10-minute timer. Obviously, you'd rather not be in the area when it goes off, so hurry up and leave the way you came. You can save your progress at the Save Point if you want; just be quick about it (the timer will still run when you're in the menu or in battle). On your way out, you'll see Jessie with her leg stuck; speak to her to free her leg (you'll be unable to leave the reactor if you don't do this), then continue to make your way towards the exit.



Once you reach the bridge at the entrance, Cloud will once again help Jessie, then you get to enjoy the fireworks.

## Sector 8

<b>Items</b>	<b>Potion</b>
<b>Enemies</b>	<b>MP</b>

After the scenes, you'll find yourself in an area just outside the reactor, with the now-ruined Reactor #1 in the background. The only place you can go is up the stairs; do so.

**Preparations:** Barret will leave your party after the scene, but keep Cloud in the Front Row.

Upon entering the ruined street, you'll immediately enter conversation with the flower girl from the intro movie. It doesn't matter too much which choices you pick; it only has a minor effect on a cutscene later in the game, so you will not lose anything by (not) buying the flower. After the scene, she will leave.

Once you regain control of Cloud, head south. You'll enter a plaza with a fountain. Talk to the people running around if you like, grab the **Potion** to the southeast, then exit to the south.

In the next area, run south through the alley, and you'll soon be spotted by soldiers. You'll then have the option to either Fight or Run. Fighting the first group will pit you against 2x MP; the second, 3x MP; and the third group, 3x MP (you will face an "Attack from both sides," meaning enemies will be on both sides of you). You can run from all three (choose "Later!" each time) if you choose; in any case, Cloud will escape by jumping on to the passing train.

On the train, you'll see a scene. Afterwards, when you regain control of Cloud, just head south to move to the next car. In this new car, feel free to speak to the other passengers. When you're ready to advance the plot, speak with Jessie, the speak with Biggs or Barret.

Afterwards, you'll exit from the train; approach the rest of the group for yet another scene, after which Barret will tell you to meet at the hideout in Sector 7. Do so (head west), unless you want to fight monsters in the Train Graveyard (to the east); unless you're playing a perfect game or want to grind for some other reason, follow the others into Sector 7. In the next screen, you can view the Sector 7 Pillar (talk to the man near the fence), save at the Save Point, or just continue on to Sector 7 proper.



## Sector 7

Items 1500 Gil, All [Materia], Ether



When you enter, you'll hear Barret shooting up Tifa's Seventh Heaven bar (shown above), forcing everyone else to leave. You'll want to follow him inside, though (there are other houses here, but they can wait until later).

*(Note: From here on out, you'll notice some choices in dialog that allow you to act kindly or meanly towards some of the characters (especially two female characters for whom you have not seen naming screens yet). Your choices of whom to be nice/affectionate to will affect a scene later in the game (which will be a date). For more details regarding the mechanics (which will include spoilers), please click [here](#); otherwise, just keep in mind as you choose dialog in scenes throughout the game that showing more affection towards a character will make them more likely to be the character in the aforementioned scene, while acting coldly or rudely to them will make them less likely to be the character involved in the scene. Out of the characters you've met to this point, only Barret can be involved (and Cloud obviously, as the player character), but you will meet the other three in due course.)*

As you enter the bar, there will be some dialog. You'll be prompted to name another character (Default: **Tifa**). After this, if you bought the flower from the flower girl, you'll be prompted to give it to either Tifa or Marlene (which, once again, can affect a cutscene later in the game; Tifa is one of the characters who can be involved in the **scene** later). Once you have control of Cloud again, feel free to talk to everyone in the bar; when you're ready to continue, try to exit, and Barret will practically run you over. Talk to Tifa again if you like (everyone else will have followed Barret), then go with the others down the secret passage (examine the arcade machine).

In this new area (which looks like a cross between a command center and someone's basement), talk to Jessie and Wedge if you like, and approach Barret to progress the dialog. Afterwards, Biggs will throw; walk away from Barret to trigger another scene. Talk to people if you want (it's an RPG, so you'll be talking to lots of people, especially this early in the game, and your play time has no significant effects on either the game or the ending), then go back upstairs using the arcade machine. Tifa will speak to you, and then Barret will hand you 1,500 Gil.

After sleeping the night, you'll find yourself back in the command center. Ascend using the arcade machine as usual. Talk to Tifa if you want (another chance to be affectionate towards her or Barret), then talk to Barret to receive your mission. Barret will ask you how to use **Materia**; choosing to explain to him will give you a tutorial on how to equip them. Otherwise, you can skip it (choose, "You wouldn't understand") to continue with the game; this, incidentally, does not affect anything else in the game, rude though the second reply is. Tifa will mention that the Weapon Shop owner wants to give something to you (we better remember that, we like getting treasure). In any case, once Barret finishes talking you'll be free to explore this small shantytown. Barret and Tifa will both be in your party now as well. Make sure to equip the **Restore Materia** you got from the **Reactor** (personally, I would put it on Cloud, and move the offensive **Magic** to Barret or Tifa).



The first point of interest is the tall-ish building to the south. This is the **Weapon Shop**. The most noteworthy item they sell (talk to the woman behind the chain-like fence) is the **Iron Bangle**. This is the only time in the game you can get them, so make sure to buy some (you should be buying them anyway, to help out your party's defense). If you're going for a perfect game, you'll have to grind and buy 99 of them now, before boarding the train; fight in the Train Graveyard mentioned earlier (you'll get a small amount of Gil after each battle, and **Mono Drive** rarely drops an **Ether** you can sell for 750 Gil) if you insist on a perfect item list. In addition, they also sell **Assault Guns** (you should already have one equipped on Barret, and you'll never need a second) and **Grenades**, a battle item that does weak damage to all enemies. Also in this room is a little boy who offers to let you use his bed upstairs to rest (you must pay him 10 Gil; this heals your HP and MP for all characters to max); otherwise, he'll cuss you out. When you're done here, head up to the second floor.

### Missable Item Alert #1

*(Note: You'll be seeing these alerts throughout the walkthrough. When one appears, it means you're about to miss something unique (and typically valuable), so be sure to read these.)*

Be sure to buy at least one **Iron Bangle** here. If you're trying for a Perfect Game, you'll need 99; this is the only place you can buy these, so do it now (you won't be able to after you board the train).

Here is the Beginner's Hall, this Final Fantasy's incarnation of the Classroom from previous games. Here, Cloud will teach the others gathered here (and, by extension, you) about various game mechanics (you can also find a summary of battle mechanics here). Make sure to talk to the guy just right of the entrance; he'll give an **All Materia**, which allows you to cast spells on paired Magic Materia on all targets instead of just one (but halves the spell's power when you do this). I recommend pairing this new Materia with your **Restore Materia**. The man will then drop a treasure chest in front of you, which holds an **Ether** (refills MP, or can be sold for 750 Gil as mentioned above). Once you're collected the goodies, talk to the people here to your heart's content. The guy opposite the one who gives you stuff has Cloud talk about basic game mechanics (like saving, equipping equipment/**Materia**, forming a battle party, and other basic tasks). The kids to the north will trigger comments regarding the game's Limit Break system, then men at the back of the room will have Cloud talk about battle mechanics, and the woman near the Save Point will educate Cloud on using Save Points (and treasure boxes, heh; she's the only one here who teaches Cloud, and not the other way around). Be sure to use the Save Point here. When you've gotten all the information and goodies you need, leave (you can also find a discussion of battle mechanics [here](#)).

The top floor of this building just contains the bed where you could have slept if you talked to the boy on the ground floor. Since there's nothing else to see here, go inside the small building just west of the Weapon Shop. This is the **Item Shop**; the man sells basic items (you can stock up if you want; Antidote is an item you probably haven't seen yet), as well as some basic **Materia**. The only one you don't already have is **Fire**; I recommend buying it and equipping it on a character (you don't really need second copies of any of the other types). As usual, leave when you're finished.

*(Note: To the south, there appears to be an exit, but you can't leave that way.)*

North of the Seventh Heaven bar is Johnny's house. He's an old childhood friend of Tifa's and Cloud's (I find him quite disagreeable, but I digress). Talk to his parents if you want, then continue.

When you reach the crowd of people near the exit to the train station, Biggs, Wedge, and Jessie will run ahead (you'll find Johnny here, along with some other townspeople). When you're ready to continue with your game, follow them.

Here, there's nothing to do (except talk to the bottom-left guard and watch him get insulted by his gruff partner), so continue east to the next screen. Here at the station, you can go into the Train Graveyard to fight if you like (you'll find **Guard Hound**, **Mono Drive**, and **Sweeper**). Otherwise, board the train.

## The Second Raid

Items	Phoenix Down, Hi-Potion
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When you board, you'll see a scene with a Shinra middle-manager (and it won't be the last time you see him). After the scene, the train will start moving. Tifa will ask you to look at the map monitor with her; do so. An alarm will go off, and you'll have a limited amount of time to move forward in the train (if you fail, you'll have a much longer walk to your destination, so try to make it all the way to the end). Before you leave the current car, talk to the guy at the back of the car to receive a **Phoenix Down** (15 seconds is plenty of time to do this). In the next car, you'll also have a time limit; talk to the black guy near the exit to receive a **Hi-Potion** (choose "Yeah...." when prompted, but be quick). In the third car, it's a similar deal, but a pickpocket will steal an item from you; talk to him quickly and choose "That's right" to get it back, then quickly go to the next car. In the fourth car, just run to the end (no one gives you items); the same goes for the fifth and final train car. At the end of the car, Tifa will flirt a little, then you'll jump off the train and find yourself in...

## Sector 4 Plate

Items	Ether, Potion, Tent
Enemies	Rocket Launcher, Grashtrike, Chuse Tank, Blugu, Special Combatant

You're now in the winding train tunnels in the Sector 4 Plate. Your target is north through the tunnels. In the tunnels, you'll only see **Grashtrike** and **Rocket Launcher** enemies; **Special Combatant** is available by talking to some guards several screens south (there's little reason to fight them here though). If you made it through all the cars, there will be a laser checkpoint the next screen north (if you were kicked off the train, you'll need to go through more screens to reach this point). When you reach it, Cloud will comment that you can't go any further; walk toward the hatch on the left side of the screen to proceed. If you choose to "Look down closely," Tifa will say that nothing should get them stuck, and Cloud will comment that it doesn't look like you can return that way. "Don't look down" will just let you leave (no reason to, unless you feel like grinding in the tunnels); to continue; choose, "Go down."

When you drop down, you'll see an **Ether** in plain sight. Take it, then climb down the ladder on the other side. In this new screen, just take another ladder down.

You'll find yourself in a large area. Here, you'll encounter **Rocket Launcher** and **Blugu**; in the corridors, you'll find **Chuse Tank** and **Grashtrike**. The quickest way to proceed is to go up the ladder just left of the one you entered from; if you like, however, you can go all the way west and chat with Wedge (he'll just tell you to take the ladder behind him to reach the reactor). If you took the ladder just left of the entrance, you'll have to crawl through a duct, then turn left at the end. Whichever way you get there, you'll emerge in a small area with Jessie. Talk to her if you like, and grab the partially concealed **Potion** west of her. To proceed with the game, take the western ladder. Down here, you'll find an item bag (holds a **Tent**) and a Save Point; save your progress, then talk to Biggs if you want and ascend the ladder.



## Number 5 Reactor


Items	Ether, Titan Bangle
Enemies	Smogger, Proto Machinegun, Blood Taste, Special Combatant, Air Buster (boss)

You'll find yourself on a ledge. Drop down to the main area using the slide. In terms of layout, this reactor is very similar to the last one. After you land on the ground, continue west to proceed. Here, jump the gap and climb down the ladders just like last time, and save at the bottom. Go down to the reactor; after the scene, examine the reactor to set the bomb (no boss battle or timer this time). After that, make your way back up to the room we entered through (the one with the large stairway). Take it to the top and enter the elevator, and take the elevator up as well.

Upon exiting the elevator, you'll notice a box; open it to receive an **Ether**. Continue onward to see a closed blast door. Run north to see a table with buttons on it; what you need to do now is press the button at the exact same time Barret and Tifa do (there's no penalty for missing). Once you succeed, run through the now open blast door. Save at the save point, then follow the corridor out.

Cross the bridge to receive an unexpected visit (and see Barret cuss, as usual). Cue the music!

**Boss: Air Buster**



HP	1,200	MP	0	Level	15
<b>Exp</b>	180	<b>AP</b>	16	<b>Gil</b>	150
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Titan Bangle</b> ( <i>always</i> )	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Lightning				
<b>Elemental Resistances</b>	Gravity (Nullifies), Earth (Nullifies), Fire (Half)				
<b>Status Vulnerabilities</b>	<b>Slow, Stop</b>				

Air Buster is the first boss to use FFVII's famous "boss theme" music, and also the first one where the game doesn't hold your hand. Don't worry, it's a pushover.

Air Buster is a relatively simple boss (the Weapon Development Department must not have thought this rag-tag group important enough to waste good tech against). Its strongest attack is Big Bomber, which does heavy (around 100 HP) damage to whomever it hits; use **Cure** magic or a **Potion** if your HP drops below 125 or so to make sure no one gets KO'd. Big Bomber can only be used during Air Buster's first four turns; after that, it can only use Rear Gun and Energy Ball. It can use its bodyblow attack (shown in-game as "Counter Attack") to counter attacks made by your characters to its front, so be careful with your attacks if your character is low on HP. Other than that, its attacks are rather unassuming; they're more powerful than the regular enemies, sure, but for a boss having most attacks deal 60-90 damage a hit and only hit one character when your three characters could each easily have 300 HP or more at typical levels is simply unimpressive.

Air Buster's big attacks can only be made against the character(s) it's facing. Once its HP dips under 240, it will no longer be able to Turn. Characters behind it can still be hit with Rear Gun, but the attack only targets one character and is its weakest attack (it deals around 65 damage a shot). Rear Gun can also be used as a counter to attacks from behind; heal if your HP is low, or just keep pounding away.

As to damaging the robot, the first thing you'll notice is that it's a robot, and the second thing you'll notice is that you have a side attack on it. It's weak to Lightning, like most robots, and physical attacks that hit it in the back will do five times their normal damage (normally they do double). Even more noteworthy is that all of your characters' Limit Breaks at this point are physical, so hitting him in the back with one will do extreme damage. So, if a character has a shot at Air Buster's back, attack it; otherwise, cast Lightning, or just attack if that's not an option for that character. As alluded to earlier, make sure to save any Limit Breaks for when his back is to the character, you don't want to waste them and 5x damage on a Limit Break is a massive blow, even with Air Buster's relatively high HP total.

When defeated, Air Buster will drop a **Titan Bangle**, which is a step up from the **Iron Bangle** your characters should be equipped with.

After the battle, watch the scenes.

## Journey to Sector 6

<b>Items</b>	None
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<b>Enemies</b>	<b>MP, Guard Hound, Hedgehog Pie</b>
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You...survived? You'll wake up in a flowerbed in a church with a pile of splinters around you and the flower girl from the beginning of the game squatting over you. After she's done talking, talk to her again (the game won't let you leave, even through the wide-open front door). Make whatever choices in dialog you like. After this, talk to her a third time to be given the option to name her (Default: **Aeris**) after which a man in a suit will enter the church. After the conversation, Aeris will make a flirty comment if you run towards the door (you can also talk to the man in the suit, but it won't do anything). To continue with the game, talk to Aeris again; one more flirty scene later, the man in the suit will approach you. It turns out he's Reno and he works for Shinra. Cloud and Aeris will leave through the back, after which you will see a small but humorous scene with Reno and the soldiers.

*(Note: Aeris is the third character who can be involved in the scene mentioned earlier. Interestingly, nothing you say in these first conversations has any effect on her opinion of you at all (not even if you call her the slum drunk and tell her you don't want to talk to her). Not like any real woman I've met, but keep in mind that many future conversations with her will play a role.)*

Back in control of Cloud, equip all of your offensive **Magic Materia** on Aeris (any **Materia**, but not **equipment**, that were on Tifa and Barret during the **Air Buster** battle have been unequipped and will be in your inventory), then approach the broken platform to the stairs to have Cloud jump over. Note that there are random encounters in this room, but you shouldn't have any trouble with them. As you approach the warhead-like thing, Reno will enter the room, and Aeris will fall down. At this point, you can give Aeris directions as to what she should do. Telling her to Fight will immediately thrust her into battle (note that Cloud and Aeris are separated here, and any battles fought during this short sequence will be solo). If you tell her to Run, the game will put you in control of her, and you can try to run; if the soldiers catch up to you, you must fight them. Lastly, telling her to "hold on" will put you in control of Cloud. You'll have a moderate amount of time to push a barrel from the ceiling; if done correctly, it will prevent a battle, otherwise Aeris will have to fight. What to do is up to you, but if Aeris is low-levelled I recommend fighting to gain Exp for her (as well as kills, which are needed to learn higher-level Limits). In battle, if you equipped her with **Magic Materia**, just use her spells to deal damage (the battles will consist of **MPs** and **Guard Hounds**, both of which should fall quickly), otherwise you'll have to bash them with Aeris' staff. After being offered the choice three times, Cloud and Aeris will reunite and then escape the church through a hole in the roof (possibly the one Cloud just made, actually).

After you escape, there'll be a scene, then, on top of the rubbish pile, just hold left to cross. Aeris will speak to you again, then you can finish crossing over top of the junk.

You'll return to ground level in the Sector 5 Slum.

## Sector 5 Slum

<b>Items</b>	<b>Potion, Phoenix Down, Cover [Materia], Ether</b>
<b>Enemies</b>	<b>Vice, Whole Eater, Hedgehog Pie, Hell House</b>

Make your way west. The enemies here are all quite weak, but be careful of **Vice**, it can steal your stuff (including equipment), so defeat them ASAP (as long as you defeat it before it can run away, you'll get any stolen items back). In the next screen, head north at the fork.

You'll find yourself in a new shantytown. The pipe just ahead of where you entered has a sick man ("This guy are sick," says Aeris...silly translators) with a number 2 tattooed on him...interesting. To the north, you'll find a broken-down camper, which serves as the **Weapon Shop**. You can buy **Titan Bangles** here if you like, but there won't be many battles from now until the next shop, which carries **Mythril Armlets**, and you already have one Titan Bangle, so I would just skip them unless you're swimming in cash.



The house to the southeast looks like another boring house, but explore it anyway. On the second floor you'll find Turtle's Paradise Flyer No. 1. You won't be seeing Turtle's Paradise for some time, but make sure you read this flyer (it's part of a **sidequest**). In the dresser is 5 Gil. Speak to the kid lying on the bed, then examine the dresser, and choose "Examine the hidden drawer between the drawer." You'll be offered 5 Gil, but don't take the money--we'll get a much better reward if we wait a while. When you're done here, go back outside.

Just west of the house is the **Item Shop**. Everything here is old news except for the **Tent** (don't bother buying any at the moment, as you're still in a town there are plenty of Inns to use and they're much cheaper), but you can stock up on things if you need to. The next building west is the **Materia Shop**; they don't offer anything new either. Feel free to talk to people around town to hear how miserable their lives are, and continue to the northeast when you're ready.

In this garden, you'll find a Save Point. Use it, then go inside the house to watch the scene. When Aeris asks you a personal question, note that your response here will affect the later scene, so answer appropriately (or do whatever if you don't care). After the scene, speak to Elmyra if you want, then head upstairs. Aeris will be waiting to tell you good night; you'll fall asleep, then be in control of Cloud again. Walk (don't run, or Aeris will hear you) across the room, grab the items (**Potion** and **Phoenix Down**) scattered across your room, then walk out and down the stairs. Once downstairs, you can just run outside. Back in the garden, gather the **Ether** and **Cover Materia** if you haven't already, then exit to the west.

Exit the town to the southwest, then go back to the fork and follow the path west. You'll run into Aeris near the western wall; how she managed to get ahead of you, we'll never know (maybe she ran out while you were in the garden). You'll find yourself on a ruined highway (battles here include **Whole Eater**, which you may have seen before, and **Hell House**, and new and somewhat powerful enemy); follow it north. Use the ramp thing to ascend, then cross the bridge-like path and go down to the lower level, then run through the semi-observed tunnel to the other side. Ignore the crane, and instead run up the plank to return to the upper level, then follow the linear path northward from here to reach a playground. Here, you'll see a scene. Follow the cart east (ignore the outhouse, you can't go inside) and then north to reach a new area.

## Wall Market

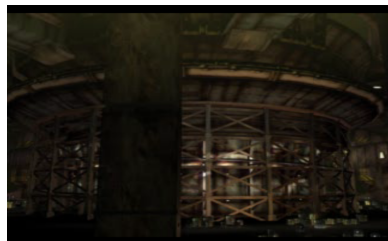
<b>Items</b>	<b>Silk Dress [Key Item]*, Blonde Wig [Key Item]*, Diamond Tiara [Key Item]*, Sexy Cologne [Key Item]*, Member's Card [Key Item], Bikini Briefs [Key Item]*, Ether, Phoenix Down**, Hyper</b>
<b>Enemies</b>	<b>Corneo's Lackey, Scotch</b>

\*These are the best items; if you do poorly on the tasks here, you'll get other, inferior versions of these items.

- If you follow the walkthrough, the Phoenix Down won't be accessible until later. Just remember to pick it up next time you come back here (I'll remind you).

Welcome to Wall Market! The first thing you should do is head north (use the Save Point in the southern screen if you want). Go to the Honeybee Inn in the southeast corner here and talk to the man near the entrance to the building to find out Tifa is with the Don (you can also listen to Johnny being a jerk). So head north, stop at the **Weapon Shop**, and buy **Mythril Armlets** (get three of them), as well as a **Metal Knuckle** and a **Mythril Rod** (just one of each). Equip your new purchases, and make sure you have at least 280 Gil (if you don't, fight some battles in the highway section or sell off some of your **Potions/Ethers**) then head north into the large mansion. Here, you'll be told that only girls can enter; after a scene, Cloud and Aeris come up with the plan to dress like a girl. To do so, you'll need to collect some items.

*(Note: This guide will explain to you how to get the best items; if you mess up part of the quest, you'll get an inferior item. If you're playing a Perfect Game, or otherwise going for the best result, reset if you get something from a portion of the quest besides what the walkthrough makes note of.)*



In order to enter the Don's mansion, you'll need, at minimum, a dress and a wig. However, this alone will not produce the best result, so I recommend doing all parts of the quest noted below.

We'll start with the dress. Talk to the woman behind the counter in the dress shop to find out the dress-maker is drunk in the bar. Go to the bar on the left side of the street in the northern section. Speak to the drunk man near the eastern wall. For the Silk Dress, choose the "soft" and "shimmers" options (any other options will net you an inferior dress and screw you out of the best possible result here). He'll return to the Dress Shop; follow him (the dress shop is the northwestern shop in the southern screen). Get fitted, and your dress will be ready.

Next up is the wig. To get a wig, go to the gym (which is southeast of the bar; make sure you pick up your dress first). In here, talk to the girl near the boxing ring (named Big Bro, heh). She'll challenge you to squats. It's actually very easy, and she even lets you practice before doing it for real (I suggest you do so). To win the best wig, all you need to do is out-squat your opponent; simply press the buttons (Square, X, Circle) to do a squat (if you press them too fast or out of order, Cloud will just scratch his head for a second or two). The bodybuilders are pretty pathetic, so you shouldn't have any problems. Collect your Blonde Wig, then exit (and watch the little girl hammer on the big bodybuilders).

Time to get a tiara. Head to the Materia Shop (the building just north of the diner, with the man outside cooking) and speak to the man behind the counter. You'll see a "man-to-man" conversation (tell him, "I'll go"). Go to the inn (the southwestern building on the southern screen. Pay to stay the night. You'll see a scene; pay the 200 Gil, then return to the pharmacy (paying less will give you a poorer reward). Speak to the man again, and if you paid the 200 Gil, you'll receive the Diamond Tiara (otherwise, you'll get the Ruby Tiara for 100 Gil and the Glass Tiara for 50 Gil).

Next, you'll want some cologne. To get some, first go to the diner in the middle of the southern section. Here, order whatever you like, then answer, "It was all right." You'll get a Pharmacy Coupon. Now go to the pharmacy (the building south of the one with the "ITEM" sign). Choosing the Digestive will give you the best results. Now head to the bar. Speak to the woman holed up in the bathroom twice, and give her the medicine. If you gave her Digestive, you'll get Sexy Cologne; Deodorant will earn you Flower Cologne, and Disinfectant will just get you plain ol' Cologne.

Finally, head back to the Honeybee Inn. Talk to the fat man just west of the entrance (on the screen with the Pharmacy and the inn) to receive a Member's Card Key Item, then you can watch Aeris try to rip off the begging men. What you really want to do, though, is to enter the building. The Queen's Room and Lover's Room both have scenes (view them if you want by selecting "Take a Peek"). When you're ready to continue, select either the Group Room (for the Bikini Briefs, the best item here, and arguably the weirdest scene in this game), or the &#x26; Room (for the inferior Lingerie and a less-weird scene). Once you're done, exit.



Once you have all your items, it's time to go and save Tifa. Head to the Dress Shop and speak to the man to put on all the items you collected. After the scenes, go back to Corneo's Mansion. You'll be allowed inside; when the receptionist goes to get Corneo, run up the stairs and through the far left door to find yourself in a basement with Tifa. Aeris and Tifa will have a conversation (Aeris doesn't mess around, does she), then grab the **Ether** in the western corner. Talk to Tifa to continue, then talk to her again for more explanations. One of Corneo's goons will then summon you to Corneo's office. Talk to Aeris and Tifa for their comments if you like. Tifa will also have joined your party; equip her with a Mythril Bangle and Metal Knuckle you should have gotten earlier before going back upstairs. Enter the large door in the middle of the second floor to find yourself face-to-face with the Don.

What happens here depends on how good your items were. If you got all of the best items (including the Silk Dress), Corneo will choose Cloud; he'll choose Tifa if you got the Cotton or Satin Dress, or if you got the Silk Dress and did poorly on everything else. If you got the Silk Dress and had a middling performance on the other tasks (not poor enough to have Tifa but not good enough to have Cloud), Aeris will be chosen. At this point there is a minor split in paths depending on who was chosen to accompany the Don:

- **Tifa or Aeris was chosen:** Cloud and the girl who wasn't chosen will go with the lackeys, who will try to sex up Cloud. To continue, speak to the man at the back of the room. You'll fight two battles; the first is against 3x **Coreneo's Lackey**, the second, against 2x **Coreneo's Lackey** and **Scotch**. The Lackeys are very weak and will go down to a single strike from Cloud, and Scotch isn't much stronger. Once they're all beaten, grab the **Phoenix Down** on the floor, then exit and confront Corneo along with whichever girl was chosen in his office. Watch the scene.
- **Cloud was chosen:** After Corneo brings you in his bedroom, grab the **Hyper** from behind the bed. After this, simply follow the dialog. You can give a big boost to Barret's liking of you (for the scene later) by saying "...and his name's Barret;" all other choices will just affect the flow of this humorous conversation. The girls will join you, having beaten up the lackeys, and the game continues.

Either way, Corneo will offer you his infamous "three-choices" dialog (pick whichever you want, all three lead to fairly humorous comments). Watch the scenes that follow. Better hurry back to Sector 7...

## Return to Sector 7

### The Sewers

Items	Phoenix Down, Potion, Steal [Materia]
Enemies	Aps (boss), Ceasar, Sahagin

You'll fall down to the sewers, Talk to Aeris and Tifa, and you'll immediately enter battle with Coreneo's killer pet...

**Boss: Aps**



<b>HP</b>	1,800	<b>MP</b>	0	<b>Level</b>	18
<b>Exp</b>	240	<b>AP</b>	22	<b>Gil</b>	253
<b>Steal</b>	Nothing	<b>Drop</b>	Phoenix Down (always)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Fire				
<b>Elemental Resistances</b>	Gravity (Nullifies)				
<b>Status Vulnerabilities</b>	Slow, Stop, Sleep, Poison, Darkness, Paralyzed				

Aps may look tough, but all things considered he's just another scrubbish boss. Tsunami is his signature move; it hits all on screen (including Aps himself). It can do fairly heavy damage to your party, but he often uses it from behind him (in other words, it hits him in the back and your party in the front). Since Aps takes four times normal damage from attacks to his back, and has no resistance to Water attacks, Tsunami will deal 180 damage to Aps if it comes from behind him, as compared to around 60 to your party. It can also come from behind your party, in which case your characters will take around 120 damage (Aps will be damaged for around 45 damage). His other attacks are nothing to be afraid of; they only hit one character and are not all that strong. His tail swat hits for around 60 damage, while Lick does very low damage but inflicts **Sadness**.

Aps has many status weaknesses, most of which you can't exploit at the moment. If you want to set **Slow**, you can use a Spider Web if you got any from **Gashtrike** earlier. **Paralyzed** can be inflicted through **Cross Slash** (Cloud) or **Seal Evil** (Aeris) Limit Breaks, and will stop Aps in his tracks for a few turns (you may not have either of these Limit Breaks yet though). Otherwise, you can attack him for heavy damage with **Fire** magic (other magic will still outdamage physical attacks, so if you have these Materia on other party members, feel free to use other elements). If your HP gets below 150, use Cure magic or a healing item. As long as you keep an eye on your HP levels, you'll be watching Aps fall soon enough.

He drops a **Phoenix Down** upon defeat.

After the battle, head up the stairs in front of you and grab the **Potion** in in the southwest corner, then go back to the ladder near where you started and climb up. Make your way around the ledge, and climb down the other side. Ascend the stairs, grab the **Steal Materia** in plain sight, then jump down the grate.

Some information about the Steal Materia: It lets you steal from enemies, obviously, but stealing has one major drawback: if you steal from an enemy, it will never drop anything. That being said, there are many cases where it's worthwhile to Steal, as most enemies with worthwhile Steals just have basic items for their drops. I'll let you know as we go along when good times to employ it are.

In this new area, you'll see a ladder on the other side of the waterway. Go down the steps, then climb up the tank-like thing, and walk to the ladder to enter the Train Graveyard.

## Train Graveyard

<b>Items</b>	Hi-Potion, Hi-Potion, Echo Screen, Potion, Potion, Potion, Ether, Hi-Potion
<b>Enemies</b>	Cripshay, Deenglow, Ghost, Eligor

If you were grinding Gil or levels earlier at the Train Graveyard, you'll notice that the old enemies no longer appear (instead they have been replaced by the ones shown above). The southern section features **Cripshay**, **Deenglow**, and **Ghost**. Deenglow can be particularly rewarding; it has an **Ether** Steal and a **Graviball** drop (remember, though, that stealing the Ether will prevent that Deenglow from dropping a Graviball). Graviball isn't particularly useful, but it's a rare item that you otherwise won't be able to obtain for some time (plus it's missable). Ghost, meanwhile, has **Ghost Hand** to Steal. Ghost Hand drains MP from an opponent; it's not particularly useful either, but it's missable, and this is your only chance to get it (unless you want to mess around with poor encounter rates in a much more difficult location later).

**Missable Item Alert #2**

Be sure and steal a Ghost Hand from the **Ghosts** here (as mentioned, there is an opportunity to do this later, but it's much easier to just get it done now, while Ghosts are reasonably common encounters). If you intend to use the W-Item trick later to duplicate it you only need one; otherwise, steal as many as you want (99 for a Perfect Game). You should also try for a Graviball from **Deenglow** (drop), but this is less important because there is one more fairly easy opportunity later. Incidentally, Ghosts also drop Ghost Hands on occasion if you didn't successfully Steal from them.

The first thing you should do is save at the Save Point (don't waste a **Tent** unless you're seriously low on MP). Run through the train car (through the side entrance) and examine the barrel on the other side for a **Hi-Potion**, then return near the Save Point. Then, grab the **Hi-Potion** from on top of the train car just north of your location (climb the ladder next to you) and continue along the top until you find a bar-like thing crossing the top of the car. Use it to climb down the side of the car (there's nothing in the car on the other side), and grab the **Echo Screen** from the nearby barrel. Go now to the train on the right, and enter it to immediately find a **Potion**. Continue along in this train until you reach an exit on the right side. Take it, then use the ladder to climb the train on the far right, then climb down the ladder just north. Look for a place to enter the train and go inside. Follow it north and exit near the top of the screen. You'll see a **Potion**; take it and go north.

You'll find yourself in a new screen. This area has **Eligor** in addition to **Ghost** and **Deenglow**, which is stronger than the other enemies here, but has a great Steal--namely, the **Striking Staff**, which is a hugely overpowered weapon for Aeris (it will be your most powerful weapon for some time, even on such an obviously magic-oriented character as Aeris). It may take some time (both to find an Eligor and to actually get the Steal), but be patient and try to Steal it, it will help you considerably. (When you do manage to steal one, move Aeris to the Front Row; she's now your prime attacker, both magically and physically.) When you enter the northern screen, you'll notice a potion lying on the ground to the west of where you entered; loop around the train and pick it up to receive a **Potion**. Check the barrel on the far west end for an **Ether**. To leave the area, you need to solve a minor puzzle with the trains in the northern half. Grab the **Hi-Potion** off the stationary train near the far northern tracks, then jump in the southern movable train to push the middle one out of the way, and ride it back to get it out of the way. Ride the northernmost train to the ladder thing, then use the immobile train to jump to the northern one. From here, you can exit to the station.

In the station area, talk to the guard if you like. You'll hear the same nasty rumor you heard from Corneo. Before leaving, note that if you continue left, you'll never be able to return to fight the enemies in the Train Graveyard, so if you missed any of their items, go back and get them before continuing.

### The Battle of Sector 7

Items	Ether
Enemies	Aero Combatant, Turks:Reno (boss)

Your team will quickly notice something's wrong on the Pillar. It's still standing, but there seems to be a battle raging (you hear gunfire). Looking up, you see AVALANCHE defending the pillar against Shinra. At this point, Aeris will leave your party, but Tifa will remain with Cloud.

**Preparations:** Any **Materia** Aeris was carrying will have been de-equipped, so equip them on Cloud and Tifa before climbing the pillar.

While on the ground, talk with the people if you like (the guy in the purple suit on the left has a **shop** with items, stock up if you like), and save at the Save Point. Once you're ready, head north and ascend the pillar. You'll be thrust into random battles along the way (against **Aero Combatants**). You can talk to Biggs and Jessie along the way.

At the top, you'll see Barret. Talk to him when you're done fighting Aero Combatants (and there's really no reason to grind on them). You'll have the option to equip your characters; make sure to equip Barret with a **Mythril Armlet** (if you have one; otherwise use the **Titan Bangle**) and heal anyone who needs it (don't forget to equip Materia also). When you're ready, on the field press Circle to engage the man from the helicopter.

#### Boss: Reno



HP	1,000	MP	0	Level	17
Exp	290	AP	22	Gil	500
Steal	Nothing	Drop	Ether (always)	Morph	N/A
Elemental Weaknesses	None				
Elemental Resistances	Gravity (Nullifies), Lightning (Half)				
Status Vulnerabilities	Slow, Stop, Sleep, Poison, Darkness				

Returning from the church, and this time fighting you in person, Turks:Reno is the first boss who poses a legitimate threat to your party. While his attacks do poor damage (around 75 maximum), his Pyramid attack is something to fear. It stops a character from acting for the duration of the **Imprisoned** status it sets. Worse, it flags them as "dead," meaning if all of your characters are dead/Pyramid-ized, it's Game Over.

Let me rephrase that first sentence: Reno poses a legitimate threat to your party if you don't know what you're doing. The secret to the battle is to physically attack the character afflicted with **Imprisoned** status. This will remove the status, allowing the character to act again and preventing a Game Over. Otherwise, note that Reno has no elemental weakness, but halves Lightning (Gravity you won't have yet, just don't bother trying to use **Graviballs**), so if you use Magic, use **Fire** and **Ice** spells only.

Upon defeat, Reno drops an **Ether**.

After the battle, talk to Tifa, then talk to Barret after that and watch what happens.

## Shinra HQ Raid

### Preparations

Items	Sense [Materia], Battery x3, Phoenix Down (if you didn't get it earlier), Turbo Ether
Enemies	Hell House, Vice, Whole Eater

(Note: If you encounter Vice, you can try to Steal **Speed Drinks**. These set **Haste** on one character, which won't be possible otherwise for a very long time.)

Back in the playground where you talked with Aeris before, you'll see yet another scene. After it's over, you'll be in control of Cloud on the ruined highway. Follow it for a little while and Tifa and Barret will join you, then go back to the playground and grab the **Sense Materia**. Now, make your way south, then, in the screen to the east, take the northern fork to return to the small town we were in earlier. Go into the far eastern house (the one with the little kid and the drawer). Talk to the kid to receive a **Turbo Ether** if you didn't take the 5 Gil earlier (now you understand why we waited). Exit the house, then go east to find Aeris' house. Save if you want, then go inside.

After the scene (which incidentally features some of the best music of the game), head upstairs. You can sleep in the room to the west if you like (it will restore your HP and MP); when you're ready to continue, talk to Barret, then try to leave the room. Barret will agree to assist you in rescuing Aeris; go downstairs and try to leave the house for yet another scene.

Tifa will suggest going to Wall Market, and that is indeed what you need to do. Make your way back to the playground (the path is still the same), then take the east path to Wall Market.

Back in this familiar area, just check out the shops before proceeding (no need to obtain female garb this time, thankfully). The **Pharmacy** has Items, if you're wondering (buy a few **Eye Drops** and anything else you're short on); the **Materia Shop** and **Weapon Shop** stock nothing new (the Materia Shop sells **Cover Materia**, but you should already have one), but you'll need to go to the Weapon Shop to continue. Buy any upgrades you need (make sure Barret has a **Myrthril Armlet** especially), then talk to the owner (the other man in the building). He'll sell you three **Battery** Items for 100 Gil each. Not exactly cheap for batteries, but you'll need them to continue, so if you lack Gil fight battles outside until you have enough. Also, make sure to grab any items you missed from Don Corneo's place (there's a **Hyper** in the Don's room and a **Phoenix Down** in the lackeys' room, to jog your memory); you'll also find a familiar face in the basement (free him to have him explain why the place is suddenly vacant). When you're ready to continue the game, head east from the entrance to Don Corneo's mansion.



You'll see a kid standing at the bottom of a wire. Talk to her to hear about the wire to the "Upper World" and have Barret utter an extremely cheesy line. Our main task is to climb the plate, so this seems like a promising lead. Climb it to the next screen.

### Climbing the Rubbish Pile

Items	Ether (optional, see note)
Enemies	None



In this new area, climb the wire to the top, then follow the rubbish path around to where you see a plugin. Examine it and place a **Battery** to cause a propeller to move out of your way (at the top-right corner of the image above), then run up the pipe and use the propeller to ascend further. Follow the train track up to a traffic control bar with a **Battery** port on it. Examine it as well to raise the bar, and use the bar to continue upwards. Climb the wire nearby, and Cloud will comment that you need to jump to a swinging wire-thing in order to cross the chasm.



### Missable Item Alert #3

Here, you have the option of continuing up the wire (before jumping to the swinging wire) to find another **Battery** port, which gives you an **Ether** if you use a **Battery**. While the Ether is nice, the Battery can never be obtained again, so just hold onto it and continue using the swinging rope if you're interested in a complete item list. If you do get the Ether, return to the previous screen and jump to the wire to proceed.

Run up the pole to the next screen. You'll notice a wire encircling the lower part of the pole; as the wire veers away from the pole, run along it and follow it upwards. Follow the next pole up, then use the broken metal piece to return to the tube. Use the tube and make your way up.

## Shinra HQ

<b>Items</b>	<b>Elixir</b> , Keycard 62 [Key Item], <b>Elemental</b> [Materia], A Coupon [Key Item], B Coupon [Key Item], C Coupon [Key Item], <b>Star Pendant (optional)</b> , <b>Four Slots (optional)</b> , <b>All</b> [Materia] (optional), <b>Phoenix Down</b> , <b>Ether</b> , Keycard 66 [Key Item], <b>Poison</b> [Materia], <b>Fire</b> [Materia], <b>All</b> [Materia], <b>Sense</b> [Materia], <b>Talisman</b> , <b>Enemy Skill</b> [Materia], <b>Potion</b> , <b>Potion</b> , Keycard 68 [Key Item], <b>Potion</b> , <b>Potion</b>
<b>Enemies</b>	<b>Grenade Combatant</b> , <b>Mighty Grunt</b> , <b>Hammer Blaster</b> , <b>Sword Dance</b> , <b>Warning Board</b> , <b>SOLDIER:3rd</b> , <b>Moth Slasher</b> , <b>Sample: H0152</b> (boss)

Welcome to the home of the evil Shinra empire! Like most real-world corporations, Shinra doesn't exactly want three armed enemies running around its headquarters; Tifa surmises as much, and advises you to sneak up the back stairs (and of course, Barret just wants to run in guns a-blazing--you wouldn't expect him to pass up this golden opportunity, would you). You therefore must select one of the two options below (note that your choice does not affect any later scenes):

- **Sneak in:** To do this, run through the open doorway to the left. Run down the hall, and through the door to reach a stairwell. From here until the 59th floor, all this consists of is just running up a *long* flight of stairs (or, to be more precise, many, many short flights of stairs). You'll get an **Elixir** on the fifth screen up.
- **Bust in:** This is the option I recommend unless you're doing some sort of low-level game. Barret's right, security is really light (Shinra probably thinks you died under the Sector 7 Plate or something). Run in through the front door. You'll immediately be attacked by 2x **Grenade Combatant**; defeat them to continue (you'll also get Grenade Combatants as random encounters in the lobby areas. At the back end of the first floor, near the elevators, is Turtle's Paradise Flyer #2, which is the rarest of the flyers. The second floor features a **shop**, which will (reluctantly) sell to you. It also has two chests, but you cannot open them at the moment, and a TV that you can examine to watch a car advertisement. There's nothing on the third floor (just some more cars), so take the elevator up. You'll go up 7-15 floors each time, and when it stops you'll fight a battle (at times, you'll get a Shinra employee instead, who will leave you without fighting). If you encounter a **Moth Slasher**, try to Steal from it before killing it; you'll get a **Carbon Bangle**, which is a much superior armor to anything you have now; otherwise, remember you can heal between battles (you won't engage the next one until you stop the elevator again). Eventually, you'll reach the 59th floor.

Upon arriving on the 59th Floor, head to the southeast corner of the area. (If you took the fighter route instead of sneaking in the back, you can grab the **Elixir** mentioned above by taking the door on the west wall and going down the stairs until you find it; you'll still have to go quite a ways to get it, and it's also possible to get it later, which is what I recommend doing). When you near the elevators to the southeast, you'll be attacked by 3x **Mighty Grunt**. Dispatch them and board the elevator. Ride it to the 60th Floor, and talk to both Tifa and Barret.



Here, you'll have to evade some guards (this floor essentially serves as a security checkpoint). Head for the room to the west. Your characters will comment, then you have to get everyone past the guards. Stay behind the statues when the guards can see you, and move to the next statue/cover when no one's looking at the running lane. If you fail, you'll be thrust into battle with some **Mighty Grunts**; once you succeed, just take the stairs up. (If you fail 5 times, you will be able to pass as well, but since Mighty Grunts have rather high defense and aren't very rewarding, it's best to do your battles elsewhere.)

Floor 61 is an employee lounge (and a nice one at that). Speak to the employees if you want; your goal is a guy pacing around near the southern elevators. Talk to him, choose "...", and he'll give you Keycard 62, a Key Item that lets you go up one more floor. Do so (you can either go up the stairs or take the elevator, it doesn't affect anything).

On the 62nd Floor, you'll see a library-like area in the middle, and an office to the west. Go inside the office; it turns out to be the Mayor's office. The Mayor will give you his keycard if you can guess the secret word. Most notable is the prize you can get if you guess correctly on the first try (an **Elemental Materia**). This is essentially a puzzle; you can pay Domino's assistant Gil for hints, but it's really not necessary. For more information regarding this and strategies for completing it in one try, click [here](#).

#### Missable Item Alert #4

Be absolutely sure you get the **Elemental Materia** and not some other prize. All the other potential prizes are available in unlimited amounts through other means, but the Elemental Materia is unique (there are only three in the entire game, and you can't buy them anywhere). Even ignoring the fact that it's limited in quantity, the Elemental Materia is awesome to have, especially this soon (it's the only form of defense you'll have against elemental attacks for some time), so even if you don't care about missables you'd still better get it. Having it will also let you get an **extremely** powerful spell early (I'll explain it when you get there). The Mayor's puzzle isn't particularly difficult to solve either--again, all the more reason you shouldn't leave here without it.



Once you have the new Keycard, head upstairs (don't forget to equip your shiny new **Elemental Materia** on a character's armor (paired with a Materia with an element) if you got it; besides helping you defensively, you need it to gain levels to defend you better, so better start now). Here, you'll find another puzzle (and random encounters, it's been a while since you slaughtered something). You can open 3 doors, and resetting the doors (use the prize computer) will cause you to lose any coupons you've collected (they will be returned to their original places, allowing you to try again). The challenge then, naturally, is to obtain all three coupons in one go. To do this, follow the path along the outer wall all the way around, and open the first door you come across. Then, follow the newly opened path to the end, but don't open the door at the end. Instead, open the door south of the end of this path (in other words, the door leading south on the west end of the passage). Use this path you just opened to enter the room with A Coupon. You'll also notice an air duct; climb inside

(examine it). Crawl east, then take the first fork heading north and exit the duct. Grab the B Coupon lying in front of you, then exit through the door. Open the door at the west end of this short hallway to find yourself in the room with C Coupon. Now that you have all three, go back to B Coupon's room and use the air duct to return (quickest way is just to head east, which will drop you near the item exchange machine).

You're now presented with one of the game's early dilemmas. The game intends for you to exchange the item coupons; A Coupon nets you a **Star Pendant** (your first accessory, prevents **Poison** status), B Coupon a **Four Slots** armor (poor defense but has four **Materia** slots), and C Coupon an **All Materia**. While all of these items look great on paper, they're actually not that great of prizes. Poison status is a nuisance at best (and the Star Pendant only blocks the **status**, not the element), Four Slots is too poor in Defense to consider and you don't have enough **Materia** yet to make good use of it, and **All Materia** is somewhat useful at the moment, but fairly meh really since you'll soon have more of them than you can realistically make use of. On the other hand, you can just keep your coupons and leave (they won't be removed from your inventory); you gain no new items this way (now or later), but you do keep three unique Key Items in your inventory. Personally, I would just keep the Coupons, but if you really want the items, go for it. Either way, head up the stairs (or use the elevator) to reach the 64th Floor.

#### Missable Item Alert #5

If you're going for a complete Item List, definitely keep all three Coupons. All of the items you can exchange the Coupons for can be obtained easily later on, but the Coupons are unique. In any event, none of the prizes are all that spectacular, so just collect the Coupons and go on to the next floor.

The first thing to notice is that there's a Save Point and rest area to the west. Make use of both. To the north is a locker room. Check all the lockers; many of them are locked, but two of the lockers have items (**Phoenix Down** and **Ether**). You'll also find a megaphone, but Cloud won't bother taking it (might come in handy later? Who knows). To the south is an exercise room. You can mess around with the equipment if you like; what you really want to do is use the drink machine. Buy the drink (it costs 250 Gil). Nothing will come out--examine the machine and BANG on it. Still nothing, and you'll be stopped by the receptionist (oh well, better check back later).

Floor 65 is another puzzle, and random encounters populate this area as well. To proceed with the puzzle, you need to assemble the Midgar model. The chests scattered around the room mostly contain Midgar Parts Key Items--placing a part in the model will open another chest with a Midgar Parts in it, eventually allowing you to complete the puzzle. Once you've completed the model, open the last chest for Keycard 66 and go to the next floor.

Here on 66f, more offices, and an ornate conference room. You'll see a large group of Shinra executives enter the room; run to the bathroom in the northwest corner of the floor, then go into the stall. Examine the toilet; flush it if you want (it doesn't affect anything), then climb up into the vent and then move towards the camera for a scene. After it's over, exit the duct the way you came in and go back onto the main part of the floor. You can go in the conference room if you like, but it won't do anything at all. Instead, follow Hojo (the weird-looking scientist guy), and after he ascends the stairs you'll be able to follow him.



On the 67th Floor, Hojo will be kind enough to leave the door open for you, so use it. More random encounters; in addition to **Moth Slashers** (mentioned above, with the **Carbon Bangle** Steal), there are also **SOLDIER:3rd** enemies (**Hardedge** Steal, much improved weapon for Cloud), and **Warning Board** (nothing of value). You can try to get 5 Carbon Bangles if you like--they'll give you great defense for quite some time, as well as saving you money having to buy them later. Beware of SOLDIER:3rd though, they are fairly competent fighters and can cast **Sleepel** (sets **Sleep**, which you can't defend against yet) so keep your HP up. If you're interested in the random encounters, stay on this floor; otherwise, follow Hojo and watch the scenes. Grab the **Poison Materia**, equip it, and use the Save Point. Now, either move all of Barret's Materia to Tifa or Tifa's Materia to Barret (I advise the latter, Barret is much better than Tifa at this stage), then take the northern stairs to 68f.

As soon as you emerge from the elevator, you'll find Aeris. Afterwards, send whichever character you de-equipped to look after Aeris, and you'll also get to name the red dog-like creature (Default: **Red XIII**), who will join you against this ferocious specimen (Red XIII comes equipped with **Sense** and **Fire-All** Materia, and you won't be able to adjust his **Materia**/equipment before the battle).

#### Boss: Sample: H0512



<b>HP</b>	1,000	<b>MP</b>	120	<b>Level</b>	19
<b>Exp</b>	300	<b>AP</b>	30	<b>Gil</b>	250
<b>Steal</b>	Nothing	<b>Drop</b>	Talisman ( <i>always</i> )	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies), Poison (Absorb), Lightning (Half)				
<b>Status Vulnerabilities</b>	Slow, Stop, Sleep, Paralyzed, Darkness				

Sample: H0512 is relatively annoying, but not particularly powerful either. It kicks off the battle with Shady Breath, which can **Poison** any character it hits (unless you grabbed the **Star Pendant** earlier, which grants Poison immunity). There are also the little -opt enemies, which just attack physically and cast spells sometimes. Don't bother attacking the little minions; Sample: H0512 will just revive them if they fall and it has enough MP to cast Reanimagic (in other words, if he has more than 40 MP left). Alternatively, if Barret knows **Mindblow** (Limit Break), use it to deplete the boss' MP, limiting it to a single target physical against one character, and you can then defeat the little ones without any worries.

Luckily, none of the enemies have particularly strong offenses. The main baddie has a swat attack that deals around 70 damage to a character, while the little guys can also use basic **Fire**, **Ice**, and **Bolt** spells (do around 70 to one character ST (single-target) or 55 to all MT (multi-target) in their respective elements) in addition to a weak physical. Thus, the battle is straightforward: wear down the main Sample, heal when your HP gets low (below 150), don't use **Poison** or Lightning attacks; they all absorb Poison and Lightning only does half damage. Cloud's **Cross-Slash** Limit Break is an excellent attack here; in addition to doing great damage, it will **Paralyze** the big Sample for a few turns. Don't bother healing the **Poison** status--Shady Breath will be used periodically throughout the fight, and your focus should be on dealing damage.

Once you've knocked off the big Sample: H0512, all the enemies will die, and you'll receive a **Talisman** Accessory (it adds 10 to your Spirit stat, reducing damage from magical attacks).

After the fight, you'll be prompted to select three party members, and you can also transfer **Materia** (make sure any Materia are on your active party) and equipment (**Carbon Bangle!**) as needed to suit your new party. (I recommend Aeris and Barret at this point, because they are the strongest characters right now aside from Cloud if you've been Stealing good items, but it doesn't really matter that much, you can bring whomever you like as long as you remember to transfer the Materia from characters not in the party. If you do bring Aeris, make sure to put any offensive **Magic Materia** on her rather than the others, since she's the best Magic user in the game.) Also, be sure and equip your new **Talisman** on a party member. It doesn't do a whole lot, but a little extra defense against magic never hurt anybody, no? Once you're ready, press the OK button outside the menu to continue the game. Grab the **Enemy Skill Materia** sitting in the elevator. Now time to scam!

#### Missable Item Alert #6

Do not forget the **Enemy Skill Materia** located in the elevator--you will not be able to obtain this later. There are only four of them total in the game, and getting it will allow you to learn some very powerful spells in the near future, so make sure you grab this before leaving.

Don't bother equipping the **Enemy Skill Materia** just yet (there aren't any skills to learn right now, and it doesn't gain AP like normal **Materia**). Run south, and grab the two **Potions** lying in the open on the elevated platform, then talk to the man and he'll give you Keycard 68, allowing you to easily use the elevator. Run east through the southern hallway, grabbing the two **Potions** as you go, then follow the hallway back to the stairs.

You can climb the stairs if you like, but you won't be able to do anything, so go down. Your goal here is to get on an elevator; the 67th Floor (one below you) is your first opportunity, but you can go down to the 66th Floor if you want to avoid battles. In any event, get on the elevator and examine the controls.

#### Escape from Shinra HQ

<b>Items</b>	Mythril Bangle, Protect Vest, Guard Source, Star Pendant
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**Enemies** Brain Pod, Vargid Police, Zenene, Hundred Gunner/Heli Gunner (boss), Rufus (boss), Dark Nation (boss), Motor Ball (boss)

After the scene, you'll find yourself in a cell. You'll be given the chance to talk to Tifa or check on Barret, Aeris, or Red XIII (approach the door); thinking about Barret or Aeris first will increase their liking of you for the scene later. Once you're done talking to everyone (or just don't want to deal with the others), choose "Let's just get some sleep" to continue.

When you awaken, you'll find yourself fully healed and the door to your cell wide open. Examine the (now-dead) guard, then speak to Tifa to watch her do the same. Speak to her again, then talk to Barret, then Barret again when he reaches the guard. Red XIII will scout ahead and Barret will stay behind, giving you a Cloud/Tifa/Aeris fight (make sure to equip any materia other than the Enemy Skill). Once you're ready, head south, then west and speak to Red XIII for a scene, after which just follow the blood trail. Save at the Save Point, then continue upwards. On 68f just keep following the trail as it goes upstairs. 69f features a Save Point; use it before following the blood trail.

On 70f, you'll find yourself in the President's office. Watch the scene, then approach the desk. Now, go out the door to the north to emerge on a balcony. Follow it around for a scene, then your team will split up. Remove Cloud's and Tifa's Materia when prompted, then equip your offensive **Magic Materia** on Aeris and Red XIII. Other Materia can go on Barret or anyone else as you see fit, but Aeris and Red XIII absolutely must have at least one offensive spell each (you'll see why in a moment). Once you're sorted out the Materia, take your party (Aeris/Barret/Red XIII, with Aeris as leader) back to the elevators. Ride it down. Shame it has to be a glass elevator...

**Boss: Hundred Gunner**



Hundred Gunner's Data					
HP	1,600	MP	120	Level	18
Exp	0	AP	0	Gil	0
Steal	Nothing	Drop	Nothing	Morph	N/A
Elemental Weaknesses	Lightning				
Elemental Resistances	Gravity (Half)				
Status Vulnerabilities	Slow				

You'll be attacked by yet another bot-type enemy, which is weak to Lightning as usual. The biggest challenge in this battle is that only magical attacks and Barret's physical attacks can reach the mechanical menace (this is why I told you to give your offensive **Magic Materia** to Aeris and Red XIII). Limit Breaks will also hit it, so still use them if you get one. However, **Mindblow** (Barret) and **Seal Evil** (Aeris) are both worthless for this fight, as the former only damages MP (and Hundred Gunner doesn't have any MP-consuming attacks) while the boss is immune to all effects of the latter.

The bad news is that Hundred Gunner actually has some respectable attacks to go along with a decent HP total and immunity to most physical attacks. At first, it will only use Aux Artillery and Hidden Artillery; both deal decent damage (around 110 or so), but they only target one character at a time. Later (once it drops to under 1,066 HP), it will switch to its Main Artillery and use it exclusively for a while. Main Artillery is similar in power to Hidden Artillery, but targets all your characters. In its final phase (once its HP drops to 533 or less), it will use Wave Artillery, which deals heavy damage to all characters, and does this every turn until you defeat it.

Your strategy here is actually quite simple. Have Barret attack physically, while Aeris and Red XIII cast spells. **Lightning** is the best to use, but **Fire** and **Ice** will work as well if you don't have Lightning magic. If you get a **Limit Break** for Barret or Red, use it; save Aeris' Limit for when all characters have low-ish HP (it will heal everyone for half their max HP). Most importantly, heal when your HP gets low; Hundred Gunner has some strong attacks, especially late in the battle, so don't get caught off-guard.

After it's defeated, Hundred Gunner will be immediately replaced by...

**Boss: Heli Gunner**



Heli Gunner's Data					
HP	1,000	MP	0	Level	19
Exp	250	AP	25	Gil	200
Steal	Nothing	Drop	Mythril Armlet ( <i>always</i> )	Morph	N/A
Elemental Weaknesses	Lightning, Wind				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	Slow				

Heli Gunner, for all intents and purposes, is Hundred Gunner with several minor variations and one major one. Like Hundred Gunner, Heli Gunner has phases (two, in this case; the second phase starts at 250 HP or lower) and touts some reasonably strong attacks, but yet again nothing mind-blowing. It loses Gravity resistance and adds a Wind weakness; this does very little, as we still have no good way to exploit Wind or Gravity effectively (it also nullifies Earth, which again is meaningless at this point). Finally, it only has 1,000 HP to Hundred's 1,600.

The one major difference is that all of Heli Gunner's attacks in its first phase are capable of setting **status ailments**. AB Canon can set **Sleep**, and C Canon can set **Poison** (both attacks target one character). However, by far the most dangerous attack here is Firing Line in Heli Gunner's second phase; in addition to doing heavy target-all damage like Wave Artillery (Firing Line is slightly weaker damage-wise), it can also set Poison and/or Sleep. Poison isn't worth worrying about, but Sleep can be a major nuisance. Heli Gunner's other second phase attacks don't set any statuses and are single target (ST), but deal heavy damage.

The strategy is similar to before: Lightning magic, Barret's physicals, other magic, and Limit Breaks will be your modes of attack. Don't bother healing the **Poison** status, but it may be worth physically attacking a character who is put to **Sleep** (this will wake them up). Heal when needed, and you'll come out on top.

Upon defeat, Heli Gunner drops a **Mythril Armlet**. This is useless, as all of your characters should already have them (or **Carbon Bangles** which are flat-out better), but you can sell it later if you need Gil.

The scene switches to Cloud. Remove the other party's Materia and equip as much of it as you can on Cloud (as before, don't bother equipping Enemy Skill yet). Make absolutely sure you have that **Poison Materia** equipped, give Cloud the **Lightning-Elemental** combo in his armor (to cut Lightning damage in half), and face yet another boss in a suit...

**Boss: Rufus/Dark Nation**



Rufus's Data			
HP	500	MP	0
Exp	240	AP	35
Steal	Nothing	Drop	Protect Vest ( <i>always</i> )
Elemental Weaknesses	Poison		
Elemental Reistances	Gravity (Nullifies)		
Status Vulnerabilities	Slow, Sleep, Poison, Paralyzed		

Dark Nation's Data					
HP	140	MP	80	Level	18
Exp	0	AP	0	Gil	0
Steal	Nothing	Drop	Guard Source ( <i>always</i> )	Morph	N/A
Elemental Weaknesses	None				
Elemental Reistances	None				
Status Vulnerabilities	Slow, Stop, Sleep, Poison, Silence, Small, Frog, Berserk, Paralyzed, Death-sentence, Slow-numb, Petrify, Death				

You'll notice both enemies have very low HP totals, but remember that you're just fighting with Cloud and not a complete party. Dark Nation is primarily a support character. He'll cast Barriers (both physical **Barrier** and **MBarrier**) on both Rufus and himself, as well as attack you with a bite attack (moderate physical damage) and Bolt (high Magic damage, can be halved with **Lightning-Elemental** Materia combo in your armor). Because of these annoyances (the barriers in particular) and its low HP total, you should go after Dark Nation first. He's vulnerable to almost every status except **Confusion**, but sadly you lack the means to set most of these statuses at this stage of the game (**Slow** can be set with a **Spider Web**, but it's not worth it, and **Paralyzed** can be set with Cross-Slash, which will likely OHKO the beast anyway).

Rufus is the main target, obviously. He'll attack you with his shotgun only, which deals moderate physical damage (around 55 damage). There are no useful status ailments to exploit here except **Paralyzed** if you get a **Limit Break** (well, OK, all of them could be useful, but **Slow** still isn't worth wasting a **Spider Web** for on a boss with such low HP). However, he's weak to Poison, so your **Poison Materia** will leave a mark, and can also **Poison** him to boot. Once Dark Nation is down for the count, just keep spamming Rufus with Bio/Limits and heal if your HP gets low.

Once you've defeated Rufus, there'll be a scene, and if you defeated both opponents you'll get a **Protect Vest** (Rufus, adds 10 Vitality which increases physical defense) and a **Guard Source** (Dark Nation, adds +1 Vitality permanently to a character).

After the battle, head back to the President's office and go downstairs to 69f. Save your progress (you really don't want to redo the bosses again, do you?) and then speak to Tifa. The view will then return to Aeris' party. You can run around on the bottom three floors to your heart's content. Use the **shop** if you need to resupply (nice lady, she'll still sell to you even after you tried to kill her boss, or maybe she just hates her boss, who knows), and be sure to check out the Turtle's Paradise Newsletter No. 2 on the ground floor.

When you're ready to leave, try to walk out the front door. Watch the scene, then form your party. Place everyone you're using in your party besides Barret in the Back Row (you'll see why very soon--Barret should be in the Front Row), and give someone a **Fire-Elemental** combo in their armor. As to offensive **Magic Materia**, make sure you give your **Restore-All** combo to someone other than the character who has **Lightning**. Once everything is sorted out, start the **bike chase** minigame. Try to keep the Shinra persuers off your party (they will be damaged depending on the damage they took during the chase). After it's over, Shinra will send yet another massive machine against you (they just love their military bots).

### Boss: Motor Ball



<b>HP</b>	2,600	<b>MP</b>	120	<b>Level</b>	19
<b>Exp</b>	440	<b>AP</b>	45	<b>Gil</b>	350
<b>Steal</b>	Nothing	<b>Drop</b>	Star Pendant ( <i>always</i> )	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Lightning				
<b>Elemental Resistances</b>	Gravity (Nullifies), Poison (Nullifies), Fire (Half)				
<b>Status Vulnerabilities</b>	Slow				

Immediately upon entering battle, Motor Ball will immediately steamroll your party, dealing around 40 damage to anyone in the Front Row (keep in mind that this is in addition to any damage you took during the bike chase). The main attack to worry about here is Rolling Fire, which deals around 100 magical damage to all (will be halved for characters with **Fire-Elemental** in their armor, as advised previously). Twin Burner is another Fire Magic attack, but it's weaker (sometimes will target one, for 130 damage or so). The other attacks are basic physicals that do weaker damage (around 70 when used as ST).

You'll notice that Motor Ball has few easily exploited vulnerabilities to elements or **statuses**. If a character has **Lightning Magic**, that should be their first means of attack (barring **Limit Breaks** as usual); after that, **Ice** Magic and physical attacks should be used (don't bother with **Fire Magic**, it only deals half damage). Make sure to heal if you have less than 150 HP; Rolling Fire in particular can really pack a punch, and you don't want any characters to be killed here. This military steamroller is quite durable, but as with most of the other battles to this point, just heal when needed and you'll be fine. If MP gets low, feel free to use an **Ether**, but the only way this might happen is if you gave your **Lightning Materia** and **Restore Materia** to the same character.

Motor Ball drops a **Star Pendant** upon defeat.

After the battle there will be some scenes, then you'll find yourself on the outskirts of Midgar. Talk to your party if you like, then try to exit. You'll be prompted to form a party; do so, make sure your equipment is to your liking (and put everyone back in their normal rows), and depart.

## Journey to Kalm

<b>Items</b>	None
<b>Enemies</b>	Kalm Fang, Prowler, Devil Ride, Custom Sweeper, Levikron, Elfadunk, Mangragora, Mu
<b>Enemy Skills</b>	Matra Magic

Welcome to the World Map (sure took a while to see it, didn't it). Here, you can save and use Tents at any time.

**Preparations:** Be sure to equip the **Enemy Skill Materia** now, you'll soon be learning your first skill.

As mentioned by Barret, your goal is the town of Kalm, to the northeast (the game won't let you skip the village). Before you go there, though, you should fight battles until you meet a **Custom Sweeper**. They have your first Enemy Skill, **Matra Magic**, which will be quite nice for these early stages. Remember that you must have the **Enemy Skill Materia** equipped, and the character must be hit by and survive the attack to learn the skill, and if you flee or are Ejected from battle before winning, you don't learn the skill. Once you finish the battle with the skill, it's learned permanently and will never be lost. You can also Steal **Atomic Scissors** from them, a short ranged weapon for Barret that's stronger than your other weapons for him right now (I recommend not equipping it, as you must then put him in the Front Row).

Once you have Matra Magic, head northeast to Kalm (save before going in). It's not far at all, so you shouldn't have any issues (the enemies here are fairly weak).

## Kalm

Items	None
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Here, it may be tempting to go shopping right away, but be aware that your party will leave you as soon as you enter. Since it's easiest to shop with everyone present, just go in the Inn for now. Go to the top floor, and a giant scene will start...

## Kalm Flashback

Items	None
Enemies	Kyuvilduns, Sonic Speed, Zuu, Twin Brain, Dragon

During the initial scene (on the truck), after a while you'll crash into a monster (a **Dragon**). Sephiroth will kill it quickly, and you'll continue. (If Cloud dies at any point during this sequence, don't bother reviving him; Sephiroth will often do so himself, saving you healing items, and Cloud isn't very powerful here anyway.)

After a series of scenes, you'll find yourself in a town called Nibelheim. Talk to the others if you like, then head north to proceed. After you return, you can continue the game by talking to Sephiroth at the top floor of the inn, but don't do that because there are a few things we need to do in the town first. You can't use any of the shops (sorry, no getting overpowered equipment early), but you can still look around. Many of the places will merely draw some comments (and in some cases scenes explaining backstories), but where you really want to go is Tifa's House (the one to the east). Tifa will ask you if you went into her house; say yes. Go upstairs and then through the western door; Tifa will inquire if you went into her room, and again you should say "Yeah..." Inside are three things of note. First, check Tifa's drawers to find Orthopedic Underwear (you panty-sniffer, you; it won't actually be added to your inventory because it's just a joke). Second, examine Tifa's desk for a scene (tell Tifa you read it each time she asks). Finally, play the piano (doesn't matter what keys you press). Tifa will ask you if you played it; tell her you "jammed on it."

### Missable Item Alert #7

During this flashback, you must play the piano and tell Tifa you "jammed on it" so you can receive an **Elemental Materia** later (you can never have enough of them, and they only come in limited quantities). You won't actually get the Materia for some time, but I'll let you know when and how you can obtain it.

Once you're done, leave Tifa's house, explore the rest of the town if you like, then head to the Inn and go upstairs. Speak to Sephiroth twice to proceed with the game.

When you wake up in the morning, watch the scenes. Afterward, you'll be in control of Cloud. If you check the menu, you'll see all the overpowered stuff Sephiroth has (and Cloud's garbage equips); too bad you can't unequip any of it for later. Cross the bridge, then watch the scene. Follow the path to the right and enter the cave. Follow it north to the other side (take the eastern path at the beginning) for a scene.

After the scene, you'll be in front of the reactor (the game is nudging you subtly to enter). Do so. Follow the pipe around until you see two chains on the right; press Circle near them to jump on and climb down. Follow Sephiroth across the pipe and through the door. Talk to Sephiroth, then examine the tank Sephiroth was just looking at and talk to Sephiroth again. Examine this tank to see a monster, and talk to Sephiroth for a scene.

After the scene, you'll return to Kalm. You're offered the option to save or just keep going; I recommend saving, because otherwise you'll have to go through the whole flashback all over again if you reset or get a Game Over (and if you didn't save before, either on the World Map or in Kalm, your last save could well be near the top of the **Shinra Building**, which means a lot of lost gameplay).

Returning to Nibelheim, you'll run inside the large mansion to the northeast. Inside, run up the grand stairway and go right, then go to the southeast room and go through the hidden door. Go all the way down the stairs to arrive in the basement, then follow the linear path to find Sephiroth. Leave the room to continue.

You'll wake up in one of the upstairs bedrooms. Across the hall (to the north) is a safe you can't interact with at the moment; remember this spot, it'll become important later on. Instead, head back to the basement (you can also talk to the people outside for some extra story clarification if you want). Once in the basement, run all the way to the back library room for another scene. Afterwards, leave the mansion. Enter the only house not blocked off for still another scene, and you'll find yourself at the reactor again. Head down and you'll see a scene. Head to the next room and talk to Tifa, then follow Sephiroth.

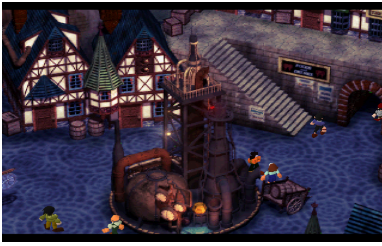


## After the Flashback

Items	PHS [Key Item], Megalixir, Ether, Ether, Guard Source, Peacemaker, Ether
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After the scene, you'll find yourself back in Kalm. You can be a jerk to Barret or not, depending on your intentions for the scene later. Go downstairs and approach the others for an explanation of PHS. PHS allows you to change party members anywhere you can Save from the menu (in other words, on the World Map and at Save Points). Go back upstairs and examine the cabinet near the stairs (the big one, not the little one right in front of you as you ascend) five times to receive a **Megalixir**, the best healing item in the game. When you're done, leave.

Now is a great time to check out Kalm (since your party is with you again), which is mostly...calm. The next house over from the Inn contains a woman who will praise Mako energy; telling her, "You're full of it" will raise Affection for all of the characters you've met so far who can play a role in the scene later if they're in your party. Open the small cupboard under the stairs for an **Ether**. Upstairs, agreeing with the girl will have the same effect. Leave when you're finished.



The next house east along the square has an old man. The cupboard below the stairs has a dog in it, you can let it out if you like. Upstairs, examine the wardrobe near the stairs for an **Ether**. The treasure chest is locked and can never be opened, so just leave back to the main square.

In the next house is a woman who mentions a suspicious black-cloaked man passing through recently. Upstairs, grab the **Guard Source** from the wardrobe. Go up the back stairs and check the room for a **Peacemaker** (which no one can equip currently), and again leave the house.

Now go to the far eastern house. Examine under the stairs for an **Ether**. Upstairs is an old man who will play a role in some quests later, but for now you won't be able to do anything with him, so leave.

The tunnel-like thing goes to the bar. Talk to the patrons if you like. Above the bar are the shops. The left-most building houses the **Item Shop**. Now is a good time to buy a couple of **Tents**. Don't go overboard, but it's nice to have three or so.

The middle building here is the **Materia Shop**. **Earth** and **Heal** are two **Materia** you definitely won't have yet; buy both and equip them. If you missed the **Steal** or **Poison** **Materia** for some reason, buy them as well. On the other side of this building (or through the right door) is the **Weapon Shop**. They sell absolutely nothing good; you could already have stolen better weapons for Cloud, Aeris, and Barret, and you'll be able to do so very soon for Tifa. **Mythril Bangles** are likewise old news; you may well be covered in **Carbon Bangles** already if you were persistent stealing from **Moth Slashers** in **Shinra HQ**. That being said, if you missed the Steals for Cloud, Aeris, or Barret (and in Barret's case, don't mind losing his long-range abilities), buy the upgraded items.

After you're done with everything, exit to the World Map.

## Persuit of the Man in Black

Items	None
Enemies	Levikron, Mu, Eلفadunk, Mandragora, Midgar Zolom
Enemy Skills	L4 Suicide

Back on the World Map, the first thing you should do is set your party, then save your progress. Once all that's taken care of, head east. If you have any characters with a level that is a multiple of 4 (for example, 12 or 16), equip the **Enemy Skill Materia** on them and muck around in the grass to the east for a Mu. Once you meet one, let it cast **L4 Suicide**, then win the battle; you'll learn L4 Suicide, which will be helpful for getting another Enemy Skill later on.

Your destination is the farm due east (there are Chocobo tracks near the farm).

## Chocobo Farm

Items	Choco/Mog [Materia], Chocobo Lure [Materia]
Enemies	None
Enemy Skills	None



You begin outside a fenced-in area. Talk to the chocobo standing still near the left fence. Respond with "Wark!" and it will dance, then give you the **Choco/Mog Materia**, your first **Summon Materia** of the game. Choco/Mog is non-elemental, dealing decent damage with a chance of inflicting **Stop** but using a lot of MP for this stage of the game. You can also pair it with your **Elemental Materia** to get Wind, which is very useful in weapons (doubles damage against a lot of enemies you'll be meeting in the near future). Next, go inside the barn to the north.

In here, talk to the little boy about half-way along the barn. Tell him to "Give me one," then ask each of the questions offered to get more information about the Chocobos. Once you're ready to continue, select "Not interested" and the boy will offer you a **Chocobo Lure Materia** for 2,000 Gil. Unfortunately for you, the only ways to continue without the Materia are to either be strong enough to defeat the Midgar Zolom in the swamp, or cheese out the Save/Reload function. Either way, there are only two of these Materia in the entire game, and the other one isn't available for some time, so you might as well get it so you can begin levelling it now. Also, buy one **Mimett Greens** and several **Gysahl Greens**. We will use the Mimett Greens soon to learn an Enemy Skill, while the Gysahl Greens are for catching Chocobos (since they're the cheapest kind). After you've stocked up, leave the barn, rest in the house if you like (it costs 100 Gil, but it's still way cheaper than a **Tent**), then return to the World Map.

## Crossing the Swamp

Items	None
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<b>Enemies</b>	<b>Levikron, Mu, Elfadunk, Mandragora, Midgar Zolom</b>
<b>Enemy Skills</b>	<b>Chocobop, Beta</b> <i>(optional)</i>

First, make sure you have the Chocobo Lure equipped. Our first task is to learn some nice Enemy Skills. Both are optional, obviously, but especially **Beta** will aid you greatly in your quest. If you don't feel like getting them, feel free to skip ahead past the bullet points below.

- **Chocobop:** **Chocobop** is tricky to obtain. To have a Chocobo cast it, you must reduce the Chocobo to 1/32nd (or less) of its max HP after feeding it a **Mimett Greens**, and it obviously can't use the move if it dies. The good news is, you just so happen to have a move that reduces opponents to 1/32 of their max HP-- **L4 Suicide**. Thus, your job here is to find a chocobo with a level that is a multiple of 4. You can use Sense to view their level, but a much easier way is just to look at the other enemies in the formation. Any Chocobo that appears with two **Levikrons** or two **Elfadunks** will be Level 16 and thus affected by L4 Suicide (those that appear with any other combination will not work). So once you find one, feed it a Mimett Greens, cast L4 Suicide, and it will counter with Chocobop and then flee the battle. Defeat the other enemies to retain the skill.
- **Beta:** **Midgar Zolom** (the giant snake in the swamp nearby) casts **Beta**, and there are two ways to get it at this point. The first way is very simple, but requires a lot of grinding and probably isn't worth it. Get Aeris her Level 3 Limit Break, Planet Protector (have her lay the finishing blow on 160 enemies to learn it). Get the Zolom to below 1,500 HP, then use the Limit. It will set **Peerless** status on your characters, and the Zolom will counter with Beta when attacked. It will do no damage with the Peerless status set on your party, but make sure to defeat it quickly before it wears off as it can Eject your party members (and the one with the **Enemy Skill Materia** needs to be present at the end of battle to keep the skill learned). The other way is more difficult, but doesn't require as much grinding. You need the **Elemental Materia** from Mayor Domino as well as a **Fire Materia** (Red XIII will have come with one, if you never bothered to buy any for whatever reason). Figure out which character has the highest HP and Spirit stats (remove all Materia to view this). On this character, equip no Materia except for **Fire-Elemental** in linked slots in the armor and the **Enemy Skill Materia** (any other Materia will tend to reduce your HP, but Materia that don't lower any stats are OK to equip as well). This will halve the damage dealt by the powerful fire-elemental attack. Additionally, equip the **Talisman** on this character (it will increase Spirit by 10, further reducing damage taken). On a second character, equip the **Poison Materia**, and on the third the **Restore Materia** (other Materia don't matter). Make sure someone has a **Sense Materia** also. Get all of your characters' Limit Bars to full, then heal your HP and use a **Tranquilizer** on the character with the Enemy Skill Materia to set **Sadness** (reduces damage by approximately one-third). Save your progress, then engage the Zolom. Cast **Bio** on it until it's been **Poisoned** (use Sense as well so you can track HP), and make sure to keep the character with the Enemy Skill Materia at full HP at all times. Once this is done, use any **Limits** on the Zolom, then have your Enemy Skill character defend while the others whittle down its HP. Once it drops below 2,000 it can Eject characters (if the character with the Enemy Skill Materia is Ejected, reload your save), and below 1,500 it can counter with Beta. Once Beta is cast, just counter with Beta right back on the Zolom to either kill it or knock off almost all of its remaining HP (if you let the Zolom fall below 400 HP before it used Beta, the Poison status might kill it as well). Once you successfully learn Beta, save and heal up (just return to the farm and stay the night) before continuing. This is fairly difficult and will probably take a few tries, but the prize is well worth the effort.



**Chocobop** is mostly novelty; it deals 1 point of fixed, non-elemental damage for every battle you've run from. This is generally useless, though it is possible to get it to 9999 damage if you run from enough battles (not worth your time); there's also another exploit with this skill, but it won't be available for quite some time. **Beta** is insanely strong at this point; it's essentially a level 3 MT spell when your characters are probably still playing around with basic level 1 ST magic. Its only drawback is its high MP cost (35), but it can be used to absolutely destroy bosses (and other enemies for that matter) that don't have Fire resistance. Against Fire-weak opponents, Beta is nothing short of devastating.

In any case, once you're ready to proceed, fight random encounters near the Chocobo tracks until you get a formation with a Chocobo. Use a **Greens** (preferably Gysahl due their cheapness) on the Chocobo, and defeat all the other enemies in the formation to catch it. Once back on the world map, run through the swamp to the east (you can outrun the **Midgar Zolom** on a Chocobo, but if you run into it you'll enter battle). Once you reach the grass on the other side, dismount from the Chocobo, and approach the cave for a scene (head north afterwards to return to the World Map). Afterwards, go inside the cave.

## Mythril Mines

<b>Items</b>	<b>Ether, Tent, Long Range</b> [Materia], <b>Mind Source, Elixir, Hi-Potion</b>
<b>Enemies</b>	<b>Madouge, Castanets, Crawler, Ark Dragon</b>
<b>Enemy Skills</b>	<b>Flame Thrower</b>

Before continuing with the walkthrough, there are two enemies here with cool stuff. First, **Ark Dragon** can teach you **Flame Thrower**. It's a nice ST Fire attack for this stage of the game (though nothing special, especially if you already picked up **Beta**). Second, **Madouge** carries a **Grand Glove** weapon for Tifa, which you should try to Steal and equip her with.

As you enter, take the path heading east to the next screen. You'll find an **Ether** lying around in plain view, and a **Tent** in the box. Climb the roots nearby to find a **Long Range Materia**. Head back to the first screen and go west this time. Head south at the first fork, and stay near the eastern wall here to find a box with a **Mind Source**. Follow the path west and north to move to a new screen.

Here, there'll be a scene in which your next destination is revealed. Ignore the vine leading up for now and go north instead. You'll find an **Elixir** in the box. Take it, as well as the **Hi-Potion** further north, then return to the previous screen, climb up the vine, and leave the mines.

## Journey to Junon

<b>Items</b>	<b>Throw</b> [Materia] <i>(optional)</i>
<b>Enemies</b>	<b>Nerosuferoth, Formula, Zemzelett, Capparwire, Hell Rider VR2, Mystery Ninja, CMD, Grand Horn</b>
<b>Fort Condor Rewards</b>	<b>Magic Comb</b>

*(Note: You can head straight to Junon if you like (just head west), but you will miss out on a nice sidequest, so I recommend doing the section below. If you do skip ahead, head west as noted and make your way to the small dot near the western coast of this continent on your mini-map; click [here](#) to rejoin the walkthrough.)*

Missable Item Alert #8

If you're doing a Perfect Game, make absolutely sure to do this part. In a Perfect Game you will need to have done all of the possible Fort Condor battles (and beat them with your purchased units rather than having to go into battle with CMD Grand Horn), as part of doing all sidequests. Even if you're not doing a Perfect Game, it's strongly advised to do as many of the Fort Condor battles as possible, as the rewards are fairly decent.

Back on the World Map, the first thing to notice is that **Formula** has a **Boomerang Steal**. None of your party can equip it at this point, but it will come in handy soon. In any case, head south until you see a tower with a condor on it. This is Fort Condor, which will be the site of major sidequest that is on-going throughout the first two-thirds or so of the game. Go inside.



Once at Fort Condor, speak to the man and say, "We'll help you," then ascend the rope into the main complex. Climb the ladder you see to arrive on the main floor and speak to the old man sitting at the table. Tell him "I guess so," the "All right." Talk to him two more times and he'll direct you upstairs to the guard house, but first you can explore the inside of the structure.

To the west, the ladder leading up leads to a small room with two shops--an **Item Shop** to the left (very limited selection, but stock up if you need anything) and a **Materia Shop** to the right (only the most basic Materia are available, so you probably won't be shopping here). Downstairs from the old man is an Inn of sorts--it costs nothing to rest, so be sure to do so.

When you're ready to proceed, head up the upper-left ladder to find yourself in a small shack. Talk to the man here and he'll explain everything about the quest--including general premise, how the battles work, and so forth. If you select "About funding," choose "We can't help right now" when offered a choice; donating is a waste of money, and if you play your cards right you'll never miss a battle anyway (there will be a time later when it's necessary to give them Gil, but you probably don't have the Gil to spare right now). When you feel like you understand everything (this guide also contains a section on **Fort Condor**), choose "Enough." At this point, you'll have a number of choices: "Wait" will allow you to leave dialog and make any preparations you like (buying items, resting, farming Gil, etc.); "Okay, ready" causes you to enter the battlefield; "Contribute gil" gives you another chance to donate money, but as noted previously this is pointless. "Let them handle it" basically gives up the opportunity to fight the battle in question (no reason to do this, at all), and "Hear more" will return you to the tutorial menu.

#### Fort Condor Battle #1

From here on out, all Fort Condor battles will be marked with boxes like this one, to help you ensure you don't miss any of them. When you're ready to begin the fight, choose "Okay, ready" to be transported to the battlefield (they won't let you try if you have under 4,000 Gil, so you will need to farm some Gil if this is the case). Once on the field, place some units (don't go overboard, each unit costs money, and you can continue to place units during the battle as needed). Try to pair up each type of unit with the type of enemy it's strong against, and don't bother with Repairers, Workers, or immobile units at this stage. In particular, place some Attackers near the bottom; they move extremely fast and can be used to try to intercept the enemies (just keep your Attackers away from Barbarians) and win quickly and cheaply. If you want more detailed information about Fort Condor, click [here](#).

Once the battle starts, try to move your foremost units as far down the mountain as possible to intercept the enemies as they enter the area (if at any point you clear all enemies on the field, you win immediately even if there are more waves left). After the battle, you'll receive a **Magic Comb**, a Double Materia Growth weapon for Red XIII, as well as 200 Gil for each unit still standing at the end. If any enemies reach the shack, you'll be thrust into battle with CMD Grand Horn (your party will fight it). There will be a few nice opportunities to take advantage of this in the future for fun and profit, but for now win the normal way so you get the Magic Comb.

Once you're done, make sure to save your progress (and rest up if you took any damage), then leave the compound. Back on the World map, you can either continue to Junon, or take a slight detour to get an optional character (for more information, click [here](#)). If you do obtain the character, she comes with a **Throw Materia**, a mostly-useless Materia (this isn't FFXI) you won't have seen yet.

Once you're done with everything, head west and north to reach Junon, which is our next destination.

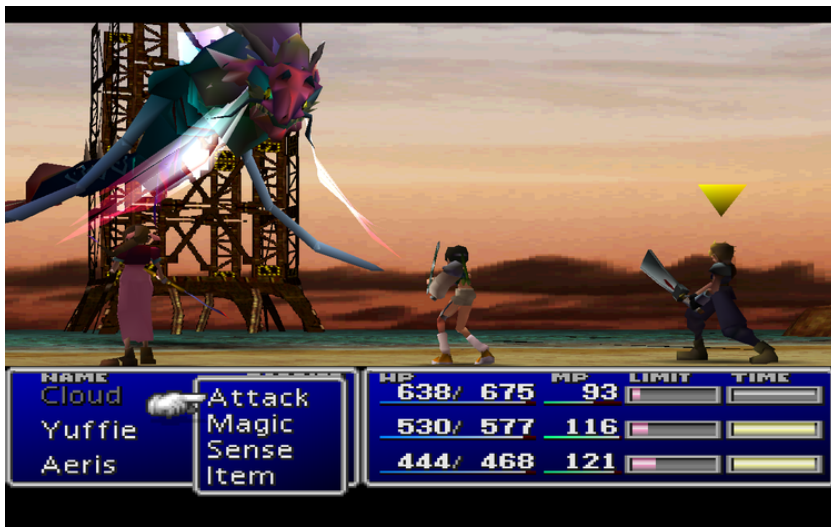
## Junon

<b>Items</b>	<b>Power Wrist, Shiva [Materia], 5,000 Gil or Ether x6 or Potion x6 or Grenade, Enemy Skill [Materia], 1/35 Soldier, Mind Source, Luck Source, Power Source, Guard Source, Speed Source, 1/35 Soldier, Force Stealer or HP Plus [Materia] or Silver Glasses</b>
<b>Enemies</b>	<b>Bottomswell (boss)</b>
<b>Fort Condor Rewards</b>	<b>Peace Ring, Ether x3 or Vagyrisk Claw (see Fort Condor notes)</b>

You'll find yourself in a rather depressing type of town. The first building you pass to the north is the **Weapon Shop**, but sadly it lacks any sort of decent items for sale. Equip the **Choco/Mog-Elemental** combo on someone's weapon if you like (will double your damage against the upcoming boss; if you do this make sure that character has long range abilities as well, either through their weapons or **the Materia**). There's nothing else of interest here, so head west to the beach. After the scene, you'll enter battle with a mutated fish...

#### Boss: Bottomswell





<b>HP</b>	2,500	<b>MP</b>	100	<b>Level</b>	23
<b>Exp</b>	550	<b>AP</b>	52	<b>Gil</b>	1,000
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Power Wrist</b> ( <i>always</i> )	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Wind				
<b>Elemental Resistances</b>	Gravity (Half), Earth (Nullifies)				
<b>Status Vulnerabilities</b>	<b>Slow, Darkness, Poison, Sleep</b>				

Bottomswell is easily the most dangerous boss to date. Not only does Big Wave deal fairly heavy damage to all (and you have no way of defending the Water element right now, as you have no Materia with the element), but Bottomswell has an attack that sets **Imprisoned** and **Dual** on one target. You may remember Imprisoned from when **Reno** used it on you, and it's just as dangerous a status as it was before, but Dual is new: it's a reverse-**Regen** effect on your HP, causing the character to rapidly lose HP over time. Bottomswell's other attacks are all ST and don't set statuses, but can deal some significant damage.

Just as with Reno, your first priority should be removing **Imprisoned** and **Dual** from your characters. Unlike Reno, a physical attack to the character will not remove the statuses; instead, you must use a magical attack targeting the "Waterpolo" the character is trapped in. Otherwise, Big Wave will deal around 100 damage to all of your party, body-blows around 250 to one, and Tail Attack and Moonstrike both deal around 120 damage to one.

The monster's weakness is to Wind. The only Wind-elemental attack you will have at this point is a **Choco/Mog-Elemental** Materia combo in a character's weapon. Be aware also that, unless the character is Barret with a gun, Yuffie, or equipped with a **Long Range Materia**, they won't be able to hit Bottomswell with their physical strikes at all (the same annoyance as with **Hundred/Heli Gunner**). Thus, anyone without a Choco/Mog-Elemental combo should stick to magical attacks and Limit Breaks. Try to **Poison** the thing first (using **Bio**), it will save you some time; once that's done, just pound it with any element you like (Earth will fail though). If you happen to have **Beta**, now is not a bad time to use it; even without a Fire weakness, it will be very badly received on the other end of the battlefield. **Flame Thrower** is also stronger than your basic magic, so if you have Flame Thrower but not Beta (or don't have enough MP for another Beta cast), use it. Above all, be sure to heal if your HP dips below 200 and always make removing **Imprisoned/Dual** your first priority.

Upon defeat, Bottomswell will drop a **Power Wrist** Accessory, which increases a character's Strength by 10 (and, by extension, the power of their physical attacks).



After the battle, you'll see Priscilla lying on the beach. Do the mini-game to perform CPR on Priscilla, then go to the first house to the west and a woman will offer to let you rest if you speak to her. Do so, and you'll have a scene and wake up rested with only Cloud in your party. Head outside.

### Fort Condor Battle #2

This is one of the easiest ones to miss. Head back (you'll just have Cloud, so be careful) to Fort Condor, and engage the second battle (you must do this before speaking to Priscilla, or you'll miss it). You'll win a **Peace Ring**. Once you're done, return to Junon and be sure to rest up in the old woman's house before continuing.

Now, talk to your party if you want, then run up the stairs to have Priscilla come down to meet you. She will give you the **Shiva Materia**, which is an Ice-elemental **Summon Materia** that's stronger than **Choco/Mog**. Talk to your party again if you want (they will have different replies now), then head to the beach. Priscilla will give you the whistle.

### Fort Condor Battle #3

Yes, another Fort Condor Battle this quickly, and easily missed at that. You'll be solo Cloud once again, so head back and do what you do best. This time, however, there's a choice to make. You can win the battle just like have been, and receive three **Ethers**. This will allow you to receive the prize for winning all the optional battles (it's good, but nothing overly spectacular). On the other hand, you can post no units and just let the enemies reach the shack to fight CMD Grand Horn. He shouldn't be overly difficult at this stage, but remember you're still only Cloud, so make sure to heal up if you're two or less hits from dying. Doing this will net you a **Vagyrisk Claw** (100% drop) but cost you the penultimate prize. It's up to you; getting the **Vagyrisk Claw** will save you a lot of time later (it's an extremely low-percentage Steal on a fairly dangerous enemy with items in other slots, meaning if you get one of the other slots you cannot steal from that enemy again), and once you have one you can exploit a duping glitch later to get to 99, but if you're going for a Perfect Game, you need to complete the sidequest perfectly, so if you're doing a Perfect Game you need to win as normal. Either way, once completed fight your way back to Junon. (Don't worry, the next Fort Condor battle won't occur for some time.)

When you're ready to climb the tower, save your game first, then talk to Priscilla and choose, "Sure." The jumps seem difficult but are actually very simple; just press Square from your starting position, then Square again when you land. Walk across the beam to the tower and climb up. After the scene, you'll be in the upper city. Run to the large platform and use the treasure chest to descend, then continue south. Upon entry to this new area, a Shinra officer will flag you down. Go into the room behind him, examine the half-open locker to change, and then you can practice salute commands if you like. When you're done, leave.

Now you have a mini-game where you must march in time with the music. To score over 50% (which delivers the best reward), just run straight south into the open spot, and don't press Circle until a message ends. After that, just keep tapping Circle in time with the footstep noises (or watch for the officer to signal you) and stay in your line to boost ratings. If you score over 50%, you obtain 5,000 Gil (which is very nice indeed); scores in the 40s net you 6 **Ethers**, in the 30s 6 **Potions**, and under 30% a **Grenade** (lol, wonder what kind of message they want to send). Once you're done, you'll be in the locker room for more practice (this time, for the send-off ceremony). Practice as much as you feel necessary, and when you're done, leave (you can, and should, save down the hall) and explore the city.



In the next screen, the first enter-able area has a guy shouting to the street. He runs a **Materia Shop** with two new Materia: **Seal** and **Revive**. You should buy both if you have the money, as well as any others that you missed that they sell. If you got the 5,000 Gil earlier from marching, that's almost enough to buy both Materia (only 1,000 short), so you shouldn't have too much trouble. If you only have money for one of them, buy Revive first, since it's way more valuable (teaches **Life** spells, which will save you **Phoenix Downs** throughout the game).

You may have noticed a certain "friend" walk through the alleyway next door to the Materia Shop. Follow him to find the main city's first **Weapon Shop**. If you've been Stealing throughout the game, the only new product they sell is a **Diamond Pin** for Red XIII. If you grabbed the **Magic Comb** earlier I would advise against buying it, as the Magic Comb has superior power and you'll be able to Steal a Diamond Pin fairly soon. If you don't have the Magic Comb, only buy one if you intend to use Red XIII in your next party, and even then only if you have the Gil (otherwise just use someone else). That being said, if you haven't been Stealing, buy any weapons you want (except perhaps the **Hardege**; you can win a superior weapon for Cloud very soon). Downstairs is a bar. Nothing of real interest here, but you can talk to the patrons.

The next doorway sports an Item Shop on the first floor, which is the first one to sell **Echo Screens** (remove Silence) and **Hi-Potions**, so stock up if you need more of either item.

Through the final doorway is a housing area. The first floor just has some bunks, and the entrance to Respectable Inn, the successor of Beginner's Hall that was destroyed in Sector 7. In addition to the three men from Beginner's Hall, the top-most soldier on the back wall soldier lets Cloud give out more details on Materia nuances, while the lower one will draw Limit Break discussions. Chew the fat if you want, and make sure to grab the yellow Materia lying on the ground, which turns out to be an **Enemy Skill Materia**. When you're ready to continue, return to the first floor. Go up the stairs to the second floor. You'll find **1/35 Soldier** (useless, collector's item only), **Mind Source**, and **Luck Source**. The third floor houses a **Power Source** in the room to the north and a **Guard Source** to the east. Go back outside and continue up the street, and pass through the next three screens (there's nothing to see in any of them). You'll come out on the other major street, which is similar in appearance to the first street.



Go through the first door to find another bar, this one with the three Turks you met earlier. Talk to them if you like (they won't attack, remember you're disguised).

The next door down (the one near the dog) is another multi-story building. The first floor holds an Inn (30 Gil, not worth it right now since you should be fully healed) and a Save Point (use it). The second floor is a **Materia Shop** filled with girls. Sadly, the girls are far more useful than their inventory (and since they're generic NPCs in a video game, that means everything here is useless), though if you missed the **Earth** or **Poison** Materia for some reason, you can buy them now. The third floor is the **Accessory Shop**, the first one you've seen. If you have extra money, buy one of both accessories (you probably don't have enough for more than that unless you've been doing major grinding). If you're going for a Perfect Game, one **Headband** will save you significant time very soon. When finished here, exit at the bottom of the building.

The next doorway leads to a barracks. Hidden on the first floor in the back hallway (by the bunk bed) is a **Speed Source**. The second floor has another **1/35 Soldier**, as well as the middle-manager who was afraid of you on the train in Midgar. Talk to him for some comic relief, then return to the street.

The last door is the yet another **Weapon Shop**. However, their inventory stinks (it's the same as the **Kalm Weapon Shop**). Check it out if you like, but it's not worth it at all.

When you're ready to proceed with the game, run to the end of the street. Now it's time to impress Rufus Shinra. You have a choice here. If you score 100 or more points (10 points per correct move, 30 for the finisher) you'll win a **Force Stealer**, a much stronger weapon with Double Materia Growth for Cloud. Or, if you score between 60-90 points, you win a **HP Plus Materia**. Personally, I would favor the Materia; it's important to try to level it as much as possible, and you'll gain access to the Force Stealer soon enough (additionally, the Force Stealer is much cheaper than the HP Plus Materia at a time when money is often tight). On the other hand, if you're aiming for a Perfect Game, or didn't obtain the **Hardedge**, you should go for the Force Stealer, for completion and weapon strength reasons respectively. (Note that if you score less than 60, you'll get **Silver Glasses**, which is far inferior to both of the other prizes mentioned here.)

After the mini-game, board the boat.

## Cargo Ship

Items	Ether, All [Materia], Wind Slash, White Cape, Ifrit [Materia]
Enemies	Scrutin Eye, Marine, Jenova*BIRTH (boss)

You'll begin in the lower holds. Grab the **Ether** from the nearby chest, then talk to the soldier bent over the boxes. You'll find out it's Yuffie; give her a **Tranquilizer** (she won't move out of the way of the orb until later though). The soldier walking around is Aeris; talk to her if you want, then go up the stairs. Here, you'll find Tifa on the elevated platform, as well as a sailor who'll heal you for 250 Gil and runs a low-end **Item Shop**. Further west are Barret and Red XIII; talk to them both, then go back down and speak to Aeris. Afterwards, go back upstairs and to the far-western screen to see Barret; talk to him twice for a scene.

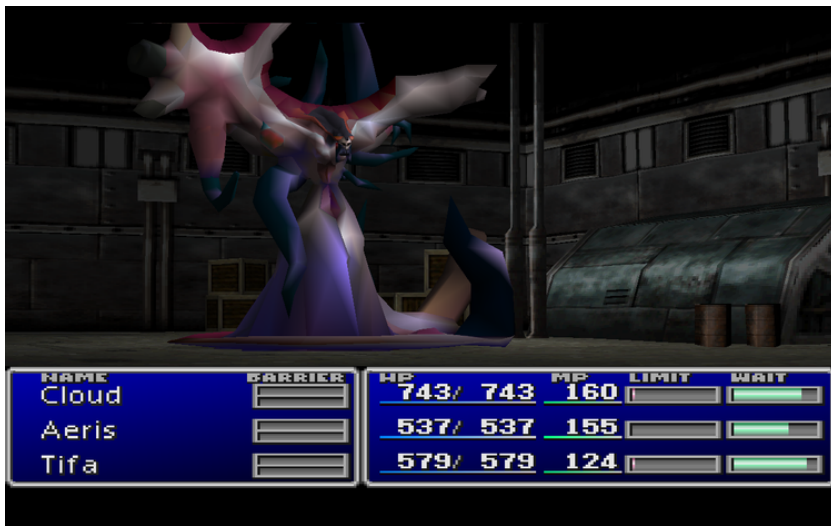
Afterwards, an alarm will go off; apparently someone suspicious is on board (and it doesn't seem to mean you...weird). Form a party, arrange your Materia as normal (make sure to give someone the **Steal Materia**), then go below decks. (If you meet any **Marine** enemies, try to steal a **Shinra Beta** from them; especially having 6 or more will help you quite a bit, as they have 4 slots and slightly superior defense to the **Carbon Bangle**. **Scrutin Eye**, meanwhile, has an **Ether** for Stealing, which as you probably know by now sells for quite a bit of Gil.) Yuffie was blocking access to an **All Materia**, which you can now grab if you gave her a **Tranquilizer** earlier. Head through the door to the north. Ignore the officer in front of you for the moment and head up to the catwalk. Loop around and grab the **Wind Slash** weapon for Yuffie, a Double Materia Growth weapon. Now get back down to the floor.

### Missable Item Alert #9

**Marines** are the only repeatable encounters which carry the **Shinra Beta** (there is another enemy much later that can Drop them, but it's not a repeatable encounter and the drop rate is somewhat low). Since it's a great armor for this stage, be sure to Steal some. If you're trying for a Perfect Game, you need 99. Equip the character with the **Steal Materia** with a **Headband** and another character with **Silver Glasses**, and the third with the Enemy Skill Materia with L4 Suicide, then work on Stealing them (**L4 Suicide** will cause their attacks to do only 1 HP damage at a time). This will take quite some time; if you need healing/MP restoration, the sailor on the main deck is still running his "inn." Make sure to do this before you defeat the upcoming boss, because once it's defeated you won't be able to return here once you leave.

Once you have all the **Shinra Beta** armlets you want, approach the officer. He'll...wait a second...

**Boss: Jenova\*BIRTH**



<b>HP</b>	4,000	<b>MP</b>	110	<b>Level</b>	25
<b>Exp</b>	680	<b>AP</b>	64	<b>Gil</b>	800
<b>Steal</b>	Nothing	<b>Drop</b>	<b>White Cape</b> (always)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies)				
<b>Status Vulnerabilities</b>	<b>Slow, Darkness</b>				

Jenova\*BIRTH is a boss with high HP and no major exploitable weaknesses. If your characters are outfitted in **Shinra Betas**, all of Jenova\*BIRTH's target-one damage attacks will deal about 175 damage to front row characters, while the MT attacks will do about 115 damage to the front row (back row characters still receive half damage). She can also cast **Stop**, which you haven't seen yet; it will set the **Stop** status, preventing your character from acting for a time if it connects (unlike **Imprisoned**, it doesn't flag your character as dead, and it wears off on its own after a period of time).

**Mindblow** (Barret's second Level 1 Limit Break) will prevent her from casting Stop, but she uses it less frequently than her damage attacks so it's best just to try to hit her as much as you can.

To attack her, don't bother with status attacks, most of them won't work. Instead, use your most powerful attacks--**Limit Breaks** will leave a scar, as will **Beta**, **Flame Thrower**, and **Quake**. Heal if your HP gets low and you should have little trouble winning, because Jenova really doesn't have any tricks up her sleeve.

She'll drop a **White Cape** upon defeat, which prevents transformation statuses (**Frog** and **Small**).

After battle, watch the scene, then grab the **Ifrit Materia** lying in plain sight here.

#### Missable Item Alert #10

Make sure to pick up the **Ifrit Materia** before leaving, as you can never return here. It should be obvious, but missing it is still possible.

If you have nothing left to do here (either grabbing **Ifrit** or stealing **Shinra Betas**), leave and you'll reach your next destination automatically.

## Costa del Sol

Items | **Power Source, Motor Drive, Fire Ring**

Welcome to paradise! You'll watch a scene, then the characters not in your party will spread out around the town. Leave the dock area, and you'll see another scene.

In town, the building directly across the bridge is the Villa. There's nothing to do upstairs (at the moment anyway), but the basement has a **Power Source** and **Motor Drive** lying on the floor, and a **Fire Ring** in the box. (You can actually buy the Villa, but there's no way you'd realistically have that much money this early unless you've been doing serious grinding, so let's save it for later, shall we?)

The next door down leads to the bar. Talk to the patrons if you want, and there's a guy running a **Weapon Shop** in the corner. He only sells armor; **Platinum Bangles** are Double Materia Growth armors, while **Four Slots** is just a crappy defensive armor with four Materia slots (if you already have **Shinra Betas** don't buy this one unless you just want a complete Item List).



North of the bar is Red XIII if he's not in the party (kick the ball at him for laughs), and Johnny's house. You can chat him up if you like, he's just as (un)lovable as he was before. The trailer near Johnny's door is a **Materia Shop** (Yuffie will be running it if she's not in your party). They don't have anything new, but you can buy **Seal** and **Restore** Materia if you missed them earlier. The next building is the Inn; don't use it just yet, or your party will clear out of town. There's an **Item Shop** in the stand

east of the Inn which sells **Softs**, which heal **Petrify** and **Slow-numb**; I recommend buying a few, but what you're really looking for is the beach (go east).

Here you'll find Aeris and/or Tifa tanning if they're not in your party. You'll also see Hojo--speak to him for a scene and a hint (go west). Once you're done, go into the Inn to find Barret, and stay the night.

When you wake up, leave the city.

## Persuit of the Man in Black, Part 2

Items	None
Enemies	Grangalan, Needle Kiss, Cokatolis, Beachplug

Back on the World Map, save your progress. This part is actually extremely simple. After exiting Costa del Sol, head south, and just work your way west from there until you reach a path through the mountain. Take the path, then go in the cave on the other side.

### Mt. Corel

Items	Wizard Staff, W Machine Gun, Star Pendant, Turbo Ether, Transform [Materia], Phoenix Down x10 (optional), Mind Source, Power Source, Tent
Enemies	Needle Kiss, Cokatolis, Bagnadrana, Search Crown, Bloatfloat, Bomb

*(Note: If you encounter **Bagnadrana**, you can steal a **Diamond Pin** for Red XIII. **Bombs**, meanwhile, are a source of **Right Arm** items, which do extremely heavy damage for this stage of the game. Definitely try to steal both.)*

Run up the slope. The man halfway up will tell you that a man in a black cloud passed through. Sounds like as good a lead as any.

**Preparations:** Equip the **Enemy Skill Materia** (the one with skills) on a character besides Cloud. Have that character use Matra Magic on the large enemy groups here to quickly boost their kill count, which in turn allows them to learn higher-level Limit Breaks faster. (You can also do this for Cloud, but he tends to have little trouble picking his high-level Limits up, so better to focus on the rest of your characters.)

After talking to the man, run to the next screen. Cloud will jump the rocks here automatically, but just work your way up to the next screen. Here, take the stairs down. Ignore the reactor (you can't enter it) and just follow the tracks to the next screen. Here, ignore the path leading down, and instead just continue along the tracks.

You'll find a Save Point here; make use of it. Along the tracks are three weak points; the game will tell you to press Circle to jump off, but this causes you to miss out on treasure (and we like treasure). Take the track leading upwards to find one of these spots; after falling through, tap circle and hold left to eventually obtain the **Wizard Staff** for Aeris, a Double Materia Growth weapon. Once you climb back up, go to the chest up here for a **W Machine Gun** for Barret, which is much superior to any of his current options. Return to the junction near the Save Point and take the path downwards. You'll find another weak section of track here; this time fall through, then hold right and tap circle to receive a **Star Pendant**. Head right to the next junction, the follow the track up and left to receive a **Turbo Ether** and a **Transform Materia**. (There's a third drop-down point between the **Turbo Ether** and **Transform Materia**, but if you did both of the others correctly you already have all the treasure there, so you can just press Circle to jump off and save time.)

If you want to change your party, take the downward exit, otherwise take the upper one. On the upper tracks, follow them (you'll notice a bridge needs to be lowered, which blocks the lower path). Follow the tracks to a shack; go inside and hit Circle to lower the bridge. You'll hear birds here; you can climb the wall nearby to see a **Cokatolis** nest. Invading it will give you 10 **Phoenix Down** and enter you into battle, but there's no other negative repercussion outside of perhaps your moral qualms. Return to the previous screen and take the lower exit. Here, follow the tracks until you see a track split off; take it down to the rocky ledge below, and go around the ledge to enter a cave.

In the cave, you'll find an unemployed man and his bulldozer, as well as a **Mind Source** and **Power Source** lying around and a **Tent** in the box. When you're done, leave and return to the split in the tracks, and this time continue right past a rockslide to the next screen.

Here is a giant bridge. Its most notable feature is that every encounter here will be with Bombs, so if you want Right Arm items here's the place to be. When you're done, head south to find yourself in a new area.

### North Corel

Items	Ether
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As you enter, you'll see a scene. Talk to Barret afterwards to trigger another scene. North Corel is a rather depressing hole of a town. The first tent on the left has some people you can talk to, while the one to the right has a very well-hidden **Ether**. It's in the pot in the back-right corner; to get it, when the woman is as far right as she goes, press yourself against the back wall. She'll be able to pass, and you can grab the Ether.

To the south is the **General Store**. Leave the **Transform Materia**, you don't need another copy, but do buy a few **Cornucopias** and **Maiden Kisses**. The shop just north of the General Store is the **Tool Shop**, which is really just a very low-end Item Shop. To the east is a **Weapon Shop**. The only worthwhile thing they sell here is a **Force Stealer** for Cloud, if you went for the **HP Plus Materia** during the send-off in Junon. If you need an Inn, the house on the hill near the Weapon Shop will rent you a room for 50 Gil.

When you're done here, head west, watch the scene, and ride the trolley to the famed Gold Saucer.

### Playing in the Gold Saucer

Items	Manipulate [Materia], Transform [Materia]
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Welcome to the Gold Saucer! Like any theme park, they charge to get in--3,000 Gil, to be exact (it's highly unlikely you have the 30k needed for the Lifetime Pass). After buying a ticket, the woman will explain GP to you (it's basically Gold Saucer credits that don't do anything outside). Later, you'll be able to buy them, but the man who sells them won't appear just yet, and you probably wouldn't have enough money for many of them right now anyway.



Go inside and watch a scene. You'll need to take at least one party member with you--the first one you talk to, you increase their liking of you by taking them, or reduce it by refusing them. Either way, take whomever you like (if you want to not change anyone's liking of you, take Red XIII first), then click **here** for a list of activities available in the Gold Saucer. Note that not all of the activities are available right now, and that Battle Square and Event Square in particular are unavailable for the moment.

When you're ready to continue with the game, head to **Wonder Square**. You'll have a scene and name a new character (Default: **Cait Sith**). He comes with a **Transform Materia**, which you have probably already seen, and the **Manipulate Materia**, which is new. It will come in handy soon for learning **Enemy Skills** (especially restorative/buffing skills). Make

sure to take off Cait Sith's **Silver Armlet** as well and give it to Cloud (it gives a slight boost to defense over the **Carbon Bangle** and **Shinra Beta**). Feel free to play in **Wonder Square** for GP, or to view an optional scene with the owner of the Gold Saucer, go to Speed Square (you can also win Aeris' **Umbrella** here, which is unique but mostly worthless since it has no slots). Once you're ready to continue with the story, head to Battle Square and watch the scenes.

## Corel Prison

Items	Silver Armlet, Ramuh [Materia]
Enemies	2-Faced, Bandit, Death Claw, Bullmotor, Land Worm, Cactuar, Dyne (boss)
Enemy Skills	Laser

(*Note: Be wary of Bandits. Like Vice and Prowler before them, they can Steal items, but unlike the other two they like to flee really quickly after Stealing, so make sure to eliminate them as soon as you can.*)

When you land, your party will approach Barret, who will then walk away. Follow him southward (be sure to equip **Materia** on Cait Sith, because you'll be seeing random encounters). On the next screen, continue southward until you see a truck (you can use it to rest). When you're ready to continue, go inside the building to east.

You'll find yourself in a clubhouse, which bears an odd resemblance to Corel in the cutscene, except now it's a hovel...walk to the middle of the room for a scene. You'll be prompted to form a party (it must include Cloud and Barret, so in other words you need to select the third member). If you pick Aeris, Tifa, or Yuffie the first time, they'll gain liking of you. (If you decide you want to change your party, return here and talk to anyone in the room.)

Exit the house. To the south is a pub, which also functions as a **General Store** (it only sells low-end items though). Head back north (note that you can't exit to the west, even though it looks like you can) and to the next screen. Pass through here as well (use the Save Point), and then past the well and ruined building (nothing in either one) and to the desert.

If you want to quickly reach your next destination, just keep running right (otherwise you can fight battles here with Land Worms and rare Cactuars). Eventually you'll reach a junkyard. Equip both of your **Enemy Skill Materia** (make sure they're on different characters), and fight until you encounter a **Death Claw**. They can use the **Laser** Enemy Skill (learn it on both Materia). In addition, **Bullmotor** can also teach you **Matra Magic** on the second Enemy Skill Materia. Once you're ready, make sure Barret is healed (giving him the **Seal Materia** is a good idea as well) and go to the screen to the north for a scene, then it's time for the showdown with...

### Boss: Dyne



HP	1,200	MP	20	Level	23
Exp	600	AP	55	Gil	750
Steal	Nothing	Drop	Silver Armlet (always)	Morph	N/A
Elemental Weaknesses	None				
Elemental Resistances	Gravity (Nullifies)				
Status Vulnerabilities	Slow, Darkness, Sleep, Poison, Stop, Paralyzed				

With Dyne being insane, the men with the gun-arms square off (your other characters will not participate). Because of this, make sure to heal if your HP drops below 300. Dyne's attacks all deal 150-175 to Barret if he's in the front row (half if he's in the back). That's it; he has no elemental, magical, or status attacks at all (he was supposed to have the **Fire** spell, but he will never use it).

Looking at Dyne's information, you'll notice a number of status ailment weaknesses. Of these, **Stop** and **Sleep** are the most crippling ones you can inflict right now. **Stop** can be set with **Choco/Mog** (doesn't always work, and if Barret ends up using Fat Chocobo it'll never be set), and **Sleep** with the Sleepel spell (taught by the **Seal Materia**). Therefore, you can just put Dyne to Sleep and then pummel him with **Magic**, **Enemy Skills** (stay away from **Laser**, it's Gravity-elemental), or **Summons** for a very easy win (physical hits will wake him up). You can even **Poison** him while he's asleep; he'll continue to take Poison damage while snoozing (this doesn't work with Stop however).

Even without using statuses, Dyne is weak enough that you should be able to win relatively easily just chipping away at his HP. As long as you heal with a **Cure** spell or **Hi-Potion** when your HP drops below 300, it's highly unlikely Dyne will be able to kill Barret.

When you defeat him, Dyne drops a **Silver Armlet**, an improved armor over whatever you're using now.

After the battle, watch the scenes.

On your ride up the elevator, Ester will offer you instructions on Chocobo riding, which will be helpful if you've never **raced** before (you probably haven't). Once at the top, you'll enter the Jockey Room. As soon as you gain control of Cloud, make sure to grab the **Ramuh Materia** lying on the ground here near the north wall.

#### Missable Item Alert #11

Be sure to grab the **Ramuh Materia**, this is the only place in the game you can get it. As soon as you win a race the Jockey Room can never be entered again.

Once you have the Ramuh Materia and a race is announced, head through the door to begin **racing**. You'll be racing in B Class, the middle class, but many of the Chocobos Ester gives you will totally suck (some won't even respond to manual control). Don't worry if you lose—you'll be returned to the Jockey Room and be given another attempt (you can try as often as you like). You'll also never see Joe (or his Chocobo, Teioh) in these races, which is a relief.

Once you win, you'll be given a note of apology from Dio and the Buggy (you won't receive a normal race prize, however).

*(Note: At this point some of your characters may have their Level 2 **Limit Breaks**. It's highly recommended to switch them to these Limits if you have them.)*

## Buggy Exploration (optional)

Items	<b>Bolt Ring</b> , Mythril [Key Item]
Enemies	[Various]
Fort Condor Rewards	3x <b>Ether</b> or <b>Megalixir</b>
Enemy Skills	<b>Big Guard</b> , <b>White Wind</b> , <b>Aqualung</b>

*(Note: This section is entirely optional, but highly recommended. If you just want to plow ahead with the story, click [here](#).)*

You can return to the **Gold Saucer** if you want by going to North Corel (for example, to participate in the **Battle Square**, which is now open), or you can use the buggy to enter the desert (for example, if you want to fight **Land Worm** or **Cactuar**).

To get started on the goodies in this section, take the buggy east out of the desert, then go north. You'll see a section of shallower water in the river with rocks in it; use the Buggy to cross here. Continue northward and enter Costa del Sol (drive the buggy straight into it). Take the Cargo Ship to Junon.

In Junon, leave the dock area and you'll see a sailor signaling an aircraft. Talk to him and tell him to call a taxi, then tell them to take you "outside Junon." You'll wind up on the World Map. Make your way east and around the southern tip of the mountain, then head back north on the other side and look for a place where your buggy can cross. (If at any point you meet a **Zemzelett**, see the notes below for **White Wind**.)



Here, look for a cave to the north and go inside. The man will tell you how many battles you've fought and how many you've run away from. What we're interested in now, though, is the number fought (if he says something else, leave and reenter until he gives you the battle count). He will give us stuff if the tens and ones digits in the number of battles fought are the same (so 11, 22, 155, etc.) If the number at this point is an odd number, he'll give you a Mythril, which we need for a sidequest a little later. If it's even, he'll give you a **Bolt Ring** (only **once**). If you're near to the next valid number of battles, just fight battles outside his doorstep until you have the number you need. If not, now's a good time for...

#### Fort Condor Battle #4

For once, we have a full party and are in the area already, so go ahead and fight the battle now. If you've done all the battles so far and got the **Vagyrisk Claw**, you'll receive 3 **Ethers** (labelled in-game as "Tinctures"); if you did them all perfectly, you'll get a **Megalixir**. Woo!

Now time to get some **Enemy Skills**. Try to watch your battle count; if you're nearing the next repeating-number, stay near the cave so you can grab your prizes (once you have both, you don't need to worry about it). Here are how to get the Enemy Skills here:

- **White Wind**: **White Wind** is a new skill which heals you for the amount of HP the caster has. Now that you have the **Manipulate Materia**, you can learn the skill. Equip someone with the Materia (and make sure both Enemy Skill Materia are equipped on someone as well), then fight a **Zemzelett**. Manipulate it, then make it use White Wind on your party. It will be learned on both Materia; kill it to permanently learn the skill.

- **Flame Thrower:** Make sure the Enemy Skill Materia without the skill is not equipped on the person with the one that does have it (otherwise it won't be learned). Go into the Mythril Mines and engage an **Ark Dragon**. Either **Manipulate** it, or wait for it to cast **Flame Thrower** on your character normally.
- **Beta:** Now is a great time to get **Beta** on your second Enemy Skill Materia. (If you didn't get it earlier on the first one, definitely do this for both Materia.) Now, your levels and equipment mean you'll have a much easier time than you did before. Just equip a character with Enemy Skill Materia #2 and either a **Fire-Elemental** combo in their armor or the **Fire Ring** Accessory, and engage the **Midgar Zolom**. Simply whittle down its HP (make sure the character you want to have learn it doesn't get Ejected), it will cast Beta, heavily damaging you, then defeat it and you're free to go.

If you want, you can head north to learn **Chocobuckle** (from a Chocobo) and **L4 Suicide** (from a **Mu**) on Enemy Skill Materia #2, but both are utterly marginal at this point and there are more convenient times to pick them up, so I recommend heading back to Junon once you've done everything over here. Ride the buggy back to Junon (you can pay the soldier near the elevator 10 Gil to ride up, or just go to where the dolphin was and call it to be taken directly to the Cargo Ship), and take the boat to Costa del Sol.

Here, leave the town. There are a few more Enemy Skills to make note of:

- **Big Guard:** **Big Guard** is cast by **Beachplug**, which can be found on the beaches near Costa del Sol. **Manipulate** one, have it cast Big Guard on your party, and you have a great new Enemy Skill (sets **Haste**, **Barrier**, and **MBarrier** on the whole party).
- **Aqualung:** **Aqualung** is to Water what Beta is to Fire. Go to the desert around the Gold Saucer (not actually in the prison, still on the World Map) and fight a **Harpy**. Aqualung will do very heavy damage, but as long as you came in fully healed and use **Big Guard** you should be able to defeat it (you can set **Sadness** on your characters if it's killing your party). Once its cast, hit it with everything you have, because you almost certainly won't be able to survive a second casting.

## Following a New Lead

<b>Items</b>	None
<b>Enemies</b>	<b>Grand Horn, Gagighandi, Touch Me, Beachplug, Bagrisk, Desert Sahagin, Skeeskee, Griffin, Golem, Crown Lance</b>

From the **Gold Saucer**, head south and cross the shallow section of the river. Continue south for a bit and you'll find yourself near a weird-looking forest. It holds a **nice sidequest** you can do now (and I strongly recommend you do). If you want to do the sidequest, click **here** to go to the section outlining it. If you don't want to do it (shame on you, it's a great quest), keep reading.

From Gongaga, head west. You'll pass by some forests, and eventually find another crossable section of river (take it). Head north and wind your way through the canyon.

### Missable Item Alert #12

If you didn't get the **Vagyrisk Claw** from CMD. Grand Horn at Fort Condor, you'll need to steal at least one from **Bagrisk** for a complete item list (and 99 if you don't plan on duping items and are doing a Perfect Game). While Bagrisks are always available as encounters, the issue is that Stealing it gets harder as your level increases, and becomes impossible from Level 78 onward (or at practically any level with the **Sneak Glove**, which you don't have yet). Bagrisks are found in the dirt (NOT the desert) of Cosmo Canyon (look for the dirt where the sky doesn't darken), and the Steal rate for Vagyrisk Claws is extremely low (most of the time you'll get a **Soft** instead).

Eventually, you'll see a building. If you plan on doing the next **Fort Condor** battle, do NOT park too close, or your buggy will break down and prevent you from returning to Fort Condor. Just park far away and make your way on foot to the building.

## Cosmo Canyon

<b>Items</b>	<b>Elixir</b>
<b>Fort Condor Rewards</b>	<b>Megalixir or 5x Hi-Potion</b>

As you enter, there'll be a scene. Afterwards, talk to your party if you want, then speak to the man guarding the entrance and tell him you're not familiar with Cosmo Canyon. After a scene you'll be allowed in.



Ignore the stairs heading up for the moment and instead go east. Ignore the first ladder (nothing up there) and instead go in the door on the ground level. The first floor of this area features a small bar (ignore the door on the back wall, it doesn't lead anywhere for the moment), while there's an Inn on the second floor (100 Gil). Turtle's Paradise Newsletter No. 5 is up here as well, so be sure to read it. Go into the bedroom and examine the barrel in the lower-left corner for an **Elixir**. When you're done, go back outside.

The far right ladder leads to an **Item Shop**. As usual, buy whatever you need here, and leave when you're finished.

Now ascend the western stairs and speak to Red XIII (the rest of your party will leave for the moment, and can be found around the area). After you're done, go into the cave. There's a Save Point here, as well as Turtle's Paradise Newsletter No. 4 nailed next to the counter. The shop is Tiger Lily's **Weapon Shop**, which has some upgraded weapons for your party (buy whatever you need). **Silver Armlets** are especially nice, so stock up as needed (you should already have two). As to the weapons, I recommend only buying them if the character is not using a Double Materia Growth weapon, because the prices here are very high (and remember that Aeris should have the **Fairy Tale** if you stopped in **Gongaga**, so don't bother trying to upgrade it). Red XIII and Cait Sith will also be getting nice weapons quite soon, so don't bother with their weapons, either.

Continue upward and take the west exit, then climb the stairs and enter the cave up here. The middle path leading south (the one just east of where you entered) has the **Materia Shop** (talk to the man behind the counter twice to shop). They have **HP Plus** and **MP Plus** Materia. The **HP Plus Materia** is well worth getting if you didn't get it from the send-off, but don't bother with **MP Plus** right now unless you have a lot of money (for instance, if you were farming **Cactuars**). You should already have **Mystify** and **Transform**, and it's not worth buying second copies of either of these Materia.



Back in the cave with all the branch-offs, the path leading west just goes to a promontory with a nice view of Cosmo Canyon. The eastern-most path heading south just leads to a woman cooking, and the door leading east is sealed. So climb the ladder and then head through the nearby door. Talk to Red XIII for a scene. You'll then be asked to speak to a party member and form a party; the easiest way is to speak to Cait Sith, who's in the room below with the woman cooking (you can also speak to any other party member or use PHS at the Save Point near Tiger Lily's shop). Return to Bugenhagen's place, go through the door, and speak to Bugenhagen.

After the scene, make your way down to the entrance. You'll see your party gathered around a campfire, so approach it. You can speak to your party members for scenes; when you're ready to continue, speak to Red XIII. You'll be prompted to select a third party member to accompany Cloud and Red XIII (be sure to equip Red XIII and your third party member with **Silver Armlets** if you haven't done so already).

#### Fort Condor Battle #5

This can only be done if you didn't let the buggy break down. Make your way all the way back to Fort Condor and fend off the Shinra as usual. Your reward is a **Megalixir** if you fought CMD. Grand Horn for a **Vagyrisk Claw** earlier, or 5x **Hi-Potion** if you've done every battle the normal way to this point. Once you're done, return to Cosmo Canyon (it doesn't matter at this point if the buggy breaks down or not).

Head up the stairs and follow the path upward. Eventually you'll see Bugenhagen; follow him. When he stops near the sealed door, talk to him. If you're ready to continue, tell him, "Yeah."

### Cave of the Gi

Items	Added Effect [Materia], <b>Black M-Phone</b> , <b>Ether</b> , <b>X-Potion</b> , <b>Fairy Ring</b> , <b>Turbo Ether</b> , <b>Wizer Staff</b> , <b>Gravity</b> [Materia], <b>Seraph Comb</b>
Enemies	<b>Heg</b> , <b>Sneaky Step</b> , <b>Gi Spector</b> , <b>Stinger</b> , <b>Gi Nattak</b> (boss), <b>Soul Fire</b> (boss)
Fort Condor Rewards	5x <b>Hi-Potion</b>
Enemy Skills	<b>Death-sentence</b>

If you fight any **Gi Spector** or **Sneaky Step** enemies, they can teach you **Death-sentence**. It's mostly useless, but not a bad idea to get if you're going for perfect **Enemy Skill Materia**. Additionally, most enemies here are Undead, meaning that restorative Magic and items will damage them.

In this new area, make your way down the ladders and exit east. Here, you'll see several cave-like structures with weird looking rocks (press Circle inside the cave). Breaking most of them will result in battles with **Gi Spector** enemies, one of the rocks (shown below) will open the path to the next area. Use that rock, then exit north.



In this new area, run north, and take the fork leading west. When you reach the oil, walk, or you'll run into some spikes and take damage. Head south from the oil and grab the **Added Effect Materia** from a ledge overlooking the area with the weird rocks. This nifty little Materia can be paired with status-related Materia (such as **Time**) in a weapon to randomly inflict those statuses with regular attacks, or in an armor to block those statuses.

#### Missable Item Alert #13

Make absolutely sure you grab the **Added Effect Materia**. Once you defeat the upcoming boss it will be impossible to return here, and this is the only copy of the Materia in the entire game. Even if you're not going for a complete item list, it's just too good to pass up (adds status effects to basic physical attacks or equip on an armor to grant status protections).

Return to the previous area. Carefully pass the oil slick and take the eastern fork. Back at the first fork, go north this time. You'll reach another fork; go west and then down the stairs. Take the western path leading south and open the box for a **Black M-Phone** weapon for Cait Sith. Return to the stairs and take the eastern path this time (heading north). Open the box for an **Ether**, then return to the stairs and go up, then continue along the path leading north from the stairs to another area.

Here, you'll come to an area with five openings. Take the second entrance from the right, and fight the **Stinger**. It's fairly strong, so use your best moves against it (or use **Frog Song** for an easy win). Continue along the eastern wall to find a box with an **X-Potion**, then return to the five tunnels. Go through the second from the left and run into the spider web to enter battle with another Stinger. At the fork, head west and then south to reach a chest with a **Fairy Ring** accessory inside. Return to the previous fork and head north this time. Fight a third Stinger, then run through the tunnel to the west to reach a chest with a **Turbo Ether**.

Here, approach the demon face to fight the lord of these undead monstrosities!

**Boss: Gi Nattak, Soul Fire x2**



**Gi Nattak's Data**

<b>HP</b>	5,500	<b>MP</b>	200	<b>Level</b>	29
<b>Exp</b>	1400	<b>AP</b>	150	<b>Gil</b>	3000
<b>Steal</b>	Nothing	<b>Drop</b>	Wizer Staff ( <i>always</i> )	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Holy, Restorative				
<b>Elemental Reistances</b>	Gravity (Nullifies), Earth (Nullifies), Water (Nullifies)				
<b>Status Vulnerabilities</b>	Slow, Darkness				

**Soul Flame's Data**

<b>HP</b>	1,300	<b>MP</b>	220	<b>Level</b>	23
<b>Exp</b>	200	<b>AP</b>	10	<b>Gil</b>	100
<b>Steal</b>	Nothing	<b>Drop</b>	Phoenix Down (14.09%)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Holy, Wind				
<b>Elemental Reistances</b>	Gravity (Nullifies), Earth (Nullifies), Water (Nullifies), Poison (Nullifies), Fire (Absorb)				
<b>Status Vulnerabilities</b>	Slow, Darkness, Stop				

As you can see looking at the stats above, Gi Nattak is quite powerful, and its Soul Fires are no pushovers either. Gi Nattak's spear is its most dangerous; it will deal around 500 damage (!) to characters in the front row. Aspil is a fairly annoying attack as well; it drains around 30 MP. Take Over simply causes a Soul Fire to possess one of your characters and deal Fire damage over time (sort of like a Fire-elemental **Poison** status; they'll cast weak **Fire2** spells on the character every time they get a turn until they un-possess the character). Drain is a somewhat weak spell that takes some HP damage and heals Gi Nattak with it.

The Soul Fires are the lackeys, obviously, but they're still able to play the "annoyance" role quite well. They have rather high HP for a lackey, but luckily outside of Take Over they just sit there and heal themselves with **Fire2**. Note that Soul Fires only drop their Exp, AP, Gil, and items if they're defeated before Gi Nattak.

You may be wondering why Square put this strong boss in front of you out of the blue, when it's mostly been smooth sailing to this point. The reason is that Gi Nattak has an achilles' heel defensively, one so strong it can be KO'd in one hit regardless of your characters' Levels or **Materia**. Using an **X-Potion** on Gi Nattak will instantly defeat it, and a **Phoenix Down** or **Life** spell has a 1/4 chance at doing so. This is by far the easiest method to win, and the one I recommend.

If you don't want to go this route, it's still possible to defeat Gi Nattak using normal attacks. If you want to kill the Soul Fires, use non-elemental or Ice-elemental attacks. As to Gi Nattak, Beta and Fire-elemental Summons are your best bet (it will nullify Aqualung). However, you're in for a long battle; Gi Nattak has fairly high HP for this stage of the game, and its attacks hit hard, so make sure to heal your party.

Whichever method you use to win, Gi Nattak will drop a **Wizer Staff**, an inferior weapon to the **Fairy Tale** for Aeris. If you defeated the Soul Fires before taking down Nattak, they'll drop their Exp, Gil, and AP, and have approximately a 1/8 chance of dropping a Phoenix Down as well.

After the battle, grab the **Gravity Materia** dropped by Gi Nattak, then head out the newly-formed exit and watch the scenes. Afterwards, your buggy will be repaired if it broke down, and you can form a party, then Red XIII will catch up with you when you try to leave the canyon. You'll also find a **Seraph Comb** in your inventory, which is a very powerful weapon for Red XIII.

#### Fort Condor Battle #6

Yup, another Fort Condor moment. The prize for this battle is 5x **Hi-Potion** if you've done all the previous battles (it doesn't matter if you got the **Vagyrisk Claw** or not).

When done, go to the World Map and board your buggy.

### Into the Mountains

Items	None
Enemies	Grand Horn, Gagighandi, Bagrisk, Desert Sahagin, Skeeskee, Griffin, Golem, Crown Lance, Nibel Wolf, Valron, Bahba Velamyu, Battery Cap

From Cosmo Canyon, make your way west, then north out of the canyon. Find the crossable river section and cross. A little bit further north, you'll find the next town.

### Nibelheim

Items	Luck Source, Elixir, Turbo Ether, Platinum Fist, 1 Gil, Luck Source
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You've now made it to Nibelheim in the flesh, the site of much of the game's backstory...only it's intact. In addition to their normal functions, the shop/innkeepers also offer the option to talk stories. The first building is the Inn, which sells rooms for 100 Gil. Go in the back and talk to the man in the black cape to receive a **Luck Source**.

The next building east contains a rather poor **Item Shop**. They sell very little here, but talk to the man in a black cape in back of the shop to receive an **Elixir**.

The next house over is Cloud's house. The woman doesn't have much to say though. In Tifa's house (the one directly south of Cloud's house) there are two men in black capes. The one near the door doesn't have anything for you, but there's one in the back on the first floor near the kitchen who has a **Turbo Ether**. Upstairs, there's another one who has a **Platinum Fist** (in the master bedroom). Now go into Tifa's room. The wardrobe holds nothing (even if Tifa is in your party), but you can examine her desk to see a paper. Once you're done reading, go to the piano and play the FFVII main theme ( X, Square, Triangle, R1 + Triangle, R1 + Square, X, Square, Triangle, R1 + X, Circle, X, Square, X , then Start to end; you can also do it by ear, if you're musically inclined). After a random number of plays, you'll receive "Tifa's secret stash" of 1 Gil. w00t...I guess? Exit the house when you're done.

The southeastern house has nothing on the ground floor, but go upstairs and talk to the kids to receive a **Luck Source**. When you're done, leave.

Head north and you'll see Shinra Mansion (the two men in black capes don't have any items, but the one to the east does give some interesting dialog). At this point you have two options. You can either go to Shinra Mansion to do a **well-rewarding sidequest**, or you can just continue on with the story (exit to the north). I recommend doing the sidequest (linked **here**; the game also intends you to do this as soon as you arrive). In any event, to proceed with the story, head north out of Nibelheim.

### Mt. Nibel

Items	Rune Blade, Plus Barrette, All [Materia], Elixir, Elemental [Materia], Sniper CR, Powersoul, Jem Ring, Counter Attack [Materia]
Enemies	Kyuvilduns, Sonic Speed, Zuu, Twin Brain, Screamer, Dragon, Materia Keeper (boss)
Enemy Skills	Trine

On the north side of town, follow the short, linear path to an opening in the mountainside.

This is Mt. Nibel, the mountain you scaled earlier with Sephiroth. These enemies were rather strong, but Sephiroth generally wiped the board with them. Now, you lack Sephiroth, but have two party members to replace him as well as a much stronger Cloud.

The first enemy to note here is **Dragon**. They are very strong, but carry a **Gold Armlet**, a great armor not yet available to you. If you can steal one for each party member, that's great, but be sure to kill it off quickly afterwards. They can also teach you **Flame Thrower**, if you never learned it before for whatever reason. If you don't Steal it will drop a **Fire Fang** item 100% of the time. The second is the boss of the area, but we'll get to that in due time. They are only encountered in some of the later rooms, however, so don't bother grinding in the first few areas to find them.

In the first area, follow the path around the bottom, then upward. Shortly after the path turns to the left, you'll notice a path leading further into the mountains--take it to reach a chest with a **Rune Blade** for Cloud, a Double Materia Growth weapon that has 4 slots on it and improved power over the **Force Stealer**--nice! Return back to the main path and continue along it. Near the bridge is a very well-concealed path leading up the rock formation--follow it and take the lower path when they split (upper path is a dead-end). Here you'll find a **Plus Barrette** weapon for Red XIII. When you're done return to the main path and cross the bridge on the next screen (it won't break this time).

You'll find yourself in a room with a series of pipes. This is the first point you can encounter **Dragon**, so try for that Steal if you can. Pipe number 4 leads to an **All Materia**, after which point you can jump down. Stay away from the big monster down here (we'll get to it later); instead, save/Tent at the Save Point, then exit south.



Jump off the ledge, then go through the tunnel (the path leading downward goes nowhere). Inside the cave (you can encounter **Dragon** here also), follow the northward path along the east wall, then loop back south into an area overlooking a chest. Run through the tunnel to the west, and emerge out the other side to receive an **Elixir**. Make your way back to where you were and exit to the north once again.

Here, grab the **Elemental Materia** lying in the Materia fountain. This is the second of three copies in the game (and the only non-missable one). Take it, equip it, and head north. In this cave, go east and north and take the left-most path when it splits to receive a **Sniper CR** weapon for Vincent, a weapon with perfect accuracy (ideal for use with the **Deathblow Materia**). When you're ready to continue, follow the east wall southward and out.

You'll emerge on the side of the mountain. Take the path leading west (the eastern path is just a dead end). You'll come upon the reactor; just like on Mt. Corel, there's nothing to do inside, so just continue through the door into the northeastern wall.

You'll find yourself back in the pipe room. Examine the ladder going down to lower the ladder (thus permitting you to quickly return to the top of the room from the bottom), and climb to the top. This time, take Pipe #2 to reach a ledge with a **Powersoul** weapon for Tifa lying on the ground. Grab it, then jump down. Save and tent if you want (don't forget to Steal more **Gold Armlets** if you're interested). Once you're ready to continue with the game, equip both **Enemy Skill Materia** to your party, try to guard as many of you party as possible against Lightning (Bolt Ring and **Lightning-Elemental** both work), then approach the monster at the exit of the cave and hit Circle.

#### Boss: Materia Keeper



<b>HP</b>	8,400	<b>MP</b>	300	<b>Level</b>	38
<b>Exp</b>	3000	<b>AP</b>	200	<b>Gil</b>	2400
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Jem Ring</b> ( <i>always</i> )	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies), Fire (Absorbs)				
<b>Status Vulnerabilities</b>	<b>Slow, Darkness, Poison, Stop, Paralyzed</b>				

Materia Keeper is a powerful opponent. Its physicals do respectable damage, and **Trine** is very strong also. Most of Materia Keeper's physical arsenal will deal about 480 damage to front-row characters. Hell Combo is its strongest ST attack; it will deal around 800 damage to front-row characters (Gold Armlets really help here). Finally, **Trine** is a MT Lightning-elemental attack that deals about 300 damage to all characters.

If you equipped to defend against Lightning, **Trine** won't be much of a threat (if not, it packs quite a punch). Trine is actually a learnable Enemy Skill, and one you'll enjoy immensely once you have it, so don't end battle without Materia Keeper having used it at least once. The physicals are strong, but they're ST so just keep healed.

As to attacking Materia Keeper, you'll notice several key status weaknesses. **Paralyzed** and **Stop** are highly crippling, and will prevent Materia Keeper from taking turns. **Poison** is always useful as well against an enemy with as high an HP total as Materia Keeper. So set whatever statuses you like (**Bio/Bio2** spells are a great way to lead off the battle), then start chipping off its HP and keep healed (Big Guard will help you keep your HP up if you're having trouble). Don't use **Beta** or other Fire-

elemental attacks, as they will be absorbed (**Aqualung** is fine, as is **Trine** if you feel like using its own magic against it). Limit Breaks are as usual a very effective means of damage also. As noted above, however, don't kill Materia Keeper off until it's used Trine at least once, because the next chance to learn the skill won't come for quite some time and Trine is a great skill up there with Beta and Aqualung.

After winning, you'll receive a **Jem Ring** accessory, which guards against **Slow- numb** and **Petrify**.

Upon defeat, Materia Keeper will drop the **Counter Attack Materia**, which allows characters to counter-attack with physicals when they are damaged. Take it, the exit through the path Materia Keeper was blocking. Follow the path around and exit to the World Map.

## Journey to Rocket Town

<b>Items</b>	None
<b>Enemies</b>	<b>Nibel Wolf, Velcher Task, Kyuvilduns, Valron, Crown Lance</b>

On the World Map, simply head west a bit, then north around the mountain. Once you're past the northern edge, head west and you'll encounter a town. Enter it.

## Rocket Town

<b>Items</b>	<b>Yoshiyuki, Power Source, Drill Arm, Edincoat</b>
<b>Enemies</b>	<b>Palmer (boss)</b>
<b>Fort Condor Rewards</b>	<b>Hi-Potion x5 or Superball</b>



As you enter, you'll see a large rocket that looks like it's about to topple over...interesting. In the town itself, the shop on the left (with two swords on the sign) is the **Weapon Shop**. They sell **Shotguns, Gold Armlets, and Accessories** here; make sure to outfit your characters with Gold Armlets (if you haven't done so already) and buy any items that catch your interest (the **Earring** and Shotgun will both be new to you).

The building on the right is the Inn (100 Gil); if you speak to the townspeople they will all tell you to meet the "Captain."

There's nothing of interest in the house on the west side of the square, but if you go to the one directly north of where you entered (with the old man standing in front of it), you'll find the **Item Shop**. Buy whatever items you need here; you'll also notice that they sell Materia: **Barrier, Exit, and Time**. Barrier is inferior to **Big Guard** (it does teach **Reflect**, but the status is mostly useless in this game; it's not FFVI), Exit is only mildly useful since most battles aren't worth trying to escape (and if you're going for a perfect game you can't escape at all), and Time you should already have, but if you're missing any of the Materia (and you will definitely be missing Barrier and Exit) and have the Gil, buy them.

Leave the shop and speak to the old man outside several times. He'll give you a **Yoshiyuki** weapon for Cloud, a weapon that lacks in Materia slots but powers-up if allies are KO'd.

### Missable Item Alert #14

Be sure to grab the **Yoshiyuki** while you're here. It's available for some time yet (until midway through Disc 2 more or less), but it's unlikely you'll remember to return here for it and there's no reason not to get it now while you're here and it's in your head.

Skip the house next to the Item Shop with the fence around it for now, and instead go into the one on the far east end of the square. In the kitchen there's a **Power Source**; take it and go back outside.

Now go into the house on the north end of the square with the fence. Inside the small sitting room is a chest with a **Drill Arm** for Barret. Go out the back door for a scene, after which the woman (named Shera) will tell Cloud and Co. to talk to the Captain.

### Fort Condor Battle #7

Another Fort Condor battle, which can only be done now before speaking to the Captain, and we're a long ways away from there...make the journey all the way back, and win the battle to win **Hi-Potion x5** if you got the **Vagyrisk Claw (Superball)** if you've done every battle the normal way). When you're done, come back to Rocket Town (these people really need to pay travel expenses if nothing else).

The Captain is in the rocket at the north end of town. Once you reach the top of the launch pad, go inside the rocket and speak to the man. You'll be prompted to name him (Default: Cid). Ask him whatever you like (if you select the rocket options, you'll have to leave and come back if you want to talk about the Tiny Bronco or Rufus). Return to the house that Shera's in for a scene (it looks like we found an even bigger pottymouth than Barret, heh). After the scenes, talk to the people inside the house if you want, then go outside for yet another scene. Shera will bring you back inside, and tell you to head out back. Do so, speak to the guy working on the plane, and enter battle with the fat man ("Don't say 'fat'")!

### Boss: Palmer



<b>HP</b>	6,000	<b>MP</b>	300	<b>Level</b>	38
<b>Exp</b>	1800	<b>AP</b>	98	<b>Gil</b>	5000
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Edincoat</b> ( <i>always</i> )	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies)				
<b>Status Vulnerabilities</b>	<b>Slow, Darkness, Poison, Stop, Paralyzed</b>				

Palmer is a joke. He has one attack--his Mako Gun, which deals around 450 damage to one character in a random element of Fire, Ice, or Lightning to one character (in the data, it's just **Fire2**, **Ice2**, and **Bolt2** respectively renamed to "Mako Gun"). You could have equipped elemental setups beforehand, but it's completely unnecessary, considering that his attacks are all ST and not overly impressive.

Palmer has little elemental resistances (only nullifies Gravity), so most of your big attacks (**Beta/Aqualung/Trine**, Summons, Limits) will work great. He's also vulnerable to several status ailments--**Poison** will speed up Palmer's demise while **Stop** (summon **Choco/Mog**) and **Paralyzed** will immobilize the whale for a while. Even without any of these tactics, you can just attack Palmer with normal attacks if you want and heal up when your HP gets low and win easily, so have fun with this incredibly easy comic-relief fight.

After battle, Palmer drops an **Edincoat**, which is an armor with high defenses for this stage of the game and 7 Materia slots (none linked, sadly).

After the battle, watch the scenes.

## Tiny Bronco Sidequests

**Fort Condor Rewards** | Superball or 3x Turbo Ether

Now that you have the Tiny Bronco, many areas of the World Map are now open to you.

### Fort Condor Battle #8

Yup, it's time for yet another Fort Condor clash, only now it's much easier to return there thanks to the Tiny Bronco. Your reward for winning is the **Superball** weapon for Yuffie (strong weapon, no Materia slots) if you won a **Vagyrisk Claw**; if you did all the battles the normal way, you'll receive three **Turbo Ethers**.

What follows is a list of sidequests that opened up for us because of our new transportation option. You can do them or skip them as you choose; the links go to the appropriate entry in the **Sidequests/Mini-Games** section.

- **Wutai**: When you regain control of the Tiny Bronco, you'll find yourself just off-shore of Wutai (the western-most continent). This is a very rewarding sidequest which also opens access to some other nice sidequests, but I recommend waiting a bit, as you won't have most (in fact, probably any at this point) of your

Materia during the quest and there are some extremely difficult fights in store for you. (If Yuffie is in your party, she'll try to convince you to "go west.") If you do this sidequest, be sure to hold off on completing the **Pagoda**; I'll let you know when to go ahead (you'll probably get wiped out by them anyway though).

- **Arms Dealer**

#### Missable Item Alert #15

If you do the **Arms Dealer** quest, be sure to get a **Great Gospel** from the small box upstairs (not the **Gold Armlet** from the large box downstairs). If you pick up the **Gold Armlet**, you will be unable to obtain **Great Gospel**, Aeris' ultimate Limit Break. Also, if you do the **Wutai Sidequest**, be sure to hold off on completing the **Pagoda**; I'll let you know when to go ahead (you'll probably get wiped out if you try it now anyway though).

- **Bone Village** (You can't dig yet, but you can get Kjata early if you go there now)

In addition, **Battle Square** in the **Gold Saucer** has new enemies and it's even possible to get Cloud's **ultimate Limit Break** now, but there will be a more convenient time to do that very soon.

When you've done what you want to, read on to the next section.

## To the Temple of the Ancients

If you spoke to the Arms Dealer earlier, he'll have told you to head to the **Gold Saucer** for the Keystone. Do so (you can't enter from the desert, so use the North Corel Ropeway).

### Return to the Gold Saucer

Items	Keystone [Key Item], <b>Protect Vest</b> (optional), <b>Choco Feather</b> (optional), <b>Elixir</b>
Enemies	<a href="#">Click here</a>

From the Gold Saucer entrance, go to **Battle Square**, where Dio's museum is. If you speak to Dio here (he's in the room just off the main Battle Square lobby; examine the central pedestal and he'll initiate dialog), he'll tell you to fight in the Battle Square for the Keystone, then you'll immediately be entered into the Battle Square.

*(Note: If you're going for a Perfect Game, or any other type of 0-escapes game, you'll need to win every battle, because you'll be charged with an escape if you lose/flee/decline any battles in the Battle Square, meaning you must win all 8 battles in the round. Your best bet is to equip Cloud with your best armor/weapon, White Cape, and the **Restore**, **Heal**, **HP Plus**, **MP Plus**, **Counter Attack**, **Long Range**, and **Enemy Skill Materia** and put him in the Back Row. Play conservatively in regards to handicaps (go for **Lucky 7** or **Cure** if they're available), try not to use all of your MP if you can avoid it, and make sure to heal if your HP dips too low. Also, no BP is gained from this battle, so always take whichever handicap hurts you the least. Save before you come to the Gold Saucer, because at this stage it's highly possible to lose even if you do everything correctly.)*

These battles will be Cloud solo versus some enemies fought over 8 battles. You'll get the Keystone no matter what, but if you can win all 8 battles in this mandatory round of battle, Dio will throw in **Protect Vest** and **Choco Feather** Accessories as bonuses (click [here](#) for more detailed information about the Battle Square). You can keep fighting here to accumulate BP if you have the GP and you're interested in doing so (remember that BP is gone once you leave, but it's much easier both to survive 8 battles and to get good prizes here late-game); when you're done, leave and head for Station Square.

Try to leave on the ropeway, and you'll be informed that it's broken down. Cait Sith will suggest staying at the hotel, and your party will meet in **Ghost Square** in the hotel lobby, after which everyone (including Cloud) goes to their rooms.

Now, sometime later in the night (the game is unclear about the timing), the **Date Sequence** will begin. This scene occurs with one of Barret, Tifa, Aeris, or Yuffie (whichever one has the highest affection level for Cloud). None of the dialog choices you make here have any effect on the rest of the game, so have fun with it. It will also provide character development for whichever character is involved, as well as for Cloud.

After it's all done, you'll run into someone with the Keystone in the entrance area. Chase the thief, then watch the scene. Afterwards, Cloud will be back in his room. Take the **Elixir** from the liquor cabinet (where they keep all their elixirs, huh?) and go out into the lobby. You'll be asked to choose a third party member in addition to Aeris and Cloud. Once you've done so, you can either continue to **play in the Gold Saucer** or leave; the Ropeway is repaired now.



### East Toward the Sea

Items	None
Enemies	<b>Under Lizard</b> , <b>Dual Horn</b> , <b>Tonadu</b> , <b>Slaps</b> , <b>Kelzmelzer</b>
Fort Condor Rewards	<b>Turbo Ether</b> x3

Cait Sith's hint said to go "east toward the sea." He could have been a little more specific...

#### Fort Condor Battle #9

No segment would be complete without one, would it? The reward for completing this battle is 3x **Turbo Ether** (regardless of whether you got the **Vagyrisk Claw** or not).

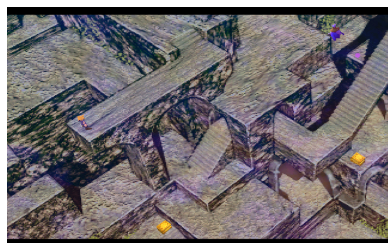
Your destination is the large-ish island due south of Junon, south of the Eastern Continent. Land on the beach here with your Tiny Bronco, and run to the building in the middle of the jungle.

### Temple of the Ancients

<b>Items</b>	<b>Trident, Mind Source, Silver Rifle, Turbo Ether, Rocket Punch, Luck Plus [Materia], Morph [Materia], Nail Bat, Ribbon, Princess Guard, Trumpet Shell, Megalixir, Work Glove, Dragon Armlet, Bahamut [Materia], Gigas Armlet</b>
<b>Enemies</b>	<b>Kelzmelzer, Under Lizard, Toxic Frog, Doorbull, Ancient Dragon, Jemnezmy, 8 Eye, Red Dragon (boss), Demons Gate (boss)</b>

*(Note: There are numerous missable items here, so pay close attention for Missable Item Alerts to make sure you don't miss any of the rare goodies here. Also, once you descend into the Temple there's no way out until you've completed the dungeon.)*

Cross the bridge and run up the stairs. Examine the cloaked man lying in a heap at the top and then go through the door nearby. Here, you'll find a certain someone; speak then examine the altar when you're ready to enter the temple proper.



You're now in a large maze. When you reach the first fork, ignore the stairs leading up and continue along your current path. Following the path around will bring you to a large ledge. Climb down the vines here and continue onward to find a box with a **Trident** for Cid. Once again, ignore the stairs leading upward and take the ones going down. Climb up the vine and then run up the stairs (the doorway is blocked off). You'll see a weird-looking creature. Follow it up the vine, grab the **Mind Source**, and go through the archway. Here, the box holds a **Silver Rifle** for Vincent, and you can speak to the creature to access an **Item Shop**, heal HP and MP, or save your game. Once you're done here, return to the vine the creature climbed before and continue under the archway this time (take the **Turbo Ether** lying on the ground), then down the long staircase. Follow the path, climb down the vine, and you'll reach a chest with a **Rocket Punch** weapon for Barret. Continue along the path, ignoring the ancient creature for now, and continue straight under the archway where the creature splits from your path. Hit right after passing under it, and you'll come down some stairs back into view. Climb the vines here and grab the **Luck Plus Materia** (labeled in-game as the "Lucky Plus Materia").

#### Missable Item Alert #16

Make absolutely sure you grab the **Luck Plus Materia** here. It's the only copy in the game, and this area will soon become inaccessible.

Return to aforementioned archway, and this time follow the path the creature took (under more archways; the path goes northwest from where you went under the archway for the **Luck Plus Materia**).

In this room, you'll see some large circular rocks with gaps in the bottom rolling along a long corridor. Follow the corridor, making sure you only pass one of the rolling rocks at its open point. At the halfway point, grab the **Morph Materia** sitting by the pool.

#### Missable Item Alert #17

Do not pass up the **Morph Materia**. Besides only being found here, it's also required to obtain several other items later. Don't be lazy, just grab it before you cross the rest of the room.

Finish crossing the obstacle course and you'll see a scene (the boulders will also stop coming). After the scene, head right again; there's another creature with options to Rest or Save (no shop though), so do what you need to do and continue onward.

You'll now arrive in a room arranged like a clock. The idea of the puzzle is to change the time manually, then use the minute and hour hands to create a path to where you want to go. The second hand will knock you off if you're on a hand when it passes (allow this to happen at least once so you can grab the Nail Bat at the bottom of the chamber; you'll fight a monster, then have to return to the clock room). The most important thing to remember here is that if you take Position VI, you will not be able to return for any of the items here, and there are some truly spectacular items to be had. In short, **DO NOT TAKE EXIT VI YET.**

Position	Where it leads
I	<b>Toxic Frog x2, Jemnezmy</b>
II	Nothing
III	<b>8 Eye x2</b>
IIII	<b>Princess Guard</b>
V	<b>Ribbon</b>
VI	Path to proceed through the Temple
VII	<b>Trumpet Shell</b>
VIII	<b>Megalixir</b>
IX	Nothing
X	Return to previous area
XI	Nothing
XII	Locked door

Below is a description of the goodies:



- **Ribbon**: Ribbon protects against all status ailments except for **Death**. It's the best Accessory in the game, so definitely grab this. I recommend equipping it on Cloud.
- **Princess Guard**: Aeris' best weapon, it will greatly increase her attack power, in addition to having seven slots (3 linked pairs!) like the Fairy Tale. There's no reason not to grab this either.
- **Trumpet Shell**: Weapon with no slots but high power for Cait Sith
- **Megalixir**: Best healing item in the game, heals HP and MP to max for entire party.

#### Missable Item Alert #18

Make absolutely sure to grab the **Princess Guard**. It's Aeris' best weapon, and can only be found here. Equip it on her before continuing.

So, in other words, make sure to do Positions III, V, VII, and VIII before trying to leave.

When you're ready to continue, exit through Position VI. This room is a puzzle; your goal is to intercept the creature as it passes through the tunnels. You can either wander around for a while and try to catch it, or you can use the picture below to figure out where it will emerge and meet it immediately (if you want to jump down a level, stand near the left edge and press Circle where prompted). In the image, the first number over an entrance is the number of that entrance, the second number is where it comes out.



Once you've caught the creature, it'll unlock the door, and you can rest/Save (note that you will no longer be able to return to the rest of the Temple). Don't forget to grab the **Work Glove** from the box at the bottom; you can return to the upper level by taking the bottom-right tunnel (labeled with 9 above). Exit through the newly-opened door.

When you enter, you'll find yourself in the mural room. There'll be a scene, after which you can run right (you'll see more scenes as you move along). A wild dragon approaches!

#### Boss: Red Dragon



<b>HP</b>	6,800	<b>MP</b>	300	<b>Level</b>	39
<b>Exp</b>	3500	<b>AP</b>	200	<b>Gil</b>	1000
<b>Steal</b>	Nothing	<b>Drop</b>	Dragon Armlet (always)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				

<b>Elemental Reistances</b>	Gravity (Nullifies), Fire (Absorbs)
<b>Status Vulnerabilities</b>	<b>Slow, Darkness, Poison, Paralyzed</b>

Red Dragon is definitely a challenge compared to **Palmer**, but that doesn't say much. All of its attacks are ST, which helps you out enormously. It's strongest move is its bite attack, which deals around 1,000 damage to characters in the Front Row. Its tail does about 600, while Red Dragon Breath is magical and deals around 925.

If Aeris has her Level 3 or Level 4 Limits learned, **Peerless** status on your party (**Planet Protector** or **Great Gospel**) makes for an easy win regardless of **equipment** or **Materia** (Peerless is just so blindingly cheap). If you don't have it (and there's a strong chance you don't), open battle with **Big Guard**, then proceed to hit it with your strongest non-Fire based attacks (**Aqualung, Trine, Limits**, etc.) and heal when your HP goes below 400. Don't use Fire-elemental attacks (namely **Beta**), because Red Dragon absorbs Fire. Another option is to use status attacks; you may have learned Slow on your **Time Materia** by now, and **Poison** and **Paralyzed** work as well here as they do against any other boss. Worthy of note here is that **Aeris' Limits** are very well suited to this battle: Level 1 gives her **Seal Evil** (100% **Paralyzed**), Level 2 allows her to fill both other characters' Limit Bars allowing for two massive attacks in a row, and Levels 3 and 4 give her access to Peerless, so make sure to take advantage of her Limits.

Upon defeat, Red Dragon drops a **Dragon Armlet**, a great armor with 6 slots.

After the battle, grab the **Bahamut Materia** dropped by Red Dragon.

#### Missable Item Alert #19

Make sure to pick up the **Bahamut Materia**, it's a great summon, and this is the only copy you'll find throughout the game.

Run back to the right and examine the alter for more scenes. After this, leave, and you can save/rest at the creature (I highly recommend doing so).

#### Missable Item Alert #20

At this, be sure to unequip Aeris of any unique or hard-to-acquire weapon or armor (**Princess Guard, Guard Stick, Umbrella, Dragon Armlet, Iron Bangle**, etc.) You'll see why in a little while. I recommend equipping her with **Fairy Tale** and **Gold Armlet**, as both can be purchased at a later time and are reasonably up-to-date. Her **Materia** and **Accessory** can remain equipped.

Take the upper-right exit (leading to the clock room). The clock is now fixed and cannot be moved, so just run across to the other side (to Position XII). You'll come to a door. Examine the door and...uh oh, what's that?

#### Boss: Demons Gate



<b>HP</b>	10,000	<b>MP</b>	240	<b>Level</b>	45
<b>Exp</b>	3800	<b>AP</b>	400	<b>Gil</b>	4000
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Gigas Armlet</b> ( <i>always</i> )	<b>Morph</b>	<i>N/A</i>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Reistances</b>	Gravity (Nullifies), Poison (Nullifies), Earth (Half)				

<b>Status Vulnerabilities</b>	<b>Slow, Darkness</b>
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Looking at the stats above, you may be thinking this will be one hell of a fight. And truth be told, you have no idea how right you are. The game has mostly coddled you to this point, but you can say goodbye to the royal treatment for this battle.

Demons Gate has several massive attacks. His big killer is Demon Rush, which deals around 1,000 unblockable physical damage to your entire party (assuming front row). Yes, you read that right. 1,000 MT damage, and it's doubled if only one character is standing. It's only used after Demon Wall advances forward (which can happen at the start of battle and always happens after he drops below 7,500, 5,000, and 2,500 HP), but Demon Rush is a devastating attack. Cave In is another MT attack, dealing around 700 to all. His rock-drop attack will deal around 1,500 damage to one, and Petrif-Eye will set **Slow- numb** on a character, and is used more often at lower HP levels.

As you can see, you really don't want to take any of his attacks for their full damage. Similar to Red Dragon, an easy win occurs if Aeris has her Level 3 or 4 Limit set; just keep her alive, get her bar up to maximum, then unleash **Planet Protector** or **Great Gospel** and enjoy your **Peerless** invincibility (Demons Gate is a great challenge, but Peerless status is so overpowered, making Aeris' high-level limits overpowered too). Otherwise, open the battle with **Big Guard**. You'll need to renew it every now and again, but don't be afraid to use **Turbo Ethers** or **Elixirs** here if your MP gets too low. Next, set **Slow** on Demons Gate if you can (**Spider Web** item or Slow spell, which is the second spell on the **Time Materia**); this will take the heat off your party somewhat and give you more time to attack or heal. Now you need to whittle off Demons Gate's large HP total using whatever you have. Stay away from **Quake** and **Titan**, because they'll only do half damage. Limits work great, as do **Beta** and **Aqualung**. **Bahamut** is your best attack here, because it's the only attack you probably have right now that can pierce his respectable defenses. For Aeris, if she's at Limit Level 1 use **Healing Wind**, and Level 2 calls for **Fury Brand**. Level 2 spells and physical attacks will also work, but their damage is somewhat unimpressive. Just make sure to heal anyone with HP not at full, since Demon Rush will probably KO anyone not at max HP (**White Wind** works great for this so long as the caster has around half max HP or more, because it ignores barriers and heals right through Big Guard, hits everyone irregardless of Materia setups or times used, and removes **Slow- numb/Petrify** to boot). If anyone is hit with Petrif-Eye, use a **Soft** item, **Esuna** spell, or **White Wind** to remove it before they get **Petrified**.

Once you prevail, you'll receive a **Gigas Armlet**, which provides high defense but no Materia growth.

Once the battle's done, you'll see a bunch of scenes.

### Awakening the Sleeping Forest

<b>Items</b>	Lunar Harp [Key Item], <b>Kjata</b> [Materia], <b>Water Ring</b>
<b>Enemies</b>	<b>Vlakorados</b> , <b>Trickplay</b> , <b>Tonadu</b> , <b>Boundfat</b> , <b>Malldancer</b> , <b>Hungry</b>
<b>Fort Condor Rewards</b>	3x <b>Turbo Ether</b> or 5x <b>X-Potion</b> ; 5x <b>X-Potion</b>

*(Note: Any **Materia** or **Accessories** equipped to Aeris during the **Demons Gate** battle have been unequipped and are available for use by the party. Also, this is an ideal time to do the **Wutai Sidequest**; you just got "slotless" weapons for most characters in the Temple of the Ancients, which will deal heavy physical damage and are exactly what you need to be viable in battle during the sidequest. Don't finish the **Pagoda** just yet though, it'll be most fruitful if we wait a while. Additionally, your newly-acquired **Ribbon** will help greatly in the **Battle Square**, though I still recommend saving it for later unless you absolutely must have **Omnislash** now for whatever reason.)*

After the scenes, you'll find yourself in Gongaga, with Barret and Tifa in your party. Do any shopping you need to do in Gongaga, then leave to the World Map (you'll find the Tiny Bronco nearby).

**Fort Condor Battle #10**

The Shinra just keep coming. The reward this time is 3 **Turbo Ethers** if you won a Vagyrisk Claw earlier, or 5 **X-Potions** if you won all the battles in the field.

Head north to Bone Village (it's on the northern continent). (On the World Map here, **Trickplay** can teach you **L4 Suicide** for your second Enemy Skill Materia, but you'll be getting another **Enemy Skill Materia** pretty soon so I recommend holding off on grinding for it.) Bone Village has an **Item Shop** which also sells **Diamond Bangles** and **Rune Armlets** (be sure to buy some). Talk to the man sitting near the cave and tell him you want to dig up the Lunar Harp. At this point, you can either place the men and use their lines-of-sight to locate the harp (100 Gil per worker) or just dig on the upper level a bit to the right of where smoke is coming from a lower building (shown below):



Once you've gotten the Lunar Harp, dig for anything else you want (the **Buntline**, **Megalixir**, and **Mop** are the best things available at the moment), and go into the tunnel at the top of the area, run straight ahead to the next area, and watch the scene.

#### Fort Condor Battle #11

Another sortie at Fort Condor, now with 40 enemies! The reward this time is 5 **X-Potions** regardless of the 'Claw (shows in game as just a tiny blank text box).

In this screen, the **Kjata Materia** will move around the area, so try to grab it if you haven't already (it shouldn't be too hard); just make sure you're not at the Materia limit when you grab it because, due to a glitch, you won't be offered the option to throw away other Materia if your inventory is full (if you're playing normally this shouldn't be an issue). Kjata is a Fire-/Ice-/Lightning-Elemental attack, meaning that if an enemy resists any of these three elements, the whole attack is likewise resisted. It's a massive attack against things that don't have resistances to the big 3 elements. Exit to the north.

You'll now find yourself in Corral Valley. You'll meet **Boundfats** and **Maldancers** here. The latter are mostly just annoyances, but the former drop **Dazers** (and also have them available to Steal and Morph), a new battle item that sets **Paralyzed**. Continue to find a downed tree trunk; run underneath it to find a chest with a **Water Ring**. Now climb up the path and go through the trunk to the other ledge, then exit to the north. Follow the linear path here all the way to the World Map, then enter the large octagonal-thing you'll find here.

## The Forgotten Capital

<b>Items</b>	<b>Guard Source</b> , <b>Elixir</b> , <b>Enemy Skill</b> [Materia], <b>Magic Source</b> , <b>Aurora Armlet</b> , <b>Comet</b> [Materia], <b>Wizard Bracelet</b>
<b>Enemies</b>	<b>Jenova*LIFE</b> (boss)
<b>Fort Condor Rewards</b>	5x <b>X-Potion</b>

You'll soon find yourself near a fork. Take the east path for now. In the next screen, take the east fork and enter the building. Climb up to the top to find a box with a **Guard Source**, then go back out the same way you entered. Now follow the path northward and enter the first building you see. On the ground level is a box with an **Elixir**. Climb up to find some beds; you can rest here for free, so make sure to do so (in fact, the storyline cannot proceed unless you do). When you awaken, there'll be a scene. Make sure to grab the third **Enemy Skill Materia** sitting behind the last bed.

#### Fort Condor Battle #12

Shinra attacks yet again, and you have a very short window to do this, so get your party back to Fort Condor as soon as you rest and grab the **Enemy Skill Materia**. Your reward for the battle is five **X-Potions** if you've done all the prior battles (once again with a glitched text box).

The path north of the free "Inn" (leading east) is the exit, but the game won't let you go that way. The path leading west goes to a dead-end, so return to the fork at the beginning of the area and go west this time. The building to the west here has a Save Point, as well as a **Magic Source** upstairs. Continue until you reach a large circular room; on the lower level, open the chest for an **Aurora Armlet**, which is a nice armor that absorbs Ice-elemental attacks (and probably the first time in the game you can actually absorb, and not just halve or nullify, an elemental attack). Go back to the starting intersection and run north this time. Continue north through the narrow corridor, then go left around the lake and into the building. Here, climb to the top and grab the **Comet Materia**. If you do down about half-way down the spiral, you'll notice a weird blue stairway going down. Take it.



Follow the long, dreamy stairs all the way down to arrive in the "Forgotten City." Ignore the path going north, and instead head toward the Save Point. Save your progress, and make sure someone is equipped with the **Water Ring** you just got, and also give someone **Enemy Skill Materia #3** (the blank one you just got upstairs). Equipping your characters with **Earth-Elemental** or **Titan-Elemental** combos in their weapons (not armor) is also a great idea. Once you're ready, take the stairs going down and follow the path. Approach Aeris at the altar for a scene, which is right up there with FFVII's end of the world for shock value, not to mention being one of gaming's most historic and famous cutscenes. Forget about that though, we've got a battle on our hands!

#### Boss: Jenova\*LIFE



<b>HP</b>	10,000	<b>MP</b>	300	<b>Level</b>	50
<b>Exp</b>	4000	<b>AP</b>	350	<b>Gil</b>	1500
<b>Steal</b>	Nothing	<b>Drop</b>	Wizard Bracelet ( <i>always</i> )	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Earth				
<b>Elemental Resistances</b>	Gravity (Nullifies), Water (Absorbs)				
<b>Status Vulnerabilities</b>	Slow, Darkness, Paralyzed				

Fought in a very surreal atmosphere indeed, Jenova\*LIFE tries to drown you in the power of all the water nearby. Her big attack is **Aqualung**, which you've probably been cleaning house with yourself up until this point; it deals around 1,500 Water-elemental damage to your entire party (no split damage, so this will remain the same irregardless of how many of your characters still stand, but it can be **Reflected** as one way of defending the attack, though that will heal Jenova\*LIFE). If you equipped someone with that third **Enemy Skill Materia** as recommended before the battle, the Materia will gain this great skill (as long as the character survives the attack), probably as its very first skill (and what a skill to start with). Blue Light is an ST attack that deals 450 or so Water-elemental magical damage, and Blue Flame deals around 525 ST Water-elemental magical damage. Finally, the Reflect spell simply sets **Reflect** status on Jenova, and is used as a counter against Magic.

The challenge here isn't winning the battle, it's keeping all of your party alive so they can share in the Exp and AP spoils. If you equipped a **Water Ring** on someone, that person can never die, because all of Jenova\*LIFE's offensive moves are Water-based and will be absorbed (healing the character), meaning you will eventually win even if you do nothing but basic attacks. However, Water is an element not easily defended; the only other way (besides your one Water Ring) to defend the element at this point in the game is if you've gotten the **Leviathan Materia** already and use it in combo with an **Elemental Materia** in someone's armor (and you shouldn't have Leviathan yet, since getting it this soon means screwing yourself out of a great attack on an **Enemy Skill Materia** to come later). Set up an **MBarrier** on anyone without Water protection (either using the spell or **Big Guard**) and spam recovery spells/items if she uses **Aqualung**. Due to the sheer strength of Aqualung, healing anyone who's not either at full HP or protected against Water-elemental attacks needs to be your first priority. Alternatively, you can **Slow** her and then use **Dazers** (or any other attack that sets **Paralyzed**, but you don't have Aeris and Cloud is probably not at Limit Level 1 anymore) to stop her from moving while you quickly pound her with your best attacks, but you may or may not have enough Dazers to end the battle this way.

As for offense, this Jenova incarnation has an Earth weakness. **Quake/Quake2** spells will exploit this nicely, but result in Jenova casting **Reflect** on herself in an attempt to block the damage. The **Titan Summon** and an **Earth-Elemental** combo in someone's weapon are not reflectable, so these are ideal for offense (Titan can probably only be Summoned once or twice at this stage though). Of course, if you get a **Limit Break**, go ahead and unleash it; unlike **Lost Number**, Jenova doesn't have any tricks up her sleeve. Otherwise, just use your most powerful non-Water based attacks (**Kjata**, **Beta**, and **Bahamut** all leave their normal scars--Kjata isn't even resisted at all) or Earth-elemental physical attacks until she falls.

Once you bury this ugly humanoid in a nice, watery place, she'll drop a **Wizard Bracelet**, an armor with 8 Materia slots and normal growth but horrid defensive stats.

After battle, watch the scenes. When you're prompted to save your progress, do so, then it's time to change discs.

## Walkthrough - Disc 2



### Corral Valley

Items	Viper Halberd, Bolt Armlet, HynoCrown, Megalixir, Magic Plus [Materia], Power Source
Enemies	Boundfat, Trickplay, Hungry, Grimguard, Acrophies
Fort Condor Rewards	5x X-Potion or 3x Elixir

You'll find yourself near the building that had the Guard Source in a box. Rest in the building with beds (you weren't healed during any of the scenes).

#### Fort Condor Battle #13

New disc, new battle opportunity. You'll receive 5 **X-Potions** if you got the **Vagyrisk Claw** earlier, or 3 **Elixirs** if you've done all prior battles the normal way. Also, if you're doing a Perfect Game, make sure Fort Condor has at least 15,000 Gil before leaving (18,000 is ideal). The Fort Condor battle is also a convenient time to pick up some other skills for **Enemy Skill Materia** #3, especially Death-sentence (**Boundfat**), Big Guard (**Beachplug**) and White Wind (**Zemzelett**) (*Note: This Fort Condor battle can actually be done for some time, but right now is the easiest time to do this, and it will only get harder to return as you progress further.*)

Something else to keep in mind (and it's easiest to do while on your trip for Fort Condor Battle #13):

#### Missable Item Alert #21

At a point coming up in the near future, the items below will disappear from shops and thus become unavailable:

- **Shotgun (Rocket Town)**
- **Four Slots (Costa del Sol)**
- **Mythril Clip (Junon)**

If you just want a completed item list, you need at least one of each. If you're playing a Perfect Game, however, you need 99 of each, which will cost you 514,800 Gil in total (for 99 of all three). The easiest way to get this much Gil is to simply Master an **All Materia**, which sells for 1.4 million Gil (use Double Materia Growth equipment to speed this up). This will also leave you with plenty of money for the foreseeable future, but if you're not going for a Perfect Game there's no reason to grind just to master an All Materia at this point.

Also, you need to win an **Umbrella** from **Speed Square** (score 5,000+ points) in the Gold Saucer if you haven't done so already, because it's also unique and will become unavailable at the same time the items above do. You can only win one, so don't bother trying to get more.

Lastly, this is your last chance to fight **Land Worm** and **Cactuar** in the Desert Prison. Neither are particularly interesting (except for Cactuars and their 10,000 Gil drops), but it's there in case you want to do it.

If you encounter **Boundfat** monsters, they're the easiest way to learn **Death-sentence** on any **Enemy Skill Materia** that may be missing it. Just hit them with a Summon using the character with any Enemy Skill Materia that lack the ability, and they'll use Death-sentence as a final attack.

To continue, follow the path leading northeast (the one Cloud refused to use earlier). Ignore the stairway thing going up, and go around it and up on the ledge, the around to the east to obtain a **Viper Halberd**. Return back to ground level and this time take the stair...thing up. Work your way up the shell, and run along the top to reach the next area.

In this room is a puzzle of sorts. Your goal is to climb to the top while collecting as much treasure as possible. Climb up the east-most crack, and go left when prompted. Climb up again, and jump off whichever way you want, then jump back in (going up) to receive a **Bolt Armlet**. Go back down to the previous platform and jump right. Run to the right-most crack, and climb down to reach a box with a **HynoCrown**, which makes Manipulate unblockable barring immunity to the status. Climb all the way up (when it asks you to jump off, you'll have to do so, but just go back in and continue upward) and get off to the right to reach a chest with a **Megalixir**. Use the crack and this time get off on the left side, and run to the next crack. Climb up, then run across the next platform to the ladder-thing. Climb all the way down to the ground to find a **Magic Plus Materia**, which blends in very well with the surrounding palette. Now climb all the way up and exit through the hole in the wall. In the next screen, grab the **Power Source** from the chest and leave the cave.

## Journey through the Snow Fields

Items	None
Enemies	Vlakorados, Trickplay, Bandersnatch, Jumping

From here, make your way south around the mountain, then as far west as you can go. Once you've done that, head north until you see a town. Enter it.

### Icicle Inn

Items	Turbo Ether, Hero Drink, Vaccine, Glacier Map [Key Item], X-Potion
-------	--

Looks just like a Christmas card, doesn't it? Go inside the large building directly west of the entrance to find the **Weapon Shop**. They sell great weapons with a lot of slots, but they're expensive, so buy what you need for the party you plan to use next before buying for everyone else. You can also buy **Tents** and **Hi-Potions** here.

North of the Weapon Shop is a house with lots of interesting equipment inside. If you examine it, you'll find you can play back scenes from some time in the past. These help greatly in providing backstory, so I suggest you do so. Downstairs is a **Turbo Ether** near the bed.

Ignore the central house for now, and instead go into the southeastern building. In the small room is a **Hero Drink** and **Vaccine**, and there's a Glacier Map Key Item on the wall (be sure to take it). The next building north is the Inn (200 Gil). Go upstairs to find an **X-Potion** hidden (you can see it through the window if you look carefully). The basement, meanwhile, is the bar. The bartender will mention a snow woman who hates hot springs...interesting. Talk to the people as much as you like, then leave.

When you're ready to move along, run to the north end of town and speak to the woman there. Afterwards, there'll be a scene, then, when prompted to dodge the punch, hold Left or Right on your D-Pad. If done correctly, it'll miss...spectacularly.

Once you can move again, you'll find the south exit is blocked off, and you need a snowboard to leave using the north slope. If you visited the house in the middle of the village, you may remember seeing a snowboard. Go inside, and speak to the boy. He'll give you his Snowboard, Take the snowboard, speak to the woman at the far north end of the village for instructions (or click **here**), and start down the hill. If you're most interested in efficiency and treasure, go left both times. If you don't care about treasure and just want to breeze through the area, go right first, then left. At the end of the day though, it really doesn't matter too much.

After all is said and done, you'll arrive in...

### Great Glacier

Items	All [Materia], Alexander [Materia], Elixir, Added Cut [Materia], Mind Source, Potion, Safety Bit
Enemies	Shred, Frozen Nail, Bandersnatch, Lessaloploth, Ice Golem, Snow, Magnade

Because of the generally confusing nature of the area (what with passing out, different possible points of entry, one-way paths, etc.), this section will just consist of a map of the area with important points marked, and information about each of these areas, rather than a straight walkthrough; use it to find all the treasure and navigate this large area.



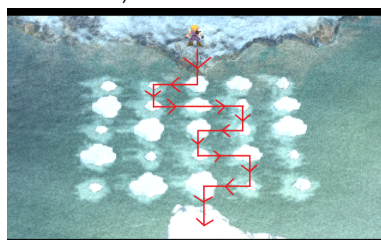
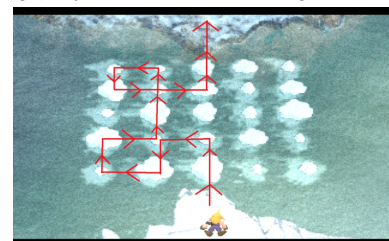
Before listing out what each number means, the red check mark at the top of the map is your final destination. It's Holzoff's House, and you'll be taken here if you pass out (and if you're going for all the treasure here, you'll definitely pass out at least once; it happens after running for around 145 seconds in the NTSC (North American/Japanese) versions). Once there, you can rest and Save.

The letters indicate where you land after the snowboarding minigame. They are based upon which forks you took during the minigame, and where you'll land is summarized in this handy table:

Path Taken		Second Fork	
		Left	Right
First Fork	Left	A	B
	Right	C	D

The numbers in the listing below correspond to those on the map below. They are **not** a suggested order for obtaining the treasure here. I also will not be providing explicit instructions for how to navigate place-to-place in most cases; use the landmarks on the map above to get where you want to be.

1. This is the northern snowfield. Which direction you exit the Snowfield from determines which direction you'll go. To ensure you don't get lost, place poles behind you, and don't run when the storms happen. The poles will remain, and you'll be able to maintain your sense of direction this way. In the center of the field is a cave with an **All Materia**. Generally, it's best to plan in advance which direction you want to leave in, and move accordingly.
2. This area can only be accessed by going east from the snowfield (point #1 as shown on the map; attempting to go northeast from the mountain junction will take you to Point #4, the hot springs). It contains a woman whom you can speak to (she doesn't say anything important though). If you talk to her after having touched the Hot Spring (point #4 on the map), and you haven't passed out since you touched them, however, she'll **attack** (try to equip **Confusion**-protection here, she loves the status). Win the battle to receive the **Alexander Materia**, which is especially useful given it's the first (and only) Holy-elemental attack (and Materia) available to the player.
3. In the frozen hut is an **Elixir**. It's actually possible to collect multiple copies; just collect the Elixir, but don't clear the dialog box from your screen. If you leave like this, and come back, you'll find the Elixir can be collected again. This can be repeated ad infinitum for an infinite stockpile of Elixirs (useful in Perfect Games).
4. This is the Hot Spring. You'll need to touch it (examine it with Circle) so you can obtain **Alexander** from Point #2.
5. From the mountain junction (the one south of point #2), take the path leading northeast. If you look carefully, in the second screen from the junction you'll find an **Added Cut Materia** lying on the ground in an alcove near the right edge. The Added Cut Materia adds a weapon strike after using an attack on whatever Materia it's paired with (to a random one of the targets if the attack was MT). It's not overly-useful, but a little extra slash/shot/whatever never hurt anybody, no? Continuing will take you to the Hot Springs.
6. In the upper-middle area of this large forest, look around for a **Mind Source**.
7. This is a puzzle. On the first screen is a **Potion**; grab it and move towards the edge of the ice. You'll see some ice blocks. Stepping on a block will cause all four blocks directly touching it (that is, to the north, east, south, and west) to toggle (floating ones will sink, sunken ones will float). With this in mind you can either solve the puzzle yourself or use the diagrams provided. The cave on the other side holds a **Safety Bit**, which protects against instant-**Death** attacks.



Below is the information for the woman who attacks you.



## Boss: Snow



HP	4,000	MP	160	Level	32
Exp	500	AP	42	Gil	700
Steal	Circlet [8]	Drop	Ice Crystal (14.06%)	Morph	N/A
Elemental Weaknesses	Fire				
Elemental Resistances	Ice (Absorbs)				
Status Vulnerabilities	Slow, Darkness, Paralyzed, Stop, Poison				

As the stats above should tell you, Snow is really just an above-average random encounter, not a boss (you may even get a Pre-Emptive Strike on her), but the cool music plays and everything, so we'll play along.

The only real issue Snow presents is her Fascination attack, an unblockable **Confusion**-setting attack. If you equipped **Confusion** immunity or use a status to debilitate her, you probably won't have any trouble. Even if you die here, you don't get a Game Over; you just go to the "check mark" with 1 HP.

For a random encounter, Snow does have decent status defense, but what really does her in is her Fire weakness combined with her (relatively) low HP count. **Beta** and **Fire3** will probably kill her in one hit (two max) at this point, and lesser Fire attacks will pack a punch too. Just try to steal that **Circlet**, it's a great accessory your party can really use.

If you didn't Steal from her, she has a 14.06% chance at dropping an **Ice Crystal**, an item that can cast Ice3.

Once you're ready to continue, either work your way north towards the check mark, or pass out and you'll be taken there automatically. Inside the house, save and rest, then run up the slope.

## Gaea's Cliff

Items	Ribbon, Javelin, Elixir, Fire Armet, Megalixir, Speed Source, Enhance Sword, Dragon Fang
Enemies	Headbomber, Malboro, Zolokalter, Stilva, Evilhead, Cuahl, Blue Dragon, Schizo (boss)
Enemy Skills	Magic Breath, Trine (for Materia #3), Bad Breath



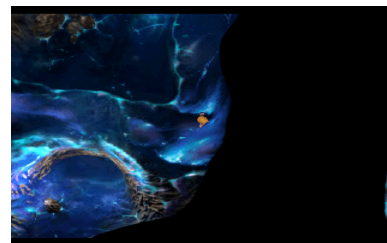
Three major things here. First, anytime you're outside make sure to tap Square while on a ledge until your temperature maxes out before continuing. If your temp drops below 28 (assuming degrees C here), you'll pass out and reawaken at Holzoff's place, and you'll have to start the trek from the bottom again. Second, new Enemy Skills, and what a great set too. **Stilva** has **Magic Breath** (uses normally) and **Trine** (requires Manipulate) for you to learn (indoors), while **Malboro** (found outdoors) has **Bad Breath**. All three are great skills, so make sure to get them on all of your Materia since none of them will be available again for some time now. Be warned that Magic Breath is insanely strong, so keep your HP up. Third, **Stilva** and **Evilhead** both Morph into a **Holy Torch** (you grabbed the **Morph Materia**, right?), which is an item you can only acquire from them. It's also possible to do this in **Battle Square** later, but best to just do it now and save yourself the trouble. As usual, if you're using the W-Item trick or just want a complete item list, one is enough, but in a

Perfect Game you'll need 99 if you're not going to dupe items.

The first section is completely linear, so just maintain a decent temperature and work your way up. At the top of the area is an opening, which you will want to use.

Inside the cave, go through the archway to the north, then follow the path west and take the doorway to find yourself on the upper level of the first cave. Run right and keep running right into the wall to find...it's not a wall. At the other end of this hidden passage is a **Ribbon**, which is a great item and one you should definitely give to your party. Back in the main part of the room, head to the northern platform to find a chest with a **Javelin**, then take the western passage. Make your way up the winding path to the top, then push the iceball off the platform. It will take out some obstacles, opening a new path for your crew. Return to the previous room and

follow the path back to where you entered the upper level from. Take the now-cleared path north and follow it until you're back outside.

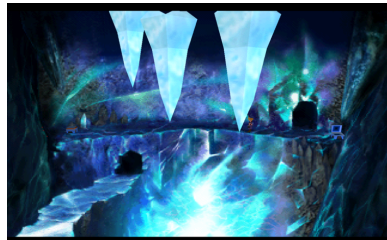


#### Missable Item Alert #22

Be sure to grab the **Javelin**, it's one-of-a-kind and you won't be able to return here later.

Climb up the cliff face, and go up when prompted. Continue up the wall, then go right when prompted the second time. From this point forward, it will be very straightforward climbing, just make sure to always be headed upward. Enter the cave at the top.

Inside the cave, head east to find an **Elixir**. You'll notice several large holes; we'll take care of them in a moment. Exit to the northeast, and follow the outdoor path around (this is a great place to encounter **Malboro**). Once back inside, open the chest for a **Fire Armlet**. You'll notice a series of icicles along the ceiling. Running past one will result in a battle; a simple Beta cast (or Fire3) on the icicle will end the battle (you can ignore the **Evilheads** if you want) and drop the icicle. When offered the chance to jump down, don't; we have more icicles to do, as well as the chest on the other side. Repeat for the other three icicles, open the box for a **Megalixir** (labelled in-game as "Last Elixir"), then return to the bottom part of this room the same way you came (you can also use the jump down option if it's offered to you as you run back to the exit).



Back in the lower level, open the chest on the ledge to the northeast (now accessible due to a fallen icicle) for a **Speed Source**. Save at the Save Point, then take the exit in the center of the northern wall.

Out here, grab the **Enhance Sword** for Cloud from the box (it has 8 slots but less power than **Organics**) and continue to follow the path (no chance of freezing here). Follow the path the rest of the way until you reach an outdoor section with more climbable walls.

Here, just choose to go up whenever asked about a direction. As usual, make sure to keep your body temp up (or more specifically Cloud's, yours doesn't matter too much) as you work your way up to the cave on top.

There's a Save Point here, as well as a pool which fully heals you, so if you're looking for a grind spot you've found a great one. **Blue Dragons** will appear here; they're very powerful creatures who will always Drop a **Dragon Armlet** when defeated, which is the best armor overall available to you right now. So grab a few (their elemental properties will help you soon in particular), and, when you're done here, exit to the west.

Equip as much protection against Fire, Ice, Lightning, and Earth that you can (**Dragon Armlets** are awesome here), as well as a **Steal Materia** and as many **Enemy Skill Materia** with Magic Hammer as you have. Run down the narrow corridor for a scene, then continue to find yourself in a battle.

#### Boss: Schizo



#### Schizo (Right)'s Data

<b>HP</b>	18,000	<b>MP</b>	350	<b>Level</b>	43
<b>Exp</b>	2200	<b>AP</b>	120	<b>Gil</b>	1500
<b>Steal</b>	<b>Protect Ring [8]</b>	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies), Fire (Absorbs)				
<b>Status Vulnerabilities</b>	<b>Darkness</b>				

#### Schizo (Left)'s Data

<b>HP</b>	18,000	<b>MP</b>	350	<b>Level</b>	43
<b>Exp</b>	2200	<b>AP</b>	120	<b>Gil</b>	1500
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Dragon Fang (always)</b>	<b>Morph</b>	N/A

Schizo (Left)'s Data	
Elemental Weaknesses	None
Elemental Resistances	Gravity (Nullifies), Ice (Absorbs)
Status Vulnerabilities	Darkness

Schizo is a two-headed dragon, with each head being treated as a separate enemy (you must defeat both to win the battle). As you can see, you have quite a bit of HP to knock off, but thankfully this is nowhere near as horrific as **Demons Gate**. Let's take a look at this strange beast.

The right head loves the Fire element. If both heads are alive, they will combine powers to use Double Breath, which is a Fire-/Ice-elemental attack that deals around 1,600 magical damage to one. If the left head has bitten the dust, it'll use a Fire-elemental breath attack for around 1,000 magical damage to one. Both attacks cost 10 MP for each use.

The left head is the same attack-wise, but Ice-elemental. Double Breath is still used if both heads are alive, but its solo-breath is Ice-elemental with the same effects as the right head otherwise (including MP cost).

Both heads also have counter-attack scripts. Every fifth time a head is attacked, it will counter with Tremor (costs 8 MP) for about 750 damage to your entire party. When a head dies, it says goodbye with a Lightning-elemental magical attack (MP-free) that deals 1,350 or so to your entire party.

As you can see, except for their final attacks both heads are entirely reliant on their MP stacks. If you use Magic Hammer to eliminate all their MP, they can't attack you and will just get "skill power is used up" messages until they're defeated. It takes about four casts of Magic Hammer to completely drain a head of its MP, and for best results you should do it to both heads.

Before going about killing the heads, be sure to Steal that **Protect Ring** off Schizo (Right). The left head has no Steal.

You can also just pound them into submission. Note that MT Fire and Ice attacks are a bad idea (heal one of the heads), as are **Magic Breath** and **Kjata** (heal both heads). **Aqualung** is probably your best bet for offense; neither head absorbs the element and it does great damage. High-end summons like **Bahamut** and **Titan** will work too, as will ST attacks that aren't absorbed by the head in question. Be sure to keep healed, as the Tremor counter and final attack are pretty strong.

Once both heads are down for the count, you'll receive a **Dragon Fang** item from the left head. The right head has no drops, so make sure to Steal from it before killing it!

After the battle, exit the cave and climb up the wall for a scene.

## Whirlwind Maze

Items	Neo Bahamut [Materia], Ether, Hi-Potion, Kaiser Knuckle, Reflect Ring, MP Turbo [Materia], Poison Ring
Enemies	Grenade, Gigas, Gremlin, Sculpture, Ironite, Wind Wing, Dragon Rider, Killbin, Jenova*DEATH (boss)

When you regain control of Cloud, run left down the slope.

### Missable Item Alert #23

Here, you need to fight **Gigas** for the **Earth Mallet** Item (drop). This item can't be obtained anywhere else, and this area will soon be inaccessible, so get one now. As usual, if you're doing just a complete Item List or using W-Item to dupe items later you only need one, but if you're doing a Perfect Game with no duping you'll have no choice but to farm 99 now (which is really going to inflate your levels, so be cautious if you're maxing stats as well). Gigas also has the rare **Gigas Armlet** as a Steal, but you can steal it in **Battle Square** later, and stealing it now will prevent the Gigas from dropping an Earth Mallet, but if you want more than the one you got in the Temple of the Ancients, have at it.

In this next screen (with the swirling fog), just run all the way left. At this point you're forced to form a party with Tifa in it, so restructure your party if needed and continue on. In the next screen, make your way left; you'll find a **Neo Bahamut Materia** partially obscured by a rock.

### Missable Item Alert #24

Be absolutely sure you grab the **Neo Bahamut Materia**. It's the only copy in the game. Heck, why wouldn't you want to get it? It's basically an upgraded Bahamut, and an extremely powerful attack.

Once you've picked up the Materia, use the Save Point, then continue left. There'll be a scene; continue left afterwards. Here, you need to cross while the wind isn't blowing, otherwise you'll be forced into battle and have to try again. Before crossing, talk to the men; one has an **Ether** and the other a **Hi-Potion**. Head north once you've crossed the windy section. Follow the winding path here northward and you'll come across a chest with a **Kaiser Knuckle** for Tifa (equip it if it helps you). Continue and exit northward.

Here is another area where you must cross a windy section. The trick here is to time your crossing so as to avoid the green waves passing through (the wind still needs to be calm). Once you've crossed, continue northward. Here, equip Fire protection on everyone in your party, head north, and watch the scenes.

**Boss: Jenova\*DEATH**



<b>HP</b>	25,000	<b>MP</b>	800	<b>Level</b>	55
<b>Exp</b>	6000	<b>AP</b>	400	<b>Gil</b>	5000
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Reflect Ring</b> ( <i>always</i> )	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies)				
<b>Status Vulnerabilities</b>	<b>Darkness, Paralyzed, Slow</b>				

This incarnation of Jenova spams you almost exclusively with Fire, just like the previous version did with Water--unfortunately for her, this is a pretty serious downgrade due to the ease with which Fire is dealt with. She has three attacks, all of which are magical. Red Light is an ST attack that hits for around 800 Fire-elemental damage (she can use it up to 3 times in a turn, so don't rely solely on the attack being ST in deciding whether to heal or not). Tropic Wind is Fire-/Wind-elemental and hits one character for about 725 damage. Finally, **Silence** is just your run-of-the-mill Silence spell, with the notable quirk that it can be MT'd.

As you can see, if you draped your party in Fire-protecting setups (**Fire Armlets**, **Fire Rings**, or **Fire-Elemental** Materia combos in armors), you're either invincible or close enough to it, and can pretty much do whatever you want. If not, you'll need to move quickly in attacking her. Kick the battle off with **Slow** to give her fewer turns, then begin unloading. **Magic Breath** and **Kjata** are great options here, because she absorbs no elements (not even Fire, her own element) and both attacks are massive (I think you'll enjoy Magic Breath immensely if you took the time to learn it from **Stilva**). **Beta**, **Trine**, and **Aqualung** work as well as they usually do, and now is a great time to try out your new **Neo Bahamut Summon**. **Limits** are also excellent choices as usual. Above all, make sure to heal if your HP gets low and use **Big Guard** if you're having trouble surviving.

She'll drop a **Reflect Ring** upon defeat, a useless but rare accessory that sets permanent **Reflect** on a character.

After the battle, you'll be asked to give the Black Materia to a character. You can give it to either Barret or Red XIII; it doesn't matter who you choose. When you're done, speak with Tifa and continue northward. Use the Save Point, and be sure to grab the **MP Turbo Materia** off the ground and the **Poison Ring** from the chest.

**Missable Item Alert #25**

Make absolutely sure to grab both the **MP Turbo Materia** (on the ground just north of where you fought Jenova) and the **Poison Ring** (chest near the northern exit). Both are fairly mediocre, but they're unique and cannot be obtained any other way, and you can never return here once you've completed the area.

Once you're ready, exit to the north. This is the third and last of the "cross the windy chasm" challenges; this one adds lightning bolts in addition to the green waves and the wind, making the crossing much more difficult. Cross through it.

(**Note:** Be sure to remove any important armor Cloud is using at this point (for example, **Dragon Armlet**). You won't have use of it for a while. Weapon, Accessory, and Materia can be left alone.)

Continue northward to see a long series of scenes...

## Escaping Captivity

Items	None
Enemies	Attack Squad, SOLDIER:2nd, Roulette Cannon

You'll find yourself in an odd-looking examination room.

### Fort Condor Battles #14-18

What? Battles at Fort Condor, now? No, actually, you missed all these battles while you slept. So long as Fort Condor had at least 15,000 Gil after doing **Fort Condor Battle #13** (the one at the beginning of this disc), you won't be charged with a loss, but you won't be winning any rewards for these battles either.

Once you can move, talk to Barret for a scene. As Barret, follow the others, and save at the Save Point. Also make sure to equip some Materia to your party (Cloud's was removed during the previous scenes). When you make it to the media room there'll be more scenes, then you must fight two **Attack Squad** enemies with Barret and Cait Sith. Defeat them and examine the door to the gas chamber for more scenes.

Afterwards, Barret and Cait Sith will have the airport as their destination. To reach it from here, head southeast at the fork outside the media room. Outside, you'll see a reporter who looks oddly familiar...speak to her to have Yuffie join your crew (she won't appear if you never recruited Yuffie)! Continue along the path to the next screen. This is the Airport; examine the box to go to the upper level, then run towards the Highwind for a scene.

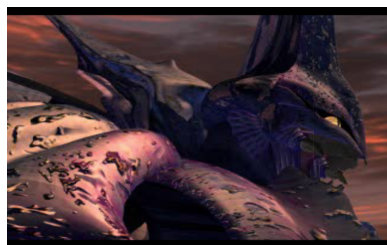
Back to Tifa, you need to escape the gas chamber. Your goal is to get the key in Tifa's mouth so she can free herself. You can either figure it out yourself, or just follow the sequence below:

X, X, Triangle, X + Triangle, Triangle + Square, Square

Once you're free, the button in the corner behind the chair stops the gas. Try to open the door for a scene, then exit out the back of the room (the hole Sapphire Weapon made). Climb down the wall, then run along the cannon for a minor mini-game (just keep tapping Circle). Win it and watch the scenes.

## Aboard the Highwind

Items	Elemental [Materia], Full Cure [Materia], Elixir, Magic Source, Chocobo Lure [Materia]
Enemy Skills	Goblin Punch
Fort Condor Rewards	Elixir x3



The airship Highwind is now yours! This opens up a good deal of freedom and, naturally, sidequests. For now though, run towards the cockpit (speak to your party members on your way to learn their insights into your current situation, or, in Yuffie's case, to watch her retch). The Operations Room has a crew member who'll heal you, save your game, and change your party (but only after you've talked to Cid). When you're ready to continue, head to the cockpit.

Chew the fat with your crew (both your battle party and the Highwind crew). When you're ready to continue, talk to Cid, then to Red XIII, and finally to Cid again. Go to the Operations Room and speak to the man to form a party (Tifa will be your leader, meaning she must be in whatever party you make), then return to the cockpit. Red XIII will mention a southern island where the Lifestream often gushes up, but a smart player will do sidequests before going (or, buy stuff there without progressing the story, since the **shops** there have great items). To take off, talk to the pilot on the right side (near Cid).

### Fort Condor Battle #19

While Tifa is your leader, you have the opportunity of doing another Fort Condor battle. The reward for doing this is three **Elixirs**, whether or not you got the **Vagyrisk Claw** from CMD. Grand Horn earlier. Make sure Fort Condor has at least 3,000 Gil before you leave.

Here's a list of things to do. All of these things are optional, but highly recommended (if you just want to get on with the story, click **here**).

- Shops in **Fort Condor**, **Junon**, **Costa del Sol**, and **Rocket Town** now stock new items (click the links to see what each town now offers)! Feel free to check out their wares.
- If you followed the walkthrough and Cloud played the piano and told Tifa he "Jammed on it" during the Nibelheim flashback, return to Tifa's house in Nibelheim. Examine the piano to receive your third and final **Elemental Materia**.

### Missable Item Alert #26

Be absolutely sure to get this **Elemental Materia** now. It is only available for a brief time, which is right now; advancing the story will make it become unavailable.

- In Cosmo Canyon, you can now access the back room of the **Item Shop**, which contains the **Full Cure Materia**, an **Elixir**, and a **Magic Source**.
- **Chocobo Sage**
- Once you've gotten the fourth **Enemy Skill Materia** (from the Chocobo Sage), now is a great time to do the **Wutai Pagoda Sidequest** (if you didn't do the **Wutai Sidequest**, you'll need to complete that first, and there's no reason not to do so if you haven't already).

- You can go to Cactus Island (south of Cosmo Canyon; look for an island almost entirely covered in desert) and farm Cactuers for **Tetra Elementals** (Morph). The biggest trick is hitting them. Equip someone with an Enemy Skill Materia with L4 Suicide learned. Enter battle with the Cactuers, then use **L4 Suicide** on them. To hit them for the Moph you should either Manipulate them, or use **Dazers** to inflict **Paralyzed**. Ideally, you should get 3 **Tetra Elementals**, one for each party member. They absorb Fire, Ice, Lightning, and Earth.
- Fly to the islands northeast of the eastern continent, and land on one with a forest. This is Goblin Island. In the forests are **Goblins**, who can teach you **Goblin Punch**, an attack that does heavy damage if your level is equal to the opponent's.
- At the Chocobo Farm, you can find a second **Chocobo Lure Materia** next to the fence on the right side.
- If you were thinking of going to the **Gold Saucer**, it's closed; you can speak to Dio at the entrance for a scene.
- You can buy the Villa in Costa del Sol for 300,000 Gil. This was actually available as soon as you arrived on Disc 1, but it's unlikely you would have had the funds to buy it before this point. Buying the Villa doesn't do much, but you can use it as a free Inn.
- Finally, the following sidequests are still open, though you probably have already completed them: **Recruiting Yuffie**, **Gongaga** (you will miss the boss fight if you waited this long), **Shinra Mansion**, **Wutai**, **Turtle's Paradise Newsletters**, **Arms Dealer** (you can continue to farm Great Gospels if you like, though no one can use them now), and **Bone Village** (has no new items to unearth). They're all highly recommended, so go ahead and do them now if you haven't already.



## Searching for Cloud

Items	None
Enemies	Hippogriff, Head Hunter, Spiral, Crysales, Sea Worm

The storyline continues here. The game intends for you to ask around to figure out where Cloud is. You can do that...or I can just tell you :)

Your next destination is Mideel, a town in a jungle on the very long island south of the eastern continent. First, make sure you have at least one **Mimett Greens** in your inventory (the Chocobo Farm sells them). Go to the island, land next to the town, and enter it.

### Mideel

Items	Contain [Materia]
Enemies	Hippogriff, Head Hunter, Spiral, Crysales, Sea Worm

In Mideel, the first important thing is to make sure you view every shopkeeper's inventory (even if they have nothing you want), as well as speak to the crazy woman with the Chocobo in every shop. If you don't do this, their inventories will become mostly unavailable later, something you definitely don't want.

On the ground level near the entrance to the village is the **Item Shop**. Check out their wares (this is the first chance in the game to buy **Remedy** items, which heal most status ailments), and be sure to speak to the crazy Chocobo lady. In any of these shops, if you speak to her Chocobo, you'll be asked to give it some Samolen (i.e., **Mimett** or **Sylkis**) Greens. Do so and then tickle it behind its ears to receive a **Contain Materia**, which teaches very powerful offensive spells. You can only receive the Materia once, by the way, so don't bother giving it more greens.

Upstairs is the **Weapon Shop**. They have Crystal-level equipment, which is expensive but powerful stuff. Buy some for anyone with inferior equipment, and be sure to talk to the Chocobo lady while you're in here. This is also the starting point of the **Old Beat-Up Key Sidequest**.

Across the bridge from the Weapon Shop is a house. The maid here runs the **Accessory Shop**, which sells little of note. There's no Chocobo lady here, but the Accessory Shop will never lose its inventory.

Behind the Item Shop is the **Materia Shop** (enter from the east). They don't sell anything new, but if you need anything, go ahead and buy it. As usual, make sure to talk to the Chocobo lady before leaving.

When you're ready to continue the story, approach the dog standing by itself in the middle of town for a bunch of scenes.

#### Fort Condor Battle #20

Shinra attacked again while you were occupied with Cloud and Tifa, meaning there's no way to fight this battle. If they had at least 3,000 Gil you'll still be credited with a won battle (you'll receive no reward, however), but if not, it will be considered a loss.

## Quest for the Huge Materia, Part I

Items	Elixir
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You'll be prompted to form a party, this time with Cid as leader. The path splits here; you can get the Huge Materia from Corel and Fort Condor in either order. The game suggests doing Corel first, and it's the order I recommend as well. However, the decision is yours, and the walkthrough is structured to work irregardless of which you do first. Note that you can also return to Mideel and retrieve an **Elixir** from the house near where you had the scene with the dog.

- **Fort Condor First**: Click [here](#).
- **Corel First**: Keep reading.

### Corel Huge Materia

Items	Corel Huge Materia [Key Item], <b>Ultima</b> [Materia], <b>Catastrophe</b>
Enemies	Needle Kiss, Cokatolis, Bagnadrana, Search Crown, Bloatfloat, Bomb, Attack Squad, Gas Ducter, Wolfmeister, Eagle Gun

Head to Mt. Corel (you can enter from either North Corel or from the entrance near Costa del Sol, it makes no difference in the end). Wherever you enter from, make your way to the reactor. Approach the soldiers guarding the entrance to fight 2x **Attack Squad**. Defeat them, then watch the scene.

Afterwards, your goal is to stop the train with the Huge Materia, and there's a time limit--10 minutes, to be exact. You have plenty of time, but don't dilly-dally or you'll fail. Your first task is to catch up with the train; alternate pressing Up and Triangle to catch it (don't press the buttons too fast or it won't work). Once you get close enough, your party will jump onto the Huge Materia train automatically.

#### Missable Item Alert #27

Be sure to at least get on the train, or you'll miss a lot of stuff.

You'll start out on the back-most car. Run to the middle of the car to fight a **Gas Ducter**; kill it using your best stuff (don't use Summons, they waste too much time--the clock continues ticking down during these battles). Once you're done, the next car holds 2x **Gas Ducter**; once again, off them with strong MT **Enemy Skills** or **Magic**. The third car has a **Wolfmeister** enemy (use magic, especially **Aqualung**). Before jumping to the fourth car, equip a **Steal Materia**. Fight **Eagle Gun**, and be sure to steal the **Warrior Bangle**, it's unique and can only be gotten here. Once you have it, pound Eagle Gun with **Magic Breath/Bolt3**, then jump to the engine. Here, you'll fight another **Attack Squad** enemy, then take the helm of the train. Press Up and Triangle for some unwanted results, then press Down and X, and finally Up and Triangle again. Watch the scene.

#### Missable Item Alert #28

Be sure to stop the train, or you'll miss out on the Huge Materia, and have to pay an arm and a leg for the **Ultima Materia**, not to mention watch North Corel get obliterated; you're better off restarting your game (just load a previous save). Also, if you failed to steal the **Warrior Bangle** from **Eagle Gun** during the sequence, you'll have to start over from a previous save, since it's unique and can never be obtained again.

You'll receive the Huge Materia. Head south past the man near the southern tents for another scene (and more meaningful, if Barret is in your party), and you'll receive the **Ultima Materia** for free, then take a rest. Afterwards, go into the building just down the hill from the Inn and speak to the woman to receive **Catastrophe**, Barret's **ultimate Limit Break**.

Once you're done in North Corel, return to the Highwind. If you did the Corel Reactor first, keep reading, otherwise, if you already did Fort Condor, skip ahead to the next section by clicking [here](#).

### Fort Condor Huge Materia

Items	Imperial Guard, Phoenix [Materia], Fort Condor Huge Materia [Key Item]
Enemies	CMD. Grand Horn (boss)

Fly over to Fort Condor. Go inside and rest and save, then speak to the man in the shack on the upper left to begin battle (if they have any money left over, they'll give you all of it).

#### Fort Condor Battle #21

This battle is mandatory. Unlike the previous battles you've been doing, DON'T place any units. Just turn the speed up to max, and let the enemies reach the shack.

Once the enemies reach the shack, your party will run out and fight...

#### Boss: CMD. Grand Horn



HP	8,000	MP	300	Level	37
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<b>Exp</b>	800	<b>AP</b>	80	<b>Gil</b>	9600
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Imperial Guard</b> ( <i>always</i> )	<b>Morph</b>	<i>N/A</i>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Vulnerabilities</b>	<b>Darkness, Paralyzed, Slow, Stop, Poison</b>				

Pretty sad really, I have no idea how this thing managed to command a small army. Hell, **Demons Gate** has better stats and attacks than this guy, and you fought it a long time ago. Its punch does around 470, Poison Breath hits for around 560 magical damage to with a strong chance at inflicting **Poison**, and Grand Attack is used as a final attack and deals around 235 to all. None of this is much threat at all, unless you're severely underlevelled and underequipped.

Offensively, just do what you do best. CMD. Grand Horn has no elemental defenses, and is vulnerable to several key status ailments as well. **Magic Breath, Neo Bahamut, Beta, Aqualung, Alexander, Limit Breaks**—all of them will deal very heavy damage and end things quickly. You can even just duke it out with physical hits if you want, CMD. Grand Horn is a pushover. At normal levels, you may even be able to just physically attack and not bother with healing, the battle's so easy. As if that weren't enough, **Paralyzed, Stop**, and (to a much lesser degree) **Poison** vulnerabilities really hurt this thing, especially considering how easily they're exploited at this stage of the game, so if you're having trouble somehow just play with statuses until he falls.

If you lose, you don't get a Game Over, but you're thrown out of Fort Condor and can never get the Huge Materia (might as well reset, then publicly humiliate yourself for losing to such a crap opponent). If you win, he'll drop an **Imperial Guard**, an excellent armor for pure defense (much superior to even the **Crystal Bangle**).

After the battle, watch the scene (it's so beautiful), then run outside and grab the **Phoenix Materia**. Speak to the old man sitting at the table downstairs and he'll give you the Fort Condor Huge Materia. Rest and save, then it's time to leave.

#### Missable Item Alert #29

Make sure not to lose to CMD. Grand Horn; doing so screws you out of a Huge Materia and **Imperial Guard**, which are both items you really want to have. Losing here will also cut off access to Fort Condor for the rest of the game, which you don't want either.

Leave now. If you already did Corel as well, continue reading; if not, click [here](#).

## Chaos in the Lifestream

<b>Items</b>	None
<b>Enemies</b>	<b>Ultimate Weapon</b> (boss)

Head back to Mideel.

#### Missable Item Alert #30

This is your last chance to talk to the Chocobo lady in the shops. It's also your last chance to do the **Old Beat-Up Key sidequest**, which nets you a **Curse Ring**, an extremely rare item.

When you're ready to continue, head to the clinic and speak to the nurse to heal, then speak to Tifa. After the scene, equip one of your **Elemental Materia** with a NON-ELEMENTAL Materia (and not another **Support Materia**) in as many characters' armors as you can (if you've been following the walkthrough you have enough for everyone), then run outside.

#### Missable Item Alert #31

Be sure to have the **Steal Materia** equipped, and be sure to successfully Steal from the upcoming boss; it has a **Curse Ring**, of which only two copies are available and this is your last chance at it. If you're unable to Steal it, reload a save and try again.

This could get ugly...

#### Boss: Ultimate Weapon





<b>HP</b>	100,000	<b>MP</b>	400	<b>Level</b>	61
<b>Exp</b>	0	<b>AP</b>	0	<b>Gil</b>	0
<b>Steal</b>	<b>Curse Ring [32]</b>	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies)				
<b>Status Vulnerabilities</b>	<b>Darkness, Slow</b>				

As you can see, we have one very tough fight on our hands. Ultimate Weapon is no joke; it hits hard and can take a beating. **Quake2** does around 2,000 Earth-elemental magic damage if ST'd; the Weapon's claw deals around 1,750 damage to one. The real danger, however, lies in Ultima Beam, which hits for around 2,000 "hidden"-elemental magic damage to the whole party and ignores split damage, meaning this will either wipe out your party or very severely damage them. If you did as advised earlier and used a Non-elemental-**Elemental** Materia combo, the **Elemental Materia** will actually protect you (obviously, the degree to which it helps depends on its level).

During this fight, you should have two main priorities: staying alive and Stealing that **Curse Ring**. The Curse Ring is very rare; this is one of two copies. and your last chance to obtain it. So be sure to Steal it and keep your HP up (use **Big Guard** if you're having trouble). If you manage to steal the Curse Ring, feel free to attack if you want, or else just play defensively; Ultimate Weapon will flee after a few turns, dropping no rewards.

After the battle, watch the scenes.

In control of Tifa, speak to the Cloud to the north, then run north. After the scenes, speak to the Cloud to the west for another scene, then to the Cloud to the southeast and then the young Cloud for yet another scene. After it's done, head north once again for still more scenes. Finally, speak to the Cloud in the middle of the platform.

After all is said and done, Cloud will be back as the leader of your party. Form a party, then head for the Highwind cockpit.

## Even More Sidequests

Everything in this section is optional. If you just want to continue with the game, click [here](#).

Now is a great time to do the various sidequests the game has to offer. All of the **sidequests from when you first got the Highwind** (except for **Fort Condor Battle #19**, the **Old Beat-Up Key Sidequest**, and the **Elemental Materia** in Tifa's piano) are still available if you haven't done them already; some new ones have come available now that Cloud is back, which are listed below:

- **Chocobo Breeding!** This is easily the most rewarding sidequest in the game (although it's somewhat tedious), so I strongly suggest taking advantage of it; besides giving you some great items that can't be obtained any other way, it also lets you access several other sidequests long before you're supposed to be able to do so. This was actually available as soon as you got the Highwind, but now you can really take full advantage of it because...
- The **Gold Saucer** has reopened! You can now **race your bred Chocobos** (in turn making it easy to breed better and faster Chocobos), and **Battle Square** has its final set of enemies (and prizes). In addition, **Speed Square** just got a new top prize (the **Flayer**), and the **prize lady** in **Wonder Square** has some new prizes for your GP. Definitely worth a look if you're into mini-games.
- Playing **Tifa's piano**
- Obtaining the Key to Sector 5 from **Bone Village**

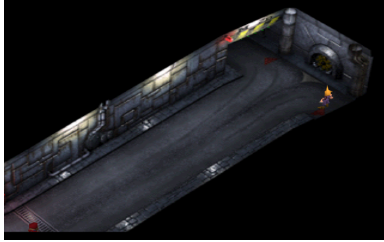
- With the key, you can **revisit Midgar** for some goodies.
- This is your first opportunity to visit **Vincent's Cave**. (At this point, you need a Green, Blue, Black, or Gold Chocobo to reach it; if you don't want to **breed Chocobos**, you can wait a bit.)
- If you have a Green, Black, or Gold Chocobo, you can visit **Ancient Forest**, which has some great items for you. (If you don't feel like breeding Chocobos, it will be accessible later through another method.)
- You can examine the library underneath Shinra Mansion in Nibelheim for a scene giving some backstory (no items here)

## Quest for the Huge Materia, Part II

Cid and Cait Sith will both tell you the next destination is the Underwater Reactor in Junon, so head on over that way.

### Return to Junon

Items	God's Hand, Battle Trumpet, Scimitar, Leviathan Scales [Key Item]
Enemies	Submarine Crew, Slalom, Death Machine, SOLDIER:2nd, Guard System, Diver Nest, Ghost Ship, Corvette, Underwater MP, Senior Grunt, Hard Attacker, Guardian, Gun Carrier, Carry Armor (boss), Left Arm (boss), Right Arm (boss), Captain



In Junon, speak to the soldier guarding the elevator and give him 10 Gil to go up. In Upper Junon, you can shop if you want, but your target is the gray corridor we've just been passing through up until now (the one in between the two sections of town, pictured to the right). On your way there'll be a scene, but just continue to the corridor. Once you reach it, instead of continuing to the second half of Junon, run south down the long section. After the scene, go in the elevator. You'll be pitted against 2x **Submarine Crew**. Defeat them, then exit the elevator and fight more Submarine Crew. Run down the hallway and exit out the other side. Run down the next hallway and yet another hallway, and save at the Save Point here, exiting when you're done.

Ride the elevator down. Run through this narrow hallway and you'll emerge in an underwater passage. You'll find **Diver Nest**, **Ghost Ship**, and **Corvette** enemies here; you can Morph Ghost Ship for a **Guide Book** (used in a side quest) and Corvette for a **Light Curtain** (casts **Barrier** on all characters). Don't worry, you can return to this section later (but this is the last section you can revisit after completing the dungeon). When you're done, follow the tube to the door, examine the control panel, then exit the way you entered.

Here, run across the catwalk to the other side. In this short corridor, use the Save Point, then continue. In this next room, speaking to/bumping any of the soldiers walking around will result in a battle with a **Submarine Crew**. The soldiers guarding the door on the other side are **Underwater MP** enemies. Continue to the next room, and make sure to equip your Enemy Skill Materia, Lightning-elemental attacks (**Lightning Materia**, **Kjata**, **Lightning-Elemental** in a weapon, etc.), and anything that increases HP or Spirit (**HP Plus Materia**, **Circlet**, **Talisman**, etc.) and make sure everyone is at max HP before exiting the other end of the catwalk. (If you're playing the PC Re-Release or PS4 version, a helpful strategy is to boost your party's MDef as high as possible (your mileage may vary); this doesn't work in the PSX or original PC versions of the game thanks to the MDef bug.)

When you enter the next room, there'll be a scene, then you have a date with...

#### Boss: Carry Armor



#### Carry Armor's Data

HP	24,000	MP	200	Level	45
Exp	2800	AP	240	Gil	4000
Steal	Nothing	Drop	God's Hand ( <i>always</i> )	Morph	N/A
Elemental Weaknesses	Lightning				
Elemental Resistances	Gravity (Nullifies), Poison (Nullifies)				
Status Vulnerabilities	None				

#### Left Arm's Data

HP	10,000	MP	100	Level	45
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Left Arm's Data					
<b>Exp</b>	1500	<b>AP</b>	90	<b>Gil</b>	0
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Lightning				
<b>Elemental Resistances</b>	Gravity (Nullifies), Poison (Nullifies)				
<b>Status Vulnerabilities</b>	None				

Right Arm's Data					
<b>HP</b>	10,000	<b>MP</b>	100	<b>Level</b>	45
<b>Exp</b>	1400	<b>AP</b>	95	<b>Gil</b>	0
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Lightning				
<b>Elemental Resistances</b>	Gravity (Nullifies), Poison (Nullifies)				
<b>Status Vulnerabilities</b>	None				

Carry Armor may look like just another weak robot, but it really, truly isn't. It's wiped the floor with multitudes of FFVII players (including yours truly his first time for the game), and is a strong encounter even to veterans of the game. This is pretty spectacular, especially since the game has only given you one really hard boss to this point (**Demons Gate**). Using the right strategy will help you come out on top though, so let's get cracking.

The main body simply pounds the crap out of your party with Lapis Laser, a massive non-elemental magic attack that deals 1,500+ damage to your whole party (it ignores split, so damage will stay the same even if only one character remains). Carry Armor often opens with this attack, so you may well be in a deep hole before even getting a turn. If you equipped a lot of Magic/Summon Materia, most of your party is probably sitting right around that for max HP, and even with more HP this will hurt a bundle. Carry Armor will only attack every other turn (on the other turns it will just do nothing).

As if that weren't enough, Carry Armor comes with two Arms (Right Arm and Left Arm, which are practically identical to one another). They have a basic physical for around 525 damage, which is annoying because your party is probably at low HP levels already. But the true horror of the arms is the fact that they mark the return of the **Imprisoned** status (remember **Reno/Bottomswell**), making the character unable to participate in battle for the duration of the battle and flagging them as "dead," which causes a Game Over if everyone else is dead. Both Arms can Imprison a character, meaning you could be down to one character. If that wasn't bad enough, the status is painfully hard to remove; the only way to do so is to defeat the arm (or kill off the character). With 10,000 HP and the fact that your party is taking Lapis Laser poundings (and you could very well be down to one character), this is no easy task.

Note that both Carry Armor and the arms will often counter damage by hitting a held character. If the character dies, **Imprisoned** is removed, and you can then revive the character normally, but the Arm can go and grab another character as well.

Before going into thoughtful strategies for winning, I'm going to point out a very cheap way to win, one that requires you to have been keeping up on your sidequests to this point but is very simple, very crude, and very effective. If you have **Knights of the Round**, you can use it to scrap Carry Armor and both Arms in one shot, with no muss and no fuss, at practically ANY level you cast it. This is incredibly cheap and deprives you of one of the few true challenges this game offers though, so I recommend not doing this unless you really want to. Mind you, this applies to any boss except for the final boss and a few optional bosses (as well as one boss coming up in a while that just has really high HP).

As to actual strategies, the first thing you'll want to do is set **Big Guard** on your party; **MBarrier** and **Haste** are both big assets here, and the **Barrier** doesn't hurt either. If the MBarrier runs out, use Big Guard again. (If you don't have Big Guard, single-serve MBarrier spells will do the job, although far inferior.) If Carry Armor uses Lapis Laser, immediately counter with **White Wind** (if the caster has decent HP) or **Cure3/Full Cure**. You absolutely must keep healed, or Carry Armor will deliver a quick Game Over to your television screen. Offensively, all three opponents are weak against Lightning. **Magic Breath** is the best attack here; it will deal *extreme* damage to all targets due to its Lightning element and the enemies' lack of resistance to Fire and Ice. **Kjata** is also good, but you can probably only summon it once or twice. **Limits** are great too; the MT ones will help wipe out the arms, and ST ones deal heavy damage to the central robot. If you don't have any of these attacks, blast it with **Bolt2** or **Bolt3** (**Quadra Magic** or **All Materia** will help enormously). If your MP gets low, don't be afraid to use **Turbo Ethers** or even **Elixirs** to restore it; your HP and offense are much more important than a Turbo Ether or two. If a character is grabbed, you can either go after the arm and defeat it, or just focus your offense towards the

main body to win as fast as possible. MT attacks are strongly preferable here; Lightning-elemental ones will take out the arms quickly while doing heavy damage to Carry Armor itself. Don't bother with status attacks; none of the opponents here have any vulnerabilities (not even **Slow**).

An alternative strategy is to cast **Magic Hammer** twice on Carry Armor (the main body) to kick things off. This will deplete its (thankfully small) MP stack, making it unable to use Lapis Laser. The arms can still do their thing, but the only damage you'll be taking is physical hits, which do deal decent damage, but keep in mind that the arms cannot attack while holding a character, and even one lone decently-equipped character should have no trouble outdamaging the hits. Using this strategy, offense after depleting its MP is the same as above, and still make sure to keep healed.

Once you've turned this horror into a pile of junk, you'll receive the **God's Hand**, a decent weapon for Tifa. You'll also receive extra Exp and AP for defeating the Arms, if you defeated them before destroying the main robot.

After the scene, run west to find a box with a **Battle Trumpet**, a powerful weapon for Cait Sith with no Materia growth. Now run north along the docks. When you reach a new, zoomed-in screen, do **NOT** run up the ramp. Instead, follow the dock (on the ground level) to find boxes with a **Scimitar** for Cid (probably your first Triple Materia Growth weapon, and one of only two in the game) and the Leviathan Scales Key Item, which allows you to access two great items in the near future.

#### Missable Item Alert #32

Be sure to grab the **Battle Trumpet**, **Scimitar**, and Leviathan Scales here. All three are unique and can only be obtained here. The Battle Trumpet has its uses, the Scimitar is nothing short of awesome, and the Leviathan Scales are needed to obtain two great items soon. Also, if you never grabbed any **Shinra Betas** earlier (or you want more), coming up very soon is your last shot at it. (Missing the Leviathan Scales will make the **Oritsuru** and **Steal as Well Materia** inaccessible.)

Once you have everything (remember you can never return here), run up the ramp towards the parked submarine. Talk to the soldiers to initiate battle with more **Submarine Crew** enemies. (If you never grabbed any **Shinra Beta** armors earlier, this is the last chance in the game to get them; Submarine Crew will sometimes drop them.) After you defeat them, go inside the sub.

You'll fight more **Submarine Crew**, after which you can head to the bridge. After the scene, you'll have an option to Fight (you'll enter battle against the **Captain** and 2x Submarine Crew), or Take them prisoner. I recommend the latter, since none of them have anything useful for you. Once you're done, a scene will commence, then you'll be able to take the controls. You can actually run back to the entrance corridor and save before taking your seat in the cockpit, so I recommend doing so. Examine the chair in front of you to begin the Submarine Chase mini-game.

#### Missable Item Alert #33

Do not lose at the Submarine Chase mini-game. While it can be difficult at times to lock on and stay near the Leader Sub, ten minutes should be way more than enough time to finish it off (just make sure to avoid letting the sub sink). Failing the game costs you a Huge Materia.

What happens next depends on whether you succeeded in the mini-game. If you failed to sink the sub, you'll need to return to Junon. Head back to the path leading to the underground reactor, but notice that one of the early doors that was blocked by a dog previously is now clear. You can take the red submarine (the Huge Materia is gone though), so you at least don't miss out on the submarine.

If you sank the leader sub, there'll be a scene, and the stolen submarine is now yours. You'll automatically surface near Junon and exit the sub, then the game will give you quick directions for how to drive.

**(WARNING:** *If you go underwater with the sub, you'll probably notice a huge green thing floating around. This is an **optional super-monster** that will probably kick the living daylights out of you, so stay away from it.*)

## Underwater Sidquests

Items	Oritsuru, Steal as Well [Materia]
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Now that we have underwater transportation, some new things have opened up. All of the below things to do are optional, but strongly recommended as usual. If you just want to continue the game, click [here](#).

- **Wonder Square** in the **Gold Saucer** has just gotten a version of the Submarine Chase game, which you can play for prizes. Nothing about it is particularly spectacular, but if you want to play it, you can click [here](#).
- The **Sunken Gelnika** is available for exploration.

#### Missable Item Alert #34

In the boss battle on the Sunken Gelnika, be sure to steal the **Tough Ring** and **Ziedrich**. Both are incredibly rare and powerful defensive items. More details on this are available in the **Sunken Gelnika** sidequest entry.

- **Vincent's Cave** can now be accessed, whether or not you attempted **Chocobo breeding**. You can reach it by locating an underwater passage with the sub through the western continent, then taking the river north to a round open area, then surface.

- Near the south-central islands, you'll find the Leader Sub you sunk (assuming you didn't lose the **Submarine Chase** obviously). You can approach it in the Submarine to collect the Huge Materia.
- With the Leviathan Scales, you can travel to Da-Chao in Wutai, then go into the gaves and examine the fire to receive the **Oritsuru**, a great weapon for Yuffie, and the **Steal as Well Materia**. If you did not pick up the Leviathan Scales, both of these items are unavailable to you.
- All the sidequests that were available **after Cloud's return** are still available as well.

## Chasing Down the Huge Materia

<b>Items</b>	<b>Fourth Bracelet, Guard Source, Nibel Huge Materia [Key Item], Venus Gospel</b>
<b>Enemies</b>	<b>Attack Squad, Senior Grunt, Turks:Rude (boss)</b>

If you go to the Junon Airport, you'll see a scene and Cloud will tell you to go to Rocket Town (several others in the Highwind will also tell you to go there), so fly over there.

Inside Rocket Town, the first thing you will want to do is item hunting (if you already grabbed these items, skip to the next paragraph). The **Weapon Shop** has a chest with a **Fourth Bracelet**, while the **Item Shop** has a **Guard Source**.

Run north to the rocket. Follow the path around; as you run into soldiers, you'll fight **Attack Squad** enemies (the last group will also have a **Senior Grunt** enemy), and all of them are just as pathetic as ever. Once all of them are gone, you'll be prompted to change your party if Cid isn't already in it (you can also access the menu and re-switch your party, for example to move equipment around), so pick a third person to accompany Cloud and Cid.

### Missable Item Alert #35

Coming up is one of only three chances to steal a **Ziedrich armor**, so make sure someone has a Steal Materia equipped. The Ziedrich is awesome; its only downfall is its lack of Materia slots. You can also steal **8inch Cannon**, but there will be a better chance later to try for these.

Climb the ladder, then it's time for another scrap!

### Boss: Rude, Attack Squad x2



#### Turks:Rude's Data

<b>HP</b>	9,000	<b>MP</b>	240	<b>Level</b>	42
<b>Exp</b>	3400	<b>AP</b>	80	<b>Gil</b>	3000
<b>Steal</b>	Ziedrich [8]	<b>Drop</b>	Hi-Potion (14.06%)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Reistances</b>	Gravity (Nullifies)				
<b>Status Vulnerabilities</b>	Slow, Darkness, Paralyzed, Stop, Poison				

#### Attack Squad's Data

<b>HP</b>	1,300	<b>MP</b>	100	<b>Level</b>	34
<b>Exp</b>	300	<b>AP</b>	10	<b>Gil</b>	420
<b>Steal</b>	8inch Cannon [8]	<b>Drop</b>	S-Mine (14.06%)	<b>Morph</b>	N/A

Attack Squad's Data	
Elemental Weaknesses	None
Elemental Resistances	None
Status Vulnerabilities	Slow, Darkness, Paralyzed, Stop, Poison, Manipulate, Frog, Small, Silence, Sleep, Confusion, Berserk, Slow-numb, Petrify, Death-sentence, Death

Rude is accompanied by two Attack Squad enemies. The Attack Squad enemies are the same weak cannon fodder you've been wiping out up until now--take them out quickly to avoid their smoke shot and its status effects. They are also vulnerable to all forms of status attacks, should you be into that kind of stuff, and you can steal an **8inch Cannon** from them, which is basically an even stronger **Right Arm**.

Turks:Rude is built as a support character, and it shows. None of his attacks are particularly strong; Grand Spark is his strongest, hitting for around 600 Lightning-elemental magic damage (he uses this in a three-hit combo, so just hope he doesn't use all three on the same character). **Bolt2** hits for around 500, and his shoulder charge for around 725 physical damage. He can also cast **Cure2** for 1,200 HP healing.

This is a fairly easy battle, as you can probably see. Sadly, the **Ziedrich** is a fairly difficult Steal, but Rude has no other items in his Steal list so you can just keep trying. Once you've pickpocketed it, pound Rude into submission using whatever you want--his only elemental resistance is to Gravity, so all other damage moves will work. His HP is pretty low too, so it shouldn't be too long before the battle ends, even if you just use basic weapon attacks. The usual five status ailments also work. If Tifa's in your party, Rude will avoid attacking her unless she's the only one left standing, as usual.

If for some reason you didn't steal the **Ziedrich**, Rude has a low-ish chance of dropping a **Hi-Potion**...yeah, just steal that Ziedrich. The Attack Squads each have a 14.06% chance at dropping an **S-Mine** if you didn't steal the **8inch Cannon** from them.

After battle, enter the rocket. You'll fight another **Senior Grunt**, then run into the cockpit and watch the scenes.

After the scene, go through the duct to the right, then climb the ladder. You'll see the Huge Materia locked in a containment unit; enter the correct code to receive the Huge Materia. This is, frankly, the only Huge Materia quest that's somewhat of a challenge; Cid doesn't remember the code, you see. If you fail the first time, a timer will start, giving you 3 minutes to guess the correct passcode. Cid will give you a hint every time you get it wrong; you can either use Cid's hints to try to figure it out in 3 minutes (quite difficult, unless you save and reload first to try to guess it), or just enter the passcode below (putting it in correctly on the first, untimed attempt will draw a comment from Cid):

Circle, Square, X, X

Missable Item Alert #36
Be sure to successfully unlock the case within the time limit, or you miss out on the Huge Materia and any possibility of a complete file.

Once you have the Huge Materia, return to the cockpit and exit back to the entry hallway. Climb down the ladder on the other side, then follow the linear path for a scene. Afterwards, follow Shera for yet another scene.

Back in the Highwind, return to Rocket Town. Talk three times to the man who was looking at the rocket to receive **Venus Gospel**, Cid's ultimate weapon. It powers up as he gains MP.

## Searching for Answers

Items	Key to the Ancients [Key Item]
Enemies	<b>Diamond Weapon</b> (boss)

Your next target is Cosmo Canyon. You can either land nearby and walk, or take a Green/Black/Gold Chocobo. Either way, go to Cosmo Canyon and head up to the top to meet Bugehagen. After the scene, you'll be up in the observatory with your Huge Materia. For more information about them, click **here**. After the scenes, you'll be back on the Highwind.

*(Note: At this point, if you still haven't gotten the Materia from the Leader Sub or Fort Condor (assuming you didn't fail these missions), getting it and returning to Bugehagen's observatory will cause the Materia you just grabbed to automatically join any others you've gathered. There's no way to "miss" the opportunity to get Huge Materia up there, so long as you've prevented Shinra from taking it.)*

Your destination now should be the Forgotten City. You can land right near it (on the ice-like surface), then make your way to the large round room (enter it from the left path). Round along the top ledge and make your way to the center. There will be a scene, after which you need to obtain the Key to the Ancients (if you already have it, skip the next paragraph).

To get the Key to the Ancients, take the submarine as far north as you can (just southwest of the Northern Continent) and look for a passage in the seawall. Follow it to find the Key, then return to the center platform in the Forgotten City and talk to Bugehagen.

There'll be another scene, after which it's time to leave. On your way out, there'll be another scene as you try to board the Highwind. You have a few minutes to arrange your party and get over to Midgar. If you need more time, you can take it, but there's no reason to dilly-dally, so heal up and form and equip your party. High-growth equipment (Double/Triple) is a great idea; you'll be getting a lot of AP from the upcoming battle.

#### Missable Item Alert #37

Equip someone with the **Steal Materia**; you really want to steal the **Rising Sun**, a great and one-of-a-kind weapon for Yuffie, in the upcoming battle.

Once you're ready, and the monster is on land, time for a cagematch with...

#### Boss: Diamond Weapon



<b>HP</b>	30,000	<b>MP</b>	30,000	<b>Level</b>	49
<b>Exp</b>	35000	<b>AP</b>	3500	<b>Gil</b>	25000
<b>Steal</b>	<b>Rising Sun [32]</b>	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Lightning				
<b>Elemental Resistances</b>	Gravity (Nullifies), Fire (Half)				
<b>Status Vulnerabilities</b>	<b>Slow, Darkness</b>				

Diamond Weapon looks tough, but really it's nothing particularly special. It's fairly strong, sure, but at this point in the game, when you probably have things like **Trine**, **Bolt3**, **Bahamut ZERO**, and possibly even **Knights of the Round**, Diamond Weapon isn't impressing anyone.

This monster's attacks are pretty standard stuff for the most part. Its fireball hits for around 825 Fire-elemental magic damage and its stomp deals around 850 physical damage. The most interesting part is that Diamond Weapon will use Countdown after a certain number of Summons and Limits have been used against it. Each Limit Break and Summon attack used adds 1 point to the counter; the exact number of points needed to trigger Countdown is 2 if Diamond Weapon has over 15,000 HP remaining and 3 if it's under 15,000 HP. Countdown is a dummy attack (it does nothing), but Diamond will count down from 3, then use Diamond Flash when the count hits zero. It's vulnerable to physicals during this time, in addition to magical attacks. Diamond Flash is a non-elemental attack that reduces all characters' HP by 7/8 and inflicts **Silence** on anyone who's not immune. It has to charge up to use it, and it can never kill anyone, so just heal up if it's used (remove Silence as well, since it will soon become immune to physicals again).

The biggest thing to keep in mind about Diamond Weapon when attacking is that all physicals, except **Limit Breaks**, will do zero damage. This means that you must use **Magic**, **Summons**, and **Enemy Skills** if you don't have a Limit Break. Considering its Lightning weakness, **Bolt3**, **Trine**, and **Bolt2** are the strongest regular attacks in order of power (aside from **Tycoon** and other barrier-piercing Summons) against Diamond. Stay away from Fire-elemental attacks like **Beta** and **Magic Breath**, Diamond halves them. Before going at it, though, be sure to steal that **Rising Sun**. It's a great weapon for Yuffie that can only be obtained here. Once you have it, pound away and heal as needed (be sure to remove **Silence** if

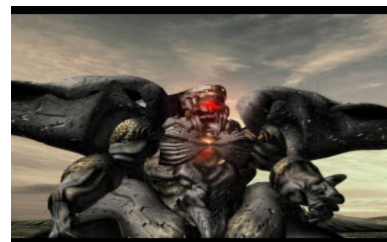
Diamond inflicts it). Limit Breaks will still do normal damage, so feel free to fire them off if you get any. If Countdown is used, Diamond Weapon is now vulnerable to physicals, but magic attacks will probably still outdamage regular physicals. Don't bother **Slowing** Diamond, it's not strong enough to warrant it.

Diamond Weapon drops nothing when defeated, meaning you'd be even more foolish not to Steal from it. It does give you a massive amount of Exp, AP, and Gil though, regardless of whether you used your sticky fingers.

After the battle, watch the scenes.

You'll be back on the Airship. This is another opportunity to do sidequests (as usual they are optional).

- You can now fight and defeat **Ultimate Weapon**.
- Once you've defeated Ultimate Weapon, it will be possible to fight the **Special Battle** after fulfilling the other requirements.
- The **Kalm Traveler quest** can be completed once you defeat Ultimate Weapon (I recommend waiting rather than trying to do the whole quest now, however; some items you'll be receiving soon in the storyline will help you enormously, and this is less a sidequest than an optional challenge).
- All **previously-available sidequests** can still be completed.



#### Missable Item Alert #38

This is your last chance to complete the **Wutai Sidequest**; it (and by extension its rewards, which include two unique and useful **Support Materia**) won't be available after advancing the plot further (though the **Pagoda** and **Turtle's Paradise** quests will still be available). In addition, this is your last chance for one copy each of **Ziedrich** and **Tough Ring**, both of which are very limited in quantity and can be stolen in a boss fight on the **Sunken Gelnika**.

Once you're ready to proceed with the game, fly to Northern Crater for a scene, then over Midgar for still more scenes (be sure to save first), and get ready for quite possibly the coolest part of the game.

## Midgar Raid

<b>Items</b>	<b>Megalixir, Elixir, Aegis Armlet, Starlight Phone, Elixir, Max Ray, Power Source, Guard Source, Mind Source, Magic Source, W-Item [Materia], Elixir*, Behemoth Horn, Grow Lance, Mind Source, Speed Source, HP Shout, Pile Bunker, Master Fist, Ragnarok, Elixir, Mystile, Missing Score, Power Source</b>
<b>Enemies</b>	<b>Cromwell, Manhole, Behemoth, Crazy Saw, Shadow Maker, Turks:Reno (boss), Turks:Rude (boss), Turks:Elena (boss), Proud Clod (boss), Moth Slasher, Hammer Blaster, Warning Board, Brain Pod, Vargid Police, Zenene, Grosspanzer, XCannon, Maximum Kimaira, SOLDIER:1st, Hojo (boss)</b>

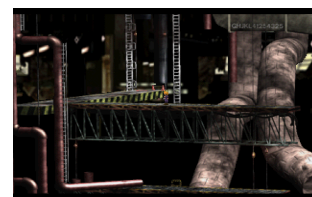
*\*Only if you didn't acquire it on Disc 1 (Note: In this portion of the game, there are numerous missable, unique items. Even if you're not following the walkthrough, be sure to use the Items checklist above, as well as the Missable Item Alerts throughout the walkthrough, to be sure you grab everything. The missables are generally very good items, so even ignoring the fact that they're missable you'll still want to grab them.)*

Once you have control again, follow Cait Sith. Save your progress, then talk to your party members if you want. When you're ready to continue, approach the grate from above (near where Barret is standing) for a scene, after which you can go underground. Since it's the only place to go, do so.

### Into the Plate

If you meet any **Behemoths** here, you can learn **????** from them (they use it more often than **Jersey**). Beware, however, they deal heavy damage.

Climb down the ladder. You'll see a chest behind a fence; we can't reach it just yet, but run down the ramp in front of you (it looks fenced-off, but actually isn't). Follow the path to reach a **Megalixir** on the right path, and an **Elixir** to the left. Return to where you climbed down the ladder, and this time follow the ladders going down to the next screen. This next part is very important, so read carefully. After you reach the bottom of the ladder (shown in the image to the right), head left. Going right will screw you out of a very nice item which cannot be obtained anywhere else. Follow the path to a very long ladder, and climb all the way up to reach a chest with an **Aegis Armlet**. Once you have it, return to the previous ladder (the one with the directional split).



#### Missable Item Alert #39

Be sure to grab the **Aegis Armlet** here. There is only one in the game, and you will never be able to reach it after you've taken the path leading right.

Once you're ready (keep in mind that you cannot return here afterwards), head right, after which Cloud will be deposited at the bottom of the area. Follow the linear path left, then up. Follow the catwalk here on the first screen to the air duct to reach a previously inaccessible area.

The chest on the right side of the platform has an **Starlight Phone** weapon for Cait Sith. Definitely equip it on Cait if you're using him; it has 8 linked Materia slots with Normal Growth, and is his most powerful weapon available right now at 88 attack power (excluding the **Battle Trumpet** you obtained from the **Underwater Reactor**, which has no growth) and his third-best weapon overall (his strongest weapon you'll be obtaining soon). The chest on the left has an **Elixir**. Don't go up the



stairs just yet; instead, climb down the ladder near the **Elixir** chest to reach the lower level. Approach the air duct nearby and press Circle to jump to it. You'll emerge on the upper level in yet another new area; climb up the ladder on the other side of the pillar, then run to the chest to receive a **Max Ray** weapon for Barret, which is probably better than whatever he's using now. Return to the air duct, then climb back up to the platform with the **Starlight Phone** chest.

#### Missable Item Alert #40

Make absolutely sure you have both the **Starlight Phone** and **Max Ray** weapons before continuing. Both are superb weapons for their respective characters, and cannot be found after this point.

Go up the stairs to reach a Save Point. Save your progress and heal/PHS if needed, then continue through the air duct entrance nearby. Crawl through the duct.

### Train Tunnels

*(Note: In the paragraphs about the tunnels, the junction numbers refer to the numbers posted on the wall at a particular junction (they aren't listed in the menu). These are used as a guide in this walkthrough, to help you track where you are. In-game, it's strongly implied that the junction numbers actually refer to the different Sectors in plate-level Midgar, and that the left path in a given junction leads to the plate-level station in that Sector. Your final goal is in Sector 8 (remember that the cannon points straight north), but the tunnels towards junction 1 do contain great items.)*

You'll find yourself in the train tunnels, just north of junction 7. Your final target is north, but heading south will net you some great items, so I suggest you do so. On your way, you may run into allies who aren't in your party; talk to them if you want for hints, but continue south for the items. You'll find a **Power Source** in junction 3, a **Guard Source** in junction 2, a **Mind Source** and **Magic Source** in junction 1, and the **W-Item Materia** and a Save Point at the end of the tunnel. When you're done, run all the way back, and in junction 7 equip your party with **Ribbons** (use **Peace Rings** if you don't have enough Ribbons) and give someone the **Steal Materia**. If you don't have either, equip defensive Accessories (**Tough Ring** is great here, if you have it).

#### Missable Item Alert #41

Equip the **Steal Materia**. The upcoming battle has a copy each of the **Tough Ring**, **Ziedrich**, and **Minerva Band** available for stealing. The Tough Ring and Ziedrich are missable, and this is your last chance to get them. There is one other Minerva Band in the game (in **Ancient Forest**), but it's rare and a good armor for Tifa and Yuffie (endgame, it means one less character you need **Mystile/Imperial Guard/Aegis Armlet/Fourth Bracelet** for, all of which are very limited in number), so I suggest grabbing it as well. Minerva Band, incidentally, is at worst on par with all of these armors except Mystile, which is probably slightly better due to the evasion; it gains critical elemental protections at the cost of slightly poorer defense and much poorer evasion.

In the screen with the ladder leading down (just after , there'll be a scene. If you did the **Wutai Sidequest**, you can opt out of the battle, but I advise you to fight anyway to get a shot at their Steals as well as some extra Exp, AP, and Gil (if you didn't do Wutai, you'll immediately be thrust into battle). It's the ultimate showdown of ultimate destiny!

#### Boss: Reno, Rude, Elena



#### Turks:Reno's Data

HP	25,000	MP	200	Level	50
Exp	4500	AP	450	Gil	3000
Steal	Tough Ring [32]	Drop	Elixir (always)	Morph	N/A
Elemental Weaknesses	None				
Elemental Resistances	Gravity (Nullifies), Lightning (Absorbs)				
Status Vulnerabilities	Slow, Darkness, Poison				

#### Turks:Rude's Data

Turks:Rude's Data					
HP	28,000	MP	250	Level	51
Exp	5500	AP	600	Gil	5000
Steal	Ziedrich [32]	Drop	Elixir (always)	Morph	N/A
Elemental Weaknesses	None				
Elemental Resistances	Gravity (Nullifies), Fire (Absorbs)				
Status Vulnerabilities	Slow, Darkness, Poison				

Turks:Elena's Data					
HP	30,000	MP	100	Level	53
Exp	6400	AP	800	Gil	7000
Steal	Minerva Band [32]	Drop	Nothing	Morph	N/A
Elemental Weaknesses	None				
Elemental Resistances	Gravity (Nullifies), Ice (Absorbs)				
Status Vulnerabilities	Slow, Darkness, Poison				

They're back, and you may have noticed they're rather reluctant to fight you. In battle, this means that, if any of the Turks is defeated, all of the others will flee, leaving no rewards whatsoever (you only get drops from the Turk(s) you actually have killed). Also, their Steal lists are nothing short of tantalizing, as you will have noticed (and if you disagree, you haven't been paying attention); in fact, the ability to Steal from them is the only reason to do the battle at all. They love status attacks, so if you didn't prepare properly you're in for a long day (or short, depending on your point of view).

**Turks:Reno** is the zero of the three. He has no status attacks, only a bunch of outdated moves you probably saw in **Gongaga**. His basic physical hits for around 650 physical damage and Turk Light for around 475. He still has Electropod, but that 1,500-ish Lightning physical damage isn't all that impressive anymore. Everything Reno has hits only one.

**Turks:Rude** is a bit stronger, but once again never bothered to improve his outdated moves. His shoulder charge hits for around 2,000 physical damage, which is strong but should be survivable. Grand Spark hits for around 1,100 Lightning-elemental magic damage, which is nothing special. Rude can also cover hits for Reno (but not Elena), and will avoid attacking Tifa if she's in your party (note that he can still attack Tifa in a full 3-headed party due to a bug, but he will exhibit his normal behaviors towards her if there are two or fewer characters living).

**Turks:Elena** is the real fear here. Elena will switch rows throughout the battle, moving Reno and Rude to the opposite row. He seduction attack is the most dangerous; it does no damage but inflicts **Confusion** with perfect accuracy to one (will miss if the character is immune). Her other attacks are all physical and hit for 650-1,000 physical damage per hit to one depending on your defense and which specific attack she uses. She also often opens (and occasionally attacks other times) with an effect-all attack, but it's not particularly strong.

Before doing anything else, make sure to Steal that **Tough Ring**, **Ziedrich**, and **Minerva Band**. All three are very valuable. Just watch you HP; none of the Turks are all that strong, but there are three of them, so they are still capable of wearing you down.

As to winning the battle, the Turks are no threat as long as you have **Confusion** protection; the challenge is defeating all three in one hit (to gain rewards for all three). **Knights of the Round** will do this easily; if you don't want to use it, you can knock down their HP levels one by one and use a strong MT attack (**Bahamut ZERO**, **Aqualung**, **Ultima**, etc.) to wipe them out. Don't use **Magic Breath**, **Trine**, or **Beta**, because they are absorbed by one or more of them. Heal if needed, then take them out after doing your thievery.

If you didn't equip status protection (shame on you), this can turn nasty fast. Steal those goodies ASAP, then take them out. KotR works as usual, but if you don't have it (or don't want to use it), you can either focus on Elena (for more Exp, AP, and Gil) or Rude (lowest HP of the three). **Aqualung**, **Summons** not of the "big three" elements, and strong spells all work; if you just want to focus on a Turks, feel free to use anything he/she isn't defended against. **Slow**, **Darkness**, and **Poison** work on all three also if you're having problems.

If you defeat them without Stealing, Elena and Rude both drop **Elixirs** (Reno drops no items), and you get Exp, AP, and Gil for any Turks who have 0 HP. You'd be foolish not to Steal from all three though, an Elixir pales compared to what they have for Stealing, and the points/Gil come irregardless of whether

you used Steal.

Continue to the north. Here, at junction 8, you'll find both paths in the junction open (unlike the previous ones where only the right-hand path northward was open). Take the right path and continue through the tunnel. You'll wind up in junction 0. The right path here is a dead-end, so take the left path. You'll notice a ladder on the left wall; take it to emerge in Sector 0.

#### Missable Item Alert #42

This is your last chance in the game to Steal a **Graviball** (from **Shadow Makers**). If you plan on duping items (or don't care about a perfect item list), you only need one (and you may already have some from the **Train Graveyard** all the way back at the beginning of the game), but if not you'll need to steal 99.

Sector 0 (listed in-game in lowercase, i.e. "sector 0") is one of the more emblematic areas of Final Fantasy VII (you may recognize it from the game's cover art or some cutscenes), and this is the only time your party can access it. But we didn't just come here to admire the scenery, so continue forward.

### Return to Shinra HQ



You'll find yourself in front of Shinra HQ. Be sure to make use of the Save Point here. (Cait Sith will tell you this is the wrong way if he's not in your party; ignore him for now.) Just like the first time you came here, you can either take the stairs or the front door. Regardless of what you did last time, take the stairs this time. It's a long way up, but you'll receive a **Behemoth Horn** weapon for Red XIII on your way up, in the sixth screen (as well as an **Elixir** in the fifth screen up if you didn't grab it earlier). Keep your eyes open; the Behemoth Horn item bag blends in very well with the stairwell. Once you have it, continue upward and exit at the top.

You'll emerge on 59f. Run across the room and take the elevator to 63f. Here, you'll find a **Grow Lance** for Cid, a nice weapon with 3 pairs of linked slots for 6 slots total, as well as decent power. The Coupons are gone, and the exchange computer is broken. You'll also find the same encounters as last time on this floor, as well as on some others; you can fight them if you want, but they have little of value at this point and fall quickly.

Continue to 64f. Here, you can use the nap room if you like (comes with a Save Point too). The treadmill also still works, but it's just as pointless as last time. But your main point of interest in the exercise area is the vending machine. If you inserted money and BANG'd on it earlier, you can BANG on it again to receive a **Mind Source** and a **Speed Source**. The lockers will still contain items if you haven't looted them, but be sure to check the one in the top row (the one Cloud said was useless before if you examined it). Doing so now nets you the **HP Shout**, Cait Sith's ultimate weapon (grows stronger as his HP rises, as the name suggests). Explore the upper floors if you like (there are no items), and ride the elevator down to 1f.

Here, don't leave the building just yet. On 1f near the back elevators is Turtle's Paradise Newsletter No. 2, which you need for the **Turtle's Paradise Sidequest**. If you already read it you don't need to do so again, but this is your last chance to do so, and not reading it will make it impossible to finish the sidequest. Head to 2f next. You can visit the Shinra HQ Shop for items (examine the register to access it), but more important are the chests in the back corner. When the attendant was here, you couldn't open them, but now that she's gone, feel free to loot them. The upper-left one has a **Pile Bunker** weapon for Barret, while the lower-right one has a **Master Fist** weapon for Tifa. Once you have both, leave the building and return to the train tunnels.

#### Missable Item Alert #43

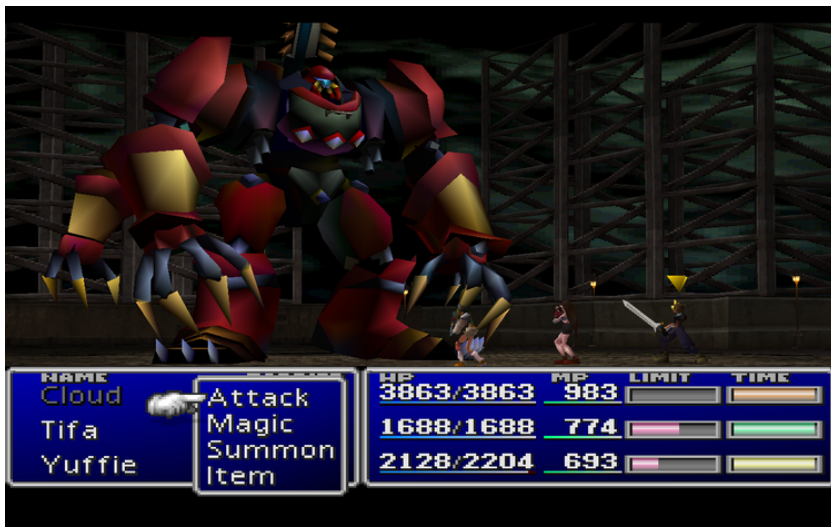
Be sure to grab the **Behemoth Horn**, **Grow Lance**, **HP Shout**, **Pile Bunker**, and **Master Fist** weapons from Shinra HQ. They are all unique, and you can never return here again. The HP Shout is particularly important, being Cait Sith's ultimate weapon. In addition, this is your last chance to read Turtle's Paradise Newsletter No. 2 (which is needed to complete the **Turtle's Paradise Sidequest**), so be sure to read it before you return to the tunnels.

You'll now need to return to junction 8. To get there, simply keep heading south until you reach it. Once there, go left this time to exit the tunnels and arrive in Sector 8.

### The Sister Ray

Run towards the tower, and Cloud will climb up automatically. Continue up the street for a scene and a boss fight.

#### Boss: Proud Clod



Proud Clod's Data					
HP	60,000	MP	320	Level	53
Exp	7000	AP	1000	Gil	10000
Steal	Nothing	Drop	Ragnarok ( <i>always</i> )	Morph	N/A
Elemental Weaknesses	None				
Elemental Reistances	Gravity (Nullifies)				
Status Vulnerabilities	None				

Jamar Armor's Data					
HP	20,000	MP	300	Level	62
Exp	8000	AP	1500	Gil	10000
Steal	Nothing	Drop	Nothing	Morph	N/A
Elemental Weaknesses	None				
Elemental Reistances	Gravity (Nullifies)				
Status Vulnerabilities	Nothing				

Scarlet's and Heidegger's ultimate creation (spoilers in case you're coming from the **Battle Square** section before meeting it in the story), the Proud Clod looks intimidating (just look at the massive HP and no status or elemental weaknesses), but in reality it's just a huge chunk of Hit Points waiting for you, with no serious threats to throw at you offensively. In fact, it's entirely possible that you've already scrapped Proud Clod with Cloud solo in the **Special Battle**; if you have, just remember that this battle will be much the same, but even easier due to the lower stats outside of Battle Square and the fact that you have a full party here.

Proud Clod itself mostly has attacks typical of other mechs you've seen to this point. It's basic hand attack, Wrist Laser, Knee Fire, and Knee Blend are all the same attack from an effects point of view; each deals around 600 physical damage to one with up-to-date armor and can be used in a two-hit combo. Its machine gun hits for around 1,100 damage to one, and once again can be used in a two-hit combo. Materia Jammer sets Reflect on one character (presumably to prevent Magic healing). Finally, Beam Cannon deals around 1,200 magical damage to your whole party (no split), and is used after Proud Clod aims its head at you.

Jamar Armor has no attacks, though its presence does allow Proud Clod to use Materia Jammer. Destroying Jamar Armor nets you some extra Exp, AP, and Gil, so I recommend you do so (in **Battle Square**, just ignore it).

This is an easy battle. Kick things off with **Big Guard** or other buffs (Proud Clod can't **DeSpell** them), then proceed to exchange damage with the opposition. **Shadow Flare**, **Magic Breath**, **Ultima**, strong **Summons**, **Limit Breaks**, and physicals with a good weapon all work great. Despite Proud Clod's massive HP stack, it simply doesn't deal enough damage to be competitive, and your big attacks will carry the day. Just be sure to heal as needed; if Proud Clod has just used Materia Jammer, don't use healing magic until Reflect is removed (either **DeSpell** it or bounce four spells off it). If you see it bending down, it's about to use its Beam Cannon, so heal if needed before he uses it.

Even in Battle Square, this is very easy; **Knights of the Round** and **Omnislash** (with **Ultima Weapon** equipped) will both make huge dents in its HP levels, and Proud Clod's attacks still aren't all that strong (use **Regen** or curative magic/items to stay healed). Just keep in mind that KotR alone is unlikely to defeat Proud Clod in Battle Square due to the increased HP total (120,000 HP), so either use it twice or use physicals/Omnislash to finish the piece of junk off.

Proud Clod drops a **Ragnarok** upon defeat (assuming you're not in **Battle Square** obviously), Cloud's best general-use weapon and second-strongest overall (3 pairs of linked slots for six total slots at Normal Materia Growth, plus huge attack power).

After the scene, you'll notice it's started raining. Equip Cloud with the **Ragnarok** you just won and continue up the street.

#### Missable Item Alert #44

Equip someone with a **Steal Materia**. You need to Steal 99 **Shinra Alpha** armors (from **SOLDIER:1st**) and get at least one **8inch Cannon** Drop from **Grosspanzer\*Big** (thankfully 8inch Cannon is a 100% drop). This is your last chance to get either item.

In the next screen, open the southern box for an **Elixir**, and the northern one for a **Mystile**. The Mystile is the best overall evasion armor in the game (it's even campable of evading an **Ultima** spell), and has decent defenses as well. Continue northward through the ruined train station to reach a Save Point. Save and put Barret in your party, then climb the stairs. About halfway up on the second screen, you'll find a box with Barret's **Missing Score**, his ultimate weapon (it increases in power as Materia linked to the weapon gain AP). If Barret isn't in your party, you'll find nothing, but you can always return to the Save Point and put him in your party to make the chest appear.

#### Missable Item Alert #45

Be absolutely sure you grab that **Missing Score**. It's Barret's ultimate weapon, and this is the only time you can obtain it. Even if you hate Barret, at least put in your party long enough to get this weapon.

Once you have it, you can switch out Barret if you want. Get any last items you're eyeing up, then equip everyone with **Ribbons** (if you don't have them, use **Peace Rings**). When you're ready, climb to the top of the cannon platform and run right for a scene, followed by an encounter with one of your favorite personalities!

#### Boss: Hojo



#### Hojo's Data

<b>HP</b>	13,000	<b>MP</b>	250	<b>Level</b>	50
<b>Exp</b>	0	<b>AP</b>	0	<b>Gil</b>	0
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies)				
<b>Status Vulnerabilities</b>	<b>Darkness</b>				

It's been a long time coming, but Hojo finally decided to fight you, and knowing him he's probably got nasty some tricks up his sleeve, especially now that he's trying to join forces with Sephiroth.

The mad scientist isn't much of a fighter here; instead, he just uses Capsule to revive monsters ("Sample") to fight on his behalf--namely **Bad Rap** and **Poodler**. Neither is particularly strong by itself, but don't bother attacking them; Hojo will just revive them if they fall and they don't drop anything. Focus on Hojo; he doesn't have all that much HP, so he should fall pretty quickly. Save your good Summons though, because...

When defeated, Hojo immediately assumes a new form...



Helletic Hojo's Data					
<b>HP</b>	26,000	<b>MP</b>	200	<b>Level</b>	55
<b>Exp</b>	0	<b>AP</b>	0	<b>Gil</b>	0
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Reistances</b>	Gravity (Nullifies)				
<b>Status Vulnerabilities</b>	<b>Darkness</b>				

Hojo is now mutated, and will fight you directly now instead of sending minions to do the dirty work. His Right Arm (5,000 HP) is the most dangerous; Hojo can hit for around 1,350 damage and use it in a two-hit combo. He can also use Bio Gas for weak (~525) magic damage and **Poison** status to one and Confu for **Confusion** (obviously) while both arms are alive. If you destroy the Right Arm, he'll just use **Sleepel**, and if the Left Arm is defeated (24,000), he will use **Silence**.

The strategy here depends on your HP, really. If your characters don't have much HP, you're better off taking out Right Arm to prevent it from garotting your characters. If you have fairly high HP (over 2,600 or so for everyone), just pound on Hojo; he'll probably get a few hits in, but more than likely not enough to kill anyone before he expires. Quickly heal anyone who gets hit with status attacks or with low HP and you'll be fine.

Yet again, Hojo does not die, but instead transforms into...



**Lifeform-Hojo N's Data**

<b>HP</b>	30,000	<b>MP</b>	100	<b>Level</b>	58
<b>Exp</b>	25000	<b>AP</b>	2500	<b>Gil</b>	6000
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Power Source</b> ( <i>always</i> )	<b>Morph</b>	<i>N/A</i>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies)				
<b>Status Vulnerabilities</b>	<b>Darkness, Stop</b>				

In his final form, Hojo mostly sticks with a four hit combo that typically totals out around 1,400 damage to one character (he never retargets for his subsequent hits unless the character dies); note that all of the hits are evadable, so a character may well take less damage if one or more of the hits misses (he's vulnerable to **Darkness**, which can really help you dodge his attacks). Each individual hit also has the chance of triggering a counter, by the way, so if he targets a character with a counterattacking Materia (e.g. **Counter Attack**, **Magic Counter**), there's a fair chance Hojo will eat multiple counters himself, especially if the Materia is high-level. The first hit sets no statuses, but subsequent hits will often inflict **Poison**, **Darkness**, and **Sleep** in that order. He can also cast **Slow** and **Silence**, which are plenty debilitating but luckily deal no damage.

If you equipped **Ribbons**, all Hojo is left with is a weak physical (for a boss anyway) that can be blocked, and **Slow**. Counter Slow with **Haste** or Big Guard, and heal if your HP gets low, and just beat him down with whatever you have. If you lack Ribbons for some reason (and you should have at least two if you followed the walkthrough, possibly a third if you've done the **Special Battle** or Morphing), be ready with **Esuna** spells or **Remedy** items, and knock off his HP while taking great care to stay healed. If you're having difficulties, you can inflict **Stop** also.

Upon expiring, this biological self-experiment drops a **Power Source**.

Watch the ensuing scenes.

## Walkthrough - Disc 3



## Before the Crater

Items **Limited Moon**

### Missable Item Alert #46

Make sure that at least one of your characters has a level of 95 or under. There is an Enemy Skill upcoming that requires you to be at a level that is a multiple of 5 for it to hit, and 95 is the last such level possible (levels cap at 99). You shouldn't be anywhere near this mark unless you've really been grinding (with all sidequests completed and some minor grinding occasionally at the beginning of Disc 3, my levels are typically around 60 for Cloud at this point, with the others a little lower), but I leave this here just in case. Once you've learned the skill (L5 Death) on all your **Enemy Skill Materia**, you can level to your heart's delight. **L4 Suicide**, incidentally, can last be learned at level 96, but you should already have it on all your Enemy Skill Materia by now.

Welcome to the beginning of the end! You may be tempted to rush headlong into Northern Cave, but there are a few things left for you to do (all are optional; to leave simply speak to the pilot in the bridge area):

- Go to Cosmo Canyon with Red XIII in your party for a scene, after which you'll receive **Limited Moon**, Red XIII's ultimate weapon. It does more damage as Red XIII gains MP (not HP).
- Whether you completed the **Wutai Sidequest** or not, the **Wutai Pagoda Sidequest** is now available (assuming you haven't already completed it of course).
- All **previously-available sidequests** are still available, except for the **Wutai Sidequest** (scroll down past the boss box for the sidequest list). However, the **Sunken Gelnika** will not have its normal boss fight if this is your first time going there.

When you're ready, fly over Northern Crater and press X to land.

## Northern Crater

Items	Save Crystal, Guard Source, Guard Source, Mind Source, Magic Source, Elixir, Power Source, HP Absorb [Materia], Power Source, Mind Source, Megalixir, Hero Drink, Guard Source, Power Source, Remedy, Elixir, X-Potion, Turbo Ether, Vaccine, Magic Counter [Materia], X-Potion, Turbo Ether, Mega All [Materia], Speed Source, Mystile*, Elixir, Tetra Elemental, Speed Source, Megalixir, Megalixir, Magic Source, Remedy, Vaccine*, Shield [Materia]*, Imperial Guard*, Hero Drink, Counter [Materia]*, W-Magic [Materia], Luck Source
Enemies	Gargoyle, Dark Dragon, Parasite, Scissors, Master Tonberry, Pollensalta, Death Dealer, Malboro, Dragon Zombie, King Behemoth, Allemagne, Armored Golem, Christopher, Gighee, Magic Pot, Mover
Enemy Skills	Dragon Force, L5 Death, Angel Whisper, Roulette, Shadow Flare (if you didn't learn it earlier from <b>Ultimate Weapon</b> ), Pandora's Box

\* Item will be duplicated if you're following the walkthrough (**Note:** Northern Crater is a rather confusing area, though thankfully not as confusing as the final dungeons in FFVI or FFVIII. As usual, Items are mentioned as they are encountered in the walkthrough. Enemies in Northern Crater can only be encountered in specific areas; for this reason, all enemies are listed each time a new screen is entered. As to the Enemy Skills, **Dragon Force** can be learned from **Dark Dragon** (requires Manipulate), **L5 Death** from **Parasite** (you must be at a level that is a multiple of 5 and have some form of **Death** immunity--see **Missable Item Alert #46** for details), **Angel Whisper** from **Pollensalta** (requires Manipulate), **Roulette** from **Death Dealer**, and **Shadow Flare** and **Pandora's Box** from **Dragon Zombie**. (Pandora's Box has some special quirks, but they will be covered later when you reach an area with Dragon Zombies.) Additionally, at least one of your **Enemy Skill Materia** will lack **Bad Breath**, and **Malboro** appears later to teach it. For **Laser**, which at least two Materia will not have, fight **Dark Dragon**. Any other skills you're missing can be obtained outside the Crater, except for **Trine** if you already completed the **Wutai Pagoda Sidequest**.)

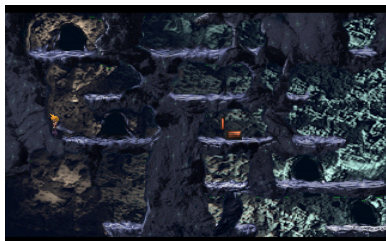
Climb down the ladder from the Highwind, then run southward. You'll find yourself on a wall of the crater; Cloud will mention sliding down; do so (don't worry, you will be able to get back out).

## Initial Descent

In this new area, you'll find **Gargoyle**, **Parasite**, and **Dark Dragon**. Equip someone with a **Safety Bit**, it'll help you out tremendously. Ignore the cave (it just leads back to the Highwind) and grab the chest for a **Save Crystal**. This allows you to create a Save Point anywhere in Northern Crater. Don't use it now; we're too close to the exit. I'll let you know when a good time to use it is. Continue along the spiraling path until you reach a second chest with a **Guard Source**. Continue to follow the



path to the next screen.



Here, you'll find **Scissors** enemies in addition to the previous ones. Run to the right edge of the ledge and jump down until you reach a chest with a **Guard Source**. Continue to follow the path downward and grab the **Mind Source** from the chest near the bottom. At the bottom of the area, don't exit yet; instead, climb up the left path (use Circle when prompted). Grab the **Magic Source** from the chest here, and continue working your way upward. Further up is an **Elixir**, and, to the far left near the top, a **Power Source**. On this ledge, right right and, when you can't run any further, press Circle to pick up the hidden **HP Absorb Materia**, one of only two possible copies in the game. When you have everything, make your way to the bottom however you like and continue.

This maze-like area features **Scissors**, **Dark Dragon**, **Parasite**, and **Master Tonberry**. Drop down from the small platform, then head right. You'll drop through a hole hidden in the wall; grab the nearby chest for a **Mind Source**, then carefully go right, but don't jump down. Instead, near the edge, you'll be prompted to press Circle to jump; do so to climb up. Run left across this platform, then jump down and enter the cave to receive a **Megalixir**. Leave the cave, then continue left to drop down to a lower level. Snag the **Hero Drink** from the chest, then enter the cave nearby. Follow the path upward and grab the **Guard Source**, then continue upward and keep your eyes open for an opening in the rock wall. When you see it, follow it to reach a chest with a **Power Source**. Return to the main path, exit at the top, then run right and drop down. Enter the cave, follow the connecting path, then work your way down and stay on the right side of the screen. The bottom of this screen is one of two recommended places to put the Save Point (it's one of the most central areas here). The next screen would be slightly better, but glitches can occur there which prevent you from leaving the Crater.

#### Missable Item Alert #47

If you like getting extra copies of rare, useful items (I think you do), read the information below.

Here you'll experience the only real wrinkle this dungeon has to offer. You'll be prompted to split up your group (including characters not currently in your party). You can send them three ways: Left and Up, Left and Down, or Right. Normally, this just means some items would be collected without you having to explore the whole Crater, but there's a glitch here that will let you duplicate some highly rare and valuable items, which makes this part far more meaningful, and conveniently gives you a chance to explore the entire Crater and see all of its options for Exp, AP, Gil, and **Enemy Skill** acquisition. The catch here is, to get the best results, your battle party from here until you're finished with this part will be Cloud, Cait Sith, and Vincent. Depending on their levels and your available Materia, you may need to equip **Ziedrich** and/or **Tough Ring** to keep them alive.

In any event, your party members will approach you in turn. If you're duping and want the best stuff, use the directions below for the first split; otherwise, just make sure at least two characters go the same way as Cloud does.

- **Cloud**: Left
- **Barret**: Left
- **Tifa**: Right
- **Red XIII**: Left
- **Cait Sith**: Left
- **Yuffie**: Left
- **Vincent**: Left
- **Cid**: Left



Form your party with whomever you like, then exit to the bottom-left. Here, send your party members as shown below:

- **Cloud**: Down
- **Barret**: Up
- **Red XIII**: Up
- **Cait Sith**: Down
- **Yuffie**: Up
- **Vincent**: Down
- **Cid**: Up

If you're duping the goodies, you'll now have a Cloud/Cait Sith/Vincent party; be sure to equip everyone with good **equipment (Starlight Phone!)** and **Materia**, then continue through the lower exit. Those of you who are doing the duplication glitch, just keep reading through the walkthrough for instructions on what to do; otherwise, click the link below corresponding with the direction you sent Cloud:

- **Lower-Left (Rock) Path**
- **Right (Graveyard) Path**
- **Upper-Left (Swamp) Path**

#### Lower-Left (Rock) Path

The area you've just entered features **King Behemoth**, **Allemagne**, **Armored Golem**, and **Master Tonberry**. Go down the stony stairs and collect a **Remedy** from the chest. Run right across the plateau and up the rock formation to reach another chest with an **Elixir**. Return to the middle of the platform and head down to find an **X-Potion** chest, then continue downward.

This next screen is more rock formations. Work your way downward, and jump straight forward off the ledge to fall near a **Turbo Ether** chest. Follow the path around to the right to reach a chest with a **Vaccine**. Continue following the path to the left. As it begins to travel downward, look for a much brighter area in the Lifestream. Examine this area to receive a **Magic Counter Materia** (this is the only way to get one other than **Chocobo Racing**).

Here, continue downward, grabbing the **X-Potion** as you pass the first chest. Continue downward until you reach a chest with a **Turbo Ether**. Take it, then head towards the orb you should see floating around here. Run towards the gap, and as you do so mash Circle. If done correctly, you'll pick up the **Mega All Materia** as you pass (if you miss just try again). Mega All is a great Materia which gives All effects to numerous actions in one Materia, and also changes Attack to Slash All. Once you have it, continue to the next platform, which has a **Speed Source** stashed in a chest. Exit to the next screen.

Here, do **not** do anything if you're using the duplication glitch; instead, just return the way you came (if you're not using the glitch, you can either explore the rest of the crater from this area, or skip ahead by clicking **here**). Instead, backtrack all the way to the screen where your party first split up (at the junction where your party split for the second time, take the top-most exit), and go right.

## Right (Graveyard) Path

### Missable Item Alert #48

Equip someone (preferably whoever has the highest HP) with all four **Enemy Skill Materia**. You'll run into Dragon Zombies here, which cast **Pandora's Box** as a Final Attack, the "ultimate" Enemy Skill (though in reality it's utter crap). You will never see this attack more than once per save file, so if you miss the first opportunity you'll never see the move again. You can also learn Roulette and Angel Whipser here, but neither is missable.

You'll find **Pollensalta**, **Death Dealer**, **Parasite**, **Malboro**, and **Dragon Zombie** here. Follow the once again linear path downward. Climb down when prompted, and you'll land near a **Mystile** chest and an **Elixir** lying in the open. Continue following the path to receive a **Speed Source** in a chest. To the lower left is another chest with a **Tetra Elemental** Accessory (you may already have some, but another could never hurt). As you run up the screen, look for a path leading to the left that bars the way to a chest with a **Megalixir**. Follow the path upward to reach another chest with another **Megalixir**. Follow the path all the way to the end to reach the bottom of the crater.

Once again, don't run to where your party is if you're doing the duplication glitch (if you're not doing the glitch and just want to continue onward, click **here**); instead take the exit right to return to the rock formation area, and return to the second screen where your party split up (the one with a greenish tinge). Go through the middle part this time.

## Upper-Left (Swamp) Path

You'll emerge in a swamp, filled with **Allemagne**, **Master Tonberry**, **Christopher**, **Gighee**, **Magic Pot**, and **Mover**. Incidentally, this is the best AP spot in the game; many encounters can give you thousands of AP at a time. This is especially true of Movers; don't be afraid to use your big-gun Summons against them to ensure receiving AP for defeating all of them. As to the area, at the first fork run southward and follow the path for a **Magic Source**. Return to the fork and go north this time; after Cloud swims through the water, grab the **Remedy** and exit to the right.

Run northward and go left at the path split to reach a chest with a **Vaccine**. Return to the fork and take the right path to find the **Shield Materia**, a great defensive Materia that's gotten too late to be of any real use. Run down the rock from the Shield Materia and Cloud will swim through the water, taking you to a chest with **Imperial Guard**. Run southward into the water again to be taken to the east side of the area. Run along the path towards the chest you see to find a **Hero Drink**. Now exit to the northeast.

Examine the shining area in the middle to receive a **Counter Materia**. This unique Materia allows counters with linked **Command Materia**. North of there, and partially hidden by the leaves, is the **W-Magic Materia**, which allows two Magic spells to be cast in one turn. Once you're done, exit to the left.

## Bottom of the Crater

First grab the **Luck Source** from the nearby chest, then follow the path spiraling clockwise. Here, speak to your party members to get the stuff they picked up. If you followed the walkthrough, you'll receive the following:

- **Barret: Vaccine**
- **Tifa: Mystile** (mis-labelled in dialog as "Mythril")
- **Red XIII: Shield Materia**
- **Yuffie: Counter Materia**
- **Cid: Imperial Guard**

## Final Preparations

You may be tempted to continue into the heart of the Crater right away, but there are some things you can (and should) do first.

- You can explore any parts of **Northern Crater** you like. If you followed the walkthrough, you'll have all of the treasure, but there are useful encounters all around the crater that you may wish to fight to advance your party.
- You can also leave the crater. To do this, run counter-clockwise up the spiral in the bottom of the crater, and through the opening. You'll be in the **Lower-Left (Rock) Path**, so just follow it up until the main junction, then continue upwards through the **Initial Descent** and use the cave near the top to return to the Highwind.
- If you haven't done the **Special Battle**, now's a great chance to do so for some great stuff. It shouldn't be too difficult either, with all the stuff you've collected.
- Try to get everyone's ultimate weapons; they will help tremendously coming up very soon.
- With all the goodies you just obtained, now is a great time to finish off the **Kalm Traveler's Quest**. If you can finish it you will have absolutely no trouble with the rest of the game.
- All **sidequests available at the beginning of this disc** are still available for you as well.



Once you're ready to proceed, return to the **Bottom of the Crater** (you can use whichever of the three paths you like; you don't need to backtrack any of the paths anymore now that the duplication glitch is completed). Pick your three strongest characters and give them your best stuff. Status protection is useful but you can also make arguments for the **Tough Ring** here. Equip everyone with their ultimate weapons; Materia slots and power are far more important than Materia Growth. Give the rest of your party the best of whatever you have left.

**(WARNING: If you continue further downward into the Crater, you will not be able to return to any other areas in the game. Don't go down there until you're prepared, and do not place the Save Crystal there either (or at least don't save after doing so).)**

Once you're ready to continue, run further downward past your party and towards the glowing area. You'll be prompted as to whether to continue--choose "Let's get going." After a scene, you'll be prompted to form a party.

## The Final Battle

Items	None
Enemies	Dragon Zombie, Allemagne, Iron Man, Jenova*SYNTHESIS (boss), Bizarro*Sephiroth (boss), Safer*Sephiroth (final boss)

You'll find yourself in an area with platforms forming a sort of stair-step downward. Every time you jump to a new platform, there's a chance you'll be thrust into battle. If you get a battle, it will be against **Iron Man** (most common), **Allemagne**, or **Dragon Zombie**. Iron Man Morphs into an **Escort Guard**, should you need to pick up any last-minute armor. There are 5 jumps on the first screen and 8 on the second.

Once you reach the center platform on the second screen, and old friend pays you a visit.

### Boss: Jenova\*SYNTHESIS



HP	60,000	MP	600	Level	61
Exp	60,000	AP	500	Gil	0
Steal	Nothing	Drop	Nothing	Morph	N/A
Elemental Weaknesses	None				
Elemental Resistances	Gravity (Nullifies), Earth (Nullifies), Poison (Absorbs)				
Status Vulnerabilities	Darkness				

Although this Jenova incarnation is pretty solid, with decent attacks, no significant weaknesses, and high HP, you shouldn't have too much trouble winning. Jenova\*SYNTHESIS B has 10,000 HP and C has 8,000 HP; note that only the main body gives Exp and AP.

Jenova has a wide variety of attacks here. Absorb is a magical attack used when C is alive, and hits for about 2,000 magical damage. Her slap is only used while B is alive, and deals about 1,500 damage to one and can set Fury. **Bio2** is only used if both arms are alive, and hits for around 1,300 Poison-elemental damage if ST'd, along with the usual chance at inflicting **Poison**. **Cure3** can be used for around 3,500 points healing if C is alive and B is dead, while **Stop** (sets **Stop**) can be used if B is alive and C is dead. But the real danger here is **Ultima**, which hits for around 6,500 magical damage to your entire party and ignores split. Thankfully, Jenova has to count down to use it, so kill her off quickly if you see her count down. If Ultima is cast, you won't receive any Exp or AP even if you do survive the attack.

As you can see, Jenova doesn't really have all that much going for her; most of her arsenal is either ST only or severely outdated. Killing both Arms (B and C) off will prevent her from acting at all (except for **Ultima**), though she will revive them periodically. You may be tempted to blast her with **Knights of the Round**, and it will in fact kill her off, but it greatly increases a later boss's HP levels. She should be easy enough that you don't need to bother with any of this--**Magic Breath**, **Bahamut ZERO**, **Shadow Flare**, **Ultima**, and other strong attacks will dish out high damage without too much trouble, and the MT attacks will off the arms to boot. **Limits** are great as usual; if you're trying to learn some last-minute Limit Breaks, try to get a character's Limit Gauge filled a few times so you can get uses in. Just be sure to defeat her quickly if she starts counting down to Ultima, you really don't want to see it used by her here.

Jenova\*SYNTHESIS drops nothing except Exp and AP when defeated, and the arms drop absolutely nothing. If she used **Ultima**, you will receive nothing at all (not even the Exp or AP).

After the battle, there'll be a scene, then you'll be prompted to form parties and equip them. How many parties you will need to equip is determined using the following system:

- One Party:** Occurs if any of the following are true: (1.) **Jenova\*SYNTHESIS** took 13 or more turns before counting down to **Ultima** (any turns where she did nothing due to her arms being dead count, but not the first turn where the countdown started); (2.) Your lowest-leveled party member is Level 34 or lower; or (3.) Average party level (excluding Aeris and any optional characters you didn't pick up) is 53 or lower.
- Two Parties:** Occurs if any of the following are true: (1.) You are missing either Vincent or Yuffie (or both); (2.) Lowest-leveled party member is between Level 35 and Level 44 inclusively; or (3.) Average party level (excluding Aeris and any optional characters you didn't pick up) is between Level 54 and Level 67 inclusive.
- Three Parties:** Occurs if none of the above conditions apply to you.

The party with Cloud in it is your main party, so give them your best stuff. Give any other parties the best of what's left, and try to balance them out as best you can to avoid possible Game Over scenarios. You will not be gaining any more AP, so Materia Growth is irrelevant, and you should be equipping Mastered Materia where possible. Ultimate weapons are clear winners here; they greatly increase stats and are generally much more powerful than your regular weapons. You should equip as many **Ribbons** as you can; the upcoming battles will feature many status attacks against your party. **Steal**, **Sense**, and **Morph** Materia are useless, as are Materia relating to encounters or drops (**Pre-Emptive**, **Gil Plus**, etc.) If you have three parties, you might not have enough Materia to fill everyone up, but just do your best to balance out the secondary parties (in terms of characters, equipment, and Materia).

Once you've set up all your parties, you'll be given the option to either reform them or commence battle. Once you decide to go ahead, there'll be a scene, then the fight begins.



<b>HP</b>	60,000 (+ Modifiers; see below)	<b>MP</b>	400	<b>Level</b>	61
<b>Exp</b>	0	<b>AP</b>	0	<b>Gil</b>	0
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies)				
<b>Status Vulnerabilities</b>	Darkness				

Bizarro Sephiroth is one of those highly-enjoyable multi-part battles. If you used Knights of the Round on Jenova\*SYNTHESIS or have characters at Level 99, all parts will gain HP.

The HP given above is for the main body, which you must defeat to win the battle. Modifiers for the parts are given below:

Part	Starting HP	HP gained per character at LV99	HP gained if KotR used against Jenova
Main Body	60,000	5,000	60,000
Head	2,000	250	
Core	14,000	1,750	

Part	Starting HP	HP gained per character at LV99	HP gained if KotR used against Jenova
Shoulder	6,000	750	
Arm	4,000	500	

If fighting with multiple parties, the side battles will have slightly lower HP.

Naturally, Bizarro has a variety of attacks. His Sephiroth Shock attack deals around 1,400 damage to one. Aurora Fence will be used after a while if the Head is dead, reviving it. **Bolt3** and **Ice3** also make appearances, dealing around 4,000 magical damage in their respective elements. **Slow** and **Sleepel** set the statuses you'd expect from them. Stigma is used if the Head and Core are both alive, and deals around 2,000 magical damage and sets **Poison** and **Slow**. Heartless Angel is the most dangerous attack; it reduces your party's HP to 1, and is only used if the Head is alive and the Core is dead. Finally, Bizarro Energy just heals the enemy party.

Assuming you have multiple parties, there are two main ways to do this battle. The first way, and the way the game intends you to do this, is to destroy all Arms first to make the Core vulnerable to damage, Defeating the Core in turn prevents it from healing the main body; you can then whittle down the Main Body's HP like normal. This is much slower and more confusing, but if your main party is weak you'll have to fight this way. Otherwise, you can just ignore the side parts (and side parties) and just blast the crap out of the Main Body, outdamaging the healing.

As to how to damage it, any of your big-power attacks will work. **Knights of the Round** will wipe out Bizarro in short order, and there's no penalty for using it here. Any other attacks will also work on the Main Body, so long as they're not Gravity-elemental or pure status attacks. **Magic Breath**, **Bahamut ZERO**, **2x Cut** with an ultimate weapon--you should know what works for your party by now, so just do that.

Bizarro\*Sephiroth drops nothing when defeated.

More scenes, then your main party will face the Planet's ultimate nemesis...

#### Final Boss: Safer\*Sephiroth



<b>HP</b>	80,000 (+ <i>Modifiers; see below</i> )	<b>MP</b>	680	<b>Level</b>	87
<b>Exp</b>	0	<b>AP</b>	0	<b>Gil</b>	0
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies), Earth (Nullifies)				
<b>Status Vulnerabilities</b>	Darkness, Slow				

The greatest threat the planet has ever known, Safer\*Sephiroth has some reasonably strong attacks. On the other hand, if you made it this far and set up your party properly, you shouldn't have too much trouble. This battle also features One Winged Angel as the theme music, generally considered one of the two best final boss themes in the Final Fantasy franchise alongside FFVI's Dancing Mad.

This form of Sephiroth gains 80,000 HP if you used Knights of the Round against Jenova\*SYNTHESIS, and 30,000 HP and several points each to Atk, Def, MAtk, and MDef for each character at Level 99. The damage ranges given indicate the rough amount of damage you can expect to take depending on the levels of your party.

Sephiroth has an array of tricks to throw at you. Sephiroth's basic physical hits for 5,900 - 6,900 damage to one and sets **Paralyzed** and **Darkness** to any target who isn't immune. Deen is 1,500 - 1,800 MT magic damage to your whole party. **Wall** just sets **Barrier** and **MBarrier** on Sephiroth. Pale Horse hits for 2,000 - 2,500 MT magic damage and sets **Sadness**, **Frog**, and **Small**. **Shadow Flare** is massive as usual, dealing 8,000+ magical damage to one.

**DeSpell** removes **Barrier**, **MBarrier**, **Reflect**, **Shield**, **Haste**, **Slow**, **Stop**, **Regen**, **Death Force**, and **Resist** from whomever it's targetted at, and can be MT'd on your party or ST'd on Sephiroth.

**Break** hits one character for 6,000 - 7,500 Earth-elemental magic damage and sets **Petrify** about one-third of the time against unprotected targets. Heartless Angel also makes a return appearance from last battle; it still reduces HP of all characters to 1. Sephiroth's signature move is Super Nova, which features a fancy animation and massive damage, but the attack can never kill you since it deals 15/16ths of each character's current HP in damage. It also slaps you with **Confusion**, **Silence**, and **Slow**.

Sephiroth will kick off battle with a **Wall** cast, so be ready with **DeBarrier**, **DeSpell**, or a **Holy Torch** item. Your next task should be to set **Slow**, so go ahead and do that, as well as **Big Guard** on your party. His second turn will be either Deen or **Shadow Flare**; his third, a basic physical; his fourth, to fly upwards; his fifth, Pale Horse; his sixth, Super Nova; and his seventh, **Break**, or Heartless Angel if his HP is below 25% of maximum. On his eighth turn, he will fly back down again. The cycle then repeats for the remainder of the battle, but the first turn will now feature **DeSpell** instead of Wall. If Sephiroth is **Slowed** he will cast **DeSpell** on himself to remove it; otherwise, he'll MT it on your party.

Being the final battle, don't be afraid to use your entire arsenal against Sephiroth. **Megalixirs** will immediately heal everyone to max HP and MP, and you should have plenty gathered over the course of the game. **Full Cure**, **White Wind**, and **Angel Whisper** also will get the job done. On offense, feel free to use anything that isn't Earth- or Gravity-elemental (most status attacks are also out). **Knights of the Round** (no penalty for using it here), **Magic Breath**, **Shadow Flare** (you can even learn it here from Sephiroth as long as you survive a cast), **Bahamut ZERO**, **Ultima**, **Limit Breaks**, and ultimate weapon physicals all will deal great damage to Sephiroth. If MP gets low, don't be afraid to use a **Turbo Ether**, **Elixir**, or **Megalixir** to recover it. When Sephiroth rises up, he will be out of reach of short-range moves, so use long-range abilities during this time if the character isn't Long Range. There's really little specific strategy here as to how to attack Sephiroth; he has few major resistances, so it's mostly a matter of keeping healed and unloading whatever you have available. Don't bother trying to drain off his MP; you can drain it for your own use, but Sephiroth gets it refilled at the beginning of every turn.

The difficulty of this battle really depends on your status protections. If you have everyone covered in **Ribbons**, you'll only have to worry about the damage and Super Nova's **Slow** (counter with **Big Guard** or MT **Haste** spells), but if not you'll be seeing a lot of nasty status attacks, so keep healed with **White Wind**, **Angel Whisper**, **Esuna**, or **Remedy** items. Status attacks are really Sephiroth's bread and butter; his attack script is very simple and not as damaging as you might expect from the final boss, so the damage can usually be outhealed as long as you defend the status moves.

After depleting Sephiroth's HP, you'll be in a scripted battle between Cloud and Sephiroth; just use **Omnislash** to win (Cloud will have Omnislash for this part even if you never taught it to him).

After the battle, watch the credits and savor your completion of this fine game. Congratulations!

## Missable Items Walkthrough

This section is not a full walkthrough of the game; rather, it's a guide designed to get you all missable items in FFVII. If you're looking for a detailed walkthrough, click [here](#).

*(Note: If you're playing the PS4 version, some of the below missables also have a Trophy associated with them. In these cases, if you miss the missable thing, you'll also miss the Trophy on that playthrough. For more details on Trophies, please refer to KeyBlade999's Trophy Guide, also found on GameFAQs.)*

- Iron Bangle**: Must be purchased from **Sector 7 Weapon Shop** before boarding the train with Barret and Tifa.
- Ghost Hand**: Obtained from **Ghost** (Steal or Drop). Ghost cannot be encountered in the field after leaving the **Train Graveyard** after defeating **Aps**, and cannot be encountered at all after obtaining the Tiny Bronco (before that, it can still be fought in **Battle Square**).
- Battery**: Keep the last one in your inventory instead of using it to obtain an **Ether** on **your way to Shinra HQ**.
- Elemental Materia #1**: Be sure to **guess Domino's password** on the first try to obtain this.
- A Coupon [Key Item], B Coupon [Key Item], C Coupon [Key Item]**: Obtained in **Shinra HQ** on your first visit. Keep these in your inventory instead of exchanging them.
- Enemy Skill Materia #1**: Make sure to pick this up as soon as you defeat **Sample: H0152**. Once you try to leave Shinra HQ you won't be able to return for this.
- Elemental Materia #3 [Part 1]**: Play the piano in the **Kalm Flashback** and tell Tifa you "jammed on it."
- Fort Condor Battles**: All except the final one are missable. See the section on **Fort Condor** for more information about when they happen.
- Shinra Beta**: Steal from **Marine (Cargo Ship)** or Dropped by **Submarine Crew (Underwater Reactor)**, not an infinitely repeatable encounter). After leaving the Cargo Ship your ability to acquire more of these armors is very limited, and it becomes impossible to acquire after completing the Underwater Reactor.
- Ifrit Materia**: This can only be grabbed immediately after defeating **Jenova \*BIRTH** on the **Cargo Ship**; after leaving the room the Cargo Ship (and thus this Materia) will no longer be available.
- Ramuh Materia**: Only available while in the Jockey Room at the Gold Saucer, before winning the mandatory race. Once you win a race, you can no longer return to pick up the Materia.
- Vagyrisk Claw**: Steal from **Bagrisk** (must be under level 78 and not have the Sneak Glove equipped) or dropped by the low-levelled CMD. Grand Horn. The latter enemy is only guaranteed to appear in the first three battles at **Fort Condor**, after which you'll typically encounter the middle version.
- Added Effect Materia**: Must be picked up while in Cave of the Gi. After you defeat the boss it can never be found again.
- Yoshiyuki**: Available from man staring at the rocket in Rocket Town until you complete the **Underwater Reactor**. Get it right away upon arriving so you don't forget.

15. **Great Gospel:** Grab it from the small box (upstairs) instead of the **Gold Armlet** (from the big one downstairs) during the **Arms Dealer sidequest**. After grabbing the Gold Armlet here you can never obtain more Great Gospel items.
16. **Luck Plus Materia, Morph Materia:** Available from the first areas of **Temple of the Ancients**. Once you complete the "find the creature" puzzle, these can never be acquired again. Missing Morph, incidentally, will also cause you to miss out on a number of items that require the Materia to acquire.
17. **Princess Guard:** Obtained from the clock puzzle in **Temple of the Ancients** (position IIII). Once you complete the puzzle at position VI this weapon can no longer be obtained.
18. **Aeris' Weapon/Armor:** Give Aeris items that can be obtained later for her weapon and armor after fighting **Red Dragon** (**Fairy Tale/Gold Armlet** are ideal). Her **Accessory** and **Materia** can remain equipped.
19. **Umbrella:** Available as a prize in Speed Square (5,000+ points) until you complete **Whirlwind Maze**. After this it can never be acquired.
20. **Shotgun, Four Slots, Mythril Clip:** Available from shops (**Rocket Town, Costa del Sol, and Junon** respectively) until you complete **Whirlwind Maze**. After Whirlwind Maze you will no longer be able to acquire these items.
21. **Javelin:** Only available in **Gaea's Cliff**. After **Whirlwind Maze**, the area will become inaccessible, and thus this weapon as well.
22. **Earth Mallet:** Dropped by **Gigas**, which can only be encountered in the field in **Whirlwind Maze** on the crater slopes. After completing **Whirlwind Maze**, you will never be able to obtain drops from Gigas.
23. **Neo Bahamut Materia:** Found on the first screen in **Whirlwind Maze** with a Save Point. After continuing onward this will no longer be accessible.
24. **MP Turbo Materia, Poison Ring:** Found on the screen with the boss fight (with **Jenova\*DEATH**) in **Whirlwind Maze**. After completing the area, these items can never be found again.
25. **Trine:** Be sure to not finish the **Wutai Pagoda** until you have all four **Enemy Skill Materia**; that is your last chance to learn Trine.
26. **Elemental Materia #3** [Part 2]: While Tifa is party leader, be sure to examine the piano in Nibelheim to receive this Materia. Only available if you did Part 1 above.
27. **Ultima Materia:** In the **Corel Huge Materia Quest**, be sure to at least get on the train, or you can never get the Ultima Materia.
28. **Warrior Bangle:** Steal from **Eagle Gun** during the **Corel Huge Materia Quest**. This is your only chance at it.
29. **Corel Huge Materia [Key Item]:** Make sure to stop the train, or this item can never be picked up.
30. **Imperial Guard #1:** Lost if you either win the **Fort Condor Huge Materia Quest** without fighting **CMD. Grand Horn**, or if you fight it and lose.
31. **Fort Condor Huge Materia [Key Item]:** Lost if you lose to **CMD. Grand Horn** in the mandatory battle. In this case Fort Condor itself also becomes inaccessible (which in turn means you can never acquire more **All Materia** except the ones found during the storyline).
32. **Curse Ring #1, #2:** One copy is a reward for the **Old Beat-Up Key Sidequest**, and the other can be stolen from **Ultimate Weapon** during the first fight in Mideel. After Cloud returns this item can never be found again.
33. **Battle Trumpet, Scimitar, Leviathan Scales [Key Item]:** Once you complete the **Underwater Reactor** these items can never be found again. You can find them immediately after fighting Carry Armor.
34. **Underwater Huge Materia [Key Item]:** Lost if you fail the **Submarine Chase** mini-game.
35. **Steal as Well Materia, Oritsuru:** Lost if you missed the Leviathan Scales, otherwise can be obtained any time.
36. **Ziedrich #1, Tough Ring #1:** Stolen during the boss fight (with **Turks:Rude** and **Turks:Reno**) aboard the **Sunken Gelnika**. After Disc 2 the fight itself becomes unavailable.
37. **Ziedrich #2:** Steal from **Turks:Rude** during your encounter in Rocket Town during the **Huge Materia Quest**.
38. **Nibel Huge Materia [Key Item]:** Open the containment chamber on the rocket within the time limit to receive this, otherwise you lose it.
39. **Rising Sun:** Steal from **Diamond Weapon** during your encounter near Midgar.
40. **MP Absorb Materia, HP Absorb Materia #1:** Only available if the **Wutai Sidequest** is completed (which can be done anytime until **Disc 3**). On Disc 3 it's unavailable.
41. **Aegis Armlet:** Missed once Cloud jumps off the falling platform during the **Midgar Raid**. Both are great weapons, so be absolutely sure you grab them.
42. **Starlight Phone, Max Ray:** Missed once **Midgar Raid** is completed (found in the bowels of the **Sector 8 Plate**).
43. **Ziedrich #3, Tough Ring #2, Minerva Band #2:** Steal from the **Turks** during the encounter in the **Midgar Train Tunnels**. This is also your last chance for the Ziedrich and Tough Ring; if you pass/complete the battle and don't have either item, you'll never be able to get them again.
44. **Graviball:** Dropped by **Deenglow** (**Train Graveyard**) or Steal from **Shadow Maker** (**Train Tunnels, Disc 2**). After the **Midgar Raid** it's impossible to get this item.
45. **Behemoth Horn, Grow Lance, HP Shout, Pile Bunker, Master Fist, Turtle's Paradise Newsletter No. 2:** Missed once **Midgar Raid** is completed (found in **Shinra HQ**).
46. **Mystile #1:** Missed once **Midgar Raid** is completed (found in the **ruined train station** in a chest).
47. **8inch Cannon:** Dropped by **Grosspanzer\*Big** (100% Drop rate) and **Cromwell** (both during **Midgar Raid**), or Steal from **Attack Squad, Submarine Crew** (**Underwater Reactor**), or **Grosspanzer\*Big** (**Midgar Raid**). After the **Midgar Raid**, none of these enemies can ever be encountered again.
48. **Shinra Alpha:** Steal from **Underwater MP** (**Underwater Reactor**) or **SOLDIER:1st**. After the **Midgar Raid** you can never encounter either enemy again.
49. **Missing Score:** Found while climbing up the long-ish stairway in the rain in Midgar during the **Midgar Raid** (you'll know when you're here). **Barret must be in your party** to make the chest appear. After fighting the boss up here you'll never be able to return.
50. **L5 Death, L4 Suicide:** Missed if not already learned and all characters are over Level 95 and 96 respectively.
51. **Mystile #3, Shield Materia #2, Imperial Guard #3:** Use the **duplication glitch** in **Northern Crater** to obtain these.
52. **Pandora's Box:** Used ONCE per save file by **Dragon Zombie** enemies. Be sure to have all **Enemy Skill Materia** equipped to your strongest character when killing your first one. (If you don't have them equipped, you can prevent a Dragon Zombie from using Pandora's Box by fleeing from, inflicting **Petrify** on, or Ejecting (cast **Remove**) the Dragon Zombie.)

## Sidequests/Mini-Games

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In this section, you'll find a listing of all the sidequests and mini-games throughout FFVII, and information about them.

### Fort Condor

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Fort Condor is a sidequest that runs throughout the first two-thirds or so of the game. The main difficulty of the quest lies in knowing when to return, as several of the battles are available only for brief periods of time. Also, the rewards are based upon how many battles you've won, not which battle number you're on, so missing battles tends to cause you to miss good rewards.

#### When Fort Condor Battles Occur

There are 21 total battles at Fort Condor, all of which are optional except for Battle #21. They are listed in the table below, and battle numbers correspond to those used in the walkthrough (the table may contain spoilers, so beware):

Battle	When Available
<b>Battle #1</b>	Upon your initial arrival to Fort Condor
<b>Battle #2</b>	After defeating <b>Bottomswell</b> but before talking to Priscilla
<b>Battle #3</b>	After being shown the dolphin but before going to Upper Junon
<b>Battle #4</b>	After obtaining the Buggy
<b>Battle #5</b>	Available after your party has sat down by the campfire in Cosmo and you're prompted to form a party.
<b>Battle #6</b>	After the <b>Cave of the Gi</b>
<b>Battle #7</b>	After talking to Shera but before speaking to the "Captain"
<b>Battle #8</b>	After obtaining the Tiny Bronco
<b>Battle #9</b>	After obtaining the Keystone
<b>Battle #10</b>	After completing <b>Temple of the Ancients</b>
<b>Battle #11</b>	After using the Lunar Harp
<b>Battle #12</b>	After sleeping in the Forgotten City, but before the end of Disc 1
<b>Battle #13</b>	<b>Disc 2</b> , anytime before completing <b>Whirlwind Maze</b> .
<b>Battle #14</b>	Cannot be fought. Tifa is asleep...
<b>Battle #15</b>	Cannot be fought. Tifa is asleep...
<b>Battle #16</b>	Cannot be fought. Tifa is asleep...
<b>Battle #17</b>	Cannot be fought. Tifa is asleep...
<b>Battle #18</b>	Cannot be fought. Tifa is asleep...
<b>Battle #19</b>	After obtaining the Highwind, when Tifa is the leader of your party.
<b>Battle #20</b>	Cannot be fought. Occurs during the <b>events in Mideel</b> .
<b>Battle #21</b>	<b>Mandatory</b> . This is the battle for the Huge Materia.

Note that if it's time for the next battle, the chance to do the previous battle is lost, so if you intend to do all battles you'll need to pay careful attention to events (or just follow the walkthrough). Battles 14-18 and Battle 20 can never be taken part in, considering that in both cases you're stuck elsewhere.

In the battle itself, you'll deploy soldiers to try to defeat your enemy (either eliminate all enemies currently on the field, or defeat the enemy Commander). If any enemies reach the shack on top of the mountain, you'll immediately be thrust into battle against CMD. Grand Horn using your current party. It's a weak enemy, but make sure you win. (There are actually three different versions of CMD. Grand Horn: A weaker one, faced in battles 1-3 and sometimes against low-leveled (or short-handed) parties in higher-level battles, a medium one, faced in the later battles with parties at normal levels, and a strong one, which is only seen in the mandatory battle. The middling-one drops nothing, but the low-level CMD drops a **Vagyrisk Claw** and the strong one, an **Imperial Guard** armor.)

This gives us three different possibilities. Their effects are explained below (note that the mandatory battle has slightly different mechanics, which are explained in the main walkthrough):

- **Won in the Field:** If you won with your hired units, the battle is considered as a win and you receive the next reward in the series of Fort Condor rewards in addition to 200 Gil per friendly unit still standing.
- **Won against CMD. Grand Horn:** You do not gain the next Fort Condor reward or any Gil for units that may have still been alive, but do keep anything dropped by CMD. Grand Horn. The battle is considered a won battle.
- **Lost against CMD. Grand Horn:** You gain nothing, and the battle is marked as a loss. Note that you'll never actually be kicked out of Fort Condor unless you lose the mandatory battle.

A cheap and easy way to win in the field is to place 2-3 Attackers as far down as possible, and then start the battle. Continue placing Attackers further and further down until you're near the enemies, then place whatever units you need near those enemies to defeat them quickly and win. In most cases you shouldn't need to use more than 8 units using this strategy.

## Fort Condor Units

Below is a simple table with the strengths and weaknesses of your main battle units as well as their main stats and cost to hire. Note that immobile units, Repairers, and Workers take normal damage from everything and do normal damage to everything (except Commanders). If a unit in the table is weak against an enemy (read across the table), it means it takes double damage from that type of unit and deals half damage, while units that are strong against a type of enemy deal double damage and take half normal damage.

Unit Stat/Strength/Weakness Table							
Unit	Gil	HP	Attack	Beast	Barbarian	Wyvern	Commander
Fighter	400	200	30				Weak
Attacker	420	180	25	Strong	Weak		Weak
Defender	440	220	35		Strong	Weak	Weak
Shooter	520	160	20	Weak		Strong	Weak

*(Note: All units (including those not listed in the table) are weak to Commanders, and Stoner/Tristoner do little damage to Wyverns.)*

As to other types of units not listed in the table, I don't particularly recommend using them; they look decent on paper, but the above four types should be easily enough to get you through any battle, and since it's easiest (and requires buying fewer units) to quickly eliminate enemies and clear the field from the bottom to win (rather than fighting defensively and defeating the Commander), you really want units that can move and dish out damage quickly. If you still want to play around with



them, be my guest.

## Fort Condor Rewards

The rewards in Fort Condor are as follows (note that the mandatory battle follows different procedures for giving rewards and is covered in its section in the main walkthrough):

If this is your ____ battle won in the field...	Your prize will be...
1st	<b>Magic Comb</b>
2nd	<b>Peace Ring</b>
3rd	3x <b>Ether</b>
4th	<b>Megalixir</b>
5th	5x <b>Hi-Potion</b>
6th	5x <b>Hi-Potion</b>
7th	<b>Superball</b>
8th	3x <b>Turbo Ether</b>
9th	3x <b>Turbo Ether</b>
10th	5x <b>X-Potion</b>
11th	5x <b>X-Potion</b>
12th	5x <b>X-Potion</b>
13th	3x <b>Elixir</b>
14th	3x <b>Elixir</b>

Remember that lost battles, skipped battles, and battles won against CMD. Grand Horn do not count towards battles won in the field, so any of these results will cause you to stay on the same prize as you would have won in the current battle. So if you fought CMD. Grand Horn early for a **Vagyrisk Claw**, remember that you won't be able to get the final 3 **Elixirs**. Also, many of the prizes are mis-labelled in the dialog text, but the items in the table above are the items you'll actually receive.

Finally, a note as to the 6 forced-skip battles: this is where donations come into play. Fort Condor needs 3,000 Gil per battle, so if you do every battle possible they'll need 18,000 Gil total to survive the six battles you're forced to miss. While this has no tangible effect on the game, there is a guy who will say if any battles were lost. If they have enough money to cover a skipped battle (whether forced or not; a battle is also considered skipped if you "Let them handle it"), it's counted as a win (but you obviously gain no rewards). If they don't, it's considered a loss, so in a Perfect Game make sure they have enough Gil for all the battles your team is forced to miss, and do all the ones you can do. If they have any donated money left over when you do Battle #21, it will be given back to you then.

## Recruiting Yuffie



Recruiting Yuffie (an optional character) is quite simple. Once you finish in the **Mythril Mines**, you'll begin seeing forests around the World Map. Randomly within these forests, you'll encounter the "Mystery Ninja" enemy. The odds are quite low in the earlier forests (1/8 in those around Junon/Fort Condor which is the earliest you can get her), but increase as you progress and are highest around Rocket Town (chance is almost 100%).

Once you meet the Mystery Ninja, defeat her using whatever moves you like. You'll then find yourself on a plain with the Mystery Ninja; do NOT enter the menu or you'll find she's run away and stolen some Gil. Choosing wrong options early in the dialog will also cause her to steal Gil from you. (If you want, you can just walk away any time you're not in dialog and lose nothing.) Speak to her, then choose the following options: "Not interested," ".....petrified," "Wait a second!" ".....That's right," and "Let's hurry on." You will get a chance to name her (Default: **Yuffie**), and she will join your party. She is a long-range character like Barret, and comes with a **Throw Materia**, which you haven't seen yet if you're doing this as early as possible. (If you stole the **Boomerang** earlier and haven't finished Junon yet, you can equip it on her to up her attacking power.)

In addition to being a great character (in battle at least), Yuffie is also a prerequisite for two highly rewarding sidequests later in the game (the **Wutai Quest** and the **Wutai Pagoda Sidequest**), but these won't become available until you're obtained the Tiny Bronco .

(**Note:** Each of these correct answers add some points to this new character's liking of you; if you want her for the **later scene**, you can say, "What's your name?" at the end to cause her to leave (no Gil will be stolen), then re-encounter her and do the dialog again to continue upping her liking of you.)

## Gold Saucer

This section outlines the many mini-games available in the Gold Saucer. Some games require you to be past a certain point in the story, or to fulfill other requirements; if the activity has any special requirements aside from having access to the Gold Saucer, it will be noted in the respective section. All entrances to the Gold Saucer areas also contain areas you can use to jump to any other area.

### Gold Gate (Entrance)

This is (as noted above) the entrance and exit to the Gold Saucer. Entry is 3,000 Gil for a one-time pass and 30,000 Gil for a Lifetime Pass (meaning it gives you unlimited entry). Once you have completed **Whirlwind Maze**, you'll also occasionally see a man here selling 1 GP for 100 Gil near the Save Point. Take advantage of it if you have the money, There is also a Save Point, which costs 5 GP to use.

### Event Square

**Requirements:** Have the Keystone

Event Square is only used during the **Date Sequence** (the link will contain some spoilers).

### Speed Square

Speed Square consists of only one minigame: a roller coaster in which you try to shoot as many objects as possible to score points. Your gun will slowly drain power as it's fired, and recharge quickly while it's not being fired (so don't just hold down Circle). The targets always appear in the same order and with the same timings, so try to memorize their positions and shoot accordingly. Most of the targets are fairly obvious (shoot stuff that moves or looks important), but I'll note a few of the more interesting ones here. When you reach the large saucer, fire on it in short bursts until it explodes to gain a huge point bonus (1,000 points). The second-to-last headlight on the left at the end of the course also gives 200. The game will take some practice to win, but you can always save your game first to cut down on GP costs.

To get the best prizes, you must score 5,000 points or more. Note that each of the top prizes can only be obtained once, and each of them is only available during a specific period of time; after that you'll just get the junk items that you would normally get for less than 5,000 points. Note that this is the only way to obtain the **Umbrella**, so if you're interested in a Perfect Item List you must obtain it before completing **Whirlwind Maze** on Disc 2.

Speed Square Prize List		
< 5,000 Points		Masamune Blade (50%), 1/35 Soldier (25%), Super Sweeper (25%)
≥ 5,00 Points	Before Whirlwind Maze	Umbrella
	After Whirlwind Maze	Flayer

### Round Square

**Requirements:** First visit to Gold Saucer, or have the Keystone

On your first visit, you can ride around on the gondola here for a scene with your chosen companion. It's also a key part of the **Date Sequence** (link contains spoilers). After that, the Round Square will be closed permanently.

### Ghost Square

Ghost Square features an Inn (5 GP to rest), as well as an **Item Shop**. You'll also find Turtle's Paradise Newsletter No. 3 here.

### Battle Square

**Requirements:** Obtained Buggy

#### General Rules of Battle Square

Battle Square lets you test your skills in battle in exchange for prizes (using BP). Starting a round (except for the mandatory one during the storyline) costs 10 GP each time. Battles in the Battle Square function much like normal battles, but with the differences listed below:

- You can fight up to 8 battles in a round in the Battle Square. Points received will increase as you fight more battles, as will the general strength of the enemies. If you win all 8 battles, you will be returned to the Battle Square area with all of your earned BP.
- All battles only allow one character.
- Enemies in Battle Square are stronger than their counterparts in the field. They have double the HP, and their other stats are 25% higher. Elemental and status properties will remain the same.
- You can **Steal** from enemies and **Morph** them, but they will never drop **Items**, Gil, or Exp in the Battle Square (items won from Stealing/Morphing will remain in your inventory after the round regardless of the results after that point).
- You cannot learn **Enemy Skills** in the Battle Square.
- You cannot learn new Limit Breaks in the Battle Square; Limit uses and kills here do not count towards the character's total.
- You earn 10 BP base per battle.
- You cannot run from battle, but **Smoke Bombs** and **Exit Materia** will still let you flee (if you do this, you'll still receive BP from previous battles as well as the handicap BP for the current battle). If you do escape in this way, it will count as an escaped battle, so don't do this if you're going for a Perfect Game.
- Losing a battle will cause you to lose all accumulated BP from the current round (you won't receive a Game Over).
- Between battles, you will have the option of walking away with the BP (battle points) you're earned for the round, or you can continue fighting. Statuses (both positive and negative), as well as HP and MP, carry over to the next battle, but can still be removed by the normal in-battle means. **Ending the round this way causes you to be charged with an escape.**
- Your ATB gauge starts with the same status it had at the end of the last battle. This means that if you defeated the last enemy with a counterattack, **Poison/Death-sentence** status, etc., the meter is not reset. If you had an action pending when the enemy was defeated, the action will be canceled and you'll be prompted to select again as soon as the next enemy appears.



- Your Limit Break bar will fill normally during battle, and the status of the meter carries over to the next battle.
- If you continue fighting after the first battle, before the start of each subsequent battle (battles 2-8) you will spin a slot wheel with three options (sometimes it will be three of the same option). These are handicaps, and almost all of them will hinder you in battle in some way, as well as adding points to your total if you successfully complete the battle (points from your handicap are added to the base points from the battle and any points you accumulated from prior battles). For status ailments, they will fail if you have immunity to the ailment through whatever means, but you'll still receive the BP bonus, and they can also be removed during battle like statuses inflicted through other means.
- All handicaps carry over until you finish fighting (except status ailments that are subsequently removed).
- After the conclusion of a round, you'll be returned to your previous HP/MP levels and status, but any **Items** you used during the round will still be gone.

As to handicap bonuses: the amount of bonus BP you receive for a handicap is based upon the type of handicap and how many battles you've fought (you gain far more BP for handicaps in battles 7 and 8 than you do in battles 2-6). In general, the more severe handicaps give more BP (All Materia Broken, for example, gives 10,000 BP if you get it in Battle 8), while the less severe ones give less (Lucky 7, which means nothing happens, gives 7 points for any battle, and Cure, which heals you fully, only gives you 1 BP for any battle). Because of this, it's recommended not to try for severe handicaps until battles 7 and 8.

In the **mandatory battle** during the storyline (for the keystone), you will earn no BP. During the round the game will show you as accumulating BP, but after the battle you'll find you've won no BP from the round. Winning this round will cause Dio to give you a **Protect Vest** and **Choco Feather**, which are nice accessories for this stage of the game. Because you win no BP, you should always try for the easiest handicaps, and there's no reason to ever decline a battle here either (you receive the same prize regardless, but continuing gives you a shot at the Accessories).

Another key point to remember is that any BP you acquire will disappear when you leave the Battle Square, so make sure to use as many of them as possible before leaving. The prize machines are located near the exit.

### Battle Square Handicaps

Handicaps are decided using a slot reel that functions very similar to the ones used for Tifa's Limit Breaks. You can tap Square rapidly to slow down the reel, and Circle will stop them on the next icon.

Note that effects breaking **equipment** and **Materia** are temporary; after the round is complete you will not lose any equipment or Materia from spinning them, and the equipment/Materia will resume their usual functions. If a Materia is broken, note that negative stat effects caused by it are also removed in addition to positive effects for the duration of the round (so if **Magic Materia** is broken, for example, you'll probably see increases in HP and physical stats to offset the loss of abilities and magic-related stats).

Below is a table of the handicaps possible in Battle Square. They are arranged in order from lowest bonus amount to highest bonus amount. Remember that no handicap gives a particularly large bonus until Battle #7 and Battle #8, so it's strongly recommended to choose easy handicaps (or ones that won't hurt you, like statuses you have immunity to or breaking Materia types that you have none of equipped or had broken previously) and to go for the big-bonus ones (which tend to be more severe) in the last two battles.

Handicap	What it Does
Cure	Full HP healing (in other words, casts Full Cure on your character; this is unique as it actually helps you)
Lucky 7	Nothing (you go to the next battle with no new handicap, but only gain 7 BP for the handicap irregardless of which battle you're doing)
Poison	Character is <b>Poisoned</b> , will fail if immune
1/2 Spd	Character's Speed stat is reduced by 1/2 (represented by a shoe)
Down 5 Levels	Character's Level reduced by 5, stats reduced accordingly ( <i>Note: This is represented on the reel by LV with a small arrow down.</i> )
Down 10 Levels	Character's Level reduced by 10, stats reduced accordingly ( <i>Note: This is represented on the reel by LV with a large arrow down.</i> )
Time x30	Damages your character equal to hours played * 30 (does not reduce maximum HP)
1/2 MP	Reduces maximum MP by 1/2
0 MP	Reduces current MP to 0, does not affect maximum MP
1/2 HP	Reduces maximum HP by 1/2
Mini	Sets <b>Small</b> status on character, will fail if immune
No Yellow	Breaks all <b>Command Materia</b> , disabling their effects for the duration of the round
Frog	Sets <b>Frog</b> status on character, will fail if immune
No Armor	<b>Armor</b> is broken, removing all bonuses and elemental/status effects (Materia in the armor remains functional)
No Red	Breaks all <b>Summon Materia</b> , disabling their effects for the duration of the round
No Accessory	<b>Accessory</b> is broken, removing all bonuses and elemental/status effects
No Blue	Breaks all <b>Support Materia</b> , disabling their effects for the duration of the round
1/2 HP & MP	Reduces maximum HP and MP by 1/2
No Purple	Breaks all <b>Independent Materia</b> , disabling their effects for the duration of the round
No Item	<b>Item</b> command is sealed (represented by an item bag)
No Weapon	Weapon is broken, removing all bonuses and elemental effects (Materia in the weapon remains functional)
No Green	Breaks all <b>Magic Materia</b> , disabling their effects for the duration of the round
No Materia	Breaks all <b>Materia</b> , disabling their effects for the duration of the round

As you can see based upon the chart, you should save the handicaps near the bottom for near the end as they can be debilitating if you have to live with them for too long. Be wary of 1/2 Spd as well--if used repeatedly it will become a major drag on winning, because it will take a long time to get turns. The same goes for the LV Down handicaps--they won't hurt you too much if spun, but doing it repeatedly really gimps you. If you don't have Cure or Lucky 7 on the reel and don't have any options that don't affect you for any other reason, Poison is the best one to have for the early rounds--the status is fairly meaningless to characters (due to their

relatively low HP totals) and it's easily removed. Down 5 LVs and Time x30 are also fairly benign (just don't overuse the former and make sure you have enough HP to survive the latter; unless you've been seriously damaged you probably do). On the other hand, 0 MP tends to be very pesky, as it requires you to use an Item to get any MP back (and remember, Items are lost after use as normal if used in the Battle Square, and you can't leave to buy more without losing all your BP).

In addition, be wary of taking No Materia along with No Item, as that will allow you to only use basic physical attacks for the remainder of your time in that round.

### Enemies in the Battle Square

At the beginning of each round in the Battle Square, the game will select either Group A or Group B, with only enemies out of the selected group appearing for the duration of the round of battles. Within each group, the game will select one of four enemy formations at random (except the **Special Battle**, which is always the same lone enemy in a given battle every time). Battle #8 (the final battle) will always be from the same pool irregardless of which group was chosen. If there is no number in front of an enemy, it means there is only one of that enemy. See the table below for a listing of possible encounters (you can click on an enemy's name for information about it, but remember the information there is meant for full parties, not a solo character).

#	After Buggy		After Tiny Bronco		After Highwind		Special Battle (see notes below)
	Group A	Group B	Group A	Group B	Group A	Group B	
1	Guard Hound 3x Grunt 2x Grunt 2x Mono Drive	3x Grashtrike 2x Chuse Tank Gashtrike 2x Guard Hound	4x Flapbeat 2x Spencer 2x Bullmotor Bullmotor	3x Spencer, Flapbeat 2x Flapbeat Flapbeat 2x Joker	3x Razor Weed 3x Foulander 2x Foulander 2x Jayjuyame, Bizarre Bug	2x Dual Horn 3x Garuda 2x Jayjuyame, Garuda 2x Garuda	Sea Worm
2	2x Sahagin, Ceasar 2x Whole Eater 2x Hedgehog Pie 2x Blugu	Sweeper 3x Ceasar Whole Eater, 2x Hedgehog Pie 3x Hedgehog Pie	Crown Lance 2x Grand Horn 2x Gaghighandi Grand Horn	Needle Kiss, Search Crown, Bagnadrana 3x Needle Kiss 2x Gadighandi 3x Gadighandi	2x Kelmelzer Tonadu 2x Under Lizard Adamantaimai	5x Slaps Tonadu Under Lizard 2x Bizarre Bug, Tail Vault	Ho-Chu*
3	Eligor 2x Ghost, Deenglow 3x Ghost 2x Cripshay, Deenglow	Eligor 2x Aero Combatant 3x Deenglow 2x Deenglow	Gaghighandi, 2x Touch Me Heavy Tank Flower Prong Kimara Bug	Heavy Tank Flower Prong 2x Kimara Bug Touch Me	2x 8 Eye 3x Toxic Frog, Jemnezmy 3x Ancient Dragon Doorbull	2x 8 Eye 3x Toxic Frog, Jemnezmy 3x Ancient Dragon Doorbull	Unknown 3
4	Vargid Police, Zenene 2x Brain Pod Moth Slasher 2x Sword Dance	Brain Pod 2x Moth Slasher 3x Sword Dance Sword Dance	2x Desert Sahagin Golem Griffin 3x Bagrisk	2x Crown Lance 2x Skeeskee, Griffin Desert Sahagin Griffin	Acrophies Boundfat, 3x Maldancer 2x Trickplay Vlakorados	Hippogriff 2x Ice Golem 2x Jumping Trickplay, 2x Boundfat	Serpent
5	2x Elfadunk 3x Levikron 3x Kalm Fang Devil Ride	2x Levikron Levikron, 2x Elfadunk Levikron, 2x Mu 2x Custom Sweeper	2x Gi Spector 3x Sneaky Step 4x Heg 3x Skeeskee	3x Gi Spector Sneaky Step, 3x Heg 5x Heg 2x Heg, Sneaky Step	3x Jumping Magnade 2x Lessaloploth 3x Shred	Snow, Lessaloploth Lessaloploth 2x Shred, Frozen Nail 2x Frozen Nail	Wolfmeister
6	5x Crawler 3x Crawler, Ark Dragon 3x Castanets 2x Madouge	4x Scrutin Eye 2x Catanets, Ark Dragon, Crawler 4x Castanets 2x Madouge, 3x Crawler	2x Nibel Wolf, Velcher Task 3x Nibel Wolf 2x Battery Cap 2x Bahba Velamyu	2x Bahba Velamyu** 3x Valron 2x Velcher Task 4x Battery Cap, Valron	Ironite, 2x Wind Wing 2x Gremlin, Sculpture Cuahl, 2x Headbomber Stilva	2x Cuahl 3x Evilhead 2x Headbomber, 2x Zolokalter 3x Headbomber	Behemoth
7	4x Beachplug 5x Capparwire Zemzalett 2x Nerosuferoth	Nerosuferoth, 2x Capparwire Zemzelett 2x Formula 2x Nerosuferoth, Formula	2x Screamer, Twin Brain 3x Twin Brain Sonic Speed, 2x Kyuvilduns 4x Black Bat	5x Kyuvilduns 3x Sonic Speed 3x Kyuvilduns 3x Black Bat	Dragon Rider Gigas Blue Dragon Malboro	Tonberry* 2x Ironite 2x Wind Wing 3x Gremlin	Maximum Kimaira
8	Harpy 2x Bagnadrana Grangalan Hell Rider VR2		Dragon Zuu Ying, Yang Ghiofelgo		Ghost Ship Ho-Chu* Sea Worm Serpent		Proud Clod, Jamar Armor

\*Denotes enemies only found in Battle Square

- If this formation is encountered, switch to other group for subsequent battles

### Prizes

After successfully completing a round (winning all 8 battles), you'll be given a **Tissue**. If you win all 8 battles for Dio in the mandatory Battle Square Battle (to proceed with the story you don't even have to win a battle), you'll receive a **Protect Vest** and **Choco Feather** immediately after battle (instead of the usual **Tissue**). These are good prizes, so go for it (it may take a few tries depending on your equipment and the handicaps and enemies you end up with).

If you win a round, speak to the woman at the bottom of the stairs as you leave (make sure you're done spending your BP) and she'll give you a **Sprint Shoes** Accessory (one time only). Very nice! Every won round in the Regular Battle (but not the **Special Battle**) will result in you receiving a **Tissue**.

The table below list the prizes available throughout the game, and their BP costs. **Omnislash** and **W-Summon** can only be acquired once each. Remember--all BP is lost if you leave, so spend as much as you can!

After Buggy		After Tiny Bronco		After Highwind	
Prize	BP Cost	Prize	BP Cost	Prize	BP Cost
Potion	80	Phoenix Down	100	Remedy	100

After Buggy.		After Tiny Bronco		After Highwind	
Prize	BP Cost	Prize	BP Cost	Prize	BP Cost
Phoenix Down	160	Remedy	200	Enemy Lure Materia	250
Shrapnel	320	Mimett Greens	400	Right Arm	500
Ether	640	Enemy Lure Materia	800	Pre-Emptive Materia	1000
Mimett Greens	1280	Bird Wing	1600	Raegan Greens	2000
Fury Ring	2560	S-Mine	3200	Speed Plus Materia	4000
Enemy Lure Materia	5120	Pre-Emptive Materia	6400	Stardust	8000
Pre-Emptive Materia	10240	Speed Plus Materia	12800	Champion Belt	16000
Speed Plus Materia	20480	Champion Belt	25600	Omnislash	32000
Champion Belt	40960	Omnislash	51200	W-Summon Materia	64000

### Special Battle

The Special Battle is only available after having obtained Cloud's **Ultima Weapon** and learning (not merely acquiring the manual for) his **Omnislash** Limit Break, and obtaining **W-Summon** (which is one of the Battle Square prizes for earning enough BP). It functions the same as the normal battle, but there are two important differences. First, only Cloud can participate. Second, you will always encounter the same 8 (technically 9, because **Proud Clod** always appears with Jamar Armor) enemies rather than a random selection out of a pack of four. Win to receive the **Final Attack Materia** the first time; if you win 10 times, you'll receive a **Ribbon**. Against **Proud Clod** (the final opponent; it's actually possible to encounter it here before seeing it in the main game), I recommend either **Omnislash** or **Knights of the Round** due to its high HP. It can take a while though, depending on your levels and handicaps.

After the first round, any subsequent Special Battle wins will earn you a **Gambler**, **Masamune Blade**, **Combat Diary**, or **Autograph**. All of them are useless, but still better than the **Tissue** that you would normally win. You'll still receive BP as well, which works exactly the same as the Regular Battle.

In addition, this is also a good way to farm **Ribbons**; **Ho-Chu** (8,600 HP) can be Morphed into one and will always be the second opponent you face. **Unknwon 3** and **Serpent** also have useful Morphs, but it's up to you to decide if you'd rather fight stronger versions here solo or the normal versions in the **Sunken Gelnika** with a complete party.

### Strategy

Before completing **Whirlwind Maze**, I recommend not worrying about the Battle Square. GP is scarce, and the good prizes take a lot of points to get. Yes, the enemies before the Tiny Bronco are very weak, but there aren't any particularly useful prizes (you probably don't have enough slots yet to level the Materia from here even if you do get them) and GP is tough to come by. After the Tiny Bronco, I only recommend doing the mandatory battle, for similar reasons as before (though if you're strong enough and have the GP, be my guest and farm BP for **Omnislash**).

Your setup depends heavily on the equipment and Materia you have, but at all times you should be focused on defense above all, as Cloud with **Omnislash** (or even level 3 Limits), **Enemy Skill**, and a good sword will have plenty of offense for all of these battles, so try to focus the rest of your setup on defense and status attack and defense. I'll provide more specific suggestions below, which mostly pertain to the endgame (otherwise you'll probably just be using the best of whatever's available at the time).

For weapons, ultimate weapons are generally best; they do massive damage (especially ones based upon HP (**Ultima Weapon**, **HP Shout**) or AP (**Missing Score**), or a charged-up **Death Penalty**), have four pairs of linked slots, and AP is not earned in Battle Square. If you don't have them, use a weapon that's well-balanced between Materia slots and power.

For armors, the best choices are **Mystile**, **Imperial Guard**, **Minerva Band**, **Shinra Alpha**, and **Aegis Armlet** in that order. **Ziedrich** can also be used, though it severely limits your Materia usage, but it exceeds all of the others (except perhaps **Mystile**) if you want to go for a hardcore defensive setup.

Accessory should always be a **Ribbon** if you have one; otherwise, you'll have to check the list of enemies you could encounter and determine what protects you best (probably **Peace Ring** or **Headband**).

For **Magic Materia**, I recommend only **Restore** and perhaps **Heal** (unless of course you have a **Master Magic Materia**); everything else is too marginal to bother with (or, with **Full Cure**, costs too much MP). **Enemy Skill** is awesome as usual, and so are **Steal** and **Morph** if you missed items. **HP Plus** is always nice, as are Materia that enable counters. Don't bother with **Summon Materia** besides **Knights of Round**, Summons are too expensive in most cases and often severely reduce your defenses, but **KotR** can be a nice finisher. If you have the Materia Slots available, feel free to add other defense- or status-oriented Materia as well (**Long Range** for back row ability, **Hades-Added Effect** on your weapon for nasty status attacks, **W-Item** for easier healing, etc.) or **Elemental Materia** setups in your armor. As a final note regarding Materia, remember you don't gain AP for these battles, so make sure to equip your highest-leveled Materia if you have multiple copies (Mastered copies if you have them).

For Limit Breaks, be sure to have your highest level Limit selected. When trying for handicaps, be especially careful if your Accessory is broken, as you're now wide-open to status attacks.

### Wonder Square

Wonder Square holds a wide variety of mini-games for you to play. Some of them you will have done previously in the storyline, others are completely new.

### Prize Lady

This woman (on the first screen) will allow you to trade your GP for prizes. Note that it doesn't matter how you obtained the GP (Wonder Square, **Chocobo Square**, or the **GP Salesman**), she'll still give you the prizes in exchange for GP. If you're good at **Super Dunk** or **Chocobo Racing**, this is a much-superior way to obtain a Gold Ticket (Lifetime pass to the Gold Saucer) to spending 30,000 Gil at the entrance.

Prize	Cost (GP)
Potion	1
Ether	20

Prize	Cost (GP)
<b>X-Potion</b>	80
<b>Turbo Ether</b>	100
Gold Ticket	300
??????????? (Carob Nut)	500
??????????? (Gil Plus Materia) (after Whirlwind Maze)	1000
??????????? (EXP Plus Materia) (after Whirlwind Maze)	2000

Ignore the **Carob Nut**, there are much easier ways to get them than spending your GP. The same goes for the other normal items. Really, the only worthwhile trades here are the Gold Ticket (HUGE Gil saver if you play your cards right) and the two unique Materia available after completing **Whirlwind Maze** (there's no other way to get them, and GP is easy to obtain at that point). The two Materia can only be purchased once each, by the way.

### Super Dunk

Super Dunk is one of the few decent ways to earn GP early on. One game costs 200 Gil, and the rules are very simple: if the ball goes in, you get another shot, if not the game ends (you still take any earned GP) and you must pay 200 Gil to begin again. Every ten rounds, you'll get a chance to double your GP; if you miss the double shot, you'll just win 1 GP (if you refuse the game ends with your current GP). If you make 40 shots (and four "Double Chances") you'll leave with 300 GP (the game won't let you continue after that, but you can still play a new game by paying 200 Gil).



The trick to this game is to release Circle as soon as the ball passes Cloud's giant front hair-spike. If you do it before this, it'll fall short, and if you do it too late it'll bounce hard off the backboard and not go in the basket. Practice makes perfect for this game just like most of the other Gold Saucer games, especially if you're going for the maximum GP.

For this to be profitable and reasonably time-efficient, you need to be able to at least make 11 shots (10 normal shots and one Double Chance) in a row consistently. If you can do this, Super Dunk is a very easy source of GP early on. (Late-game, you should use the **Chocobo Races**, because they tend to be much more profitable, reliable, and don't require an entry fee, or you can also use the **GP Salesman** who appears randomly at the entrance.)

### Arm Wrestling

There isn't much to say about this really. It's inferior in every way to **Super Dunk** for winning GP (you only need to make two in a row to match the GP/Gil rate for Sumo Wrestler, or four times to match Wrestler) and is simple button-mashing. One game costs 100 Gil; Sumo Wrestler is easier, but only gives 1 GP, while Wrestler is more difficult but gives you 2 GP. Avoid this game, unless you either really like button mashing or have a mental block with Super Dunk.

### Wonder Catcher

Another pointless game. This is just an electronic variant of your typical "use the crane to grab a prize" game, but it's completely randomized. The vast majority of the time you'll receive either a **Potion** or nothing, which is a pretty bad deal for 100 Gil. It's possible to receive GP or higher-end items, but this is rather rare. Avoid this game.

### G-Bike

G-Bike is the same as the **Bike Chase** mini-game earlier, except now you're doing it for prizes instead of to maintain your party's HP. Each biker you defeat earns you 500 points, and you'll want to clear them out as quickly as possible so a new wave can come through. If you score under 10,000 points, you'll receive 2 GP (meh); if you score over 10,000 points, you'll receive 10 GP, as well as a **Speed Source** if this is your first time doing so. If you can consistently break 10,000 points this game is a decent source of GP early.

### 3D-Battler

Yet another pointless machine. This is basically just rolling dice with the odds stacked more and more heavily against you as you continue through the game. You must hit your opponent 10 times before they are able to hit you. The game slowly makes it more and more difficult to hit after each round (if you lose you begin at round 1 if you play again). After winning the first round, you receive nothing, and after the second, 3 GP. This amount is then multiplied by 10 for each subsequent won round. The fifth and final opponent (the invisible man) can never be hit, so if you make it that far (which is highly unlikely) you'll just win 300 GP.

### Mog House

Mog House is 100 Gil to play and very simple: in the game, just feed Mog Kupo Nuts and listen for the sound; when it changes, he's had enough (5 in the first round and 3 in the second will win). After the game, you can talk to the guy watching to win 30 GP (you can only get the GP once, but you can still replay the game if you want).

### Snow Game

**Requirements:** Whirlwind Maze completed

Snow Game is the same as **Boarding to the Glacier**, except now you're doing it for prizes instead of to advance in the game. It costs 200 Gil to play, and your goal is to get as high a score as possible. There are 100 points possible for course, divided into Technique (30), Time (30), and Balloon (40). For Technique, you receive deductions anytime you run into something. Your Time score is better the faster you complete the course, and each course has 40 points from Balloons (1 for red, 3 for green, and 5 for blue). Completing Course A with 89+ points wins you 30 GP and a **Safety Bit**; Course B, 100 GP and an **All Materia**, and Course C, 300 GP and a **Crystal Bangle**. These prizes can only be won once each.

If Tifa or Cid is in your party, they will occasionally ask if they can play (if both are in the party, Tifa always takes precedence). This has no effect other than changing the snowboarder's rider.

Scoring 70+ points on each of the first three courses unlocks Time Attack Mode. There are no prizes and it's only for fun, but give it a try if you're into snowboarding.

### Torpedo Attack

**Requirements:** Underwater Reactor completed

Torpedo is the same as the **Submarine Chase** mini-game you did in the storyline, but this time it's for prizes. Completing the required objectives wins the game; there are five courses, with 1 being the easiest and 5 being the hardest (flip side is that the higher-level courses give more points to start). Simply complete the objectives in

the time allotted without having your sub sunk to win. Prizes are the same regardless of what course you use; your first win gets you 20 GP and **Ink**; your second, 20 GP and **T/S Bomb**, your third, 20 GP and **Dragon Fang**; your fourth, 20 GP and **Dragon Scales**; and your fifth, 20 GP and a **Cauldron**. After that, you will not win any prizes, but you can still play for fun.

## Chocobo Squire

Chocobo Square consists of two separate but related activities: betting on Chocobo races, and racing in them. The Square has many items that can only be acquired here as well as being used for **Chocobo Breeding**, so you'll be spending quite a bit of time here in the future.

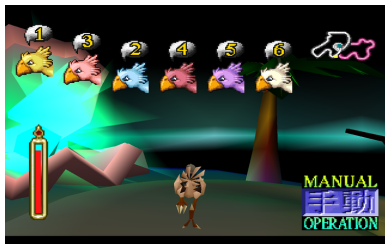
### Betting on Races

Betting on races is always available anytime you have access to the Gold Saucer, but it tends to be quite unprofitable. You're able to see some of the Chocobos' stats, but the problem is that the results of the race are highly random and you must predict both first and second place to win your bet. Furthermore, you can only bet on C Class and B Class, both of which have poor items. Consequently, I'm not going to go into great detail regarding this; you can bet if you want, but it's not a particularly fruitful use of either your time or your Gil.

### Chocobo Racing

**Requirements:** Whirlwind Maze completed

Chocobo Racing is a much better way to succeed here. The hardest (and most important) part about racing is breeding a good racing Chocobo; you can check out the **Chocobo Breeding** section for more information about how to do it successfully. This section will just be devoted to the racing activity itself, but you will be racing quite a bit as you raise your steeds to help ensure better offspring, so the two go hand-in-hand (race to improve your Chocobo, so it produces offspring which race even better, which breed even better, and so on).



There's no cost to race (presumably the Gold Saucer makes its money from the betting and doesn't need to charge the racers). If Tifa or Cid are in your party, they'll sometimes ask if they can race; this has no effect other than the appearance of your Chocobo's rider.

The first important concept to understand is racing class. After winning 3 races with a given Chocobo in its current class (C, B, or A), it'll be moved up to the next class in the line, and can never go back down. As you move up in class, the Chocobos are generally better, as are the prizes. The ultimate class, S Class, has the both the best items and the best opponents. Therefore, other than the mandatory race in the storyline, you really won't be doing any racing until you have the Highwind (since raising Chocobos without it is impossible). Once you reach B Class and above, you'll sometimes see

Joe/Teioh, who are an excellent racing combo (Joe is the jockey, Teioh the Black Chocobo) and will defeat all but the best-trained and best-raced Chocobos. As you move up further in terms of class, you'll see them more often.

Second, there are two tracks, the Short Track and the Long Track. There's no difference in prizes, so you'll probably spend most of your time on the Short Track, but the Long Track is nice as a change of pace. Both tracks have terrain obstacles as well: the Short Track has an area in space at the end, which only Green, Black, and Gold Chocobos can run through normally, while the Long Track has an underwater section, which requires a Blue, Black, or Gold Chocobo to pass through without slowing down.

Winning the race is fairly simple: conserve your stamina, and move as fast as you can without draining the meter too rapidly (some Chocobos will dead-sprint at the beginning of the race; ignore them and you'll pass them pretty quickly). You can slowly recharge the meter by holding down R1 and R2, which helps you enormously. When you near the end, sprint if you have any excess stamina and try to cut off anyone gaining on you. If you're racing against Joe, you probably won't be able to win until you're at least gotten colored Chocobos (and even then it's difficult until you're really bred your Chocobo well). Against Joe, try to stay far enough ahead of him that you can hold him off in the final sprint (which you probably won't be able to do at all with a Yellow Chocobo because of the obstacle slowing you down). With a well-bred Chocobo, you can just use the recharge trick and run at top speed (not sprint), then sprint about two-thirds of the way through the short course for an easy win.

Once you win, you'll receive one of a random set of three prizes, depending on who finished second. (Joe/Teioh will always be Chocobo #2 if he's racing, which effectively means the odds of 1-2 being the winning square are dramatically high in S Class--shame you can't bet on your own race.) The table of prizes is below (thanks to gmo7897 for information about the prizes in each class):

C Class		B Class		A Class		S Class	
Prize	GP	Prize	GP	Prize	GP	Prize	GP
Ether	30	Enemy Away [Materia]	300	Sprint Shoes	500	Magic Counter [Materia]	500
Fire Fang	20	Elixir	200	Cat's Bell	500	Sprint Shoes	500
Antarctic Wind	20	Turbo Ether	150	Enemy Away [Materia]	300	Cat's Bell	500
Bolt Plume	20	Ice Crystal	50	Elixir	200	Chocobracelet	400
Hi-Potion	15	Ether	30	Fire Veil	50	Enemy Away [Materia]	300
Tranquilizer	10	Fire Fang	20	Ice Crystal	50	Sneak Attack [Materia]	300
Hyper	10	Antarctic Wind	20	Ether	30	Counter Attack [Materia]	300
Phoenix Down	10	Bolt Plume	20	Fire Fang	20	Precious Watch	300
Potion	5	Hi-Potion	15	Antarctic Wind	20	Megalixir	300
		Tranquilizer	10	Bolt Plume	20	Elixir	200
		Hyper	10	Hi-Potion	15	Turbo Ether	150
		Phoenix Down	10	Hero Drink	15	Fire Veil	50
				Phoenix Down	10	Ice Crystal	50
						Swift Bolt	50
						Bolt Plume	20
						Hero Drink	15

C Class		B Class		A Class		S Class	
Prize	GP	Prize	GP	Prize	GP	Prize	GP
						Phoenix Down	10

As you can see, Chocobo Racing is a very efficient method for winning GP. Especially at the higher classes, you'll often get items that net hundreds of GP at a time, at no cost to you to boot, in addition to some items you can only acquire here. Once you have a well-bred Chocobo (especially a Gold Chocobo), it'll be very rare that you lose a race, even in S Class.

A few notes on the prizes. If you see "Counter" listed as a prize, it's actually the **Counter Attack Materia**, not the **Counter Materia**. As to prize slots, the system is actually quite simple. The highest slot (the common slot) occupies 7 out of 15 squares on the board (46.67% chance of winning), and usually will hold the lowest-valued of the three items available to win. The middle slot (the uncommon slot) occupies 5 out of the 15 squares (33.33%), and most often is the middle-valued item of the three (but not always). The bottom slot is the rare slot, and it occupies 3 of 15 squares on the prize board (20% chance). Rare items (those worth 200 GP or more) can only appear in the rare slot. The odds of a rare item appearing in that slot increase as you move up classes; C Class has no possible "rares," but you'll almost always see a rare item in this slot in S-Class races (gmo7897's FAQ states a 7 in 8 chance of there being a rare item in the third slot, and in my experience this is reasonably accurate at S Class). If the item is a "common" item (which it will always be at C Class and almost always at B Class), it could be any of the three items offered that race, but usually will be the most valuable of the three.

For which prizes to take, I recommend converting most of them to GP unless you've maxed it out (in which case you should obviously take any items). The only exceptions are the 20 GP spellcasting items (**Fire Fang**, **Antarctic Wind**, and **Bolt Plume**), because they're not available easily (you can just get one and use **W-Item** later to duplicate it), **Ice Crystals** (ditto the 20 GP items), **Megalixirs** (nearly impossible to farm otherwise), and the **Sneak Attack** (only available here, try to win one), **Enemy Away** (ditto Sneak Attack), and **Magic Counter** Materia (not available until Disc 3). **Precious Watch**, **Cat's Bell**, **Chocobracelet**, and **Sprint Shoes** are also only available here, but there's another way to win them. If you win 10 times in a row at S Class, Ester will give you a **Sprint Shoes**, **Precious Watch**, **Cat's Bell**, **Chocobracelet**, and **Counter Attack Materia**. This will only happen ONCE, but it's a great prize, so try to do it with your ultimate steed.

## Gongaga

Items	Fairy Tale, X-Potion, Titan [Materia], Deathblow [Materia], X-Potion, White M-Phone
Enemies	Turks:Reno (boss), Turks:Rude (boss), Kimara Bug, Touch Me, Flower Prong, Heavy Tank
Enemy Skills	Frog Song

*(Note: The below information assumes you haven't gone to **Cosmo Canyon** yet (in other words, you're doing this as soon as it's available). If you decide to skip it and come back later, the boss battle won't happen (and you really do want it to happen), and some of the scenes will be different as well. For maximum rewards this should be completed as soon as it's available.)*

When you arrive, don't move right away, instead equip some good MT attacks on your characters (**Enemy Skills**, **Summons**, and **Magic-All** combos all work, in order of preference) and head up the path. Time for a rumble in the jungle!

### Boss: Reno, Rude



#### Turks:Reno's Data

HP	2,000	MP	80	Level	22
Exp	660	AP	60	Gil	1500
Steal	Nothing	Drop	Fairy Tale (always)	Morph	N/A
Elemental Weaknesses	None				
Elemental Resistances	Gravity (Nullifies)				
Status Vulnerabilities	Slow, Poison, Stop, Paralyzed				

#### Turks:Rude's Data

HP	2,000	MP	135	Level	23
Exp	720	AP	70	Gil	2000



Turks:Rude's Data					
<b>Steal</b>	Nothing	<b>Drop</b>	<b>X-Potion</b> (always)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies)				
<b>Status Vulnerabilities</b>	<b>Slow, Poison, Stop, Paralyzed</b>				

Even with two Turks, this battle is actually quite easy. The real challenge comes in getting the rewards for defeating both Turks; if you defeat one, the other will flee battle on his next turn, and if this happens, the Turk who escaped will leave no drops, Exp, AP, or Gil.

Turks:Reno is a bit of a disappointment compared to what he was in **Sector 7**. He's lost his horrible Pyramid attack, and instead just uses basic attacks. Turk Light is quite strong; it's a magical attack that deals around 250 damage to one. Electropod is another strong attack (around 150 damage if you've been keeping up-to-date on your armor); it's physical Lightning damage to one. His other attacks are weak and nothing to worry about.

Turks:Rude, meanwhile, is more magic-focused. He has a basic physical attack that deals around 175 to one, and the rest of his moves are magical. He can cast **Cure** for moderate healing (about 485 HP healing if ST), as well as casting **Fire** (about 175 damage if ST, half if MT, can be reduced with proper elemental defenses); as you can see, it's nothing to call home about. If Tifa's in the party, Rude will generally avoid attacking her. (As a bit of trivia, Rude was supposed to have Grand Spark, which would have dealt EXTREME damage (around 575) to one, but he will never actually use it.)

So what to do? The easiest way to defeat both Turks is just to blast them with MT (multi-target) violence (**Aqualung**, anyone?) so they both fall at the same time. If you didn't get Aqualung, **Beta** works just as well, and MT **Limit Breaks** and **Summons** will work too, though you may not have enough uses of your Limits/Summons to finish them off.

If you only have Summons, defeating both could be tricky depending on how high-leveled your Materia are. One strategy is to use **Choco/Mog** on them, which gives a shot at **Stopping** one or both of the Turks (if it stops one, defeat the one who wasn't Stopped first, then quickly finish off the other Turk). **Paralyzed** works as well, but is much shorter-lived (flip side, Aeris' **Seal Evil** will always Paralyze both Turks). Another option is to use Sense on both Turks, then reduce one to within a hit of defeat, then clean up the other Turk and defeat the first one before he can take a turn. If you absolutely cannot defeat both for some reason (only time I could see this happening is if you're really low-levelled and haven't been picking up the good Enemy Skills), go for Reno. His item drop is far superior to Rude's, and you only lose some minor Exp, AP, and Gil.

If you managed to defeat both Turks, Reno will drop a **Fairy Tale**, a superb weapon for Aeris (and in fact her second-best staff in the game), Rude an **X-Potion** (full HP healing to one), and you'll receive a massive amount of Exp, AP, and Gil for this stage of the game.

After the battle, put Aeris in your party (you can just go to the World Map to do this) and equip the **Fairy Tale** if you got it. This weapon has a lot of space for your Materia (7 slots, though sadly none of them are linked), and has good attack power as well, making Aeris a very strong candidate to be in your party for some time. Putting Tifa in your party is also a good idea, as she will be involved in some scenes soon. In any event, once you're ready to continue, take the path leading up. (If you encounter **Touch Me** at any point, remember that it can teach you **Frog Song**, which is a very debilitating status attack.) You'll come to a large open area; continue northward.

Here is a ruined...something. Continue inside the ruin, and you'll see a scene. Afterwards, examine the area that Scarlet was checking and reach inside to receive the **Titan Materia**. Return to the fork near the beginning and go west this time, then north to reach the town of Gongaga. As you can see, the area has been heavily damaged by a reactor explosion, but have a look around town.

The first building you come to has an **Accessory Shop** on the ground floor. All of the accessories are rather expensive, but they also sell Materia. **Mystify** and **Time** are two you definitely won't have yet, so go ahead and buy them. You also won't have a **Fury Ring**, but it's not worth the money at the moment, so leave it alone unless you're rolling in Gil.

You can climb the pole near the counter to reach the **Weapon Shop**. You should already have all the actual weapons, but **Shrivel** (sets **Small**) and **Impaler** (sets **Frog**) both have their uses, so buy a couple if you want. The northwestern building houses the Inn (80 Gil), as well as a box with an **X-Potion**. The house next to the Inn has a box with a **White M-Phone** weapon for Cait Sith; be sure to grab it.

Due east of the Accessory Shop is the **Item Shop**. They don't sell anything new, but as usual you can stock up if you need to. A few **Maiden's Kiss** items in particular will be very helpful.

Now head to the southeastern house. Here you'll have some scenes if Aeris and/or Tifa are in your party, and they affect both characters' affection levels towards Cloud (after the girls leave, follow them outside; you'll find them around the town, and ignoring either of them and leaving will cause them to like Cloud less).

When you're done here, head out the way you came. When you enter the jungle go south until you reach a junction, then take the left path, grabbing the **Deathblow Materia** on your way out (if you didn't do so before). Exit to the world map. (If you're doing this the first time it's possible, you can rejoin the walkthrough **here**.)

## Shinra Mansion

Items	Twin Viper, Silver M-Phone, Enemy Launcher, Magic Source, Cosmo Memory, Odin [Materia], Destruct [Materia]
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<b>Enemies</b>	<b>Dorky Face, Ghirofelgo, Jersey, Mirage, Black Bat, Ying, Yang, Lost Number (boss)</b>
<b>Enemy Skills</b>	????

This is available as soon as you get to Nibelheim, and remains so at all times where Nibelheim is accessible (including Disc 3). Note that this is also your first opportunity to learn **????** (from **Jersey**; this skill is not available under **Manipulate**, and you must not have damaged the Jersey or it won't use the skill). **????** is kinda bad (it hurts an enemy for the amount of damage the caster has taken), but you'll need it if you're going for perfect **Enemy Skill Materia**.

**Items:** In the storage room behind the kitchen (accessed through the central door on the first floor) is a chest with **Twin Viper**, a weapon for Yuffie. There's a **Silver M-Phone** for Cait Sith on the ground floor through the hallway at the foot of the stairs in the entrance hall (the chest is inside the dining room). On the second floor, through the door going left there is a box with an **Enemy Launcher** for Barret amidst the greenery (the safe is in the northwestern corner directly north of here, FYI). Still upstairs, take the right hallway this time and go to the northeastern room to find a **Magic Source**. (Ignore the stairway to the basement, we'll take care of that in due time.)

To the left of the entrance is a letter that explains some minor backstory behind this sidequest as well as how to open the safe upstairs. It will then offer a hint as to where each number to the combination is located. Dial 1's number is located "inside the box with the most oxygen," dial 2's, "Behind the Ivory's between tea and ray;" and dial 3's, "The creek in the floor near the chair on the second floor...then to the left five steps, up nine steps, left two steps, and up six steps." In other words, this is a scavenger hunt. If you want to follow the clues yourself, feel free, and then skip the next five paragraphs when you have your numbers. Note that in all of the below paragraphs, the numbers/directions will be in spoiler tags, in case you just want the combination without solving the riddles.



Dial 1's number is located on the box in the room upstairs with the plants (the one that contains Barret's Enemy Launcher). After taking the weapon, examine the chest again for the part of the combination: (1) Right 36 .

To find Dial 2's solution, on the first floor go west. You'll find yourself near a large room with a piano and some open windows. Examine the back of the piano to find: (2) Left 10 .

For Dial 3's number, start out in the room with the chair in the same room with the passage to the basement. Find the creaking floor portion, then WALK (don't run) left five steps, up nine, left two, and up six. If done correctly, you'll find the number written on the floor: (3) Right 59 .

Dial 4's number is tricky, as there's no hint given in-game...or at least, nothing as obvious as the previous three hints. You'll notice when you examined the letters that it says all of the numbers are given hints. If you look carefully at the section where you can select one of the first three dials' hints, there is a fourth blank line underneath them. Select it and you'll be given the last part of the combination: (4) Right 97 .

So, in other words, the solution is as follows: (1) Right 36 , (2) Left 10 , (3) Right 59 , (4) Right 97 . The numbers in the combination refer to which number you stop at, while the directions mean which way you turn the dial (left or right).

Now, I know you're itching to open the safe, but it's a good idea to go outside and save/heal first (you can use the Inn to heal fairly cheaply). Return to the mansion and go to the safe, which is in the room on the second floor in the northwestern corner of the mansion. Equip stuff that protects you from Lightning, then quickly input the combination (don't worry if you fail, you can try again without any sort of penalty), and you'll immediately be entered into battle against a boss...

#### Boss: Lost Number



<b>HP</b>	7,000	<b>MP</b>	300	<b>Level</b>	35
<b>Exp</b>	2000	<b>AP</b>	80	<b>Gil</b>	2000
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Cosmo Memory</b> (always)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies)				
<b>Status Vulnerabilities</b>	<b>Slow, Darkness, Stop, Poison, Paralyzed</b>				

The difficulty of Lost Number depends on when you fight him, really. If you fight him all the way on Disc 3 it's very possible you could have everyone's ultimate weapons, the top Summons/spells, high levels, and all sorts of options to approach this fight, making it a cakewalk. If, on the other hand, you're doing this on

your first visit to Nibelheim, it's a much tougher fight. I'll assume you're fighting when you first come to Nibelheim; if you're coming later, you can either use the below strategies or, if you're far enough along in the game, just pound the crap out of him with your best attacks.

For the first half of the battle, Lost Number only uses a punching attack (deals around 300 to front-row characters with **Silver Armlets**) and **Bolt2** (deals around 525 Lightning-elemental damage). Obviously the punch isn't overly dangerous, but Bolt2 can sting, so be ready with **Cure/White Wind** spells, especially if he ST's it.

The real fun starts when Lost Number drops to 3,498 HP or below. At this point, he'll assume either a "magical form" or "physical form," depending on whether the last attack that hit him was physical or magical. If the last hit was magical, he'll take on his magical form, and if it was physical, the physical form.

The magical form has a wide variety of attacks; Tentacle and the Level 2 spells (**Quake2**, **Bio2**, and **Bolt2**, in descending order of spell power) all pack a punch (around 800 damage for Quake2 if ST'd with no elemental resistance), and Aspil is just as annoying as when **Gi Nattak** used it. The other attacks used (all level 1 spells) are nowhere near as dangerous, but you'll still need to keep your party healed to avoid a Game Over.

Reading the above, you're better off getting the physical form, right? Wrong. The physical form features exactly two attacks: the same punch from before (except now it will deal around 825 damage a shot to characters in the Front Row with **Silver Armlets**), and Lost Blow, which deals a whopping 2,500 damage to front-row characters with Silver Armlets. If you've come here immediately upon your first arrival to Nibelheim, Lost Blow will almost certainly kill anyone it hits (regardless of row), and his punch will come close to killing them if the character is in the front row with full HP (or could kill the character outright depending on your levels).

As you can see, you want the magical form for the second half of the battle (it's dangerous, but nowhere near as deadly as the physical form). So, for the first half of the battle, blast it with **spells**, **Summons**, and **Enemy Skills** (Beta and Aqualung both work wonders). Big Guard is extremely helpful as well. Do NOT use offensive **Limits** (or **Chocobuckle** or **????** for that matter) at this point; they are physical attacks, and given that they do strong damage there's a strong likelihood they'll cause Lost Number to assume his physical form, which is a guaranteed Game Over for all practical purposes if this is your first time in Nibelheim. Be sure to keep healed, because Lost Number is still strong even in this initial form. You can also set **Poison** to speed up the killing, and **Paralyzed** or **Stop** to stop it from taking turns.

Once Lost Number transforms, you can then safely use your **Limit Breaks**. At this point, continue pummeling it with your best attacks (Lost Number's magical form is quite resistant to magic however, so physical attacks will often be more efficient here) and stay healed. A few more strong attacks should be enough to finish Lost Number at this point.

Lost Number drops **Cosmo Memory** upon his defeat. Cosmo Memory is Red XIII's **ultimate Limit Break**, although if this is your first visit to Nibelheim he probably can't learn it yet.

After the battle, grab the key inside the safe, and the **Odin Materia** sitting on the ground, then head for the basement using the secret passage in the southeastern room on the first floor (save and heal first if you want).

*(Note: You'll meet **Ying and Yang**, enemies in the basement proper, which are two monsters fused into one. Attack Ying using magic and Yang using physicals to defeat them.)*

In the basement, run through the first screen. In the second portion, you'll see a door directly north of where you entered (if you had tried to open it before, you would have found it locked). Open it using your new Key to the Basement, and go inside. Examine the central coffin (the one that's still covered) for a scene. Choose to talk about Sephiroth. After the conversation ends, the man will return to his coffin. Examine it again and ask him for his name. You'll be given a chance to name him (Default: **Vincent**) after which he'll again return to his ghostly quarters, and this time refuse to talk with you.

Continue onward to the library. Head north here for a scene, then grab the **Destruct Materia** that was just thrown at you. Now try to leave the basement, and on your way out Vincent will join your party. He's a long-range character (uses guns), so make sure he's in the Back Row. Put him in your party if you want, then leave the mansion.

If you came here upon your first visit to Nibelheim, exit the village to the north and rejoin the walkthrough **here**.

## Wutai

Items	MP Absorb [Materia], Magic Shuriken, Hairpin, Swift Bolt, Elixir, Dragoon Lance, HP Absorb [Materia], Peace Ring
Enemies	Tail Vault, Razor Weed, Edgehead, Thunderbird, Bizarre Bug, Adamantaimai, Attack Squad, Jayjuyajyme, Foulancer, Garuda, Rapps (boss)
Enemy Skills	Magic Hammer, Death Force

**Requirements:** Have the Tiny Bronco (or Highwind ), be on Disc 1 or Disc 2 (this becomes unavailable on Disc 3)

To initiate this quest, land on the beach on the southern tip of the west-most continent with the Tiny Bronco (Yuffie will try to get you to go immediately if she's in your party when you get the Tiny Bronco). (If you have already completed **Whirlwind Maze**, you'll no longer have the Tiny Bronco, but there's a small patch of grass near this beach you can land your airship on. ) Once you land, it's a good idea to fight **Razor Weed** on the grass for **Magic Hammer** (drains 100 MP from one target) and the beach for **Adamantaimai** (**Death Force**, give immunity to instant **Death** attacks, requires **Manipulate**). Adamantaimai also have **Adaman Bangles** for Stealing, which give huge defensive boosts (try to grab two or three). Once you're done, or if you couldn't care less about these goodies, read on.

Head north on the World Map to find a narrow-ish path into the mountains. After the scene you'll be thrust into battle with 2x **Attack Squad**. If you're still on Disc 1, they will be much stronger than the Shinra forces you've met to this point, but you should be able to handle them. After the battle, much (or all) of your Materia will be gone. If you're still on Disc 1 you probably don't have any left, but you might still have a few here and there if it's Disc 2. Equip your no-slot weapons (or your most powerful weapons if you didn't get any no-slot weapons) and **Adaman Bangles** and head north.

From here, your goal is to head north, but the World Map here is set up much like a dungeon--fairly annoying enemies and confusing paths to reach the north. Cross the bridge just north of Yuffie's incident, You'll find another bridge; cross it as well, then drop down into the valley using the slope just south of the bridge. Head north through the valley (under the bridge) and continue to follow the path as it leads to a bridge. Cross the bridge, and just continue north into the grass. You'll eventually see a town--enter it.

## The Town of Wutai

You'll see Yuffie running away. Directly west (across the bridge) from where you enter town is the **Weapon Shop**. Unfortunately, they're sold out at the moment, so you'll have to come back later.

Further west is the Turtle's Paradise Pub. The sign outside provides information about the Turtle's Paradise. If you go inside, you'll meet some old buddies--talk to them if you want, then leave. "Even the booze tastes bad now," hehe. Back outside, head north and enter the building to find the **Item Shop**. Open the chest for an **MP Absorb Materia** (which Yuffie will promptly steal). Their most interesting goods are the **Fire Veil** and **Swift Bolt**, which cast level 3 spells in their element when used in battle. Buy some if you want (as well as anything else you're low on), then leave.

Save at the Save Point outside the shop, then exit to the west.

At the far end of the screen is a Pagoda (nothing to do there right now) and a large house to right from the entrance. Go inside the house. If you go through the door near where you entered the house, you'll find a room where you can rest for free (take advantage of this). Before leaving the room, run through the western wall (near the south wall; you can see part of a curtain or sheet here covering the passage if you look closely) and to the next room for a **Magic Shuriken**. Return to the main hallway and follow it around. In the first room you pass here, go inside and examine the fake wall to enter a passage leading to a **Hairpin**. Then, go into the room with the sleeping man and talk to him four times for a scene. Afterwards, leave the house, and return to the eastern side of town.

At this point, you need to find Yuffie. None of the Turks will know (or they don't care) where she is, but if you go into the residence just east of the entrance path, the residents comment about strange people entering the house. Examine the movable barrier thing to find Yuffie, who'll immediately scamper.

This time, finding Yuffie is much easier. You'll notice that the pot outside the bar seems to be shaking. Examine it and your party will block off the exit paths. Punch it (with Circle) a few times and the thief will pop out and be cornered! She'll finally agree to return your Materia, and you'll see some scenes. Afterwards, follow Yuffie downstairs and read Turtle's Paradise Newsletter No. 6, then go into the main room, talk to Yuffie, and press the buttons to...

...find out it's a trap! Hit the switch again to release your team, then go back outside. Now is an ideal time to collect the rewards from the **Turtle's Paradise Newsletters**, assuming you got them all. Either way, head back to the eastern section.


If you're paying close attention, you'll notice a dog running around her frantically that wasn't here before...interesting. If you examine the bell on the left side of the square, it'll open a secret passage. Go inside and watch the scene, then open the chests for a **Swift Bolt** and an **Elixir**. Go upstairs and you'll be thrust into battle with more **Attack Squad** enemies. Defeat them, then exit out the familiar house (use the nap room on the way out). Talk to the man blocking your path for a hint, then follow him. Save at the Save Point, then take the north path to Da-Chao.

## Da-Chao

In this new area, head west as far as you can go to a fork. If you go north to where Rude is, you'll find a **Dragoon Lance** weapon for Cid. It has 8 slots and mediocre power. Head south, and make sure everything's set before going to the next screen.

Watch a scene, then prepare for battle!

**Boss: Rapps**



HP	6,000	MP	300	Level	35
Exp	3200	AP	33	Gil	20000
Steal	Nothing	Drop	Peace Ring (always)	Morph	N/A
Elemental Weaknesses	None				

<b>Elemental Resistances</b>	None
<b>Status Vulnerabilities</b>	<b>Slow, Stop, Sleep</b>

Frankly, Rapps would be no problem at all if not for the fact that you're probably limited to regular weapon attacks, Items, and Limits. His Aero3 attack does pack a punch (around 850 Wind-elemental magic damage to all characters), and his physicals aren't too shabby either (about 475 ST physical damage with **Gold Armlets**), but **Stop** and **Sleep** weaknesses are especially crippling. Add to that it's low HP and in a no-holds-barred fight, it's clear who would win.

Due to the numerous scenarios possible here (related to the mechanics of Yuffie stealing Materia and the fact that this can be done late Disc 1 or almost anytime on Disc 2), I'll just give you general ideas how to approach the fight. If you still have Materia, use the best of whatever you have (**Materia, Limits**, etc.); otherwise, your physicals, **Items**, and Limits will be all your options for the battle. Rapps has no elemental properties at all, so elements are irrelevant in this fight. **Sleep**- and **Stop**-inducing attacks are preferred, but you may well not have them. Don't forget your spell-casting items; **T/S Bombs** are particularly effective as openers, since Rapps has no Gravity resistance (rare for a boss enemy) and it will knock out 3,000 HP in one shot, which you probably can't do any other way at this point. Other spell items work great, too: **Fire Veil** and **Swift Bolt** both pack a major punch, and you probably have some other spellcasting items lying around from previous areas (**Right Arms** from **Bombs** or **Graviballs** from **Deenglows**, for example). If you get a **Limit Break**, be sure to use it; with you likely using your strongest available weapons, your Limit Breaks should deal very heavy damage here. Just be sure to heal up after an Aero3 cast; it will knock off your HP very fast, so use whatever methods you have available to keep your party's HP up. If you act aggressively enough in damaging Rapps, you may not even see Aero3.

Rapps will leave you with a **Peace Ring**, as well as a boatload of Gil.

Corneo offers you his "three choices" again; pick whichever one you want and watch the scenes.

You'll find yourself in Yuffie's house now. You'll get back all of the stolen Materia (including the **MP Absorb Materia** if you got it during the quest). Yuffie will put it all on randomly, but hey, you got it back!

Under Yuffie's house, you may have noticed a shack. Before, the stairs were blocked by cats, but they will let you pass now. Go up there and follow the path for an **HP Absorb Materia**. Leave when you're done.

The **Weapon Shop** now has stuff for sale; take a look and buy upgrades as needed.

Finally, completing this quest opens the **Pagoda Sidequest**, which otherwise is unavailable until Disc 3.

To leave, you'll need to work your way south to whatever transit you used to reach the continent. If you're doing this right after getting the Tiny Bronco, you can return to the main walkthrough [here](#); if you're doing it after Temple of the Ancients, [here](#).

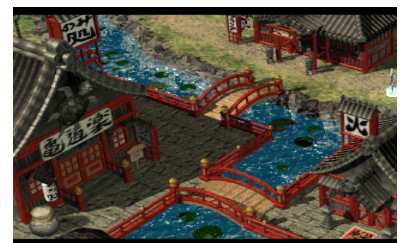
## Turtle's Paradise Newsletters

<b>Items</b>	<b>Power Source, Guard Source, Magic Source, Mind Source, Speed Source, Luck Source, Megalixir</b>
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For this quest, you must read all 6 newsletters around the world (2 in Midgar, 1 in the Gold Saucer, 2 in Cosmo Canyon, and 1 in Wutai), then speak to the bartender at the pub to collect your reward.

Below are the locations of the newsletters:

1. In Midgar, in the shantytown in Sector 5, go into the house on the far east end of the square (NOT Aeris' house). The poster is upstairs near the stairway going down (this is in the same room as the boy's 5 Gil stash in the dresser).
2. In Midgar, in the Shinra Building, on floor 1f on the bulletin board. There are only two opportunities to do this: on Disc 1 while **rescuing Aeris**, and on Disc 2 during the **Midgar Raid**. If you miss both chances you'll never be able to complete the sidequest, so for Perfect Games (or All-Sidequest Games) do NOT miss this Newsletter!
3. In the **Gold Saucer**, in **Ghost Square** in the lobby. The poster is next to the hallway to the **Item Shop**.
4. In Cosmo Canyon, nailed to a post in the **Weapon Shop** next to some stairs.
5. In Cosmo Canyon, inside the Inn (above the bar) next to the counter.
6. In Wutai, in Yuffie's house in the basement (you must reach a certain point of the **Wutai Sidequest** to reach this, or be on Disc 3).

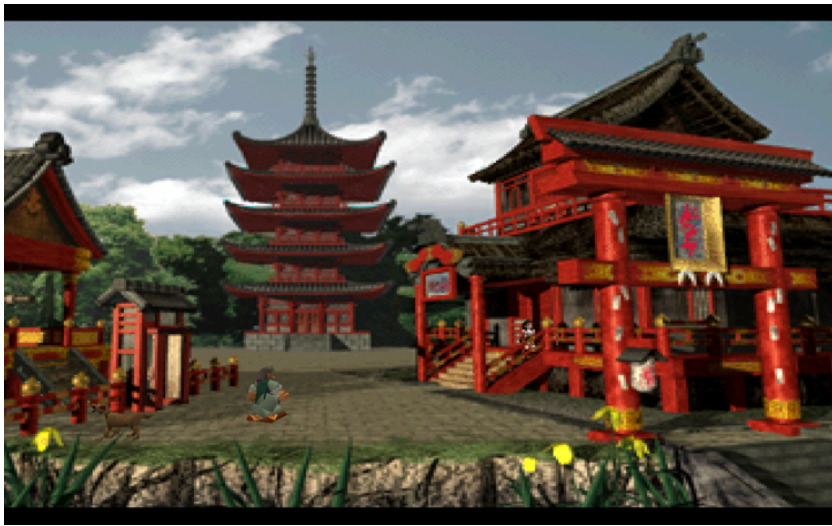


Once you have all six, and have read the contest information on the front of the pub (you can read the posters in any order), speak to the bartender. He'll give you a **Power Source, Guard Source, Magic Source, Mind Source, Speed Source, Luck Source**, and a **Megalixir**. Not a bad haul!

## Pagoda Sidequest

<b>Items</b>	<b>X-Potion, Turbo Ether, Ice Ring, Elixir, All Creation, Leviathan [Materia]</b>
<b>Enemies</b>	<b>Gorkii, Shake, Checkov, Staniv, Godo</b> (boss)
<b>Enemy Skills</b>	<b>Trine</b>

**Requires:** Yuffie recruited; Wutai sidequest completed or be on Disc 3 (**WARNING:** Do not do the fifth battle (against Godo) until after you have all four **Enemy Skill Materia**. The final opponent here is one of the few who can teach you Trine, and the last available encounter in the game that can do so, and furthermore you can never fight him again once you defeat him. You can fight the other four at any time, since they have no learnable skills and you don't have to fight all five in a row, but leave the final battle until after receiving the last Enemy Skill Materia.)



To do this sidequest, go into the pagoda (tower) in Wutai we've been ignoring until this point. Your goal is simple: climb to the top! But we must win five battles before doing so. All of these battles are Yuffie by her lonesome, so be sure to give her status protections and your best Materia and equipment (you can save and rest between fights). When you're ready, go into the Pagoda and speak to the man there. Tell him you're climbing the pagoda, and he'll fight you. Power change!

**Boss: Gorkii**



<b>HP</b>	3,000	<b>MP</b>	150	<b>Level</b>	30
<b>Exp</b>	1500	<b>AP</b>	50	<b>Gil</b>	0
<b>Steal</b>	Nothing	<b>Drop</b>	X-Potion (always)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Wind				
<b>Elemental Resistances</b>	Gravity (Nullifies), Earth (Nullifies)				
<b>Status Vulnerabilities</b>	Slow, Darkness, Poison, Stop, Paralyzed				

Gorkii is actually a fairly tough opponent if you're coming here on Disc 1. Dive Kick is the biggest danger: it knocks off 1/4 of your MAX HP (not current HP), so if you're already in **Near-Death** you can say sayonara if he connects with it. (For those of you who've played FFIIX, this attack works exactly the same as the Gravity attacks in that game.) **Demi2** is another annoyance, which cuts your current HP in half; you can equip a **Gravity-Elemental** combo to Yuffie's armor if you're concerned about this. Every other move Gorkii uses is simply a buff: **Barrier**, **Regen**, and **Reflect**.

The biggest rule in this battle is to always keep at least 1/2 max HP for Yuffie. You can eliminate most of Gorkii's offense (and all of his buffing spells) with two **Magic Hammer** castings, or just tough it out and try to beat him before he beats you. Alternately, you can go for status mayhem; **Stop** and **Paralyzed** will both stop Gorkii in his tracks, making for a relatively easy win. Just make sure to **DeSpell** his **Regen** if he casts it on himself.

Gorkii drops an **X-Potion** when defeated.

After the battle, save and heal if you need, then head up to the second floor to face off with Shake. Tell her to "Stop yappin'!" Speed change!

**Boss: Shake**



<b>HP</b>	4,000	<b>MP</b>	180	<b>Level</b>	32
<b>Exp</b>	2200	<b>AP</b>	50	<b>Gil</b>	0
<b>Steal</b>	Nothing	<b>Drop</b>	Turbo Ether ( <i>always</i> )	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Reistances</b>	Gravity (Nullifies)				
<b>Status Vulnerabilities</b>	Slow, Darkness, Poison, Stop, Paralyzed				

Remember **Skeeskee/Headbomber**? That's what this fight is, just that the Skeeskee here has very high HP and there's only one of them versus Yuffie. Shake can use her beak for around 220 damage, and Rage Bomber as a counter for around 600 (and she says Yuffie has anger management issues), both halved if Yuffie's in the Back Row (which she should always be). That's it. Just make sure to heal in between Rage Bomber counters (or just cast **Barrier**) and you should have no trouble winning. **Stop** and **Paralyzed** are both highly effective as well, should be interested in humiliating Shake even further (I'd be).

Shake drops a **Turbo Ether** after falling.

Save and heal as needed, and be sure Yuffie has a **Jem Ring** or **Ribbon** equipped, then go up to the third floor. Tell Chekov, "I got insurance" to begin the fight (both lines look like they could be to start battle, but the other line will exit dialog). Magic change!

#### Boss: Checkov



<b>HP</b>	5,000	<b>MP</b>	210	<b>Level</b>	34
<b>Exp</b>	2900	<b>AP</b>	50	<b>Gil</b>	0
<b>Steal</b>	Nothing	<b>Drop</b>	Ice Ring ( <i>always</i> )	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Reistances</b>	Gravity (Nullifies)				
<b>Status Vulnerabilities</b>	Slow, Darkness, Poison, Stop, Paralyzed				

The results of Checkov's battle are very predictable. If you equipped a **Jem Ring** or **Ribbon** as advised previously, you win. If not, you die rigid as a board. Stare Down sets **Paralyzed**, and is the big danger in this battle (which is why a Jem Ring/Ribbon wins). She also has Absorb, which drains about 240 HP. Knock down her HP as you watch her waste half her turns trying to Paralyze you, and you'll win.

Checkov drops an **Ice Ring** after battle, which nullifies Ice-elemental damage.

As usual, heal and save if you need to, then go to the fourth floor and talk to the man. Tell him "Just come on" to begin. Weapon change!

#### Boss: Staniv



<b>HP</b>	6,000	<b>MP</b>	240	<b>Level</b>	36
<b>Exp</b>	3600	<b>AP</b>	50	<b>Gil</b>	0
<b>Steal</b>	Nothing	<b>Drop</b>	Elixir ( <i>always</i> )	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies)				
<b>Status Vulnerabilities</b>	Slow, Darkness, Poison, Stop, Paralyzed				

Staniv is highly unimpressive, especially if it's Disc 2/3. He has three attacks: his ball-and-chain, which does around 320 damage, Iron Attack, which does around 660, and War Cry, which just sets **Sadness**. Use your strongest moves (**Summons**, **Limits**, **Beta**, **Magic Breath**, **Aqualung**, etc.) to wipe the floor with him and heal if your HP goes low; why Staniv is the fourth-floor challenge and not Gorkii is beyond me.

Staniv leaves behind an **Elixir**, which is far more interesting than the battle you just fought.

Now, save and heal, then go all the way to the top. Be sure to equip any **Enemy Skill Materia** that don't have Trine yet, and remove any that do have it; if you don't have all four Enemy Skill Materia yet, **DO NOT SPEAK TO THE MAN**. Just leave and return here once you have all the Enemy Skill Materia, because this is your last chance to learn Trine in the whole game (and it'd be a shame to miss it on any of your Enemy Skill Materia). Also equip a **Ribbon** if you have one, or else a **Headband**; Lightning protection (in the form of **Lightning-Elemental** in your armor) is never a bad idea either, nor are Poison and Gravity resistance (in order of importance; go for Lightning first). Speak to the man for a scene, then you'll immediately enter battle. OMNI-change!

#### Boss: Godo





<b>HP</b>	10,000	<b>MP</b>	1,000	<b>Level</b>	41
<b>Exp</b>	5000	<b>AP</b>	60	<b>Gil</b>	40000
<b>Steal</b>	Nothing	<b>Drop</b>	<b>All Creation</b> (always)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Vulnerabilities</b>	<b>Slow, Darkness, Poison, Stop</b>				

Godo is frankly one of two respectable opponents in the Pagoda (the other being Gorkii from all the way at the bottom). He can cast **Mini**, which (obviously) sets **Small** and which practically eliminates your physical attack power and makes you very vulnerable to Godo's own physical might; if it connects, counter with a **Cornucopia**, **Esuna**, or a **Mini** spell of your own. **Sleepel** sets **Sleep**, which is extremely dangerous because Godo loves his magical attacks, and you might not wake up before he kills you. Drain is fairly weak; it drains around 180 HP in a magical attack and gives it to Godo. Beast Sword is a physical attack, which doles out around 280 damage. These attacks are all solid, but the real danger comes from **Bio2**, which hits for around 650 Poison-elemental damage and has a 48% shot at setting **Poison**, and **Trine**, which hits for around 1,000 Lightning-elemental damage. (While these figures may not seem huge, remember that Yuffie is fighting alone and not in a party of three like normal.) There's also **Demi3**, which drains 3/4 of your current HP. Finally, if Godo has less than 4,000 HP, he can counter any damage you deal with **Cure2**, healing himself for about 1,300 HP. If Yuffie's HP is under 20% of max, he'll actually cast it on her instead (probably his fatherly instincts kicking in).

As you can see, the tough part here is that Godo has a wide variety of good attacks, so it's impossible to defend all of them in one setup, even on Disc 3. In addition, unless you seriously just don't care, you want to see **Trine** at least once before offing Godo. So just sit back and keep yourself healed until you see Trine. Once Godo's used it, pound him with your best stuff. He has no Gravity resistance, so **Demi3**, **Laser**, and **Demi2** are all great ways to kick off the battle, in order of preference (Demi3 will hit for a whopping 7,500 damage regardless of Yuffie's Level if cast at the beginning of battle). **Magic Breath**, **Demi**, and **Aqualung** all do great damage as well, as do **Summons** and **Limits**. Just remember that, late in the battle, any attack you use must hit Godo for more than 1,300 damage, or he'll probably out-heal it. If you're too weak to pull that off (and if you're that weak why are you trying to do this?), **Poison** Godo and watch the Poison slowly sap his life away. **Stop** and **Slow** also work, if you're having difficulties (Slow won't stop the **Cure2** counters, however).

Godo drops the **All Creation** manual, which teaches Yuffie her **ultimate Limit Break**.

After the battle, there'll be a scene, and you'll receive the **Leviathan Materia**, the only Water-elemental Materia in the game and a strong Summon attack, and this sidequest will be concluded.

## Arms Dealer

<b>Items</b>	<b>Great Gospel</b> (repeatable) or <b>Gold Armlet</b> (once only, not recommended)
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The Arms Dealer lives in a lone house to the west of **Gongaga** (southwest from the **Gold Saucer**). If you try to visit here before obtaining the Tiny Bronco, you'll find the house vacant.

After obtaining the Tiny Bronco, the owner will be home, and, after some plot-related discussion, "Let's change the subject" will have him tell you he needs Mythril to make weapons (if you followed the walkthrough and this is your first time speaking to him, you should already have a Mythril). Mythril is given by the Sleeping Man in the cave north of Fort Condor (requires the Buggy or Tiny Bronco to access). After having fought a number of battles so that the tens and ones digits are the same, and the number of battles is an odd number (in other words, the number of battles fought ends in 11, 33, 55, 77, or 99), talk to him and he'll give you a Mythril if you don't already have one in your inventory.

Return to the house and speak to the man. He'll let you take either from the big box nearby you, or a small one on the balcony. The big box holds a **Gold Armlet**; if you take it the man won't take any more Mythrils. If you take the small box, you'll receive **Great Gospel**, which teaches Aeris her **ultimate Limit Break** (and likely the most overpowered Limit in the game, even though it does no damage to enemies). Note that you can go to the desired box immediately and take your prize, you don't need to wait for him to "stock the boxes." If you took the Great Gospel, you can go back to the Sleeping Man for another Mythril so long as you have the requisite number of battles, and keep coming back to the Arms Dealer for more Great Gospels. (In fact, you don't even need to fight any battles between obtaining Mythrils, there just needs to be no Mythril in your inventory when you talk to the sleeping man. He'll just keep giving you Mythrils, which is a great time-saving technique you probably won't be able to exploit effectively until after **Whirlwind Maze**.)

A question arises in a Perfect Game: when can this sidequest be considered complete? In a Perfect Game, you'll need 100 total Great Gospels (1 to teach Aeris the Limit, 99 for your inventory), so get them first. Once that's taken care of, take the **Gold Armlet**, closing out the quest. Make sure to get another Mythril for inventory purposes though.

## Bone Village

<b>Items</b>	<b>Potion</b> (repeatable), <b>Ether</b> (repeatable), <b>Turbo Ether</b> (repeatable), <b>Buntline</b> , <b>Mop</b> , <b>Megalixir</b> , <b>Elixir</b> (repeatable), <b>Phoenix</b> [Materia] , <b>Bahamut ZERO</b> [Materia] , <b>W-Item</b> [Materia] , Key to Sector 5 [Key Item] (Disc 2/3 only)
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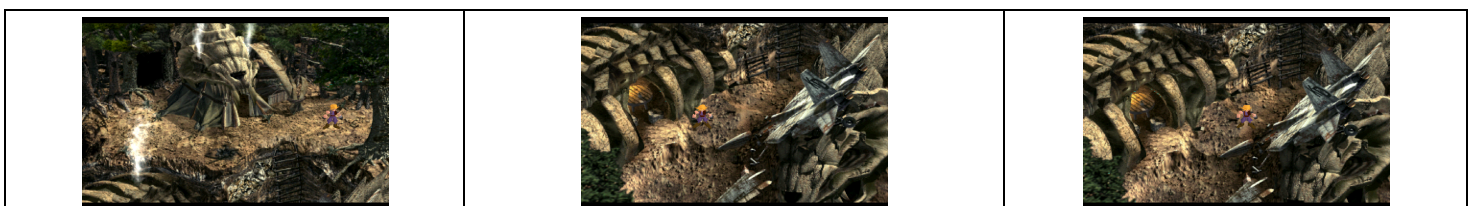
(*Note: All items listed above can only be acquired once unless otherwise noted. Items in spoiler tags only appear if missed during the main storyline, and then only on Disc 3.*)




If you're coming here before doing the **Temple of the Ancients**, you won't be able to dig for treasure, but you can muck around in the Sleeping Forest to obtain the **Kjata Materia** early.

Bone Village allows you to dig for treasure. The intended manner of the minigame is that you pay 100 Gil per worker to stand somewhere and face towards a spot with treasure. However, using a map of Bone Village digging spots (like the table below), this isn't necessary. Just pick whichever spot has the treasure you want, tell them you're done, detonate the bomb, then have them dig. You'll still get treasure (so long as you dug at a valid spot and the spot can still give treasure). If you're coming here before the Temple of the Ancients, you can also obtain **Kjata** early by heading into the forest and chasing it down.

The dialog option you pick at the before placing workers determines where placed workers will look. Telling them you're digging for the "Lunar Harp" causes them to look at Dig Spot #1, "Good treasure" at Spot #2, 3, or 4, and "Normal treasure" at Spot #5, 6, 7, or 8 (Spot #8 is not covered here; its results are the same as if you dig somewhere that's not a valid spot, in other words 50% chance of a **Potion** and 50% chance of nothing).

As to dig spots, the table below shows each dig spot and the probabilities of receiving an item there (none are repeatable unless marked otherwise; if all items have been dug up from a spot and it has no repeatable items, you'll receive nothing 100% of the time). Key to Sector 5 is a Key Item used for **another sidequest**, and can only be dug up once per save file; you can't dig other spots for multiple copies. Dig Spot 1 is not included in this table (you can find it **here**); its only use is for digging up the Lunar Harp during the main plot, and no treasure will appear there after that. The dig spots:



<p><b>Dig Spot #2 Buntline</b> (100%)  <b>Phoenix</b> [Materia] (100%) (Disc 3 only, and only if missed)</p>	<p><b>Dig Spot #3 Megalixir</b> (100%) <b>Bahamut ZERO</b> [Materia] (3.91%) (Disc 3 only, and only if missed)</p>	<p><b>Dig Spot #4 Mop</b> (100%) <b>W-Item</b> [Materia] (100%) (Disc 3 only, and only if missed)</p>
		
<p><b>Dig Spot #5</b> Key to Sector 5 (100%) (Disc 2/3 only) <b>Elixir</b> (14.06%) (Repeatable) Nothing (85.94%)</p>	<p><b>Dig Spot #6</b> Key to Sector 5 (100%) (Disc 2/3 only) <b>Turbo Ether</b> (7.81%) (Repeatable) <b>Ether</b> (92.29%) (Repeatable)</p>	<p><b>Dig Spot #7</b> Key to Sector 5 (100%) (Disc 2/3 only) <b>Ether</b> (29.69%) (Repeatable) Nothing (70.31%)</p>

A few notes based upon the above data. First off, you can get some very nice items at Spots #2-4, but each spot has no more than two items (and if you're following the walkthrough, you'll only ever dig up the first item listed). Spot #5 is a decent way to get **Elixirs** (though on Disc 3 it's easier to steal them from **Master Tonberry** instead of digging), and Spot 6 is one option for getting **Turbo Ethers**. Don't bother with Spot #7--it's inferior in every way to Spot #6.

## Chocobo Sage

Items	Enemy Skill [Materia]
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**Requirements:** Whirlwind Maze completed

The Chocobo Sage lives in a house on the northern continent. Simply search in the mountains for a house surrounded by mountains, and land nearby. Speak to the Green Chocobo here to receive an **Enemy Skill Materia** (if you followed the walkthrough to this point, this will be your fourth and last one). The Chocobo Sage will teach you things on how to raise a Gold Chocobo (fighting 3-6 battles and returning will cause him to remember more), and, most importantly, runs a **Shop** with **Sylkis Greens**, which are an item you'll want for raising your Chocobos' stats once you begin breeding. If you just got the Highwind, you can return to the main walkthrough [here](#).

## Old Beat-Up Key

Items	Cursed Ring
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**Requirements:** Disc 2; Cloud *not* available in party

This quest takes place in Mideel. Go inside the **Weapon Shop** and examine the door in the back. Go outside and walk (don't run) around around the **Accessory Shop** and listen for a creaking sound. When you hear it, examine the spot to find a beat-up key. Go back to the door and try to use the key. Tell the truth when the owner asks you, and you'll receive a **Cursed Ring** Accessory, first of only two available in the game.

## Chocobo Breeding

Items	Mime [Materia], HP<->MP [Materia], Quadra Magic [Materia], Knights of Round [Materia]
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**Requirements:** Whirlwind Maze completed

Breeding Chocobos is a highly rewarding endeavor. Besides gaining you some great Materia, it also allows you to get easy GP and Items in the races at the Gold Saucer.



To kick things off, go to the Chocobo Farm and buy as many stables as you can from Billy in the house. You can have up to six, and I recommend doing just that (stables cost 10,000 Gil, which is less than a weapon in Mideel at this point). You'll need stables to store your steeds.

Next, you need to get your starting Chocobos. Chocobos are rated on the following scale (from worst to best): Terrible, Bad, Poor, Average, So-So, Good, Great, and Wonderful. You may be jumping at the bit to go straight for Wonderful Chocobos, but in order to get the ultimate Chocobo we also need Good or Great Chocobos, and they serve as our starting point. Great Chocobos are naturally preferred, since their stats are much better than Good Chocobos'. Catching the Chocobo works just as **it did around the Farm** (use Chocobo Lure to find Chocobos, then defeat all other enemies and use a Greens if needed to extend your time), but after you dismount you'll be offered the option to send the Chocobo back to the stables.

Good Chocobos can be found on the tracks east of the Gold Saucer. A Good Chocobo will appear with either **Flapbeats** (Chocobo in the front row) or **Spencers**; if you see one with a **Harpy** or in the back row with Flapbeats, it's not going to work for you.

Great Chocobos can be found by **Rocket Town** (the odds are quite low) or **Mideel**. In Mideel, look for Chocobos with **Spiral** enemies; if they appear alongside anything else, they're not Great. I recommend breeding with two Great Chocobos because it will be much easier for you to win Chocobo Races with them, and will also boost your bred Chocobos' stats.

The key here is that two Chocobos must be of opposite sexes (and this will continue to be a challenge throughout the process). Gender is decided when you move the Chocobo into the stables from the paddock outside, so you can catch the Chocobo, then save outside the farm and keep trying until it's the gender you need. You will also need a total of at least 3 **Carob Nuts** during the process. **Carob Nuts** can be stolen or won from **Vlkrados**, on the grass near the Chocobo Sage's house (or on any grass on the Northern Continent, actually). Alternatively, you can buy Carob Nuts in the **Gold Saucer's Wonder Square** (from the **Prize Lady**), but this is a pretty significant waste of GP.

Once you have both Chocobos and they're of opposite sexes, you must boost their stats to give them a chance to win races. **Sylkis Greens** will be your main tool here. Unfortunately, they're very expensive; if you have any mastered **All Materia**, I would recommend selling one; you can also farm Gil from **Sea Worms** on Disc 2 or the enemies in the **Swamp** in the **Northern Crater** (also high AP) on Disc 3. Each Chocobo should be fed ten **Sylkis Greens**. If you feed it any more than that, you're just throwing Gil away.

Once stats have been boosted, it's time to **race your Chocobos**. You only need to win four races between the two Chocobos, but I usually prefer to race a Good Chocobo to A Class (it tends to have trouble winning in A Class) and a Great to S Class. Note that both Chocobos will almost certainly lose if pitted against Joe/Teioh, but you only need to win four total races, not four in a row.

Once you've raced your Chocobos to satisfaction, breed them and use a **Carob Nut**. You'll wind up with either a Green or Blue Chocobo. You now need to fight some battles, then breed again with another Carob Nut to get the other sex and color. In other words, you need a male chocobo of one color and a female of the other.



*(Note: If you're constantly getting the same color and/or gender when you soft reset, the RNG may be stuck. In this case, fight a few battles or run in and out of the Chocobo Farm and try again.)*

Next, feed each of these new Chocobos ten Sylkis Greens, then race them. You need 9 wins total, but you should have no trouble getting both Chocobos to S-Class (unless you caught two Good Chocobos to start, but I don't see why you'd do that). Once you're done racing, breed the Green and Blue Chocobos together (you may need to fight some battles before you can do this) and, if you did everything correctly, you'll have yourself a Black Chocobo. Feed the Black Chocobo 10 Sylkis Greens.

Now you need to catch a Wonderful Chocobo. Wonderful Chocobos are found on the northern continent, on the tracks **near Icicle Inn**. Find a Chocobo with **Jumping** enemies (if any **Bandersnatches** appear, skip it), and catch it. Save outside the farm, and keep moving it to the Stable (soft reset if it fails) until you have a Chocobo of the opposite gender of your Black Chocobo. Feed this new Chocobo ten **Sylkis Greens**, then race your new Chocobos. Neither one should have any difficulty getting to S Class; you need 12 wins total between the two (so either get both to A Class or get one to S Class and the other to B Class).

Now, you need a **Zeio Nut**, which can be stolen from **Goblins**, found on Goblin Island (they also drop them). Once you have one, breed your Wonderful Chocobo with your Black Chocobo and a Zeio Nut, and with any luck you should get a Gold Chocobo! Feed it 25 or so **Sylkis Greens**, and you now have the ultimate racing steed, which should even be able to beat Joe if raced correctly.

## Colored Chocobo Properties



Green Chocobos can run over mountains. You need a Green Chocobo to receive the **Mime Materia**. It's located on Wutai's continent; land, then run along the eastern coast and look for some mountains barring access to a peninsula. Enter the cave here to collect your prize.

Blue Chocobos can run over shallows and rivers. Land near the entrance to Mt. Corel, and cross the river to the north. Enter the cave here to receive the HP<->MP Materia, a fun but worthless Materia..

Black Chocobos can run over mountains, shallows, and rivers. Land near Mideel, then run east. Follow the chain of islands until you reach a cave, which has the highly-valuable **Quadra Magic Materia**, allowing you to quadruple-cast a linked spell/Summon. (This can also be done with a Green Chocobo, by landing on the northern-most island and using the Green Chocobo to reach the cave entrance. You can also glitch the Airship to land on the dirt; go as close to the dirt as you can, then as you hit X to land, jam your D-Pad towards the dirt. If done correctly, you'll land your Airship on the edge of the dirt and you can run to the cave on foot.)

Finally, Gold Chocobos can run over any terrain, including oceans. Make your way to the northeast corner of the World Map (in the ocean) and look for a round island surrounded by mountains. This is Round Island; you can meet **Goblins** in the forest here, but the real point of interest is the cave. Go inside to find the **Knights of Round Materia** (often called "Knights of the Round"), a ridiculously-overpowered **Summon Materia** that makes bosses (and almost everything else in the game) weep at your feet. Go test it out on the **Goblins** here and watch in awe as they lay down and die.

If you're done and want to return to the walkthrough, and are doing this immediately after Cloud's return, click [here](#).

## Obtaining Final Heaven

Items | **Final Heaven**

**Requirements:** Whirlwind Maze completed; have Cloud back in your party

After getting Cloud back, put Tifa in your party and fly to Nibelheim. Go upstairs in Tifa's house and play the FFVII Main Theme (overworld theme) on the piano ( X, Square, Triangle, R1 + Triangle, R1 + Square, X, Square, Triangle, R1 + X, Circle, X, Square, X , then Start to end; you can also do it by ear, if you're musically inclined). Do so for a scene. Afterwards, you'll receive **Final Heaven**, which teaches Tifa her **ultimate Limit Break**.

If you did this as soon as Cloud returned, you can return to the main walkthrough by clicking [here](#).

## Midgar Revisited

Items | **Premium Heart, Sneak Glove**

**Requirements:** Key to Sector 5 [Key Item] (*dig up in Bone Village after Cloud rejoins* ) Once you have the key, you can revisit some early-game areas. The church here can be visited for a scene, but your real destination is Wall Market. Go inside the shop labelled "Item" with Tifa (and preferably Cid as well) in your party and examine the vending machine; you'll receive the **Premium Heart** after a scene, which is Tifa's ultimate weapon and gains strength as her Limit Gauge rises (unfortunately this makes it inferior to other ultimate weapons, since with a full Limit Gauge the Attack command disappears and executing a Limit resets the gauge). Next, go to the **Weapon Shop**, and speak to the owner (not the man selling stuff) and he'll sell you something for 129,000 Gil. Buy it to receive the **Sneak Glove**, which improves Steal odds for the first item on an enemy's list. Nice!

One final note: you can also visit the same shops and fight the same encounters in the accessible areas as you did at the beginning of the game. Most of them have nothing of value, but you can still Steal **Speed Drinks** from **Vice**.

## Vincent's Cave

Items	Death Penalty, Chaos
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**Requirements:** Green or Blue Chocobo (or better) or Submarine To reach this cave, find your way to the lake to the southeast of Nibelheim using one of the above modes of transportation (if using the submarine, look for a hole underwater in the cape north of Costa del Sol). Go behind the waterfall for a scene, after which you'll exit. Fight 10 or more battles, then return (the small slab of land around the lake has no random encounters). Examine the small object at the back of the cave to get the **Death Penalty**, Vincent's ultimate weapon, and **Chaos**, Vincent's **ultimate Limit Break**. The Death Penalty has 8 Materia slots with no growth, like almost all other ultimate weapons, and deals more damage as Vincent kills more enemies.

If you did this with a bred Chocobo as soon as it was available, click [here](#); if you did it with the submarine immediately after getting it, click [here](#).

## Sunken Gelnika

Items	Heaven's Cloud, Escort Guard, Double Cut [Materia], Conformer, Megalixir, Megalixir, Spirit Lance, Hades [Materia], Outsider, Highwind
Enemies	Unknown, Unknown 2, Unknown 3, Poodler, Bad Rap, Serpent, Turks:Reno (boss), Turks:Rude (boss)

**Requirements:** Submarine

The Sunken Gelnika is entirely optional, but highly rewarding. Many of the game's best treasures are here, and the encounters have great Steals, Drops, and Morphs (all of them **Morph** into a different **Stat Source** item) for you to take advantage of (click the names of the enemies above for more info on this). On the other hand, the area is extremely dangerous; the enemies here are stronger than anything you've seen to this point in terms of random encounters (if you're doing this at the earliest possible point anyway), but nothing you can't handle so long as you've been doing sidequests (or at least equip your party properly).



The sunken plane is located in a cape just south of Costa del Sol (shown in the image above). As you enter, climb down the ladder and run left; there will be a brief scene. A little further down the hallway is a Save Point; definitely make use of it. Nearby the door heading left is a box with **Heaven's Cloud**, an extremely powerful weapon for Cloud (and his strongest currently available outside of **Ultima Weapon**, which has zero growth, if you're doing this on Disc 2). Don't go through the door just yet; instead, enter the door right of the Save Point.

There'll be another brief scene. Run along the platform and open the chest for an **Escort Guard**, a great armor for the males in your party (high defense and nullifies Lightning, Water, Poison, and Holy; I suggest giving it to Cloud if he doesn't have a **Mystile** equipped). Run down the stairs here and then up the screen. You'll notice a partially-hidden orb in the corner; grabbing it gives you the **Double Cut Materia**, a great Materia for the physical attackers in your party. Run to the upper left corner and hit Circle; you'll open a hidden chest with **Conformer**, Yuffie's ultimate weapon. Conformer does damage based upon the enemy's level (so it's great against strong enemies and awful against weak ones), and takes no penalty when used with **Morph** (making it ideal when Morphing enemies). Finally, run along the upper catwalk to the upper-right corner to find a chest with...meh, a **Megalixir**. Pretty weird dungeon when a Megalixir chest is a disappointment, huh? Exit the room the way you came in, save your progress, and this time go left through the door leading left (the one near **Heaven's Cloud**).

If you came here on Disc 3, skip past the highlight block (the battle won't happen). If you came on Disc 2 as recommended, equip a **Steal Materia** and protection against **Confusion**, then run down the hallway for a scene and a showdown!

**Boss: Reno, Rude (Second Encounter)**



**Turks:Reno's Data**

<b>HP</b>	15,000	<b>MP</b>	240	<b>Level</b>	42
<b>Exp</b>	5000	<b>AP</b>	300	<b>Gil</b>	4000
<b>Steal</b>	<b>Tough Ring [32]</b>	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Reistances</b>	Gravity (Nullifies)				
<b>Status Vulnerabilities</b>	<b>Slow, Darkness, Paralyzed, Stop, Poison</b>				

**Turks:Rude's Data**

<b>HP</b>	20,000	<b>MP</b>	280	<b>Level</b>	49
<b>Exp</b>	5500	<b>AP</b>	360	<b>Gil</b>	5000
<b>Steal</b>	<b>Ziedrich [32]</b>	<b>Drop</b>	<b>Elixir (always)</b>	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Reistances</b>	Gravity (Nullifies)				
<b>Status Vulnerabilities</b>	<b>Slow, Darkness, Paralyzed, Stop, Poison</b>				

Before beginning, take a look at those Steals. **Tough Ring** and **Ziedrich** are two great defensive items; the former grants massive bonuses to Vitality and Spirit, making it the ultimate defensive Accessory against opponents that don't use status attacks, while the latter has ludicrous defensive stats and halves all elements at the expense of zero Materia slots. Make sure to lift these valuables off the Turks before defeating them; in all honesty this is the main challenge of the battle, to do this before defeating them.

Turks:Reno is back, and fairly mediocre (though not terribly weak either). Neo Turk Light sets **Confusion** on one (fails if immune), Electropod 2 hits for around 2,000 Lightning-elemental physical damage, and his rod will hit for about 650.

Turks:Rude has more diversity, but for the most part this is wasted. His shoulder charge will hit for around 2,100 damage, and he also has **Fire2**, **Bolt2**, and **Ice2**, which hit for around 875 magical damage in their respective elements when ST'd. Finally, **Cure2** heals both Turks for around 750 HP (if Rude is the only one still standing, he'll heal himself for 1,500). (Because of a bug, Rude, will not act for the remainder of battle if he uses anything besides his shoulder charge.)

As you've probably realized, the goal in this battle is not to win per se, but to be able to control the battle enough to Steal those great items, *then* win. To this end, **Stop** and **Slow** are great; both Turks are vulnerable to them and will give you some quiet time to work your thievery. Even without statuses, both Turks' power attacks are ST, so just heal if someone gets hit hard. Once you've lightened their pockets, pound the Turks into submission. Any non-Gravity power attack will work, so use whatever you have.

**Poison** status works too, but really isn't necessary. Soon enough you'll watch the Turks make their signature exit (note that the Turks do not flee when their partner is defeated in this battle; they'll stay until their HP is depleted, so if you're having problems you can Steal from one Turks and then defeat him with ST violence before dealing with the other one).

If you defeated them without Stealing for whatever reason, Rude drops an **Elixir** and Reno drops nothing. Yeah, just steal the items, you won't regret it.

Simply run through the hallway and through the door on the other side. Open the chest right in front of you for a **Megalixir**, then run all the way along the catwalk to find a chest with a **Spirit Lance** for Cid. Run down the stairs to the lower section to find the **Hades Materia** half-hidden near the helicopter. Hades is extremely useful paired with **Added Effect** on a weapon, because it gives a chance of inflicting numerous statuses. Continue downward in this area to find chests with an **Outsider** for Vincent (his second-strongest weapon) and **Highwind**, the manual for **Cid's ultimate Limit Break**.

At this point, you can either stick around and farm the enemies, or return to your submarine. Be sure to save before leaving; occasionally the **underwater superboss** will camp out right outside the Gelnika, and it will kill you if you're not properly prepared. If you did this immediately after getting the submarine and want to return to the walkthrough, click [here](#).

## Ancient Forest

Items	Supershot ST, Spring Gun Clip, Slash-All [Materia], Typhoon [Materia], Minerva Band, Apocalypse, Elixir
Enemies	Rilfsak, Elpiolnis, Diablo

**Requirments:** Green, Black, or Gold Chocobo or **Ultimate Weapon** defeated



Ancient Forest is located on top of the canyon south of Cosmo Canyon (location shown above). You can reach it by defeating Ultimate Weapon (which will create a path to run up) or by breeding a Green, Black, or Gold Chocobo.

Before beginning with the actual walkthrough, some explanations. Ancient Forest is more or less a long series of puzzles, and you can press Square if you get stuck to start from the beginning of the forest (with everything reset except for treasures). There are also random encounters, but you should have no trouble with any of them. The elements of the puzzles are listed below, along with their effects.

- **Insects:** Can be given to Pitcher Plants to create a temporary platform, or into hollow trees to lure out frogs.
- **Frogs:** If placed in Pitcher Plants, they will launch Cloud into the air.
- **Beehive:** Throw into a Fly Trap to make it stay closed.
- **Stamen:** Use this to swing across gaps.
- **Pitcher Plants:** Make platforms when given Insects, or launch Cloud if given Frogs

In the first area, ignore the insect near where you enter and run up the hill and follow the path down to a Fly Trap with an item on it. Run into the trap towards the bag and mash Circle; if done correctly you'll pick up a **Supershot ST** weapon for Vincent (you'll take damage when the Fly Trap hits you). Return to the beginning, and this time grab the Insect near the entrance. Run under the arch and drop the fly near the small hill to the Pitcher Plants (don't actually put it in the Pitcher Plant). Do the same with the second Insect under the arch, then grab the third and put it in the Pitcher Plant. Quickly put the other two insects into the next two Pitcher Plants and cross to the other side. Ignore the Frogs and run down the hill to the right (you'll swing across the gap automatically), then loop around the tree and grab the **Spring Gun Clip** weapon for Red XIII lying on the ground. Exit right.

On the second screen, grab the Insect on the ground near where you entered, then run towards the Stamen and Jump when prompted. Put the Insect into the hollowed-out area to get a frog to come out, then use it on the pitcher plant and cross to the second Stamen, which will drop you down on the other side of the fly trap. Grab the Frog, then run up the hard-to-see small hill in between two Pitcher Plants. Put the frog into the left plant, then use it to jump to a high ledge with a Beehive. Grab it, then get back down to ground level and use it on the left Fly Trap. You'll be able to access the **Slash-All Materia**; grab it, then pick up the Frog and use it on the Pitcher Plant leading right this time. Use it to pass the Fly Trap, and leave the area going right.

Run past the first Insect near the entrance and grab the second one instead. Put it in the Pitcher Plant near the beginning, then grab the first Insect and use it on the second, then you'll launch upwards on the Stamen. In the new area, run left, then up the trunk. Follow the branch around, then use the lower knot here to reach the Stamens and reach the **Typoon Materia**. Return to where you went up along the branch and head down this time. Continue downward to receive a **Minerva Band**, a great armor for the women in your party (nullifies Fire, Ice, Earth, and Holy). Jump down, grab the Frog, launch right, and return to the third screen. Return to the treetops the same way you did the first time, and this time make your way to the center tree (right of where you enter) and run down the trunk. Continue down the rope and jump down. Use the Insect on the Pitcher Plant, then jump to the second one and grab the Beehive. Use it on the Fly Trap, then use the other Insect here to return to the first half. Take an insect and use it on the hollowed-out tree to get a Frog, then use the frog to jump back (with the Pitcher Plant) to the area with the Fly Trap. Pick up the Frog again, and use it on the Pitcher Plant to the far right to launch yourself to the exit to the next screen.

The fourth and final screen has no puzzles. The southern chest has the **Apocalypse** for Cloud, one of only two Triple Materia Growth weapons in the game, while the northern chest has an **Elixir**. After you have everything, exit to the north to be returned to the World Map.

If you came here as soon as possible, you can return to the walkthrough by clicking [here](#).

## Using the Huge Materia

<b>Items</b>	<b>Master Magic [Materia] (repeatable), Master Summon [Materia] (repeatable), Master Command [Materia] (repeatable), Bahamut ZERO [Materia]</b>
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**Requirements:** All Huge Materia quests completed

After completion of all the Huge Materia quests, you will have somewhere between zero and four Huge Materia collected. Which types appear depends on how many of the Huge Materia quests you've succeeded at, not which ones (if you've been following the walkthrough you should have all four). See the table below for a listing of the possibilities.

If you completed ___ Huge Materia quests successfully...	You'll have the Huge Materia below.
0	None
1	Yellow
2	Green, Yellow
3	Red, Yellow, Green
4	Blue, Red, Yellow, Green

Each of the Huge Materia has an effect, as described below:

- **Yellow Huge Materia:** Master at least one of each of **Deathblow, Manipulate, Mime, Morph, Sense, Steal, and Throw** Materia, then examine the Yellow Huge Materia. One mastered copy of each of these Materia will be removed from your inventory, and you'll receive a **Master Command Materia**. Other **Command Materia** are irrelevant. This can be repeated an infinite number of times.
- **Green Huge Materia:** Master at least one of every type of **Magic Materia**, then examine the Green Huge Materia. One mastered copy of each type of Magic Materia will be removed from your inventory, and you'll receive a **Master Magic Materia**. This can be repeated an infinite number of times.
- **Red Huge Materia:** Master at least one of every type of **Summon Materia**, then examine the Red Huge Materia. One mastered copy of each type of Summon Materia will be removed from your inventory, and you'll receive a **Master Summon Materia**. This can be repeated an infinite number of times.
- **Blue Huge Materia:** If you've collected both the **Bahamut** and **Neo Bahamut** Materia, examine the Blue Huge Materia to receive the **Bahamut ZERO Materia**. If you're missing either Bahamut or Neo Bahamut, or you already got Bahamut ZERO, the Blue Huge Materia does nothing.

As you can see, having all four Huge Materia is highly rewarding. If you're patient, this provides you with a potentially infinite source of Master Materia, which are the best Materia in the game. An important note here is that you all you lose by converting your Materia is one mastered copy of each relevant type of Materia. Materia divide when mastered, so you should still have copies of all the Materia, even missable/limited quantity ones. Just make sure not to sell/throw away unmastered copies of unique Materia (these are: **Comet, Full Cure, Ultima, Contain, Shield**, all **Summons, Double Cut, Slash-All, Mime, Morph**, the W-Materias, **Chocobo Lure, EXP Plus, Gil Plus, HP<->MP, Luck Plus, Magic Plus, Mega All, Underwater**, and all **Support Materia** except **All** Materia) and you'll always be able to continue making more Master Materia.

If you came here immediately after dropping off your Huge Materia with Bugenhagen, you can return to the walkthrough by clicking [here](#).

## The Flying Weapon

<b>Items</b>	<b>Ultima Weapon</b>
<b>Enemies</b>	Ultimate Weapon (boss)
<b>Enemy Skills</b>	<b>Shadow Flare</b>

**Requirements:** **Diamond Weapon** defeated

(**Note:** *The rest of this section contains some spoilers up to the point that you fight Diamond Weapon. You've been warned...*) Once you've defeated **Diamond Weapon**, Ultimate Weapon (which you've **already fought once**) can be found floating over Junon Crater (the lake that formed near Junon since **Whirlwind Maze**). To begin the quest, just ram into it with the Highwind. (If you're still on Disc 2, you should definitely save before ramming it, because Ultimate Weapon will sometimes stop in an area that forces you to advance the story.) Once you ram it, it will fly off; keep chasing it and ramming it. Eventually, it will fly to one of a number of predetermined locations and stop.



Note that none of the below applies to the mandatory battle in Mideel; it's covered in the **walkthrough**.

Ultimate Weapon has two forms, an Aerial form and a Ground form. They are almost identical except for the available Steal and a few attacks only available to one form. The Ground version is affected by short-range attacks and has a **Reflect Ring** to Steal (this can be repeated as many times as you like; this is your last chance to obtain them, so take advantage of it if you're going for a perfect Item List) and the Aerial version is immune to short-range attacks and has a **Circllet** to steal (likewise repeatable, but requires a **Long Range Materia** as well or the Steal won't work). The table below tells you which form you'll fight:



Place	Type
Junon Crater	Aerial
Mideel	Aerial
North Corel	Aerial
Mt. Nibel	Aerial
Northern Crater	Ground
Midgar	Ground
Fort Condor	Ground
Gongaga	Ground
Cosmo Canyon (final battle)	Aerial

Before fighting, equip as many characters as you can with an **Elemental Materia** linked to a non-elemental Materia in your party's armors (greatly improves your defenses), as well as Lightning (Aerial) or Earth (Ground) protection if you can. Ram into it with the Highwind to begin battle.

**Boss: Ultimate Weapon (optional battles)**



<u>Aerial Battles</u>					
<b>HP</b>	100,000 (see note below)	<b>MP</b>	400	<b>Level</b>	61
<b>Exp</b>	0	<b>AP</b>	0	<b>Gil</b>	0
<b>Steal</b>	Circlet [32]	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies), Earth (Nullifies), Water (Nullifies)				
<b>Status Vulnerabilities</b>	Darkness, Slow				

<u>Ground Battles</u>					
<b>HP</b>	100,000 (see note below)	<b>MP</b>	400	<b>Level</b>	61
<b>Exp</b>	0	<b>AP</b>	0	<b>Gil</b>	0
<b>Steal</b>	Reflect Ring [32]	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies)				
<b>Status Vulnerabilities</b>	Darkness, Slow				

Before going into actual strategies for these battles, I'm going to explain a few things regarding the battle. First, Ultimate Weapon's starting HP will actually be whatever it was at the end of the last battle against it. The mandatory battle in Mideel counts as well, so any damage you did to Ultimate Weapon there will be reflected in its HP in your first battle (if you did no damage, Ultimate will have 100,000 HP, if you did 10,000 damage it will have 90,000 HP, etc.). Second, the two tables above are to account for Ultimate Weapon's two forms; the first is for Aerial battles, the second for Ground battles. In any given battle, you'll only fight one or the other, not both, so refer to whichever stat table applies to your battle. Finally, the Aerial form cannot be hit with short-range attacks, and can use Thunderball; the Ground form is affected by short-ranged weapons and has Quake2 and the basic claw attack. Now on to the strategy!

As you can see, we have one very tough fight on our hands. Ultimate Weapon is no joke; it hits hard and can take a beating. **Quake2** does around 2,000 Earth-elemental magic damage if ST'd; the Weapon's claw deals around 1,500 damage to one with up-to-date armor. The real danger, however, lies in Ultima Beam, which hits for around 2,000 "hidden"-elemental magic damage to the whole party and ignores split damage, meaning this will either wipe out your party or very severely damage them. If you did as advised earlier and used a Non-elemental-**Elemental** Materia combo, the **Elemental Materia** will actually protect you (obviously, the degree to which it helps depends on its level). The Aerial form has Thunderball in place of **Quake2** and the claw, which does around 2,750 Lightning-elemental magic damage to one (frankly, it's less dangerous than Quake2 and the claw).

Especially if you're fighting a Ground version, Steal that **Accessory** (**Reflect Ring** can only be gotten here at this point, and **Circlet** is very useful also), then try to whittle down its HP as much as you can (if going for a Perfect Game, don't attack Ultimate Weapon until you have 99 Reflect Rings). **Knights of the Round** is unlikely to completely remove Ultimate's HP unless your level is fairly high, but it will still leave a nasty scar. High-end **Summons** will work (watch for elemental properties), as will **Limit Breaks**, **Ultima**, **Beta**, and **Magic Breath**. You can also use physicals against the Ground form (and long-range physicals against either form).

Ultimate Weapon will flee after taking a few turns. It will also turn tail if you reduce its HP to 0 (it will still drop nothing).

What happens next depends on how much HP Ultimate Weapon had when it fled. If it had 20,000 HP or less (including if you reduced its HP to 0), it will immediately fly to Cosmo Canyon and wait for you to engage the final battle (skip to the next paragraph). If it had over 20,000 HP, it will have flown off somewhere, and will be flying around the map. You'll have to fly around and try to chase it down (this can be frustrating). Once you've found it again, ram it until it flies to a new random location, and the process starts as before (ram it to initiate a **battle** in the new location). Essentially, the game intends you to slowly chip away at Ultimate's HP in a series of battles.

Once it's reduced to 20,000 HP or less, Ultimate Weapon will wait for you over Cosmo Canyon. Equip Lightning protection if you can (this will be an Aerial battle), and equip all four **Enemy Skill Materia** on whoever you intend to have lay the final blow (you can remove the **Steal Materia**). Also remove any equipment with no Materia growth; you'll be winning a lot of AP. Ram into it when you're ready!

#### Boss: Ultimate Weapon (Final Battle)



<b>HP</b>	20,000 (see note below)	<b>MP</b>	400	<b>Level</b>	61
<b>Exp</b>	35000	<b>AP</b>	3500	<b>Gil</b>	25000
<b>Steal</b>	None	<b>Drop</b>	Ultima Weapon (always)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies), Earth (Nullifies), Water (Nullifies)				
<b>Status Vulnerabilities</b>	Darkness, Slow				

First, about Ultimate's HP in this battle. If Ultimate Weapon had HP left when it fled the last battle, it will have whatever HP level it had when it flew away. If you reduced its HP to 0, it will simply have 20,000 HP. This version also has no Steal, so don't bother trying.

The attacks here are the same as your prior battles with the Aerial version. The real danger, however, lies in Ultima Beam, which hits for around 2,000 "hidden"-elemental magic damage to the whole party and ignores split damage, meaning this will either wipe out your party or very severely damage them. If you did as advised earlier and used a Non-elemental-**Elemental** Materia combo, the **Elemental Materia** will actually protect you (obviously, the degree to which it helps depends on its level). Ultimate Weapon has Thunderball in place of **Quake2** and the claw for this fight, which does around 2,750 Lightning-elemental magic damage to one. Finally, **Shadow Flare** is a learnable Enemy Skill that will be used as a Final Attack (in other words, upon dying) on whoever hit with the final blow, and it can easily hit for the damage limit (9,999 damage) if your Spirit stat is low. It's Reflectable, which is the only way that character is likely to survive (or use **MBarrier** and have at least 5,000 HP). Surviving it will allow the character to learn the attack as well as earn Exp and AP.

Except for the Final Attack and the fact that Ultimate Weapon won't flee, this battle proceeds like any other Ultimate Weapon battle. Just hit it with whatever you have. **Knights of the Round** will probably defeat Ultimate instantly, but beware the Final Attack. High-end **Summons** will work (watch for elemental properties), as will **Limit Breaks**, **Ultima**, **Beta**, and **Magic Breath**, and long-range physicals.

Once you've reduced Ultimate to 0 HP, it will use **Shadow Flare** on whoever attacked it last, then it will die and leave you **Ultima Weapon**, Cloud's ultimate weapon. Ultima Weapon increases in power as Cloud has higher HP.

Completing this quest will allow you progress the **Kalm Traveler** sidequest, as well as allowing you to participate in the **Special Battle** if you've completed all the other requirements. Also, you will now be able to access **Ancient Forest**, regardless of whether you bred a Green/Black/Gold Chocobo.

## The Kalm Traveler

<b>Items</b>	<b>Guide Book</b> , <b>Underwater</b> [Materia], <b>Desert Rose</b> , Gold Chocobo, <b>Earth Harp</b> , <b>Master Magic</b> [Materia], <b>Master Summon</b> [Materia], <b>Master Command</b> [Materia]
<b>Enemies</b>	<b>Ghost Ship</b> , <b>Ruby Weapon</b> (boss), <b>Emerald Weapon</b> (boss)

**Requirements** : Disc 2/3; Cloud back in party

This is actually a three-part sidequest. In order to finish all three parts, you'll need to have **defeated Ultimate Weapon** , but the quest can be started as soon as you have Cloud back. The quest involves collecting three very rare treasures and bringing them back to the old man upstairs in the eastern-most house in Kalm. He will then give you a prize for each of the three items you've given him. The parts can be done in any order, but it's easiest to do them in the order listed here.

*(Note: If you're going for a Perfect Game, it's best to not save after obtaining the **Desert Rose** or **Earth Harp** items. This way you can challenge these enemies anytime you like, and the rewards given for both items can be obtained through other means..)*

### Guide Book

The first part is by far the easiest. Just find a **Ghost Ship** enemy (either in the underwater glass tube leading to the Underwater Reactor or in **Battle Square**) and Morph it into a **Guide Book** (it has 6,600 HP, double in Battle Square, and is weak against Holy and Restorative items). Bring the Guide Book to the Kalm Traveler to receive the **Underwater Materia**, which is used in the third part of the quest. The Materia otherwise serves no purpose, but it's unique so don't sell/trash it.

The last two parts are extremely difficult. I don't recommend attempting them until you've done all the game's sidequests and are on **Disc 3** (and have collected the treasures from **Northern Crater**). It's actually possible to do both on Disc 2, but there's no reason to do so.

### Desert Rose

The **Desert Rose** cannot be obtained without first having defeated **Ultimate Weapon**. Once you've done so, be sure you're fought at least one random battle after defeating Ultimate Weapon, then look for a weird red thing sticking up out of the sand near the Gold Saucer.

Before battle, I recommend equipping a single character with the **Knights of the Round Materia** (pair with **HP Absorb**), **Hades Materia** (pair with **MP Absorb**), the **Mime Materia**, **W-Summon Materia**, **Phoenix** (or **Revive**) paired with **Final Attack**, a high-level **HP Plus Materia** (you'll really want high HP; 9999 is ideal) and any other Materia you want to level (be sure to avoid any Materia other than Final Attack that causes counterattacks). Also, make sure to give that character an **Enemy Skill Materia** with Big Guard learned (special bonus if the Materia doesn't have **Shadow Flare**). Give this character your best **armor** (Mystile is ideal) and a **Ribbon**. Get into a random battle and kill off your other two characters (physical attacks and most spells can be targetted to characters to accomplish this); you'll see why very soon. If you can equip a **Fire-Elemental** combo in that person's armor (or use an armor that defends Fire), that would also be helpful, but it's the least important part of your setup. Stay away from ultimate weapons unless you really don't care about leveling your Materia.

Once you're prepared, ram the red thing with either the Highwind or a Gold Chocobo (it doesn't matter which you use) for a fight!

**Boss: Ruby Weapon**



Ruby Weapon's Stats					
HP	800,000	MP	2560	Level	59
Exp	45000	AP	50000	Gil	30000
Steal	None	Drop	Desert Rose (always)	Morph	N/A
Elemental Weaknesses	None				
Elemental Reistances	Gravity (Nullifies), Fire (Absorbs), Ice (Absorbs), Lightning (Absorbs), Earth (Absorbs), "Hidden" (Absorbs)				
Status Vulnerabilities	Darkness, Slow, Paralyzed				

Ruby's Tentacle's Stats					
HP	40,000	MP	1,000	Level	37
Exp	0	AP	0	Gil	0
Steal	Nothing	Drop	Nothing	Morph	N/A
Elemental Weaknesses	None				
Elemental Reistances	Gravity (Nullifies), Water (Nullifies)				
Status Vulnerabilities	Darkness, Slow, Paralyzed, Poison				

Yes, you read that right, 800,000 HP and 50,000 AP dropped. Ruby Weapon is not to be taken lightly; it'll crush any party that isn't extremely well-prepared.

Ruby's attacks are as varied as they are powerful (note that the tentacles do not technically attack; rather, Ruby uses them to do certain attacks itself). Before Ruby's tentacles show up, Ruby will be invincible and use only a claw attack, which hits for 5/8ths of the target's HP total; **Comet2**, which hits four times to randomly-selected characters for around 2,900 base damage; Big Swing, a physical attack dealing 5,225 base damage (this will be reduced based upon your defense stat and may rarely miss, though you need very high Def% to see a miss); and Whirlsand, a nasty attack that removes one character from battle and flags them as "dead."

In the first part of the battle, all of the attacks are strong, but Whirlsand is your biggest concern. If you did as advised before the battle and killed off the other two characters, Ruby will immediately stick its tentacles into the ground, resulting in a pincer attack with Ruby on one side and the Tentacles on the other. If for some reason you still have two or more characters alive, quickly kill the others off before Ruby can use Whirlsand; don't bother trying to hit Ruby, you won't be able to damage it.

Ruby's tentacles are mostly an annoyance, and the main reason for the **Ribbon**. The Right Tentacle's attacks often inflict **Frog** and **Small**, with one of them hitting for 15/32nds of your current HP, and the other hitting for 15/16ths. The Left Tentacle's strikes often set **Poison** and **Slow- numb**, and again there are two attack versions, one hitting for 15/32nds current HP and the other for 25/32nds.

Ruby itself will mostly just pound you into submission with its massive attacks. Ruby Flame is an unblockable Fire-elemental magic attack hitting for just over 5,400 base damage to one (your Spirit stat will reduce actual damage taken). Ruby Ray is an unblockable non-elemental magic attack that hits for around 4,700 base damage to one (again, reduced by your Spirit stat). **Ultima** is the same as the spell you should have available to your party, but with Ruby's massive power, its base damage is just over the damage limit (again, a good Spirit stat can reduce this) and it ignores split damage, in case you have multiple characters standing. Finally, **Shadow Flare** is even more powerful than Ultima by a good margin, but thankfully only hits one and can also be Reflected. All of these attacks can be cut in half if you cast **MBarrier** status, thanks to the attacks' Magical nature. Unfortunately, however, the Tentacles' status attacks rule out the possibility of using a **Tough Ring**, which would be a superb accessory in this portion of the fight.

At this point, it may be tempting to revive the rest of your party (**Phoenix!**), but I advise against it. You'll have a lot of trouble keeping them alive in a battle where dealing damage is crucial, and using **Knights of the Round** on Ruby at this point (with more than one character standing) will cause Ruby to counter with **Ultima**, which you really don't want. If more than one character is alive, Ruby can still use Whirlsands as well. It's theoretically possible to do the strategy below if you can revive all of them and then immediately cast **Big Guard** on them before Ruby can act, and have **Mime Materia** for each character, but all three characters will probably need Ribbons in addition to 9,999 HP to pull this off (remember the Ultima counters), as well as a ton of luck to avoid Whirlsands, so I'll assume you just left them dead.

The strategy here is fairly simple. As soon as you get a turn cast **Big Guard** to set **Haste**, **Barrier**, and **MBarrier** on yourself. Depending on your HP level it's possible you might die before you act again, but most of the time you should live to see another turn (if you do die here, just make sure the character has full HP before entering battle and try again). On your next turn, use **W-Summon**, and be sure to follow these directions closely. You should select **Hades** first, and target it onto the Tentacles (**not** Ruby Weapon itself). Next, for your second summon select **Knights of the Round**, and target it on Ruby Weapon. Hades will be used first; in addition to doing decent damage, it will inflict **Slow**, **Poison**, and **Paralyzed** on the Tentacles. Paralyzed is especially nice, since it prevents the Tentacles from acting and greatly improves your survivability. You'll also recover some MP (mostly meaningless, but this can be useful if things go bad later in the fight). Next, you'll use Knights of the Round on Ruby itself, dealing heavy damage (it can't OHKO Ruby however, due to its high HP), followed by recovering all (or almost all) of your HP. From here, just keep **Miming** whenever you get a turn (don't re-Summon unless the Mime chain broke somehow, like if you equipped a counterattack setup) to repeat this and essentially be unkillable (only a Shadow Flare after your MBarrier falls has much chance of causing a loss, but with high-enough HP you should still survive). Note that if the Tentacles are both defeated, Mime will cause Hades to default-target to Ruby, setting **Paralyzed** and **Slow** and dealing some extra minor damage (Ruby will revive them after a while, but if you keep it in **Paralyzed** long enough you may actually be able to keep the Tentacles out of the battle). If something messes up the Mime chain (for example, your character counters or is KO'd and revived), just redo the summon process above and restart the chain (if you don't have another KotR cast, use Bahamut ZERO or a Limit Break). Do **not** use Limits; they will break the chain. Lucky 7s will break the chain as well, but it's unlikely you'll see that for this fight unless you're trying to get it.

An alternate strategy, though one I consider greatly inferior, is to farm a bunch of **Dazers** (get 99 to be safe), revive your party after the tentacles appear, then cast **Big Guard** and have one character spam Ruby with them to maintain **Paralyzed** status (set **Slow** as well on both Ruby and the Tentacles) while the rest of the party chips away with their strongest attacks. Your offense will be quite poor in this strategy, and **Mime** setups are mostly out of the question, owing to your need to continue using Dazers, but this is one way of winning with your whole party alive and can be done without having done extensive sidequesting. If you're using this strategy, **Ribbons** are a must; outside of Slowing them the Tentacles will continue to attack and set their statuses. Also heal from time to time; Ruby may manage to get a few turns in, and **Ultima** will wipe out the party if you're not healed.

Yet another option is to use **Magic Hammer** to reduce Ruby's MP to zero. This takes a whopping 26 castings of Magic Hammer, but will limit Ruby to only Ruby Flame and Ruby Ray, neither of which are serious threats (and Whirlsands if multiple characters are standing). I would consider this unnecessary (the first strategy essentially nullifies most danger of dying aside from the beginning of the battle), but if you want to, be my guest.

However you win, in the end you'll receive the **Desert Rose** Item.

Bring the Desert Rose to the Kalm Traveler to receive a Gold Chocobo. This is mostly useless (you probably already have one, and the Chocobo you're given is not particularly useful for racing), but you can use it to get the rewards for **Chocobo Breeding** if you can't be bothered to do the sidequest for some reason.

## Earth Harp

The Earth Harp is held by a large underwater monster. You'll need the Submarine to do this; it's also strongly recommended to have the Underwater Materia and be on Disc 3.

Before discussing setups or heading underwater, a key consideration is the *number* (not type) of Materia each character has. The opponent you're about to face has an unblockable attack that deals exactly 1,111 damage per Materia the character has equipped (whether in weapon or armor is irrelevant), so if a character has more than 8 they will always die if that attack is used (it's unblockable and hits for 9,999 damage in that case) and hits all characters. On the flip side, it drops a huge amount of AP, so you may want to take advantage of it.

As to setups, the exact setup you'll want depends on what **Materia** you have and what strategy you intend to use. If going for **Lucky 7s**, try to fill up Limit Meters as well as equipping **Mime Materia** beforehand. Otherwise, be sure to equip **Knights of the Round** (paired with a good **Support Materia** like **HP Absorb** or **MP Turbo**) and **Phoenix-Final Attack** if you have them, as well as **Gravity Materia** (doesn't need to be levelled, you'll see why soon). If using Gravity Magic, an ideal setup is **W-Magic-HP Absorb** and **Gravity-MP Absorb**, along with **Mime** (**Gravity-Quadra Magic** will really leave a mark if used in place of **Gravity-MP Absorb**, but requires Mime due to the limit on how often Quadra works). You won't be seeing any status attacks, so replace those **Ribbons** with **Barrier Rings**, **Tough Rings**, or **Sprint Shoes**. You should also equip the **Underwater Materia** on someone (it doesn't matter who has it, just try not to push anyone over 8 Materia).

Once you're ready, submerge and look for a giant green creature swimming around. Usually it will hang around the underwater crater, but sometimes it will be by the **Sunken Gelnika** or elsewhere. Bump it to enter battle!

**Boss: Emerald Weapon**



**Emerald Weapon's Data**

<b>HP</b>	1,000,000	<b>MP</b>	100	<b>Level</b>	99
<b>Exp</b>	50000	<b>AP</b>	50000	<b>Gil</b>	50000
<b>Steal</b>	None	<b>Drop</b>	Earth Harp ( <i>always</i> )	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Lightning				
<b>Elemental Resistances</b>	Gravity (Half), Earth (Nullifies), Ice (Absorbs), Water (Absorbs)				
<b>Status Vulnerabilities</b>	Darkness, Slow				

**Eye's Data**

<b>HP</b>	25,000	<b>MP</b>	100	<b>Level</b>	50
<b>Exp</b>	0	<b>AP</b>	0	<b>Gil</b>	0
<b>Steal</b>	None	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Fire				
<b>Elemental Resistances</b>	Earth (Nullifies), Ice (Absorbs), Water (Absorbs)				
<b>Status Vulnerabilities</b>	Darkness, Slow				

If you didn't equip the **Underwater Materia** for whatever reason, you'll have a 20-minute timer running. If it hits zero, it's Game Over, so either hurry up and kill Emerald fast (the timer runs even in menus and during animations, so **Knights of the Round** is effectively out) or just equip the **Materia**. There are also four **Eyes**, but they begin the battle dead. Emerald Weapon will revive them occasionally (you'll see them opened when this happens). As to Emerald itself, if you didn't prepare properly (or wandered into it with the Submarine), you'll quickly find yourself buried in a watery grave.

Emerald has two different sets of attacks: one for when its eyes are closed, and another for when it has at least one open. While its eyes are closed, Emerald has a stomp that does around 8,700 base physical damage to one (this will be reduced depending on that character's Def rating and if the character is in the Back Row). Emerald Shoot is a powerful magic attack that hits for 9,500 base damage to one (reduced based upon your Spirit stat) and removes **Barrier**, **Shield**, **Death Force**, and **Resist**. Finally, if Emerald has less than 50% of its HP left and you use **Knights of the Round**, it will counter with Aire Tam Storm every other cast (**Bahamut**, **Neo Bahamut**, and **Bahamut ZERO** also count as uses, but won't trigger the counterattack themselves). Aire Tam Storm is a devastating attack that will be discussed shortly.

Things get much nastier when Emerald opens its Eyes. They eyes actually come in two types: both use Emerald Laser, which is magical, but one version is an HP attack dealing 4,150 base damage, while the other damages MP for 712 base damage (which is obviously far worse than moderate HP damage). A given Eye will only use either the HP or MP version. Both attacks can be reduced by raising your Spirit stat. Reducing an Eye's HP to 0 will close it.

Emerald also gains much nastier attacks when it has at least one Eye open. Emerald Beam is an annoying attack that reduces your HP by 21/32nds and removes **Regen** status. It counters damage with Revenge Stomp, which deals 5,500 base physical damage to one and removes **Haste**. But the real danger, outside of the Emerald Laser spam from the Eyes themselves, is Aire Tam Storm (Aire Tam is Materia backwards, if you're wondering). It's unblockable and deals 1,111 damage per **Materia** equipped to a character and hits all characters while ignoring split damage (note that the Materia count is based that character's individual Materia count, not the party's, and each character may take different damage if they have a different number of Materia equipped compared to the others). If you have 9 or more Materia on a character, that character is hit for 9,999 damage and thus instantly killed. As if that weren't enough, it removes **Haste**, **Regen**, **Barrier**, **MBarrier**, **Reflect**, **Death Force**, **Shield**, and **Resist** (it also removes **Slow** and **Stop**, but Emerald will never use these statuses and there's no reason to set them on yourself). It's Emerald's signature move, and honestly the main challenge of this battle.

Kick the battle off with casting **Slow** on Emerald (Hades will also work). **Darkness** is helpful as well (the stomps will miss more often); use an **Ink** item to set this. Don't bother with **Big Guard** or other similar moves, because most of Emerald's attacks remove **positive statuses**. You may be tempted to use Lightning, Emerald's weakness, but the damage isn't going to be all that impressive considering the MP needed to hit the damage limit. Instead, use **Demi** (the level 1 spell) for a guaranteed 9,999 damage attack every time for almost the entire battle (even with the Level 1 spell, halved element, and **Quadra Magic**, Emerald's HP is so high that 9,999 per hit will be dealt until it's almost dead), or blast Emerald with the usual Knights of the Round/Bahamut ZERO violence (use Mime or the **Master Summon Materia** if you're going the route of KotR/Bahamut ZERO). KotR is especially nice when Emerald opens its Eyes, because a single cast will immediately close all of them. Try to keep healed, and definitely revive any fallen characters (or just keep **Miming** if you're out of good Summons). On the other hand, remember that Emerald will counter every other KotR cast with Aire Tam Storm once it drops under 50% max HP.

An alternate strategy is to get **Lucky 7s** (happens if a character gets exactly 7,777 HP) for heavy damage, then use a multi-hit Limit once or twice (like **Omnislash** or **Doom of the Living**) to finish Emerald. To get 7,777 HP easily, equip a character with 9,999 HP with exactly two Materia to get Lucky 7s when Aire Tam Storm is used. If you're going this route, it's strongly recommended to fill your party's Limit Bars before the battle, because any damage taken by the character with Lucky 7s will stop the effect. If you equipped a character with a **Mime Materia**, you can just keep using **Mime** on that character only to repeat the Limit Break.

A third method is a glitch that will defeat Emerald in a single attack: farm kills for Vincent (requires around 17,000, and kills for party members other than Vincent don't count) and equip the **Death Penalty**, or Master three **Knights of Round Materia** and equip them to Barret's **Missing Score** weapon (not Barret's armor or any other weapons), along with a **Deathblow Materia** to whichever character you're using and a **Mystify Materia** to another character. Enter battle with Emerald, and use four **Hero Drinks** on Vincent/Barret. Then, wait for everyone to have a turn, have someone cast Berserk on Vincent/Barret, then, while Berserk is queued or being cast, have Vincent/Barret use Deathblow. If done correctly, Deathblow will be used after **Berserk** is set, and if you hit, Emerald will die in a single hit. (This is the famous Overflow glitch; it will work on almost all enemies except the game's **other super-boss**, which is immune due to its high defense. It's much less fruitful in other encounters though, since it requires a huge amount of grinding and KotR will do just as well in most cases.)

When defeated, Emerald Weapon drops an **Earth Harp**. The Eyes drop nothing, whether you killed them or not.

Take the **Earth Harp** back to the Kalm Traveler, and he will give you a **Master Magic**, **Master Summon**, and **Master Command** Materia (one of each). This can only be done once, sadly, but it's a (relatively) easy way to get the best Materia in the game.

## Storyline Minigames

These minigames are required to be completed in order to proceed with the game. Some of them can be redone, while others are only offered once.

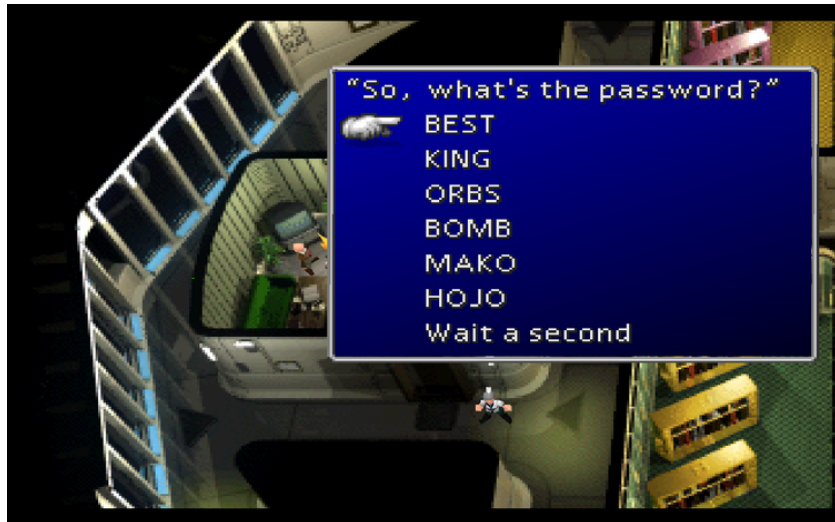
## Squats

This mini-game is part of the Don Coreneo sequence in Wall Market, and must be completed to receive a Wig (which is required to enter the mansion). Simply press the buttons shown in game (Square, X, Circle) to do a squat (if you press them too fast or out of order, Cloud will just scratch his head for a second or two). The bodybuilders are pretty pathetic, so you shouldn't have any problems. Winning earns you the Blonde Wig; a tie, the Dyed Wig, and a loss the Wig.

Once you're done getting virtual exercise, click [here](#).

## Mayor Domino's Password

This mini game occurs in Shinra HQ, on the 62nd Floor. Domino will make you guess his password (he'll give you his Keycard 65 Key Item upon a correct guess). More important for you, though (since if you don't care about bonuses you can just go down the list of passwords until you get it right), if you guess correctly on the first try, you get an **Elemental Materia**, which is a great Materia (allows you to set up elemental defense/physical attacks) that is available in limited quantities and that you definitely want.



Once you've spoken to him and received your task, there are three ways to solve the puzzle and guarantee receipt of the **Elemental Materia**. The first way is to do the puzzle as intended. Each section of the library will have one book that clearly doesn't belong there. To see the theme of the section, check the plate outside the section; to check the books, examine the shelves. Each shelf has one on the right side and another one on the left side. The title of the book that doesn't belong contains a character from Domino's word (he must be bored, given the amount of time it would take to arrange a puzzle like this). In front of the title is a number. The number represents how many characters left (from the start of the title, not the including the number itself at the beginning, and including spaces) the needed character is.

In other words, if the title of the book that doesn't belong in a given section is *16 Modern History of Midgar Space Program vol. 1*, the "M" in "Modern" will be your starting point (letter #1). Count from there to the 16th character, which here is "o" (in "of"). Write down the letter "o", then move to the next section and repeat the process in the other parts of the library.

Once you have all four characters, rearrange them to form a word, then report back to Domino (if you need help forming the word, you can talk to Domino to get a list; if you're not ready, choose "Wait a second" and you can continue checking books) with the word to receive the Keycard 65 and Elemental Materia. Note that in some cases, you may be able to guess the word without checking all of the books, since each word has a unique combination of letters (and the password will never be HOJO or ORBS).

...which brings us to method number two, which allows you to skip the puzzle completely. Go to the upper-right library section (the blue one with green shelves) and check the book in the left half of the middle shelf. If the book title is, *"2 Economic report: Space Dev Program,"* the password is BEST; *"1 Breakdown of SOLDIER members by class,"* BOMB; *"10 New plans for urban planning,"* MAKO; or *"1 Results of failed space mission "YA-79,"* KING.

The last method is completely different. It again avoids the puzzle entirely and instead makes use of the cheese that is saving and reloading. After speaking with Domino the first time and receiving the puzzle, go down to the entrance of the building and save your progress. Go back to Domino's office and try guessing each password until you hit the right one. If you're lucky you might get it the first time, but if not keep going down the list until you get it. Remember which one is the correct choice, the reload your save. Go back to the office on the 62nd Floor and select the correct choice.

Whichever way you do it, when you guess correctly you'll get Keycard 65, allowing you to progress higher in the building. If you guessed correctly on the first try, you'll also get the **Elemental Materia**; on the second, an Elixir; on the third, an Ether; on the fourth, a Potion; and, on the fifth or later, nothing.

After you're done, click [here](#) to go back to the walkthrough.

## Bike Chase

This is a rather simple mini-game. Your goal is to keep the Shinra attackers from attacking the truck as much as possible as your party escapes Shinra HQ. To do this, you can use Cloud's sword to swat them away (Square to swing left and Circle to swing right), as well as veering into them to knock them off their bikes (use your D-Pad to position yourself). The orange ones are weak and fall quickly to Cloud's blade, while the red bikers are stronger but can be dealt with fairly quickly by slamming into them (Cloud will never be knocked off his bike). The red ones will also try to lure you away from the truck to allow an orange one time to attack, so be wary. Another useful tactic is to knock off the orange bikers so they block the red ones, which will often take them out.

The main walkthrough resumes [here](#).

## Date Sequence Mechanics

(Special thanks to T Ferguson for his Date Mechanics guide (located on GameFAQs), which very succinctly lays out the mechanics of the date sequence and was my primary source for writing this section.)



While the Date Sequence itself isn't a mini-game, it essentially forms the result of a mini-game played out through the entire game up until that point. There are four characters (aside from the obvious Cloud) who can be involved: Barret, Tifa, Aeris, and Yuffie. The premise is quite simple: the game chooses whichever of the four has the highest affection level towards Cloud, and does the Date Sequence with that character accompanying Cloud.

During the Date Sequence itself, there will be two parts. The first is a play in **Event Square** (the only time Event Square is used during the game), and the second is a ride on the gondola in **Round Square**.

The general rule is that if you're not specifically trying for someone else, you'll probably get either Aeris or Tifa. From a plot perspective, this makes sense; both have crushes on Cloud and thus shouldn't be overly-hard to please. If you're trying for Yuffie or (especially) Barret, you'll have to consciously smarm up to the desired character while pushing the other three away, or you'll likely still end up with Tifa or Aeris.

All of the characters have an initial affection value at the start of the game, which is given below:

Character	Starting Affection
Aeris	50
Tifa	30
Yuffie	10
Barret	0

From there, each dialog option involved can cause increases and/or decreases to some affection values. Aeris and Tifa both have large opening leads over the others, as well as having more dialog that gives them points; for this reason, they will usually be the choice if you're not specifically trying to avoid them.

The rest of this section will cover dialog that causes changes in affection levels.

For the most part, it should be fairly obvious which dialog/actions will help a given character. Being nice will earn you affection, being aloof or an ass will lose it (sounds like real life). This often applies even if the character in question is absent from the party/area (for example, when Marlene talks about Aeris). There are some exceptions, however. First, giving Barret a Materia tutorial or not has no effect, despite how ass-ish the refusal line is. Second, what you say to Aeris in the church affects absolutely nothing (odd), so do whatever (you can even call her the slum drunk and she'll take no notice aside from her immediate reply). Third,, if Aeris is chosen by the Don , asking about Tifa will lose her affection, while saying "We've got to help Aeris" will actually gain points for Tifa (it should be the other way around; coding error most likely). Finally, no dialog in Costa del Sol affects affection at all, despite much of it showing clear liking or disliking of the characters.

If you want line-by-line effects, continue reading.

### Midgar Affection

Be aware that a most of the available points are actually during your time in Midgar, so plan ahead as to who you want and work accordingly. There are spoilers here, so beware.

- Buying the flower actually has no direct effect on anyone's affection, but doing so will cause you to raise either Tifa's or Barret's affection later, so buy it if you want either of them.
- Telling Jessie, "Looking forward to it" on the train: **-3 Tifa**
- When you enter the Seventh Heaven, if you bought Aeris' flower you can give it to Tifa (**+5 Tifa**) or Marlene (**+5 Barret**).
- If you talk to Tifa while she's behind the bar and tell her to "Give me something hard:" **+5 Tifa**
- When Tifa accuses Cloud of forgetting his childhood friend, if you tell her, "How can you say that!": **+5 Tifa**
- After your nap in the basement of Seventh Heaven, Tifa asks you how you slept: "Barret's snoring kept me up..." **+5 Barret** "Next to you, who wouldn't?" **+5 Tifa**
- If you reach the last train car without being caught by the security scan: **+5 Tifa, +5 Barret**
- When Barret asks Cloud if he will be OK: "(Be strong.)" **+2 Barret** "(I don't know if I can hold on much longer)" **-3 Barret, +1 Tifa**
- During the escape from the church, for each time you: Push the wrong barrel: **-3 Aeris** Ask Aeris to fight, or ask her to run and she has to fight anyway: **-1 Aeris** Ask Aeris to run: **(No effect)** Push the correct barrel: **+1 Aeris**
- When Aeris asks if Tifa is your girlfriend: "No way!" **+1 Aeris** "Yeah, that's right" **-5 Aeris**
- If Tifa is chosen by Corneo: "You all right?" **+3 Aeris** "We gotta help Tifa!" **-2 Aeris**
- If Aeris is chosen by Corneo: "You all right?" **-2 Tifa** "We gotta help Aeris!" **+3 Tifa**
- If Cloud is chosen by Corneo: "Yeah, and his name's Barret..." **+5 Barret** (no other choices you can make with Cloud chosen affect anyone's affection)
- After landing in the sewer: whichever character you talk to first gains **+3** affection (**Aeris** or **Tifa**)
- When Marlene asks if you think Aeris likes Cloud: "I don't know." **-3 Aeris, +3 Tifa** "Let's hope so" **+3 Aeris, -3 Tifa**
- In Shinra HQ, after recruiting Red XII: "Tifa, I'm countin' on you!" **-2 Tifa** "Barret, take care of her!" **+2 Barret**
- When split up and try to leave, **Barret, Tifa,** and **Aeris** each gain **+2 affection** if they are in your party (otherwise they gain nothing)
- When Tifa asks if you can break out (repeatable points): "Leave it to me" **+1 Tifa** "Kinda hard" **-1 Tifa**
- When offered the option to think about a character the first time, if you think about Aeris or Tifa: **+3 Aeris** or **+3 Tifa** (respectively)
- When offered the option to think about a character the second time, if you think about Aeris or Tifa: **+1 Aeris** or **+1 Tifa** (respectively)
- Choosing "Let's get some rest" or thinking about a third character: **(No effect)**
- If **Barret, Tifa,** and/or **Aeris** are in your party when you leave Midgar, each of the these characters who is in your party gains **+1 affection** (if they are not in the party they gain nothing)

### Post-Midgar Affection Changes

After Midgar, there are still opportunities to change affection values, but they are much more spread out, and some of the scenes can be outright skipped.

- In Kalm, during the flashback, telling Barret, "Wait a second." **(No effect)**, but enables next two conversation options: "Beautiful, just beautiful" **+3 Barret** "Is that all?" **-1 Barret**
- In Kalm, in one of the houses, is a woman downstairs and a girl upstairs who each ask the party their opinion of Make energy (this can be done once for each):  
Pro-Mako Response: **-2 Barret, -1 Aeris, -1 Tifa, +1 Yuffie** if they are in your party  
Anti-Make Response: **+2 Barret, +1 Aeris, +1 Tifa, -1 Yuffie** if they are in your party
- At Fort Condor, when you first talk to the old man: "I guess so" **+5 Barret, +3 Aeris, +3 Tifa, +2 Yuffie** "Not interested" **-5 Barret, -2 Aeris, -2 Tifa, -2 Yuffie**
- In Fort Condor, after the man explains his issue: "All right" **+5 Barret, +3 Aeris, +3 Tifa, +2 Yuffie** "Not interested" **-5 Barret, -2 Aeris, -2 Tifa, -2 Yuffie**

- When you encounter Yuffie, each correct dialog choice grants **+3 Yuffie** (can be repeated until her affection reaches 30). Incorrect choices: **(No effect)**.
- When Yuffie asks for a Tranquilizer: "Here, use this" **+4 Yuffie** "Nope" **-2 Yuffie** (if you don't have any Tranquilizers, you'll see **-2 Yuffie** irregardless)
- When Aeris asks about the airship: "I'll take you someday" **+2 Aeris** "I dunno..." **-2 Aeris**
- When Tifa asks Cloud his feelings on war: "Yeah..." **+2 Tifa** "I don't know" **-2 Tifa**
- In the Gold Saucer, telling a female character (**Tifa, Aeris, or Yuffie**) you'll bring her with you first grants that character **+3 affection**; speaking to the character and telling her "no" will cost that character **-2 affection** points. This is only awarded once, so you can only get the bonus/penalty one time for one character. Taking Red XIII first will prevent you from gaining any bonus/penalty here.
- Inside Corel Prison, if any of the following characters accompany Cloud and Barret when first prompted to select a party: **+10 Aeris, +3 Tifa, +2 Yuffie**
- In Gongaga, if you ignore either Aeris and/or Tifa and they are in your party after the Zack scene (in other words, you leave without speaking to them): **-3 Aeris** and/or **-3 Tifa**
- In Gongaga, in dialog with Aeris: "Poor guy" **+1 Aeris** "(jealous...envious...)" **+2 Aeris**
- In Gongaga, if you speak to Tifa: **+1 Tifa**
- In Cosmo Canyon, if Barret is in your party when it splits up, you'll find him near the Weapon Shop. The following options have an effect (other lines have no effect): "Go on" **+3 Barret** (repeatable; to do this, leave the room and return and the dialog will restart from the beginning, letting you do this as often as you want) "And the...?" **+3 Barret**
- Completing the **Wutai sidequest**: **+10 Yuffie**

## Boarding to the Glacier

In **Icicle Inn**, you'll snowboard to the **Great Glacier**. The run is timed, but there are no rewards, so treat it as practice for the Gold Saucer game.

While going down the hill, use the D-Pad to steer and Down or Square to slow down. X will let you Jump, and hitting Left or Right on the D-Pad while holding R1 will cause Cloud to edge in that direction. As you ride down the hill, you'll be presented with two forks. They don't really affect anything except where you come out in Great Glacier (click here for details) as well as the obstacles, but since no rankings or prizes are given for this, just do your best you'll make it to **Great Glacier**.

## Submarine Chase

This mini-game requires you to sink the enemy sub. The controls are mostly straightforward; Up ascends, Down descends, Left and Right steer, Triangle speeds you up, X slows you down, and Square fires a volley of torpedoes. R1 pulls up the radar. Stay away from mines, they do heavy damage.

When doing the mandatory game, you have ten minutes to sink the enemy sub, or you lose. Winning is quite easy; you start out very close to the enemy sub, so just get behind it, let the game lock on, then fire salvos until it sinks. If you lose it, use the radar to find it, navigate to it, and deliver the coup de grace. If you see any other subs, feel free to attack them, but your main target should be the red "leader sub." Don't worry about the time, 10 minutes is way more time than you'll ever need, and even if you fail you can just reload your save and try again.

Whatever the result, click **here** to rejoin the walkthrough.

## PS4/PC Re-Release Differences

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While the game is largely the same in all its versions, there are enough differences in the PS4 and PC Re-Release (not the original PC) version to make it worth pointing them out. They are listed here.

- The most important (from a battle strategy standpoint at least) change is that the *MDef* bug is now fixed. This significantly affects **Armor** selection especially, because some armors that were nigh-worthless in the older versions (e.g. **Wizard Bracelet**) now become viable options, while Def-only armors (e.g. **Adaman Bangle**) are less useful. Also, barrier-piercing **Magic/Summons** gain a distinct advantage over normal ones, and enemies with high MDef will require you to either attack physically or use barrier-piercing moves.
- Graphics (including FMVs) and sound are updated, though they are still a little dated. For PS4, the font is upscaled and backgrounds have been remastered so as to not pixelate on big screens.
- Where there would have been disc changes in the PSX version, it now says "End of part [Disc number]," owing to the fact that there are no discs to change.
- After engaging in encounters, rather than continuing with the field music like in the PSX/original PC release, the music starts over from the beginning of the track. (In the older versions, it continues from where it left off when you entered the battle.)
- Most translation errors have been fixed.
- The controls are fixed and not changeable. *(PS4 only)*
- X is now the "OK" button, while Circle is now the "Cancel" button. *(PS4 only)*
- The game now includes some cheats, triggered by the L3 and R3 buttons. L3 alone toggles a speed boost (the game runs 3x faster), while R3 alone fully heals the party's HP and MP and fully fills the Limit Gauge if it's not already full. L3 and R3 together toggle random encounters on or off. The strategies in this guide are written for cheat-free playthroughs. *(PS4 only)*
- The game is optimized for the analog stick, meaning 8-directional movement is possible, and tilting the stick further causes the character to run, and less to walk. *(PS4 only)*
- Trophies have been added to the game. *(PS4 only)* For more details on acquiring them, please refer to KeyBlade999's Trophy Guide, listed below: <http://www.gamefaqs.com/ps4/102483-final-fantasy-vii/faqs/72649>
- Various sound/musical glitches have been reported. For example, on the train with AVALANCHE, after Jesse opens the door the sound gets louder in all versions, but it doesn't go back to normal after she closes it. Another example is, when encountering the Mystery Ninja, after defeating her and being on the field with her, it plays the last field area's music, rather than her own. *(PS4 only)*
- Some players have reported that the game's framerate is slow, particularly in battle. *(PS4 only)*

## Lists/Reference

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In this section, you will find lists of items and enemies encountered throughout the game.

## Game Mechanics

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This section overviews the battle system used in FFVII. For brevity and clarity I do not generally give full equations/scripts/etc. here, but rather outline general processes. For more specific information, check a mechanics FAQ like T Ferguson's set on GameFAQs (highly recommended for advanced players).

(**Note: Battle Square** battles have many exceptions to the below procedures, which can be viewed **here**. However, aside from the exceptions these battles still function as described below.)

## Starting Battle

FFVII battles take place in a separate screen from the field. Most battles are random encounters, that is, encountered at random in areas where encounters exist, but some battles are forced battles or triggered by certain dialog or quest paths.

Whichever means is used to trigger the battle, once battle starts you'll find your current battle party up against one or more enemies. Your party can have up to three members, and there can be as many as six enemies on the field. Which enemies appear (as well as their rows) is determined by which "formation" is picked out of the set available to that encounter type (random or non-random, like boss fights and forced encounters) and location. Random encounters most often can produce a variety of formations, but most non-random encounters will always give the same formation.

The opening position (Ambushed, Back Attack, normal, or Attack from Both Sides) is determined by the formation. Most formations are normal, and most non-normal formations are either non-random (like Air Buster's forced "attack from both sides") or are regular formations slightly modified to allow the type of attack in question. Pre-emptive attacks are not based upon formation (though ambushes and back attacks prevent a Pre-Emptive Strike, and Attack from Both Sides forces a Pre-Emptive strike), but rather can occur in normal formations that don't prevent Pre-Emptive a certain percentage of the time (which increases if you use a **Pre-Emptive Materia**).

Note that if characters (or enemies, though this rare) enter the battle with **Death** status, they will remain in the status, but can be revived through the normal means.

Once you've entered battle, initial setup functions are completed (like placing characters and enemies on the screen), then any "opening attacks" are completed. The **Sneak Attack Materia** gives a character a chance of opening battle with the linked Materia, and the chance varies depending on the Sneak Attack Materia's level. A few enemies also have opening attacks in their scripts, but most do not. Once any opening attacks have been completed, or if none are available, the normal battle activities begin.

## Battle Units

The term "units" in this context refers to all participants in the battle (both enemies and characters). Every unit has an HP level, and if HP is reduced to zero, the unit automatically receives the **Death** status (even if immune). Units also have MP, which is required to execute certain actions (typically magic and powerful enemy attacks).

A unit inflicted with **Death** is flagged as "dead," but can still use any Final Attacks available to it so long as it has the required MP.

Each unit has its own stats in addition to HP and MP. They are listed below. Your characters' stats can be viewed in the Status screen in the menu; the Enemy List in this document omits listings of most of these stats, because it's often more important to just know general quirks and properties rather than specific values.

Stat Name	Abbr.	Effect
Level	LV	General indication of the strength of the unit; also used to determine if certain attacks will hit
Strength	Str	Increases power of physical attacks
Dexterity	Dex	Determines how much time is required to fill ATB gauge
Vitality	Vit	Reduces damage taken from physical attacks
Magic	Mag	Increases strength of magical attacks
Spirit	Spr	Reduces damage taken from magical attacks
Attack	Atk	Determines power of unit's base physical attack
Attack%	Atk%	Hit rate of regular physical attacks ( <i>characters only</i> )
Defense	Def	Reduces damage taken from physical attacks (primarily based upon armor for characters)
Defense%	Def%	Evasion percentage against physical attacks
Magic atk	MAtk	Determines (along with spell power) the power of magical attacks
Magic def	MDef	<b>No effect</b> , except in the PC Re-Release and PS4 versions (in these versions, it reduces damage taken from magic attacks)
Magic def%	MDef%	Evasion percentage against magical attacks ( <i>for enemies, this is always 0</i> )

In addition to the stats listed here, all units also have Status Immunities and Elemental Properties. Status Immunities prevent certain status attacks from working (by providing immunity to certain effects), while Elemental Properties grant multipliers to damage dealt by attacks with that element. Many enemy attacks also have "secret" elements (Cut, Hit, and Shout are three examples of these). For the most part, they have no effect (the intent was to have characters' weapons with these elements and deal damage depending on specific enemies, but this was scrapped during development), but equipping the **Ziedrich** will halve all damage that has one of these elements in addition to the ones listed in-game.

From this information, you'll notice MDef is meaningless (except for those of you on the PC Re-Release or PS4 version). Thus, ignore it when equipping Armors and focus on other properties. Spirit, however, does work, and will reduce damage from magic attacks, so equipping that **Tough Ring** is never a wasted effort.

## Battle Timing

Time in battle in FFVII is handled using an Active Turn Battle (ATB) system. Any time no actions are taking place that stop battle time (typically long-animation attacks and being in the menu, depending on your settings), everyone's ATB gauge fills at a rate dependent on the unit's Speed stat (enemies also have ATB gauges, but they are invisible to the player). **Haste** status causes the unit's gauge to fill twice as fast, while **Slow** causes it to fill at half speed. **Death**, **Petrify**, **Stop**, **Sleep**, **Imprisoned**, and **Paralyzed** will stop that character's gauge completely (and prevent action even if the gauge is full), and **Death** resets the meter to zero in addition to stopping it.

Characters' ATB gauges always start full in a Pre-Emptive Attack or Attack from Both Sides, while enemies' gauges will start full in Back and Ambush Attacks.

Once a unit has a full ATB meter, it becomes able to take an action (note that counterattacks are not considered "actions" for ATB purposes, though some attacks may stop time for everyone). In most cases, actions are executed in the order they're entered, but Limit Breaks will always take place ahead of other types of actions. After completing an action, the unit's ATB is reset to zero and the gauge rises again until full or stopped.

## Effects of Actions

Attacks can be single-target (ST) or multi-target (MT). A small number of attacks hit everyone on the field whether characters or enemies (Target-All), and Roulette and Comet2 pick random targets. Character attacks are determined by the targeting data in the attack data (modified by **All** or **Quadra Magic** Materia where appropriate), while enemy attacks target as specified in their scripts.

Once an action is entered and executed, its effects depend on the attack's properties and those of the user and target. Status attacks are the easiest; they first check for immunity in the target, then, if the target is not immune, whether the attack hits or not is determined based upon hit rates and target evasion. An attack with 255% hit rate is unblockable, except for physical attacks against enemies with "forced evasion" (like **Cactuar**) in their properties.

Damage attacks start by checking for a hit based upon hit rate and evasion, but there are several factors determining damage once a hit is determined. The most important consideration is whether the attack is physical or magical. You'll notice in the stat tables that each of the main stats has a physical version and a magical version. An attack being physical or magical determines which stats will be used, as well as damage formulas. Given these considerations and the attack's "multiplier," base damage is determined. After this, modifiers for elements, row (physicals only), split damage (MT attacks only), etc. are applied as applicable, resulting in the final damage (or healing). Attacks normally target HP, but there are also attacks that affect MP instead.

A few attacks use a "fixed damage" formula, meaning they are unaffected by normal stats and instead use some other means to determine damage (often a simple multiplication formula using stats not normally seen in damage calculations). In this guide, such attacks are referred to as "fixed-damage" attacks, and are noted where they appear.

## The Limit Gauge

Each character (except Sephiroth) has a Limit Gauge. The gauge fills as the character takes damage; the exact amount given by an attack depends on what percentage of the character's maximum HP was dealt as damage and the Limit Level modifier (at higher Limit Levels, the character's gauge fills more slowly, but the resulting attack will be more powerful). Each character has their own set of Limit Gauge Modifiers, causing them to reach Limit Break status at different times than other characters. Healing does not reduce the gauge, and attacks from other characters cannot increase it. If a character receives **Death** status for any reason, the gauge is reduced to zero.

Once it fills, the character will gain access to the **Limit Break(s)** currently available for their current Limit Level. The downside is that Attack will be unavailable until the Limit Gauge is cleared (but other commands that function like Attack, such as **Mug** and **Deathblow**, will still be available). When a meter is filled, the character's ATB gauge will fill much faster than normal; if you do something other than use a Limit, their gauge will once again fill much more rapidly. On subsequent turns, or if the character's Limit Break was left over from the last battle, it fills at normal speed. Executing the Limit will reset the gauge to zero.

## Lucky 7s

Lucky 7s are quite rare in normal gameplay, but are one of the more typical strategies for **one of the game's optional bosses**. Activating Lucky 7s is quite simple: get a character to exactly 7,777 HP through any means (healing, damage, etc.). What makes this rare is the fact that it's a rather high HP total, and a character's current HP must be exactly that number to trigger Lucky 7s (no higher or lower). The most common way of doing this is to get a character to 9,999 HP and run from exactly 2,222 battles. This will cause **Chocobuckle**, that normally useless Enemy Skill you probably got just for completion purposes, to deal 2,222 damage every time. If the target character has 9,999 HP (a relatively easy target, if you consider that HP can never go above that number), this will give you the needed 7,777 HP with no questions asked. It's also possible, though extremely difficult, to get a character with exactly 7,777 max HP, but it takes tons of planning. You can also get the character's last two HP digits to 77 with current HP under 7,777, then use Potions and Hi-Potions to get the HP to 7,777. Of course, there's always a minor chance you'll hit that number through just plain luck, assuming you have high enough max HP.



The effect of Lucky 7s is this. When a character reaches 7,777 HP, they'll immediately go on a slashing spree, hitting random enemies 63 times for 7,777 damage each hit. If any enemies are defeated during this, the character will stop targetting them, but the death animation won't occur until the completion of the salvo. If multiple characters get Lucky 7s, they will each do a salvo, one after another. After the barrage is completed, any further hits by any character will deal that same 7,777 damage until the Lucky 7s character's HP changes (multi-hit attacks will hit for 7,777 per hit, not total for the attack). Any character finishing battle with 7,777 HP will have their HP reduced to 1 after battle, to discourage abuse.

Enemies can also trigger Lucky 7s, but if an enemy has 7,777 HP it will not do the barrage (thankfully), but any attacks by the enemy party during that time will do 7,777 damage, so hit any enemies that happen to reach this HP level.

## Ending Battle

The key concept to remember here is "flagged as dead," which is different than the Death status. Battle continues until all units on one side or the other have either been flagged as "dead" or Ejected (meaning the unit was removed from battle, either by escaping/**Exit** (characters), using the "Report" move, the **Remove** spell, or through an enemy attack capable of Ejecting a unit). A unit is flagged as "dead" if it has certain statuses: **Death**, **Petrify**, or **Imprisoned**. Petrify and Imprisoned are both rather rare, so Death will be the normal ending to most battles on one side or another; just watch out for Imprisoned (see the **Carry Armor** battle especially)..

Some enemy AI scripts, especially those of bosses, end the battle before all enemies are defeated if invoked. In these cases, the battle is won, but rewards are only received for the defeated opponents.

The next check is whether to award a Game Over, a won battle, or an escape. If all enemies have been Ejected/flagged "dead," the battle is always considered won. With characters, it's a bit more nuanced. If all characters are flagged as "dead," it's Game Over, but Ejected characters are a little more complicated. If at least one Ejected character is not flagged as "dead," they are considered to have escaped, so if all your party is dead/Ejected, you return to wherever you were before charged with an Escape and with any characters so Ejected at the HP/MP levels they left battle with. If the Ejecting action flagged them as "dead" and everyone else is also flagged "dead," it does not matter that they were Ejected instead of hit with **Petrify/Death**; you'll receive a Game Over.

A Game Over forces you to restart from the last saved game; an Escaped battle rewards no spoils but does allow you to continue your game, while a won battle gives you rewards for any enemies you defeated (but not ones that fled, or ones still alive when the battle ended).

After battle, Exp is rewarded to all characters in your current party that did not end the battle in a "dead" status, as well as any AP to the Materia these characters had equipped. Characters not in the party receive half the Exp awarded (but no AP), while "dead" units in your party receive no Exp or AP.

Next, the item drop is determined. If you used Steal successfully on an opponent, it will never drop anything; otherwise, the game will check each Drop item in the enemy's list until an item successfully drops; if nothing drops and it reaches the end of the list for an enemy (or the enemy has no drop at all), that enemy will drop nothing.

## Characters

This section gives a brief summary of each of the characters in FFVII. Note that character backstories are not covered here, to avoid spoilers.

In FFVII, one significant difference to be aware of from many other RPGs is that differences in stats are generally modest at best between characters (a 10% difference above or below average is pretty typical, and this tends not to have a major effect). The most important differences between characters are their **Limit Breaks** and weapon selection. **Armor** and **Accessories** are mostly shared among all characters, and individual stat differences generally only make a small impact on the success or failure of a given party. Since most abilities are granted by **Materia** and not character-specific considerations, equipping good Materia (and to a lesser degree equipment) will normally save an otherwise inferior party selection, while selecting the ideal party for a battle will not prevent a Game Over if your Materia/equipment is poorly set.

### Cloud Strife

<b>How Joins</b>	Initial character
<b>Weapon Type</b>	<b>Swords</b>
<b>Initial Equipment</b>	<b>Buster Sword, Bronze Bangle, Ice Materia, Lightning Materia</b>
<b>Ultimate Weapon</b>	<b>Ultima Weapon</b> (damage increases as Cloud's HP rises)
<b>Strong Stats</b>	Strength, Magic, Spirit, Vitality
<b>Weak Stats</b>	None

Cloud is an excellent all-around character, which is a good thing because he's forced into your party for most of the game, and he does a fine job no matter how you use him. Whether you set him up as a fighter or a mage, he'll never fail to deliver good results, and he has no serious deficiencies stat-wise. His weapons are among the best in the game, with great variety and power.

- **Weapons**
- **Armor**
- **Accessories**
- **Limit Breaks**
- **Spells**

### Barret Wallace

<b>How Joins</b>	During <b>Reactor #1 Raid</b>
<b>Weapon Type</b>	<b>Arm Guns/Clubs</b>
<b>Initial Equipment</b>	<b>Gatling Gun, Bronze Bangle</b>
<b>Ultimate Weapon</b>	<b>Missing Score</b> (damage increases as AP of Materia equipped on Missing Score increases)
<b>Strong Stats</b>	Strength, Vitality [Often Long Range]
<b>Weak Stats</b>	Magic, Spirit, Dexterity, Luck

Barret is mostly set up as a brawling tank, having great physical attack and defense and poor everything else. Due to Barret's tank-like nature, he's generally best in the Back Row with an arm gun and a high-power defensive armor rather than using his melee weapons (even though the melee weapons often do high damage).

- **Weapons**
- **Armor**
- **Accessories**
- **Limit Breaks**
- **Spells**

### Tifa Lockheart

<b>How Joins</b>	After <b>Reactor #1 Raid</b>
<b>Weapon Type</b>	<b>Gloves/Claws</b>
<b>Initial Equipment</b>	<b>Leather Glove, Bronze Bangle</b>
<b>Ultimate Weapon</b>	<b>Premium Heart</b> (damage increases as Tifa's Limit Gauge increases)
<b>Strong Stats</b>	Strength, Dexterity, Luck
<b>Weak Stats</b>	Magic

Tifa has good Strength and great Dexterity, and is a decent choice for Stealing (or attacking physically) early on. Late-game, however, Tifa suffers from a number of key weaknesses. Her weapons draw is rather poor (most of her late-game weapons require you to choose between adequate Materia slots and good power), her high-end Limits takes the longest out of any character to charge up (flip side, she's the only character who has access to all her Limits at Limit Level 4), and her ultimate weapon is quite unreliable (though massively powerful with a high Limit Gauge). That being said, even in the late-game FFVII is easy enough that you should have no problems as long as you've been keeping up with equipment and Materia.

- **Weapons**
- **Armor**

- Accessories
- Limit Breaks
- Spells

## Aeris Gainsborough

<b>How Joins</b>	After <b>Reactor #5 Raid</b>
<b>Weapon Type</b>	<b>Staves</b>
<b>Initial Equipment</b>	<b>Guard Stick, Bronze Bangle</b>
<b>Ultimate Weapon</b>	<b>Princess Guard</b> (damage increases as other characters receive <b>Death</b> status)
<b>Strong Stats</b>	Magic, Spirit
<b>Weak Stats</b>	Strength, Vitality, Dexterity, Luck

Aeris (called *Aerith* in later works in the Compilation) is a pure mage character, although she ends up having great attack power as well in many cases because you can often acquire her good weapons very early, and they tend to have a lot of Materia slots too. Her physical stats are generally poor, so it's really a toss-up between exploiting her great weapons (Front Row) and defense (Back Row). Aeris also has arguably the best Limit Breaks in the game, thanks to her **Peerless** Limits.

- Weapons
- Armor
- Accessories
- Limit Breaks
- Spells

## Red XIII

<b>How Joins</b>	Before fighting <b>Sample: H0512</b>
<b>Weapon Type</b>	<b>Hairclips</b>
<b>Initial Equipment</b>	<b>Mythril Clip, Mythril Armlet, Fire Materia, All Materia, Sense Materia</b>
<b>Ultimate Weapon</b>	<b>Limited Moon</b> (damage increases as Red XIII's MP rises)
<b>Strong Stats</b>	Dexterity
<b>Weak Stats</b>	Luck

Red XIII is very fast, but average in most other areas. His late-game Limit Breaks are pretty decent, although his early-game ones tend to be underwhelming.

- Weapons
- Armor
- Accessories
- Limit Breaks
- Spells

## Yuffie Kisaragi

<b>How Joins</b>	<b>Recruiting Yuffie</b> sidequest
<b>Weapon Type</b>	<b>Shurikens</b>
<b>Initial Equipment</b>	<b>4-Point Shuriken, Carbon Bangle, Throw Materia</b>
<b>Ultimate Weapon</b>	<b>Conformer</b> (damage increases as target's level increases)
<b>Strong Stats</b>	Dexterity, Luck [Long-range]
<b>Weak Stats</b>	Spirit

Yuffie is essentially Red XIII, with better Luck and long-range weapons at the cost of Spirit. Placed in the Back Row, Yuffie can dish out great damage with a good Shuriken equipped. Her late-game weapon draw is one of the best in the game, meaning she only gets better as the game goes on, and her Limits are good at all levels too.

- Weapons
- Armor
- Accessories
- Limit Breaks
- Spells

## Cait Sith

<b>How Joins</b>	During events at <b>Gold Saucer</b>
<b>Weapon Type</b>	<b>Megaphones</b>
<b>Initial Equipment</b>	<b>Yellow M-Phone, Silver Armlet, Manipulate Materia, Transform Materia</b>
<b>Ultimate Weapon</b>	<b>HP Shout</b> (damage increases as Cait's HP rises)
<b>Strong Stats</b>	Magic, Spirit, Luck
<b>Weak Stats</b>	Strength, Vitality, Dexterity

Cait Sith is another mage-type character, with strong magical stats and poor physical ones. For much of the game, Cait Sith is somewhat underwhelming (his Limits really hurt him early, when damage multipliers are more important), but late game he makes up for it with his weapons (especially **Starlight Phone**, which has great power and 4 linked pairs of Materia Slots, and **HP Shout**, a great Ultimate Weapon). Cait's Limits late-game are ok, but nothing spectacular.

- **Weapons**
- **Armor**
- **Accessories**
- **Limit Breaks**
- **Spells**

## Vincent Valentine

<b>How Joins</b>	Found in <b>Shinra Mansion</b>
<b>Weapon Type</b>	<b>Guns</b>
<b>Initial Equipment</b>	<b>Quicksilver, Silver Armlet</b>
<b>Ultimate Weapon</b>	<b>Death Penalty</b> (damage increases as Vincent's kill count rises)
<b>Strong Stats</b>	Magic, Spirit, Luck [Long Range]
<b>Weak Stats</b>	Strength, Vitality, Dexterity

Vincent is another long-range character, but this time Magic-focused. In many ways, Vincent is similar to Cait Sith in terms of design, but with stronger, back-row compatible weapons that have fewer Materia Slots typically, making for a more balanced but less potent character. Vincent's biggest disadvantage isn't actually any stat, but his Limit Break set; all of them cause him to be completely uncontrollable, and while he does get strong attacks every turn thereafter, often it's more advantageous to be able to control the character afterwards.

- **Weapons**
- **Armor**
- **Accessories**
- **Limit Breaks**
- **Spells**

## Cid Highwind

<b>How Joins</b>	After events in <b>Rocket Town</b>
<b>Weapon Type</b>	<b>Spears</b>
<b>Initial Equipment</b>	<b>Spear, Gold Armlet</b>
<b>Ultimate Weapon</b>	<b>Venus Gospel</b> (damage increases as Cid's MP rises)
<b>Strong Stats</b>	Vitality
<b>Weak Stats</b>	Magic, Spirit, Luck

Cid is a purely physical fighter, though he does have one of the few Triple Materia Growth weapons in the game in the Scimitar. End-game, Cid's weapons give him great variety in terms of setups (to focus on attack power, Materia slots, or Materia Growth), and he also has great Limits, so he makes a great addition to your party.

- **Weapons**
- **Armor**
- **Accessories**
- **Limit Breaks**
- **Spells**

## Party Selection

For the most part, character strategy depends on available weapons and, to a lesser degree, Limit Breaks. In weapons, the three main factors you'll need to consider are Attack Power, Materia Slots, and Materia Growth. Late-game weapons generally have more power than early-game ones (naturally), and Double Materia Growth and Triple Materia Growth weapons tend to have poorer Attack ratings and Materia Slots than Normal Materia Growth weapons, which in turn typically have poorer power than No Growth weapons. Which of the three to focus on really depends on your chosen strategy.

Up through Mideel, you'll mostly be seeing more or less equivalent weapons for each character in shops, with chests, Steals, and Drops being the main difference between character weapons at any given point. All characters have a weapon steal in the early game that becomes available in Junon and is quite strong for the time, so I recommend Stealing them (these opportunities are pointed out as they appear in the walkthrough) and using them. After Costa del Sol, you'll begin acquiring Double Materia Growth weapons from chests.

After the **Cave of the Gi**, you'll have the **Seraph Comb** for Red XIII and **Fairy Tale** for Aeris, giving them the two best weapon draws for that stage, so I recommend using both characters through the **Temple of the Ancients**. After Temple of the Ancients, other characters begin getting good weapons from chests, so use them as you find their weapons, or just swap around party members to balance out levels. After Mideel, strategies really begin opening up, as characters begin to get their best stuff, and Limit Breaks begin becoming more of a factor.

End-game, with all weapons collected, Cait Sith, Yuffie, Cloud, and Cid generally have the best equipment draws, while Cloud, Barret, and Cid, and Yuffie have the best Limits. That being said, no character (even Tifa or Vincent) is so poor in either area as to make them unusable or even a severe disadvantage; FFVII is easy enough, and the characters all similar enough, that you can mostly use whomever you'd like (compare to a game like FFIIX or FFX).

## Limit Breaks

This is a listing of all characters' Limit Breaks. Damage multipliers are based upon the damage of your normal physical attack. Note that all Limit Breaks requiring a manual (in other words, Level 4 Limits) also require all other Limit Breaks for that character to be learned before the manual will work. Totals for kills listed here are cumulative; in other words, Cloud needs 320 **total** kills to learn **Meteorain**, for instance, not 120 + 320 (440). For kill numbers, it does not matter which Limit Level the character was at when the kill was completed.

As you move up Limit Levels, it will take longer and longer to fill the Limit Bar, but you gain access to more powerful moves (note that most characters can only perform the move(s) for their current Limit Level, not previous ones). This is a trade-off you'll have to keep in mind, but in most cases it's worth moving to the next Limit Level after learning all Limits before that level.

## Cloud's Limit Breaks

### Braver (Level 1)

Damages one opponent for moderate damage (3x normal). Starting Limit Break.

### Cross-Slash (Level 1)

Damages one opponent (3.25x normal) and inflicts **Paralyzed**. Learned by using **Braver** 8 times.

### Blade Beam (Level 2)

Damages one opponent for heavy damage (3.5x normal) and hits all other enemies for normal weapon damage. Learned after Cloud slays 120 enemies.

### Climhazzard (Level 2)

Damages one opponent for heavy damage (4.275x normal). Learned after using **Blade Beam** 7 times.

### Meteorain (Level 3)

Damages enemies at random 6 times for 1.625x normal damage each hit. Learned after Cloud kills 320 enemies.

### Finishing Touch (Level 3)

Hits all enemies for 3.125x normal damage and inflicts **Death** on all enemies that are not immune to the status. Learned after using **Meteorain** 6 times.

### Omnislash (Level 4)

Damages enemies at random 15 times for 0.75x normal damage. Each attack is auto-critical (so damage per hit is actually doubled compared to 0.75x), and can critical again, re-doubling damage. Learned using the **Omnislash** manual, which is a prize in the **Battle Square**.

## Barret's Limit Breaks

### Big Shot (Level 1)

Hits one enemy for 3.25x normal damage. Starting Limit Break.

### Mindblow (Level 1)

Reduces enemy's MP level to 0. Learned after using **Big Shot** 9 times.

### Grenade Bomb (Level 2)

Hits all enemies for 3.375x normal damage. Learned after Barret kills 80 enemies.

### Hammerblow (Level 2)

Inflicts **Death** on one enemy (if it is immune to the status, the Limit fails). Learned by using **Grenade Bomb** 8 times.

### Satellite Beam (Level 3)

Hits all enemies for 2.1875x normal damage (auto-critical). Learned after Barret kills 160 enemies.

### Ungarmax (Level 3)

Hits enemies at random 18 times for 0.5x normal damage. Learned after using **Satellite Beam** 6 times.

### Catastrophe (Level 4)

Hits enemies at random 10 times for 1.5x normal damage. Requires the **Catastrophe** manual, which can be obtained from North Corel after completing the **Huge Materia Quest** there.

## Tifa's Limit Breaks

Tifa's Limits are covered in the chart below. Her limits work differently than most other characters in that they're not selected from a menu. Instead, there will be slot reels with three different possibilities: *Hit* (the Limit is performed), *Yeah!* (the Limit is performed with an auto-critical, doubling damage), or *Miss* (the Limit is not performed, and it does not count towards the number of uses to learn a new Limit). Tifa will have reels for each Limit she has learned through her current Limit Break Level (so if she is at Limit Level 3, she will have all the moves she learned from Levels 1 and 2 as well, but not 4). In other words, at Limit Level 4, Tifa can perform as many as 7 attacks in one Limit.

As you move up in limits, the reels tend to have more *Miss* lines and fewer *Yeah!* lines (which are often surrounded by *Miss*). If you're not confident in your ability to get a *Yeah!* for a given Limit, just go for *Hit*.

All of Tifa's Limits target one enemy and choose an enemy at random, and have no added status effects.

Name	Level	Damage Multiplier	How Learned
Beat Rush	1	1.25x	Initial Limit Break
Somersault	1	1.375x	Use Beat Rush 9 times
Water Kick	2	1.5x	Tifa has 96 kills
Meteordrive	2	1.625x	Use Water Kick 7 times
Dolphin Blow	3	1.75x	Tifa has 192 kills
Meteor Strike	3	1.875x	Use Dolphin Blow 6 times



Name	Level	Damage Multiplier	How Learned
Final Heaven	4	2.65x	Use <b>Final Heaven</b> manual (found in <b>Tifa's piano</b> on Disc 2 after Cloud rejoins)

## Aeris' Limit Breaks

Aeris' Limits have two notable quirks. First, none of them deal damage; they either act as healing/defensive moves, or set status ailments on enemies. Second, her Level 2 Limits are mostly inferior to her Level 1 Limits, although **Fury Brand** is a godsend if you're trying to teach your other characters Limit Breaks.

### Healing Wind (Level 1)

Heals your entire party for 50% of their maximum HP. This is Aeris' initial Limit Break.

### Seal Evil (Level 1)

Inflicts **Silence** and **Paralyzed** with a 100% success rate on all enemies (does no damage). Learned after using **Healing Wind** 8 times.

### Breath of the Earth (Level 2)

Heals the party of all status ailments. Learned after Aeris has 80 kills.

### Fury Brand (Level 2)

Fills all other characters' Limit Bars to maximum. Learned after using **Breath of the Earth** 6 times.

### Planet Protector (Level 3)

Sets **Peerless** on your party. Learned after Aeris defeats 160 enemies.

### Pulse of Life (Level 3)

Revives any party members under Death status and heals all characters to maximum HP. Learned after using **Planet Protector** 5 times.

### Great Gospel (Level 4)

Sets Peerless on your party and heals all party members to maximum HP and MP. Learned using the **Great Gospel** manual (to obtain it, give the man in the house near the Gold Saucer a Mythril, then open the small box on top of the balcony).

## Red XIII's Limit Breaks

### Sled Fang (Level 1)

Damages one enemy for 3x normal damage. Red XIII begins with this Limit learned.

### Lunatic High (Level 1)

Casts **Haste** on your party, and greatly increases Red XIII's evasion. Learned after using **Sled Fang** 8 times.

### Blood Fang (Level 2)

Absorbs HP and MP from one enemy equal to 1.25x your normal attack power. Learned after Red XIII slays 72 enemies.

### Stardust Ray (Level 2)

Hits enemies at random 10 times for 0.625x normal damage. Learned after using **Blood Fang** 7 times.

### Howling Moon (Level 3)

Sets **Haste** and **Berserk** on Red XIII, and increases his attack power by 60%. Learned after Red XIII has 144 kills.

### Earth Rave (Level 3)

Hits enemies at random 5 times for 0.875x normal damage. Learned after using **Howling Moon** 6 times.

### Cosmo Memory (Level 4)

Hits all enemies for 7.8125x normal damage. Learned using the **Cosmo Memory** manual (Dropped by **Lost Number**).

## Yuffie's Limit Breaks

### Greased Lightning (Level 1)

Hits one enemy for 3.125x normal damage. Yuffie begins with this Limit.

### Clear Tranquil (Level 1)

Heals all party members for 1/2 their maximum HP. Learned by using **Greased Lightning** 8 times.

### Landscaper (Level 2)

Hits all enemies for 3x normal Earth-elemental damage (so it will miss flying enemies, and can be nullified or absorbed depending on enemies' elemental properties). Learned after Yuffie eliminates 64 enemies.

### Bloodfest (Level 2)

Hits enemies at random 10 times for 0.625x normal damage. Learned by using **Landscaper** 7 times.

### Gauntlet (Level 3)

Hits all enemies for 1.75x normal attack power with a piercing (defense-ignoring) auto-critical hit. Learned after Yuffie kills 128 enemies.

### Doom of the Living (Level 3)

Hits enemies at random 15 times for 0.625x normal damage. Learned by using **Gauntlet** 6 times.

#### All Creation (Level 4)

Hits all enemies for 8x normal damage. Learning using the **All Creation** manual, which is obtained after completing the **Pagoda Sidequest**.

#### Cait Sith's Limit Breaks

Unlike the aforementioned characters, Cait Sith only has two Limit Breaks, and no Level 4 Limit Manual.

##### Dice (Level 1)

Cait Sith rolls dice, dealing random damage to the selected enemy. There can be anywhere from 2 to 6 dice, depending on Cait Sith's level. Initial Limit Break

##### Slots (Level 2)

Uses a Slot reel to determine what move is used (the reels function very similarly to the ones used in **Tifa's Limit Breaks**, but with different symbols). Learned after Cait Sith has 40 kills. See the table below for possible effects:

Attack Name	Reels	Effect
Toy Box	Any 3 not the same	Attack with power ranging randomly from 2x normal to 5x normal
Toy Soldier	3 Crowns	Attack with power 5x normal
Summon	3 Bars	Random Summon is used
Transform	3 Moogles	All other allies disappear from fight. Cait Sith gains all of their stats added to his own, but natural limits still apply (HP cannot exceed 9999, MP cannot exceed 999, and other stats cannot exceed 255). He retains all normal abilities except for Limit Breaks, but they will be much more powerful due to the boosted stats. Returns to normal after the battle.
Mog Dance	3 Stars	Full healing (HP and MP) to party
Lucky Girl	3 Hearts	Sets <b>Lucky Girl</b> status on party, giving all characters auto-criticals
Death to Party	2 Cait Sith + Bar	Unblockable instant <b>death</b> to party (ignores <b>Death</b> immunity), causing Game Over
Instant Victory	3 Cait Sith	Unblockable instant <b>death</b> to all enemies (ignores <b>Death</b> immunity and undead status), instantly winning battle

#### Vincent's Limit Breaks

Vincent, like Cait Sith, only has one Limit per level. Vincent's Limits cause him to transform into a creature, which comes with stat boosts and new attacks. Using a Limit causes Vincent to become uncontrollable until killed, so use discretion to avoid Game Overs (unfortunately, the only way to clear Vincent's Limit Bar and enable him to attack normally is either to use the Limit or kill him off; there's no way to transfer the Limit to another character like in FFX).

The first attack listed for a given Limit is used 70% of the time, the other 30% of the time.

Limit Level	Beast	Stat Boosts	Attacks	Attack Effects	How Learned
1	Galian Beast	+30% Max HP 50% Dexterity 20% Evasion	Berserk Dance	1.5x damage to 1	Initial Limit Break
			Beast Flare	1.75x Fire-elemental damage to all	
2	Death Gigas	+100% Max HP -20% Dexterity -70% MDef 50% Def	Gigadunk	1.625x damage to 1	Vincent has 40 kills
			Live Wire	1.375x damage to all	
3	Hellmasker	+50% Evasion 50% Def	Splattercombo	0.5x damage to 1 x5	Vincent has 96 kills
			Nightmare	Small, Confusion, Frog, Poison, Sleep to 1	
4	Chaos	+100% MDef 100% Def	Chaos Saber	2.5x damage to all	Use <b>Chaos</b> manual (found disc 3/late disc 2 behind <b>waterfall near a circular lake</b> with Vincent in your party)
			Satan Slam	5.625x damage to all (sometimes inflicts <b>Death</b> )	

#### Cid's Limit Breaks

##### Boost Jump (Level 1)

Damages one enemy for 3.25x normal damage. Cid begins with this Limit Break.

##### Dynamite (Level 1)

Damages all enemies for 2.25x normal damage. Learned by using **Boost Jump** 7 times.

### Hyper Jump (Level 2)

Damages one enemy for 3.5x normal damage and sometimes inflicts **Death**. Learned after Cid defeats 60 enemies.

### Dragon (Level 2)

Damages one enemy for 1.25x normal damage (is inferior to Hyper Jump in every way). Learned by using **Hyper Jump** 6 times.

### Dragon Dive (Level 3)

Damages enemies at random 6 times for 1.4375x normal damage and sometimes inflicts Death. Learned after Cid eliminates 136 enemies.

### Big Brawl (Level 3)

Damages enemies at random 8 times for 1.125x normal damage. Learned by using **Dragon Dive** 5 times.

### Highwind (Level 4)

Damages enemies at random 18 times for 0.6875x normal damage. Learned using the **Highwind** manual, which is in the **Sunken Gelnika** in the room with the helicopter.

## Spell List

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In this section, you'll find an alphabetical listing of all spells in FFVII. Click on the name of a spell below to be taken to its information. (For Summons click **here** and scroll to the desired Summon name (they are in alphabetical order); for Enemy Skills click **here**.)

- **Barrier**
- **Berserk**
- **Bio**
- **Bio2**
- **Bio3**
- **Bolt**
- **Bolt2**
- **Bolt3**
- **Break**
- **Comet**
- **Comet2**
- **Confu**
- **Cure**
- **Cure2**
- **Cure3**
- **Death**
- **DeBarrier**
- **Demi**
- **Demi2**
- **Demi3**
- **DeSpell**
- **Escape**
- **Esuna**
- **Fire**
- **Fire2**
- **Fire3**
- **Flare**
- **Freeze**
- **Full Cure**
- **Haste**
- **Ice**
- **Ice2**
- **Ice3**
- **Life**
- **Life2**
- **MBarrier**
- **Mini**
- **Poisuna**
- **Quake**
- **Quake2**
- **Quake3**
- **Reflect**
- **Regen**
- **Remove**
- **Resist**
- **Shield**
- **Silence**
- **Sleepel**
- **Slow**
- **Stop**

- Toad
- Tornado
- Ultima
- Wall

## Materia

Materia are the primary sources of character abilities in this game, as well as serving as demi-accessories in some cases. There are five different categories of Materia; in the list below, they are organized based upon their class (you can quickly see which type of Materia you're working with based upon the orb color in the menu). Collecting and leveling Materia is crucial to your party's progression, so make sure you have them equipped (unequipped Materia will not gain levels).

Note the **AP** info for the final Materia level listed is the amount needed to Master the Materia. Mastering Materia will cause the Materia to immediately give you a new Materia in addition to the Mastered copy (the new Materia will have 0 AP at first), as well as being required for the Master Materias. For Magic, Summon, and Command Materia, "**Effect**" refers to the effect(s) of a given spell/ability; for Independent and Support Materia, it refers to the general properties of the Materia itself at a given level. If a level is just listed as [MASTER] for Spell/Ability, that means reaching that level has no effect other than Mastering the Materia. If there are two numbers given in the power (for example, 4x1.875x Base), the first number is the number of hits, and the second is the power; otherwise, the ability hits once. Power is a multiplier off "Base" damage. "Base" damage for physical attacks is the same as the power of the Attack command; for magical attacks, **DeathBlow!!!** (**Choco/Mog**) is 1x Base power, to give you an idea of numbers.

A blank Materia data table is given below:

<b>Desc.</b>	Equips "Barrier" magic		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0		
<b>Stat Changes</b>			
<b>Cost</b>		<b>Sell Value (Master)</b>	
<b>Notes</b>			
<b>Location(s)</b>			

**Desc.** refers to the in-game description of the Materia.

As to other listed data, the **Elemental** of the Materia means the element given by the Materia when combined with the **Elemental Materia**. Any Materia with "None" for Elemental will have the Hidden element if used with an Elemental Materia. **Added Effect** means any statuses that are added to a weapon or armor in combination with with the **Added Effect Materia**; these effects are independent of the Materia's level. **Stat Changes** gives any changes to character stats granted by equipping the Materia.

**Location(s)** is a listing of how to obtain the Materia; depending on the type of Materia, it can be found, bought, or given as a reward for a quest. Location information given in red signify missable Materia locations, while those in orange are not repeatable. Materia with the Location(s) header in red are missable, and in orange, limited in quantity.

## Magic Materia

Magic Materia (green) are the most common type of Materia, and allow your characters to use Magic spells. As you level these Materia, they will enable you to use more spells. Note that as long as the Materia has learned a given spell, you can use the spell any number of times so long as you have the required MP.

N/A for Spell means no spell is learned at that level. Magic Materia will always have all spells through the current Materia Level. Naturally, all spells are Magical, so this will not be mentioned. All spells have an accuracy of 100% (except restorative and buffing spells, which are unblockable) unless noted otherwise.

### Barrier [Materia]

<b>Desc.</b>	Equips "Barrier" magic		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	Barrier	Sets <b>Barrier</b> status on one target (16 MP)
2	5,000	MBarrier	Sets <b>MBarrier</b> status on one target (24 MP)
3	15,000	Reflect	Sets <b>Reflect</b> status on one target (30 MP)
4	30,000	Wall	Sets <b>Barrier</b> and <b>MBarrier</b> status on one target (58 MP)
5	45,000	[MASTER]	N/A
<b>Stat Changes</b>			
Max HP -5%, Str -2, Vit -1, Max MP +5%, Mag +2, Spr +1			

<b>Cost</b>	10,000	<b>Sell Value (Master)</b>	600,000
<b>Notes</b>	None		
<b>Location(s)</b>			
Buy from <b>Rocket Town Item Shop</b>			

#### Comet

<b>Desc.</b>	Equips "Comet" magic		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	Comet	5x Base Non-elemental attack to one (70 MP)
2	12,000	Comet2	4x1.875x Base Non-elemental attack to random enemi(es)
3	60,000	[MASTER]	N/A
<b>Stat Changes</b>			
Max HP -5%, Str -2, Vit -1, Max MP +5%, Mag +2, Spr +1			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1,400,000
<b>Notes</b>	Unlike many other Final Fantasy titles, Comet damage in Final Fantasy VII uses the normal formula, and is not highly random. However, Comet2 will pick four targets at random (targets can be hit more than once) if more than one enemy remains.		
<b>Location(s)</b>			
Found in <b>Forgotten Capital</b> , at the top of the blueish staircase leading downward			

#### Contain

<b>Desc.</b>	Equips "Contain" magic		
<b>Elemental</b>	None	<b>Added Effect</b>	<b>Stop, Petrify, Confusion</b>
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	Freeze	5.9375x Base Ice-elemental attack, inflicts <b>Stop</b> (~68%) [Reflectable] (82 MP)
2	5,000	Break	6.25x Base Earth-elemental attack, inflicts <b>Petrify</b> (~32%) [Reflectable] (86 MP)
3	10,000	Tornado	6.5625x Base Wind-elemental attack, inflicts <b>Confusion</b> (~32%) [Reflectable] (90 MP)
4	15,000	Flare	7.1875x Base Fire-elemental attack [Reflectable] (100 MP)
5	60,000	[MASTER]	N/A
<b>Stat Changes</b>			
Max HP -10%, Str -4, Vit -2, Max MP +10, Mag +4, Spr +2			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Notes</b>	Besides having powerful spells, Contain is one of the best Materia to pair with <b>Added Effect</b> in a weapon; all three associated statuses are very nasty. Contain is not compatible with <b>All Materia</b> .		
<b>Location(s)</b>			
<b>Mideel</b> . Have some Mimett or Sylkis Greens in your inventory, and examine the White Chocobo. Give it a Green, then scratch it behind the ears and it will spit out this Materia. (This can be done anytime Mideel is accessible.)			

#### Destruct

<b>Desc.</b>	Equips "Destruct" magic		
<b>Elemental</b>	None	<b>Added Effect</b>	<b>Death</b>
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	DeBarrier	Removes <b>Barrier, MBarrier, Reflect, and Shield</b> from one target (12 MP)
2	5,000	DeSpell	Removes <b>Barrier, MBarrier, Reflect, Shield, Haste, Slow, Stop, Regen, Death Force, and Resist</b> from one target (30 MP)
3	15,000	Death	Inflicts <b>Death</b> (~44%) on one target [Reflectable] (30 MP)
4	45,000	[MASTER]	N/A
<b>Stat Changes</b>			
Max HP -5%, Str -2, Vit -1, Max MP +5%, Mag +2, Spr +1			
<b>Cost</b>	9,000	<b>Sell Value (Master)</b>	630,000
<b>Notes</b>	This Materia is the one of the only ones that grants <b>Death</b> with <b>Added Effect</b> , making it particularly useful for adding a instant-death chance to weapon strikes. DeSpell also has its uses against enemies that like to cast buffs.		
<b>Location(s)</b>			
Found in <b>Shinra Mansion Basement</b> (Library); Buy in <b>Mideel Materia Shop</b>			

### Earth

<b>Desc.</b>	Equips "Earth" magic		
<b>Elemental</b>	Earth	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	Quake	0.6875x Base Earth-elemental damage to one [Reflectable] (6 MP)
2	6,000	Quake2	1.5x Base Earth-elemental damage to one [Reflectable] (28 MP)
3	22,000	Quake3	4.375x Base Earth-elemental damage to one [Reflectable] (68 MP)
4	40,000	[MASTER]	N/A
<b>Stat Changes</b>			
Max HP -2%, Str -1, Max MP +2%, Mag +1			
<b>Cost</b>	1,500	<b>Sell Value (Master)</b>	105,000
<b>Notes</b>	None		
<b>Location(s)</b>			
Buy in <b>Kalm Materia Shop, Junon Materia Shop #2, Costa del Sol Materia Shop</b> (after <i>Whirlwind Maze</i> )			

### Exit

<b>Desc.</b>	Equips "Exit" magic		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	Exit	Causes party to escape battle (fails if battle is inescapable) (16 MP)
2	10,000	Remove	Ejects all enemies from battle (fails if target is immune to <b>Death</b> ; no Exp/AP/Gil/Items given if enemy is Ejected this way but battle is considered won if all enemies are Ejected/flagged "dead") (99 MP)
3	30,000	[MASTER]	N/A
<b>Stat Changes</b>			
Max HP -2%, Str -1, Max MP +2%, Mag +1			
<b>Cost</b>	10,000	<b>Sell Value (Master)</b>	700,000
<b>Notes</b>	None.		
<b>Location(s)</b>			
Buy from <b>Rocket Town Item Shop</b>			

### Fire

<b>Desc.</b>	Equips "Fire" magic		
<b>Elemental</b>	Fire	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	Fire	0.5x Base Fire-elemental damage to one [Reflectable] (4 MP)
2	2,000	Fire2	1.25x Base Fire-elemental damage to one [Reflectable] (22 MP)
3	18,000	Fire3	4x Base Fire-elemental damage to one [Reflectable] (52 MP)
4	35,000	[MASTER]	N/A
<b>Stat Changes</b>			
Max HP -2%, Str -1, Max MP +2%, Mag +1			
<b>Cost</b>	600	<b>Sell Value (Master)</b>	42,000
<b>Notes</b>	None		
<b>Location(s)</b>			
Initially equipped on Red XIII; Buy in <b>Sector 7 Item Shop, Sector 5 Materia Shop, Wall Market Materia Shop, Junon Materia Shop #2, Costa del Sol Materia Shop, Mideel Materia Shop</b> (after <i>Cloud returns</i> )			

### Full Cure

<b>Desc.</b>	Equips "Full Cure" magic		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	---	N/A
2	3,000	Full Cure	Restores one target to maximum HP (99 MP)
3	100,000	[MASTER]	N/A

Stat Changes			
Max HP -10%, Str -4, Vit -2, Max MP +10%, Mag +4, Spr +2			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Notes</b>	Instantly kills Undeads.		
Location(s)			
Found in <b>Cosmo Canyon Item Shop</b> back room (after <i>Whirlwind Maze</i> )			

#### Gravity

<b>Desc.</b>	Equips "Gravity" magic		
<b>Elemental</b>	Gravity	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	Demi	Deals Gravity damage equal to 25% target's max HP (14 HP)
2	10,000	Demi2	Deals Gravity damage equal to 50% target's max HP (33 HP)
3	20,000	Demi3	Deals Gravity damage equal to 75% target's max HP (48 HP)
4	40,000	[MASTER]	N/A
Stat Changes			
Max HP -2%, Str -1, Max MP +2%, Mag +1			
<b>Cost</b>	6,000	<b>Sell Value (Master)</b>	560,000
<b>Notes</b>	None		
Location(s)			
Dropped by <b>Gi Nattak</b> ; Buy in <b>Costa del Sol Materia Shop</b> (after <i>Whirlwind Maze</i> ), <b>Mideel Materia Shop</b>			

#### Heal

<b>Desc.</b>	Equips "Heal" magic		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	Poisuna	Removes <b>Poison</b> from one target [Reflectable] (3 MP)
2	12,000	Esuna	Removes <b>Poison, Sleep, Sadness, Fury, Confusion, Silence, Frog, Small, Slow-numb, Petrify, Berserk, Paralyzed, and Darkness</b> from one target [Reflectable] (15 MP)
3	52,000	Resist	Sets <b>Resist</b> on one target [Reflectable] (120 MP)
4	45,000	[MASTER]	N/A
Stat Changes			
Max HP -2%, Str -1, Max MP +2%, Mag +1			
<b>Cost</b>	1,000	<b>Sell Value (Master)</b>	105,000
<b>Notes</b>	None.		
Location(s)			
Buy in <b>Kalm Materia Shop, Junon Materia Shop #1, Costa del Sol Materia Shop</b> (before <i>Whirlwind Maze</i> ), <b>Gongaga Accessory Shop</b>			

#### Ice

<b>Desc.</b>	Equips "Ice" magic		
<b>Elemental</b>	Ice	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	Ice	0.5x Base Ice-elemental damage to one [Reflectable] (4 MP)
2	2,000	Ice2	1.25x Base Ice-elemental damage to one [Reflectable] (22 MP)
3	18,000	Ice3	4x Base Ice-elemental damage to one [Reflectable] (52 MP)
4	35,000	[MASTER]	N/A
Stat Changes			
Max HP -2%, Str -1, Max MP +2%, Mag +1			
<b>Cost</b>	600	<b>Sell Value (Master)</b>	42,000
<b>Notes</b>	None		
Location(s)			
Initially equipped on Cloud; Buy in <b>Sector 7 Item Shop, Sector 5 Materia Shop, Wall Market Materia Shop, Junon Materia Shop #2, Costa del Sol Materia Shop, Mideel Materia Shop</b> (after <i>Cloud returns</i> )			

### Lightning

<b>Desc.</b>	Equips "Lightning" magic		
<b>Elemental</b>	Lightning	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	Bolt	0.5x Base Lightning-elemental damage to one [Reflectable] (4 MP)
2	2,000	Bolt2	1.25x Base Lightning-elemental damage to one [Reflectable] (22 MP)
3	18,000	Bolt3	4x Base Lightning-elemental damage to one [Reflectable] (52 MP)
4	35,000	[MASTER]	N/A
<b>Stat Changes</b>			
Max HP -2%, Str -1, Max MP +2%, Mag +1			
<b>Cost</b>	600	<b>Sell Value (Master)</b>	42,000
<b>Notes</b>	None		
<b>Location(s)</b>			
Initially equipped on Cloud; Buy in <b>Sector 7 Item Shop</b> , <b>Sector 5 Materia Shop</b> , <b>Wall Market Materia Shop</b> , <b>Junon Materia Shop #2</b> , <b>Costa del Sol Materia Shop</b> , <b>Mideel Materia Shop</b> (after Cloud returns)			

### Master Magic

<b>Desc.</b>	Equips all magic		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Spell List (click a spell to see its description)</b>			
Cure, Cure2, Cure3, Life, Life2, Regen, Full Cure, Poisuna, Esuna, Resist, Fire, Fire2, Fire3, Ice, Ice2, Ice3, Bolt, Bolt2, Bolt3, Quake, Quake2, Quake3, Bio, Bio2, Bio3, Demi, Demi2, Demi3, Sleepel, Silence, Confu, Berserk, Mini, Toad, Haste, Slow, Stop, Barrier, MBarrier, Reflect, Wall, Shield, DeBarrier, DeSpell, Death, Escape, Remove, Comet, Comet2, Freeze, Break, Tornado, Flare, Ultima			
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Notes</b>	Master Magic Materia does not gain AP or Levels, nor does it have any Elemental or Added Effect properties (despite having every Magic spell). Any <b>Support Materia</b> paired with a Master Magic Materia will affect ALL spells (except for those which do not work with that type of Materia); <b>All</b> and <b>Quadra Magic</b> are both extremely effective paired with a Master Magic Materia. You can also combine with individual <b>Magic Materia</b> (or multiple Master Magic Materia) to allow multiple Support Materia effects on the same spell, so long as the effects are compatible.		
<b>Location(s)</b>			
Examine the Green Huge Materia with at least one Mastered copy of every type of <b>Magic Materia</b> (Repeatable); Reward for giving the <b>Earth Harp</b> to the <b>Kalm Traveler</b>			

### Mystify

<b>Desc.</b>	Equips "Mystify" magic		
<b>Elemental</b>	None	<b>Added Effect</b>	Confusion, Berserk
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	Confu	Inflicts <b>Confusion</b> (~60%) on one target [Reflectable] (18 MP)
2	12,000	Berserk	Inflicts <b>Berserk</b> (~80% enemies, 100% characters) on one target [Reflectable] (28 MP)
3	25,000	[MASTER]	N/A
<b>Stat Changes</b>			
Max HP -2%, Str -1, Max MP +2%, Mag +1			
<b>Cost</b>	6,000	<b>Sell Value (Master)</b>	420,000
<b>Notes</b>	None.		
<b>Location(s)</b>			
Buy from <b>Gongaga Accessory Shop</b> , <b>Cosmo Canyon Materia Shop</b>			

### Poison

<b>Desc.</b>	Equips "Poison" magic		
<b>Elemental</b>	Poison	<b>Added Effect</b>	Poison
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	Bio	0.625x Base Poison-elemental damage and <b>Poison</b> (~48%) to one [Reflectable] (8 MP)
2	5,000	Bio2	1.3125x Base Poison-elemental damage and <b>Poison</b> (~48%) to one [Reflectable] (36 MP)
3	20,000	Bio3	4.25x Base Poison-elemental damage and <b>Poison</b> (~72%) to one [Reflectable] (80 MP)
4	38,000	[MASTER]	N/A



**Stat Changes**

Max HP -2%, Str -1, Max MP +2%, Mag +1

<b>Cost</b>	1,500	<b>Sell Value (Master)</b>	42,000
<b>Notes</b>	None		
<b>Location(s)</b>			
Found in <b>Shinra Building 67f</b> ; Buy in <b>Kalm Materia Shop, Junon Materia Shop #2, Costa del Sol Materia Shop (after Whirlwind Maze)</b>			

**Restore**

<b>Desc.</b>	Equips "Restore" magic		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	Cure	Base + 110 HP healing to one target [Reflectable] (5 MP)
2	2,500	Cure2	Base + 770 HP healing to one target [Reflectable] (24 MP)
3	17,000	Regen	Sets <b>Regen</b> on one target [Reflectable] (30 MP)
4	25,000	Cure3	Base + 2,860 HP healing to one target [Reflectable] (64 MP)
5	40,000	[MASTER]	N/A
<b>Stat Changes</b>			
Max HP -2%, Str -1, Max MP +2%, Mag +1			
<b>Cost</b>	750	<b>Sell Value (Master)</b>	210,000
<b>Notes</b>	As Restorative spells, all of these spells will harm Undeads instead of healing them. At high levels Regen is actually the best healing spell in the game, able to heal many thousands of HP before expiring.		
<b>Location(s)</b>			
Found in <b>Sector 1 Reactor</b> ; Buy in <b>Sector 7 Item Shop, Sector 5 Materia Shop, Wall Market Materia Shop, Fort Condor Materia Shop, Junon Materia Shop #1, Costa del Sol Materia Shop, Mideel Materia Shop (after Cloud returns)</b>			

**Revive**

<b>Desc.</b>	Equips "Revive" magic		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	Life	Removes <b>Death</b> from one target and revives to 25% max HP [Reflectable] (34 MP)
2	45,000	Life2	Removes <b>Death</b> from one target and revives to 100% max HP [Reflectable] (100 MP)
3	55,000	[MASTER]	N/A
<b>Stat Changes</b>			
Max HP -5%, Str -2, Vit -1, Max MP +5%, Mag +2, Spr +1			
<b>Cost</b>	3,000	<b>Sell Value (Master)</b>	210,000
<b>Notes</b>	Against Undeads (enemies weak to Restorative), Life will kill 25% of the time. Life2 will instantly defeat an Undead 100% of the time.		
<b>Location(s)</b>			
Buy from <b>Junon Materia Shop #1, Costa del Sol Materia Shop (before Whirlwind Maze)</b>			

**Seal**

<b>Desc.</b>	Equips "Seal" magic		
<b>Elemental</b>	None	<b>Added Effect</b>	<b>Sleep, Silence</b>
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	Sleepel	Inflicts <b>Sleep</b> (~72%) on one target [Reflectable] (8 MP)
2	10,000	Silence	Inflicts <b>Silence</b> (~60%) on one target [Reflectable] (24 MP)
3	20,000	[MASTER]	N/A
<b>Stat Changes</b>			
Max HP -2%, Str -1, Max MP +2%, Mag +1			
<b>Cost</b>	3,000	<b>Sell Value (Master)</b>	210,000
<b>Notes</b>	None.		
<b>Location(s)</b>			
Buy from <b>Junon Materia Shop #1, Costa del Sol Materia Shop (before Whirlwind Maze)</b>			

**Shield [Materia]**

<b>Desc.</b>	Equips "Shield" magic		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	---	N/A
2	3,000	Shield	Sets <b>Shield</b> status on one target (180 MP)
3	100,000	[MASTER]	N/A
<b>Stat Changes</b>			
Max HP -10%, Str -4, Vit -2, Max MP +10%, Mag +4, Spr +2			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Notes</b>	Shield is not compatible with <b>All Materia</b> .		
<b>Location(s)</b>			
Found in <b>Northern Crater</b>			

#### Time

<b>Desc.</b>	Equips "Time" magic		
<b>Elemental</b>	None	<b>Added Effect</b>	<b>Slow, Stop</b>
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	Haste	Sets <b>Haste</b> on one target [Reflectable] (18 MP)
2	5,000	Slow	Inflicts <b>Slow</b> on one target [Reflectable] (20 MP)
3	20,000	Stop	Inflicts <b>Stop</b> on one target [Reflectable] (34 MP)
4	38,000	[MASTER]	N/A
<b>Stat Changes</b>			
Max HP -5%, Str -2, Vit -1, Max MP +5%, Mag +2, Spr +1			
<b>Cost</b>	6,000	<b>Sell Value (Master)</b>	420,000
<b>Notes</b>	None		
<b>Location(s)</b>			
Buy from <b>Gongaga Accessory Shop, Rocket Town Item Shop</b>			

#### Transform

<b>Desc.</b>	Equips "Transform" magic		
<b>Elemental</b>	None	<b>Added Effect</b>	<b>Small, Frog</b>
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	Mini	Toggles <b>Small</b> (~72% inflict, 100% heal) on one target [Reflectable] (10 MP)
2	8,000	Toad	Toggles <b>Frog</b> (~72% inflict, 100% heal) on one target [Reflectable] (14 MP)
3	24,000	[MASTER]	N/A
<b>Stat Changes</b>			
Max HP -2%, Str -1, Max MP +2%, Mag +1			
<b>Cost</b>	5,000	<b>Sell Value (Master)</b>	350,000
<b>Notes</b>	None.		
<b>Location(s)</b>			
Initially equipped on Cait Sith; Found in <b>Mt. Corel</b> ; Buy from <b>Gongaga Accessory Shop, Cosmo Canyon Materia Shop, Mideel Materia Shop (before Cloud returns), Chocobo Lady's Materia Shop (after Cloud returns)</b>			

#### Ultima

<b>Desc.</b>	Equips "Ultima" magic		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Spell</b>	<b>Effect</b>
1	0	---	N/A
2	5,000	Ultima	6.5625x Base Non-elemental damage to all enemies [No Split] (130 MP)
3	100,000	[MASTER]	N/A
<b>Stat Changes</b>			
Max HP -10%, Str -4, Vit -2, Max MP +10%, Mag +4, Spr +2			
<b>Cost</b>	50,000	<b>Sell Value (Master)</b>	1
<b>Notes</b>	Ultima is MT natively, so it does not take <b>All Materia</b> .		

**Location(s)**

Reward for stopping the train during **Corel Huge Materia Quest** or Buy from a little boy in North Corel for 50,000 Gil after getting on the train and failing to stop it during **Corel Huge Materia Quest** (if you didn't even make it on the train, the Materia is permanently missed)

### Summon Materia

Summon Materia (red) are used to Summon mysterious creatures, typically dealing heavy damage. When you first obtain a Summon Materia, it can only be used once, but as you level the Materia, it can be used more often (once per level gained, up to a maximum of five times for a mastered Materia assuming you have the MP to use it).

All Summon Materia are unique (although not always missable), so never sell/throw away unmastered copies. All Summon attacks are unblockable and target all enemies ignoring split damage (the penalty for using an ability MT instead of ST) unless otherwise noted.

#### Alexander

<b>Desc.</b>	Summons Alexander		
<b>Elemental</b>	Holy	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Summon</b>	<b>Effect</b>
1	0	Judgement	Can use Summon once per battle.
2	25,000	Judgement x2	Can use Summon twice per battle.
3	65,000	Judgement x3	Can use Summon three times per battle.
4	100,000	Judgement x4	Can use Summon four times per battle.
5	150,000	Judgement x5	Can use Summon five times per battle.
<b>Stat Changes</b>			
Max HP -5%, Max MP +5%, Mag +1, Spr +1			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Summon Attack/Notes</b>	7.5x Base Holy-elemental damage (120 MP). This Materia represents the only Holy-elemental attack in the game, as well as the only way to get the Holy element on a weapon/armor with an <b>Elemental Materia</b> .		
<b>Location(s)</b>			
Dropped by <b>Snow</b> in <b>Great Glacier</b> after touching the Hot Springs, talking to her, and defeating her.			

#### Bahamut

<b>Desc.</b>	Summons Bahamut		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Summon</b>	<b>Effect</b>
1	0	Mega Flare	Can use Summon once per battle.
2	20,000	Mega Flare x2	Can use Summon twice per battle.
3	50,000	Mega Flare x3	Can use Summon three times per battle.
4	80,000	Mega Flare x4	Can use Summon four times per battle.
5	120,000	Mega Flare x5	Can use summon five times per battle.
<b>Stat Changes</b>			
Max HP -5%, Max MP +5%, Mag +2, Spr +1			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Summon Attack/Notes</b>	4.0625x Base Non-elemental barrier-piercing damage (100 MP).		
<b>Location(s)</b>			
Dropped by <b>Red Dragon</b>			

#### Bahamut ZERO

<b>Desc.</b>	Summons Bahamut ZERO		
<b>Elemental</b>	Holy	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Summon</b>	<b>Effect</b>
1	0	Tera Flare	Can use Summon once per battle.
2	35,000	Tera Flare x2	Can use Summon twice per battle.
3	120,000	Tera Flare x3	Can use Summon three times per battle.
4	150,000	Tera Flare x4	Can use Summon four times per battle.
5	250,000	Tera Flare x5	Can use Summon five times per battle.
<b>Stat Changes</b>			
Max HP -10%, Max MP +15%, Mag +4, Spr +4			

<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Summon Attack/Notes</b>	7.5x Base Non-elemental barrier-piercing damage (180 MP).		
<b>Location(s)</b>			
Examine the <b>Blue Huge Materia</b> with <b>Bahamut</b> and <b>Neo Bahamut</b> Materia in your inventory or dig up in <b>Bone Village</b> on Disc 3			

### Choco/Mog

<b>Desc.</b>	Summons Choco/Mog		
<b>Elemental</b>	Wind	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Summon</b>	<b>Effect</b>
1	0	Choco/Mog	Can use Summon once per battle.
2	2,000	Choco/Mog x2	Can use Summon twice per battle.
3	14,000	Choco/Mog x3	Can use Summon three times per battle.
4	25,000	Choco/Mog x4	Can use Summon four times per battle.
5	35,000	Choco/Mog x5	Can use Summon five times per battle.
<b>Stat Changes</b>			
Max HP -2%, Max MP +2%, Mag +1			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Summon Attack/Notes</b>	Summoning Choco/Mog will result in one of two attacks being used (both cost 14 MP): 1. <b>DeathBlow!!</b> (93.75%) - 1x Base Non-elemental damage, inflicts <b>Stop</b> (~40%) 2. <b>Fat Chocobo</b> (6.25%) - 1.25x Base Non-elemental damage  Also, using the Materia with <b>Elemental</b> in a weapon is the only available Wind-elemental attack for some time.		
<b>Location(s)</b>			
Chocobo Farm - Speak to a Chocobo near the fence and choose, "Wark!" and you'll receive this Materia (on Disc 2, you must catch your own Chocobo and speak to it to do this)			

### Hades

<b>Desc.</b>	Summons Hades		
<b>Elemental</b>	None	<b>Added Effect</b>	<b>Poison, Sleep, Confusion, Silence, Frog, Small</b>
<b>Level</b>	<b>AP</b>	<b>Summon</b>	<b>Effect</b>
1	0	Black Cauldron	Can use Summon once per battle.
2	35,000	Black Cauldron x2	Can use Summon twice per battle.
3	120,000	Black Cauldron x3	Can use Summon three times per battle.
4	150,000	Black Cauldron x4	Can use Summon four times per battle.
5	250,000	Black Cauldron x5	Can use Summon five times per battle.
<b>Stat Changes</b>			
Max HP -10%, Max MP +15%, Mag +4, Spr +4			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Summon Attack/Notes</b>	5.625x Base Non-elemental damage, inflicts <b>Poison, Sleep, Confusion, Silence, Frog, Small, Slow, and Paralyzed</b> (150 MP). Hades is excellent paired with <b>Added Effect</b> in a weapon; doing so will cause it to randomly inflict a wide variety of statuses when attacking physically, but note that <b>Slow</b> and <b>Paralyzed</b> are not set in Added Effect setups, only when Summoned.		
<b>Location(s)</b>			
Found in the <b>Sunken Gelnika</b> in the cargo room.			

### Ifrit

<b>Desc.</b>	Summons Ifrit		
<b>Elemental</b>	Fire	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Summon</b>	<b>Effect</b>
1	0	Hellfire	Can use Summon once per battle.
2	5,000	Hellfire x2	Can use Summon twice per battle.
3	20,000	Hellfire x3	Can use Summon three times per battle.
4	35,000	Hellfire x4	Can use Summon four times per battle.
5	60,000	Hellfire x5	Can use summon five times per battle.
<b>Stat Changes</b>			

Max HP -2%, Max MP +2, Mag +1			
Cost	N/A	Sell Value (Master)	1
Summon Attack/Notes	1.6875x Base Fire-elemental damage (34 MP).		
Location(s)			
Dropped by Jenova*BIRTH on the Cargo Ship			

#### Kjata

Desc.	Summons Kjata		
Elemental	None	Added Effect	None
Level	AP	Summon	Effect
1	0	Tetra-Disaster	Can use Summon once per battle.
2	22,000	Tetra-Disaster x2	Can use Summon twice per battle.
3	60,000	Tetra-Disaster x3	Can use Summon three times per battle.
4	90,000	Tetra-Disaster x4	Can use Summon four times per battle.
5	140,000	Tetra-Disaster x5	Can use summon five times per battle.
Stat Changes			
Max HP -5%, Max MP +5%, Mag +2, Spr +1			
Cost	N/A	Sell Value (Master)	1
Summon Attack/Notes	6.25x Base Fire/Ice/Lightning-elemental damage (110 MP). <i>(Note: If one or more of these three elements is resisted, the attack will be likewise resisted (Absorbs, then Nullifies taking priority over Half). Otherwise, if none of the elements are resisted and the enemy is weak to one or more of these three elements, it is likewise weak to the attack and damage is doubled. Due to a bug, the attack does <u>not</u> have the Earth element.)</i>		
Location(s)			
Found in Sleeping Forest			

#### Knights of Round

Desc.	Summons Knights of Round		
Elemental	None	Added Effect	None
Level	AP	Summon	Effect
1	0	Ultimate End	Can use Summon once per battle.
2	50,000	Ultimate End x2	Can use Summon twice per battle.
3	200,000	Ultimate End x3	Can use Summon three times per battle.
4	300,000	Ultimate End x4	Can use Summon four times per battle.
5	500,000	Ultimate End x5	Can use Summon five times per battle.
Stat Changes			
Max HP -20%, Max MP +25%, Mag +8, Spr +8			
Cost	N/A	Sell Value (Master)	1
Summon Attack/Notes	13x5x Base Non-elemental barrier-piercing damage (250 MP). This is the strongest attack in the game, although the MP cost and length of the animation are major downsides.		
Location(s)			
Round Island (near the northeastern corner of the map), inside the cave (examine the red glowing thing). To reach it, you need a Gold Chocobo (obtained through Chocobo Breeding or the Kalm Traveler).			

#### Leviathan

Desc.	Summons Leviathan		
Elemental	Water	Added Effect	None
Level	AP	Summon	Effect
1	0	Tidal Wave	Can use Summon once per battle.
2	18,000	Tidal Wave x2	Can use Summon twice per battle.
3	38,000	Tidal Wave x3	Can use Summon three times per battle.
4	70,000	Tidal Wave x4	Can use Summon four times per battle.
5	100,000	Tidal Wave x5	Can use summon five times per battle.
Stat Changes			
Max HP -5%, Max MP +5%, Mag +2, Spr +1			
Cost	N/A	Sell Value (Master)	1

<b>Summon Attack/Notes</b>	4.6875x Base Fire/Ice/Lightning-elemental damage (110 MP). This Materia is the only way to obtain the Water element using an <b>Elemental Materia</b> .		
<b>Location(s)</b>			
Reward for completing <b>Wutai Pagdo Sidequest</b>			

#### Master Summon

<b>Desc.</b>	All Summon monsters summoned		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Summon List (click a Summon to see its description)</b>			
Choco/Mog, Shiva, Ifrit, Ramuh, Titan, Odin, Leviathan, Bahamut, Kjata, Alexander, Phoenix, Neo Bahamut, Hades, Typhoon, Bahamut ZERO, Knights of Round			
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Notes</b>	Master Summon Materia does not gain AP or Levels, nor does it have any Elemental or Added Effect properties (despite having every Summon attack). Any <b>Support Materia</b> paired with a Master Summon Materia will affect ALL Summons (except for those which do not work with that type of Materia); <b>Quadra Magic</b> is extremely effective paired with a Master Summon Materia. You can also combine with individual <b>Summon Materia</b> (or multiple Master Summon Materia) to allow multiple Support Materia effects on the same Summon, so long as the effects are compatible. Equipping a Master Summon Materia allows all Summons to be used an infinite number of times, so long as you have enough MP.		
<b>Location(s)</b>			
Examine the Red Huge Materia with at least one Mastered copy of every type of <b>Summon Materia (Repeatable)</b> ; Reward for giving the <b>Earth Harp</b> to the <b>Kalm Traveler</b>			

#### Neo Bahamut

<b>Desc.</b>	Summons Neo Bahamut		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Summon</b>	<b>Effect</b>
1	0	Giga Flare	Can use Summon once per battle.
2	25,000	Giga Flare x2	Can use Summon twice per battle.
3	65,000	Giga Flare x3	Can use Summon three times per battle.
4	100,000	Giga Flare x4	Can use Summon four times per battle.
5	150,000	Giga Flare x5	Can use Summon five times per battle.
<b>Stat Changes</b>			
Max HP -10%, Max MP +10%, Mag +2, Spr +2			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Summon Attack/Notes</b>	5x Base Non-elemental barrier-piercing damage (140 MP)		
<b>Location(s)</b>			
Found in <b>Whirlwind Maze</b> , on the the screen with the first Save Point			

#### Odin

<b>Desc.</b>	Summons Odin		
<b>Elemental</b>	None	<b>Added Effect</b>	<b>Death</b>
<b>Level</b>	<b>AP</b>	<b>Summon</b>	<b>Effect</b>
1	0	Odin	Can use Summon once per battle.
2	16,000	Odin x2	Can use Summon twice per battle.
3	32,000	Odin x3	Can use Summon three times per battle.
4	65,000	Odin x4	Can use Summon four times per battle.
5	80,000	Odin x5	Can use summon five times per battle.
<b>Stat Changes</b>			
Max HP -5%, Max MP +5%, Mag +1, Spr +1			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1

<b>Summon Attack/Notes</b>	Odin has two different attacks when summoned. They are described below (both cost 80 MP): <ol style="list-style-type: none"> <li><b>Steel-Bladed Sword:</b> Inflicts <b>Death</b> (92%) on all enemies, always misses against Undeads. Internally, the game tries this attack first; if any enemy is determined to have been inflicted with Death (that is, if the attack hits at least one enemy that isn't immune or Undead), this attack is performed. Otherwise, Odin automatically uses...</li> <li><b>Gunge Lance:</b> 4.875x Base Non-elemental damage to one randomly-selected target.</li> </ol>
<b>Location(s)</b>	
Dropped by <b>Lost Number</b>	

### Phoenix

<b>Desc.</b>	Summons Phoenix		
<b>Elemental</b>	Fire	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Summon</b>	<b>Effect</b>
1	0	Phoenix Flame	Can use Summon once per battle.
2	35,000	Phoenix Flame x2	Can use Summon twice per battle.
3	120,000	Phoenix Flame x3	Can use Summon three times per battle.
4	150,000	Phoenix Flame x4	Can use Summon four times per battle.
5	250,000	Phoenix Flame x5	Can use Summon five times per battle.
<b>Stat Changes</b>			
Max HP -10%, Max MP +10%, Mag +2, Spr +2			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Summon Attack/Notes</b>	3.75x Base Fire-elemental damage to all enemies [No Split], removes <b>Death</b> from any fallen party members and restores them to full HP [No Split] (180 MP). Phoenix, as you can see, is incredibly useful with a <b>Final Attack Materia</b> , because the character will be revived, along with any others with Death status, if the character dies and there are more uses of Final Attack and Phoenix left, as well as doing moderate damage to the enemies.		
<b>Location(s)</b>			
Reward for successfully completing the <b>Fort Condor Huge Materia Quest</b> or dig up in <b>Bone Village</b> on <b>Disc 3</b> ( <i>Glitch: It's actually possible to get two Phoenix Materia. Complete the Fort Condor Huge Materia Quest, but do <b>not</b> collect Phoenix yet (you can and should still get the Huge Materia from the guy sitting at the table). Then, on Disc 3, dig up Phoenix in Bone Village, then collect the Phoenix copy from Fort Condor.</i> )			

### Ramuh

<b>Desc.</b>	Summons Ramuh		
<b>Elemental</b>	Lightning	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Summon</b>	<b>Effect</b>
1	0	Judgement Bolt	Can use Summon once per battle.
2	10,000	Judgement Bolt x2	Can use Summon twice per battle.
3	25,000	Judgement Bolt x3	Can use Summon three times per battle.
4	50,000	Judgement Bolt x4	Can use Summon four times per battle.
5	70,000	Judgement Bolt x5	Can use summon five times per battle.
<b>Stat Changes</b>			
Max HP -2%, Max MP +2%, Mag +1			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Summon Attack/Notes</b>	1.875x Base Lightning-elemental damage (40 MP).		
<b>Location(s)</b>			
Found in <b>Gold Saucer</b> , in the Jockey Room ( <i>only available before Cloud wins the mandatory race</i> )			

### Shiva

<b>Desc.</b>	Summons Shiva		
<b>Elemental</b>	Ice	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Summon</b>	<b>Effect</b>
1	0	Diamond Dust	Can use Summon once per battle.
2	4,000	Diamond Dust x2	Can use Summon twice per battle.
3	15,000	Diamond Dust x3	Can use Summon three times per battle.
4	30,000	Diamond Dust x4	Can use Summon four times per battle.
5	50,000	Diamond Dust x5	Can use summon five times per battle.
<b>Stat Changes</b>			

Max HP -2%, Max MP +2%, Mag +1			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Summon Attack/Notes</b>	1.5x Base Ice-elemental damage (32 MP).		
<b>Location(s)</b>			
Given by Priscilla after defeating <b>Bottomswell</b>			

#### Titan

<b>Desc.</b>	Summons Titan		
<b>Elemental</b>	Earth	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Summon</b>	<b>Effect</b>
1	0	Anger of the Land	Can use Summon once per battle.
2	15,000	Anger of the Land x2	Can use Summon twice per battle.
3	30,000	Anger of the Land x3	Can use Summon three times per battle.
4	60,000	Anger of the Land x4	Can use Summon four times per battle.
5	80,000	Anger of the Land x5	Can use summon five times per battle.
<b>Stat Changes</b>			
Max HP -2%, Max MP +2%, Mag +1			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Summon Attack/Notes</b>	2.0625x Base Earth-elemental damage (40 MP).		
<b>Location(s)</b>			
Found in <b>Gongaga</b> (in the Meltdown Reactor, inspect the area Scarlet was inspecting, near the forked part of the path)			

#### Typhoon

<b>Desc.</b>	Summons Typhoon		
<b>Elemental</b>	Wind	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Summon</b>	<b>Effect</b>
1	0	Disintegration	Can use Summon once per battle.
2	35,000	Disintegration x2	Can use Summon twice per battle.
3	120,000	Disintegration x3	Can use Summon three times per battle.
4	150,000	Disintegration x4	Can use Summon four times per battle.
5	250,000	Disintegration x5	Can use summon five times per battle.
<b>Stat Changes</b>			
Max HP -10%, Max MP +10%, Mag +4, Spr +4			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Summon Attack/Notes</b>	6.875x Base Fire/Ice/Lightning/Earth-elemental barrier-piercing damage (160 MP). ( <b>Note:</b> If one or more of these four elements is resisted, the attack will be likewise resisted (Absorbs, then Nullifies taking priority over Half). Otherwise, if none of the elements are resisted and the enemy is weak to one or more of these four elements, it is likewise Weak to the attack and damage is doubled.)		
<b>Location(s)</b>			
Found in <b>Ancient Forest</b> , among the treetops			

#### Command Materia

Command Materia (yellow) allow characters to use abilities aside from **Magic** and **Summon**. While a few of them (Throw for instance) are mostly useless, many of these skills (especially Steal and Enemy Skill) will aid you greatly throughout the game. Note that **Enemy Skill** is an exception to normal Materia rules; it does not gain AP, nor does it divide when Mastered (which is done by teaching skills to the Materia).

#### Deathblow

<b>Desc.</b>	Equips "Deathblow" command		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	D.Blow	Attack with 1/3 Atk%, but Automatic Critical Hit if attack hits
2	40,000	[MASTER]	N/A
<b>Stat Changes</b>			
Luck +1			
<b>Cost</b>	10,000	<b>Sell Value (Master)</b>	700,000



<b>Notes</b>	None.
<b>Location(s)</b>	
Found in <b>Gongaga</b> (near exit); Buy from <b>Fort Condor Materia Shop</b> (after <i>Whirlwind Maze</i> ), <b>Rocket Town Item Shop</b> (after <i>Whirlwind Maze</i> )	

### Double Cut

<b>Desc.</b>	Attacks consecutively		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	2x-Cut	2x1x Base physical attack to one target
2	100,000	4x-Cut	4x1x Base physical attack to random targets
3	150,000	[MASTER]	N/A
<b>Stat Changes</b>			
Dex +1			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Notes</b>	Replaces Attack command.		
<b>Location(s)</b>			
Found in <b>Sunken Gelnika</b>			

### Enemy Skill

Skills marked in red are missable. For each Skill, the first enemy listed is the earliest opportunity to learn the skill. Enemies marked with *(Manip.)* require use of Manipulate to learn the skill; if the enemy has some other special requirement to have it use the skill on your party, it will be noted. For general strategy information about Enemy Skills, click [here](#).

All skills are Magical attacks unless marked otherwise.

<b>Desc.</b>	Equips "Enemy Skill" command		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Skill</b>	<b>Effect</b>	<b>MP Cost</b>	<b>Where to Learn</b>
Frog Song	Toggles <b>Frog</b> (100%) and <b>Sleep</b> (100%) on one target	5	<b>Touch Me, Toxic Frog, Christopher</b>
L4 Suicide	Reduces target's HP by 96.875% (31/32nds) of current HP for all targets with levels that are multiples of 4	10	<b>Mu, Trickplay</b>
Magic Hammer	Drains 100 MP from one target	3	<b>Razor Weed</b>
White Wind	Heals all targets equal to caster's current HP (deals it as damage to Undeads) and removes <b>Poison, Sleep, Sadness, Fury, Confusion, Silence, Slow, Stop, Frog, Small, Slow- numb, Petrify, Berserk, Paralyzed, Darkness, Death Force</b> , Manipulate, and <b>Resist</b>	34	<b>Zemzelett (Manip.), Wind Wing (Manip.)</b>
Big Guard	Sets <b>Barrier, MBarrier</b> , and <b>Haste</b> on all targets	56	<b>Beachplug (Manip.)</b>
Angel Whisper	Heals one target to full HP and removes <b>Death, Poison, Sleep, Confusion, Silence, Slow, Stop, Frog, Small, Slow- numb, Petrify, Berserk, Paralyzed</b> , and <b>Darkness</b>	50	<b>Pollensalta (Manip.)</b>
Dragon Force	Increases Def and MDef by 50% each for one target (maximum 100% increase)	19	<b>Dark Dragon (Manip.)</b>
Death Force	Sets <b>Death Force</b> on one target	3	<b>Adamantaimai (Manip.)</b>
Flame Thrower	0.875x Base Fire-elemental damage to one target	10	<b>Ark Dragon, Dragon</b>
Laser	Deals 50% of target's HP as Gravity-elemental damage	10	<b>Death Claw, Dark Dragon</b>
Matra Magic	0.6875x Base Non-elemental damage to all targets [No Split]	8	<b>Custom Sweeper, Bullmotor, Death Machine</b>
Bad Breath	Inflicts <b>Poison, Sleep, Confusion, Silence, Frog</b> , and <b>Small</b> on all targets	58	<b>Malboro</b>
Beta	3.375x Base Fire-elemental damage to all targets [No Split]	35	<b>Midgar Zolom</b>
Aqualung	3.25x Base Water-elemental damage to all targets [No Split]	34	<b>Harpy, Jenova *LIFE, Serpent</b>
Trine	2.125x Base Lightning-elemental damage to all targets [No Split]	20	<b>Materia Keeper, Stilva (Manip.), Godo</b>
Magic Breath	4.8125x Base Fire-/Ice-/Lightning-elemental damage to all targets [No Split] ( <b>Note: If one or more of these three elements is resisted, the attack will be likewise resisted (Absorbs, then Nullifies taking priority over Half). Otherwise, if none of the elements are resisted and the enemy is weak to one or more of these three elements, it is likewise weak to the attack and damage is doubled.</b> )	75	<b>Stilva, Parasite (Manip.)</b>

????	Physical damage equal to (Caster's Max HP - Caster's Current HP) to one target	3	<b>Jersey</b> (will not use after being attacked), <b>Behemoth</b>
Goblin Punch	0.75x Base Non-elemental physical damage to one. If caster and target have same Level, damage is multiplied by 8.	0	<b>Goblin</b>
Chocobuckle	Physical damage equal to number of battles party has escaped from	3	Chocobo (Must be given <b>Mimett</b> or <b>Raegan Greens</b> , then reduced to 1/32nd max HP or less without killing it)
L5 Death	Inflicts <b>Death</b> on all targets whose Level is a multiple of 5	22	<b>Parasite</b> (Manip.)
Death Sentence	Inflicts <b>Death-sentence</b> on target	10	<b>Sneaky Step</b> , <b>Gi Spector</b> (Counterattack), <b>Boundfat</b> (Final Attack against <b>Magic</b> and <b>Summons</b> )
Roulette	Inflicts unblockable <b>Death</b> on one random unit (character or enemy, can also hit caster)	6	<b>Death Dealer</b> (Counterattack when reduced to 25% or less of max HP, used once per Death Dealer)
Shadow Flare	7.8125x Base Non-elemental damage to one target	100	<b>Ultimate Weapon</b> (Final Attack), <b>Dragon Zombie</b> , <b>Safer* Sephiroth</b> (past Point of No Return)
Pandora's Box	3.75x Base Non-elemental barrier-piercing damage to all targets	110	<b>Dragon Zombie</b> (Final Attack, only used the first time you defeat a Dragon Zombie)

**Stat Changes**

None

<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
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**Notes**  
To be learned, an Enemy Skill must be cast by an enemy (**not** another character) on a character with an Enemy Skill Materia that does not know the skill, and the character must have no Enemy Skill Materia equipped that do know the attack. The character must survive the skill, and the battle must be won with the character still present in the battle to retain the skill for future battles (if the character is Ejected or escaped, they will not keep the skill). As long as these conditions are met, all Enemy Skill Materia equipped to the character will have the skill after battle (except in **Battle Square**, where Enemy Skills cannot be learned). Enemy Skill Materia do not divide when "Mastered" (all skills are learned), do not gain AP, and do not accept any **Support Materia**. For much of the game these will be your best moves, so be sure to take the time and learn abilities as they become available.

**Location(s)**

Dropped by **Sample: H0512** (missable); Found in **Junon** (Respectable Inn), **Forgotten Capital** (in room with beds); Given by Green Chocobo in **Chocobo Sage's** house (speak to it)

**Manipulate**

<b>Desc.</b>	Equips "Manipulate" command		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Manip.	Attempts to set <b>Manipulate</b> on one enemy
2	40,000	[MASTER]	N/A

**Stat Changes**

None

<b>Cost</b>	10,000	<b>Sell Value (Master)</b>	700,000
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**Notes**  
The **HypnoCrown** increases success rate to 100% for all enemies that are not immune. Highly useful for learning **Enemy Skills**, Manipulate can also be used to prevent an enemy from attacking (remember that physical attacks will remove the status).

**Location(s)**

Initially equipped by Cait Sith; Buy from **Fort Condor Materia Shop** (after **Whirlwind Maze**), **Rocket Town Item Shop** (after **Whirlwind Maze**)

**Master Command**

<b>Desc.</b>	Equips all commands		
<b>Elemental</b>	None	<b>Added Effect</b>	None

**Ability List** (click an ability to see its description)

**Steal, Sense, Throw/Coin, Morph, D.Blow, Manip., Mime**

Stat Changes			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Notes</b>	Master Command Materia does not gain AP or Levels, nor does it have any Elemental or Added Effect properties (despite having several Commands included). Any <b>Support Materia</b> paired with a Master Command Materia will affect ALL abilities (except for those which do not work with that type of Materia). You can also combine with individual <b>Command Materia</b> (or multiple Master Command Materia) to allow multiple Support Materia effects on the same ability, so long as the effects are compatible. Throw and Coin will share a command slot; to pick one just wait for the one you want to appear, then select it. Any Support Materia paired with a Master Command Materia will not affect Throw.		
Location(s)			
Examine the Yellow Huge Materia with at least one Mastered copy each of every type of <b>Steal, Sense, Throw, Morph, Deathblow, Manipulate, and Mime</b> Materia ( <i>Repeatable</i> ); Reward for giving the <b>Earth Harp</b> to the <b>Kalm Traveler</b>			

#### Mime

<b>Desc.</b>	Equips "Mime" command		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Mime	Copies last action (including counters) used by any character; MP and Items are not spent
2	100,000	[MASTER]	N/A
Stat Changes			
None			
<b>Cost</b>	10,000	<b>Sell Value (Master)</b>	700,000
<b>Notes</b>	Mime can copy Limit Breaks as well, but will fail if the Limit Break doesn't belong to the character attempting to Mime. In other words, Cloud can Mime himself doing Omnislash, but not Tifa's Limits, for example.		
Location(s)			
Found in <b>Materia Cave</b> on Wutai's eastern coast; requires Green, Black, or Gold Chocobo to access			

#### Morph

<b>Desc.</b>	Equips "Morph" command		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Morph	Attacks for 0.125x Base physical damage (equipment properties are retained); if Morph is the final blow, transforms enemy into Morph item listed in its stats
2	100,000	[MASTER]	N/A
Stat Changes			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Notes</b>	Morph does normal damage with Yuffie's <b>Conformer</b> , making it ideal for Morphing. Morphing also works in <b>Battle Square</b> .		
Location(s)			
Found in <b>Temple of the Ancients</b> , in the room with the rolling rocks near the spring			

#### Sense

<b>Desc.</b>	Equips "Sense" command		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Sense	Displays one target's HP, MP, and elemental weaknesses
2	40,000	[MASTER]	N/A
Stat Changes			
None			
<b>Cost</b>	1,000	<b>Sell Value (Master)</b>	700,000
<b>Notes</b>	After using Sense, you can view the enemy's remaining HP level by selecting it and using Select to show the help bar. Enemies with more than 30,000 HP are immune to Sense.		
Location(s)			
Initially equipped by Red XIII; Found in <b>Sector 5 Playground</b> ( <i>after Aps</i> ); Buy from <b>Kalm Materia Shop, Junon Materia Shop #1</b>			

#### Slash-All

<b>Desc.</b>	Equips "Slash-All" command
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<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Slash-All	1x Base physical attack against all enemies
2	130,000	Flash	Inflicts <b>Death</b> on all enemies not immune at half normal weapon accuracy
3	150,000	[MASTER]	N/A
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Notes</b>	Flash replaces Slash-All when the Materia levels up. Master the Materia to obtain a new one with Slash-All. Replaces the Attack command.		
<b>Location(s)</b>			
Found in <b>Ancient Forest</b> , in a Fly Trap (run towards the Materia while mashing Circle to collect it)			

### Steal

<b>Desc.</b>	Equips "Steal" command		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Steal	Attempts to steal from enemy
2	40,000	Mug	1x Base physical attack to one enemy and attempts to steal from enemy
3	50,000	[MASTER]	N/A
<b>Stat Changes</b>			
Dex +2			
<b>Cost</b>	1,200	<b>Sell Value (Master)</b>	84,000
<b>Notes</b>	Mug replaces Steal when the Materia levels up. Master the Materia (or buy another one) to obtain a new one with Steal. Success rate is dependent on your Level compared to the target's Level ( <b>Sneak Glove</b> simply increases your Level for this purpose) and the base Steal chance given in the <b>enemy's stats</b> . If there are multiple <b>Items</b> in the list, the game tries for them in order until one is successfully stolen, which greatly reduces the odds of later <b>Items</b> in the list being stolen (if all are unsuccessful, the Steal attempt fails and you can try again). Stealing successfully prevents further items from being stolen from that enemy, and also prevents it from Dropping anything (you can still Morph it however).		
<b>Location(s)</b>			
Found in <b>Sector 6 Sewer</b> ; Buy from <b>Kalm Materia Shop</b>			

### Throw

<b>Desc.</b>	Equips "Throw" command		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Throw	Throws a weapon at one enemy
2	45,000	Coin	Deals 1 total damage per 10 Gil used divided by the number of enemies, to all enemies
3	60,000	[MASTER]	N/A
<b>Stat Changes</b>			
Vit +1			
<b>Cost</b>	10,000	<b>Sell Value (Master)</b>	700,000
<b>Notes</b>	Throw uses the basic physical damage formula, but is unblockable. The attack power used for Throw is the character's Strength plus the Attack of the thrown weapon, all doubled. Throwing a weapon removes it from your inventory. Coin does not replace Throw, but rather you can select either command by waiting for the one you want to appear in the menu.		
<b>Location(s)</b>			
Initially equipped by Yuffie; Buy from <b>Fort Condor Materia Shop</b> (after <i>Whirlwind Maze</i> ), <b>Rocket Town Item Shop</b> (after <i>Whirlwind Maze</i> )			

### W-Item

<b>Desc.</b>	Use two items at once		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	W-Item	Allows character to use two <b>Items</b> in one turn
2	250,000	[MASTER]	N/A
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1

<b>Notes</b>	To perform the famous W-Item duplication glitch, enter battle with someone equipped with W-Item. When they get a turn, select W-Item and use whatever you want to duplicate, then some other item of little value you don't want to duplicate (a Potion is ideal). Select the item with Circle, but <i>don't</i> use it (by pressing Circle again, which executes the command). Instead, press X, and you'll find your stock has increased by one. You can continue selecting and deselecting the second item at this point to make more copies. This command replaces Item.		
<b>Location(s)</b>			
Found in <b>Winding Tunnel</b> south of junction one during <b>Midgar Raid</b> ( <i>Disc 2</i> ) or dig up in <b>Bone Village</b> ( <i>Disc 3</i> )			

### W-Magic

<b>Desc.</b>	Casts two Magic spells at once		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	W-Magic	Allows character to use two <b>Magic</b> spells in one turn
2	250,000	[MASTER]	N/A
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Notes</b>	In order to use this Materia, you must have at least one <b>Magic Materia</b> equipped to that character; W-Magic does not grant use of specific spells. This command replaces the Magic command.		
<b>Location(s)</b>			
Found in <b>Northern Crater</b>			

### W-Summon

<b>Desc.</b>	Casts two Summon spells at once		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	W-Summon	Allows character to use two <b>Summon</b> spells in one turn
2	250,000	[MASTER]	N/A
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Notes</b>	In order to use this Materia, you must have at least one <b>Summon Materia</b> equipped to that character; W-Summon does not grant use of specific spells. This command replaces the Summon command.		
<b>Location(s)</b>			
Prize in <b>Battle Square</b> ( <i>after Whirlwind Maze, once only</i> )			

## Independent Materia

Independent Materia (purple) give the character some sort of passive ability. They differ from **Command Materia**, which give active battle commands (in other words, additional commands to select during battle). These Materia are highly useful, and can be used to give a lot of variety to your character setups. Note that none of these Materia work with **Support Materia**.

### Chocobo Lure

<b>Desc.</b>	Attracts Chocobos		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Meet Chocobos +8	Gives Chocobo Lure Rating of 8
2	3,000	Meet Chocobos +12	Gives Chocobo Lure Rating of 12
3	10,000	Meet Chocobos +16	Gives Chocobo Lure Rating of 16
4	30,000	[MASTER]	N/A
<b>Stat Changes</b>			
Luck +1			
<b>Cost</b>	2,000	<b>Sell Value (Master)</b>	1
<b>Notes</b>	Chocobo Lures stack, up to a maximum rating of 32. At a rating of 8, the chances of meeting a Chocobo on Chocobo tracks are 75% near the Chocobo Farm, 50% near Junon and Fort Condor, and 25% elsewhere. At 16, the chance is 100% near the Chocobo Farm, Fort Condor, and Junon, and 50% elsewhere; and at 32, the chance is 100% on all Chocobo tracks. The Chocobo Lure purchased from Choco Billy can only be purchased before Whirlwind Maze, after which it's gone forever.		
<b>Location(s)</b>			
Found in the <b>Chocobo Farm</b> in front of the fence ( <i>after Whirlwind Maze</i> ); Buy from Choco Billy at the <b>Chocobo Farm</b> ( <i>before Whirlwind Maze</i> )			

### Counter Attack

<b>Desc.</b>	Counter attacks when damage is incurred		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Counter Attack 30%	Counter attacks 30% of the time when attacked
2	10,000	Counter Attack 40%	Counter attacks 40% of the time when attacked
3	20,000	Counter Attack 60%	Counter attacks 60% of the time when attacked
4	50,000	Counter Attack 80%	Counter attacks 80% of the time when attacked
5	100,000	Counter Attack 100%	Counter attacks 100% of the time when attacked
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Notes</b>	Contrary to the Materia description, the attack only needs to connect with the character to allow a counterattack, it doesn't need to actually do damage. When a counter attack is triggered, the character will attack the attacker with the Attack command (even if Attack has been replaced with <b>Slash-All</b> , <b>Mega All</b> , or <b>Double Cut</b> Materia). The game can only store 8 counter effects (includes <b>Counter Attack</b> , <b>Final Attack</b> , <b>Sneak Attack</b> , <b>Counter</b> , and <b>Magic Counter</b> ) at a time, so only the first eight placed chronologically on a character will be used.		
<b>Location(s)</b>			
Prize for <b>Chocobo Racing</b> (A/S Class; labelled as simply "Counter"); Dropped by <b>Materia Keeper</b>			

### Cover

<b>Desc.</b>	Protects allies when attacked		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Cover 20%	Takes physical damage for allies 20% of the time
2	2,000	Cover 40%	Takes physical damage for allies 40% of the time
3	10,000	Cover 60%	Takes physical damage for allies 60% of the time
4	25,000	Cover 80%	Takes physical damage for allies 80% of the time
5	40,000	Cover 100%	Takes physical damage for allies 100% of the time
<b>Stat Changes</b>			
Vit +1			
<b>Cost</b>	1,000	<b>Sell Value (Master)</b>	70,000
<b>Notes</b>	Cover will only function if the attack allows Cover and is not MT, does not change <b>Frog</b> status (inflict, toggle, or cure), and the character covering is not under most <b>status ailments</b> (except <b>Poison</b> , <b>Sadness</b> , <b>Fury</b> , <b>Silence</b> , <b>Slow-numb</b> , <b>Death-sentence</b> , or <b>Slow</b> ). If multiple characters have Cover Materia and the game decides to cover, a character is selected at random to cover. Can be combined with counter-attacks.		
<b>Location(s)</b>			
Found in <b>Sector 5</b> (garden outside Aeris' House); Buy from <b>Wall Market Materia Shop</b>			

### Enemy Away

<b>Desc.</b>	Decreases Encounter rate		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Encount Down 43.75%	Reduces encounter rate by 43.75% (to 9/16ths normal)
2	10,000	Encount Down 87.5%	Reduces encounter rate by 87.5% (to 1/8th normal)
3	50,000	[MASTER]	N/A
<b>Stat Changes</b>			
Luck +1			
<b>Cost</b>	1,000	<b>Sell Value (Master)</b>	1
<b>Notes</b>	Stacks additively with <b>Enemy Lure Materia</b> . Encounter rate can never decrease below 1/8th normal.		
<b>Location(s)</b>			
Prize for <b>Chocobo Racing</b> (A/S Class)			

### Enemy Lure

<b>Desc.</b>	Increases Encounter rate		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>

1	0	Encount Up 43.75%	Increases encounter rate by 43.75% (to 23/16ths normal)
2	10,000	Encount Up 87.5%	Increases encounter rate by 87.5% (to 15/8ths normal)
3	50,000	[MASTER]	N/A
<b>Stat Changes</b>			
Luck -1			
<b>Cost</b>	1,000	<b>Sell Value (Master)</b>	1
<b>Notes</b>	Stacks additively with <b>Enemy Lure Materia</b> . Encounter rate can never increase above twice (16/8ths) normal.		
<b>Location(s)</b>			
Prize for <b>Battle Square</b>			

#### EXP Plus

<b>Desc.</b>	Receive more EXP points		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Exp Up +50%	Increases Exp gained after battle by 50%
2	60,000	Exp Up +100%	Increases Exp gained after battle by 100%
3	150,000	[MASTER]	N/A
<b>Stat Changes</b>			
Luck +1			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Notes</b>	Maximum bonus to Exp gain is 100%. Only affects the character to whom the Materia is equipped.		
<b>Location(s)</b>			
Prize for <b>Wonder Square (Prize Lady)</b> , costs 2,000 GP, once only			

#### Gil Plus

<b>Desc.</b>	Earn more Gil after battle		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Gil Up +50%	Increases Gil gained after battle by 50% ( <i>See Notes section below.</i> )
2	80,000	Gil Up +100%	Increases Gil gained after battle by 100%
3	150,000	[MASTER]	N/A
<b>Stat Changes</b>			
Luck +1			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Notes</b>	Maximum bonus to Gil won is 100%. Does not affect Gil earned from other sources (selling items, chests, etc.). Due to a bug, the Materia increases Gil gained by 100% regardless of level.		
<b>Location(s)</b>			
Prize for <b>Wonder Square (Prize Lady)</b> , costs 1,000 GP, once only			

#### HP<->MP

<b>Desc.</b>	Exchange HP and MP levels		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	HP<->MP	Swaps HP and MP levels. Allows MP to exceed normal limit, capped at 9,999, while HP is capped at 999.
2	80,000	[MASTER]	N/A
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Notes</b>	This also swaps the damage caps for attacks against that character; HP attacks cap at 999 and MP at 9,999.		
<b>Location(s)</b>			
Found in <b>Corel Materia Cave</b> . Requires a Blue, Black, or Gold Chocobo to access.			

#### HP Plus

<b>Desc.</b>	Increases HP capacity
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<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	MaxHP UP 10%	Increases maximum HP by 10%
2	10,000	MaxHP UP 20%	Increases maximum HP by 20%
3	20,000	MaxHP UP 30%	Increases maximum HP by 30%
4	30,000	MaxHP UP 40%	Increases maximum HP by 40%
5	50,000	MaxHP UP 50%	Increases maximum HP by 50%
<b>Stat Changes</b>			
None			
<b>Cost</b>	8,000	<b>Sell Value (Master)</b>	560,000
<b>Notes</b>	The maximum possible net HP gain through Materia (that is, after taking into account HP penalties from certain Materia) is 100%.		
<b>Location(s)</b>			
Prize for <b>Rufus Send-off</b> (60-90 points); Buy from <b>Cosmo Canyon Materia Shop, Mideel Materia Shop</b>			

#### Long Range

<b>Desc.</b>	Same Attack Power even from Back Row		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Long range attack	Eliminates Back Row penalties on physical attacks; all commands (including <b>Steal</b> ) can hit out-of-range targets
2	80,000	[MASTER]	N/A
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Notes</b>	None		
<b>Location(s)</b>			
Found in <b>Mythril Mines</b> , on upper ledge in easern section			

#### Luck Plus

<b>Desc.</b>	Increases "Luck"		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Luck +10%	Increases Luck by 10%
2	15,000	Luck +20%	Increases Luck by 20%
3	30,000	Luck +30%	Increases Luck by 30%
4	60,000	Luck +40%	Increases Luck by 40%
5	100,000	Luck +50%	Increases Luck by 50%
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1,050,000
<b>Notes</b>	The maximum possible Luck gain through Luck Plus Materia is 100%, not counting static modifiers from other Materia.		
<b>Location(s)</b>			
Found in <b>Temple of the Ancients</b> , in the first section of the Temple			

#### Magic Plus

<b>Desc.</b>	Increases "Magic"		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Magic +10%	Increases Magic by 10%
2	10,000	Magic +20%	Increases Magic by 20%
3	20,000	Magic +30%	Increases Magic by 30%
4	30,000	Magic +40%	Increases Magic by 40%
5	50,000	Magic +50%	Increases Magic by 50%
<b>Stat Changes</b>			



None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1,050,000
<b>Notes</b>	The maximum possible Magic gain through Magic Plus Materia is 100%, not counting static modifiers from other Materia.		
<b>Location(s)</b>			
Found in <b>Corral Valley</b> , in the cave with the long ladder			

#### Mega All

<b>Desc.</b>	"All" effects on every action		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Mega All x1	"All" effect available on all commands once per ability per battle; changes Attack into <b>Slash-All</b>
2	20,000	Mega All x2	"All" effect available on all commands twice per ability per battle; changes Attack into <b>Slash-All</b>
3	40,000	Mega All x3	"All" effect available on all commands three times per ability per battle; changes Attack into <b>Slash-All</b>
4	80,000	Mega All x4	"All" effect available on all commands four times per ability per battle; changes Attack into <b>Slash-All</b>
5	160,000	Mega All x5	"All" effect available on all commands five times per ability per battle; changes Attack into <b>Slash-All</b>
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Notes</b>	This Materia affects all spells and Commands (except <b>Enemy Skill</b> and those that are natively MT), even though Command Materia normally don't function with <b>All Materia</b> .		
<b>Location(s)</b>			
Found in <b>Northern Crater</b>			

#### MP Plus

<b>Desc.</b>	Increases MP capacity		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	MaxMP UP 10%	Increases maximum MP by 10%
2	10,000	MaxMP UP 20%	Increases maximum MP by 20%
3	20,000	MaxMP UP 30%	Increases maximum MP by 30%
4	30,000	MaxMP UP 40%	Increases maximum MP by 40%
5	50,000	MaxMP UP 50%	Increases maximum MP by 50%
<b>Stat Changes</b>			
None			
<b>Cost</b>	8,000	<b>Sell Value (Master)</b>	560,000
<b>Notes</b>	The maximum possible net MP gain through Materia (that is, after taking into account MP penalties/bonuses) from certain Materia is 100%.		
<b>Location(s)</b>			
Buy from <b>Cosmo Canyon Materia Shop</b> , <b>Mideel Materia Shop</b>			

#### Pre-Emptive

<b>Desc.</b>	Increases rate of pre-emptive attacks		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Pre-emptive +6.25%	Increases pre-emptive attack rate by 6.25% (1/16th)
2	10,000	Pre-emptive +8.59375%	Increases pre-emptive attack rate by 8.59375% (22/256)
3	20,000	Pre-emptive +10.9375%	Increases pre-emptive attack rate by 10.9375% (28/256)
4	30,000	Pre-emptive +13.28125%	Increases pre-emptive attack rate by 13.28125% (34/256)
5	50,000	Pre-emptive +18.75%	Increases pre-emptive attack rate by 18.75% (48/256); reduces chance of Ambush/Back Attack by 50% (must be equipped to character in third slot to receive this part of the bonus)
<b>Stat Changes</b>			
None			

<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Notes</b>	Pre-emptive Materia stack, up to a maximum chance of 85/256 (33.203125%) of a Pre-emptive Strike. The base chance is 16/256 (6.25%). If Mastered and equipped on the character in the third slot, you will also only see half as many Back and Ambush Attacks; if you change anyone else's Materia, unequip and re-equip the Materia to keep this bonus active.		
<b>Location(s)</b>			
Buy from <b>Cosmo Canyon Materia Shop, Mideel Materia Shop</b>			

### Speed Plus

<b>Desc.</b>	Increases "Dexterity"		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Dexterity +10%	Increases Dexterity by 10%
2	15,000	Dexterity +20%	Increases Dexterity by 20%
3	30,000	Dexterity +30%	Increases Dexterity by 30%
4	60,000	Dexterity +40%	Increases Dexterity by 40%
5	100,000	Dexterity +50%	Increases Dexterity by 50%
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1,050,000
<b>Notes</b>	The maximum possible Dexterity gain through Speed Plus Materia is 100%, not counting static modifiers from other Materia.		
<b>Location(s)</b>			
Prize in <b>Battle Square</b>			

### Underwater

<b>Desc.</b>	Underwater breathing		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	N/A	Underwater	Removes timer on underwater battles
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Notes</b>	While the game will show this Materia as gaining AP, this has no practical effect; it will not level, nor does the AP number shown affect Missing Score's damage. There is only one battle where this materia has an effect: in the battle against <b>Emerald Weapon</b> underwater.		
<b>Location(s)</b>			
Reward from <b>Kalm Traveler</b> for giving him a <b>Guide Book</b>			

### Support Materia

Support Materia (blue) modify other Materia (usually **Magic** or **Summon** Materia, but sometimes **Command** as well). Support Materia must in a linked slot with a Materia type that is valid to link to it in the opposite linked slot, otherwise the Support Materia will do nothing (it will still gain AP though). They can have a wide range of effects, ranging from letting you cast spells that are normally single target on all targets, to countering with a linked Materia, to granting elemental properties to weapons and armor.

### Added Cut

<b>Desc.</b>	Attacks simultaneously when paired Materia is used		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Added Cut	Causes character to Attack target after paired Materia is used (if the ability was MT, a random target is selected)
2	200,000	[MASTER]	N/A
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Compatible With</b>	<b>Magic Materia, Summon Materia, Steal, Sense, Throw, Morph, Deathblow, Manipulate, Mime, Master Command</b>		
<b>Notes</b>	Pairing with Master Command will give ALL actions (except <b>Limit Breaks</b> ) this effect (even ones not included on the Master Command Materia, like Magic and Attack).		
<b>Location(s)</b>			

Found in **Great Glacier** (head northeast from the northeastern-most junction)

#### Added Effect

<b>Desc.</b>	Adds Materia status to equipped weapon or armor		
<b>Elemental</b>	None	<b>Added Effect</b>	N/A
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Added Effect	Equip on a weapon to inflict paired statuses on about 20% of your physical strikes; equip on armor to gain immunity to paired statuses
2	100,000	[MASTER]	N/A
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Compatible With</b>	Below is a listing of compatible Materia and the statuses they provide: <ul style="list-style-type: none"> <li>◦ <b>Contain: Stop, Petrify, Confusion</b></li> <li>◦ <b>Poison: Poison</b></li> <li>◦ <b>Time: Slow, Stop</b></li> <li>◦ <b>Transform: Frog, Small</b></li> <li>◦ <b>Destruct: Death</b></li> <li>◦ <b>Mystify: Confusion, Berserk</b></li> <li>◦ <b>Seal: Sleep, Silence</b></li> <li>◦ <b>Odin: Death</b></li> <li>◦ <b>Hades: Poison, Sleep, Confusion, Silence, Frog, Small</b></li> </ul>		
<b>Notes</b>	Pairing <b>Time</b> with Added Effect in an armor also blocks <b>Haste</b> status. All statuses associated with a particular Materia are invoked when paired with Added Effect, whether or not you actually have the ability to use abilities setting those statuses (in other words, the paired Materia's level is irrelevant).		
<b>Location(s)</b>			
Found in <b>Cave of the Gi</b> (on the ledge in the first room, access by running south from the oil slick in the second area)			

#### All

<b>Desc.</b>	"All" effects on paired Magic		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	All x1	"All" effect available once on paired Magic
2	1,500	All x2	"All" effect available twice on paired Magic
3	6,000	All x3	"All" effect available three times on paired Magic
4	18,000	All x4	"All" effect available four times on paired Magic
5	35,000	All x5	"All" effect available five times on paired Magic
<b>Stat Changes</b>			
None			
<b>Cost</b>	20,000	<b>Sell Value (Master)</b>	1,400,000
<b>Compatible With</b>	<b>Restore, Heal, Revive, Fire, Ice, Lightning, Earth, Poison, Gravity, Seal, Mystify, Transform, Time, Barrier, Destruct, Master Magic</b>		
<b>Notes</b>	If a spell compatible with this Materia is cast on all targets, spell hits for 2/3 normal power (can be ST'd as well for full power with L1/R1). For purposes of tracking uses, each spell is tracked separately (even if they are on the same Materia).		
<b>Location(s)</b>			
Prize for Snowboarding Course B (89+ points), acquiring A Coupon ( <b>Shinra Building 63f</b> ); Found in <b>Sector 7</b> (Beginner's Hall), <b>Cargo Ship, Mt. Nibel, Great Glacier</b> ; Buy from <b>Fort Condor Materia Shop</b> (after <b>Whirlwind Maze</b> )			

#### Counter

<b>Desc.</b>	Attacks with paired <b>Command</b> when damage is incurred		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Counter 30%	Counter with paired <b>Command Materia</b> 30% of the time when attacked
2	20,000	Counter 40%	Counter with paired <b>Command Materia</b> 40% of the time when attacked
3	40,000	Counter 60%	Counter with paired <b>Command Materia</b> 60% of the time when attacked
4	60,000	Counter 80%	Counter with paired <b>Command Materia</b> 80% of the time when attacked
5	100,000	Counter 100%	Counter with paired <b>Command Materia</b> 100% of the time when attacked

Stat Changes			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Compatible With</b>	<b>Steal, Sense, Throw, Morph, Deathblow, Manipulate, Mime, Master Command</b>		
<b>Notes</b>	Contrary to the Materia description, the attack only needs to connect with the character to allow a counterattack, it doesn't need to actually do damage. If there are multiple abilities on the paired Materia, one of the highlighted (active) abilities is selected at random and used. The game can only store 8 counter effects (includes <b>Counter Attack</b> , <b>Final Attack</b> , <b>Sneak Attack</b> , Counter, and <b>Magic Counter</b> ) at a time, so only the first eight placed chronologically on a character will be used.		
Location(s)			
Found in <b>Northern Crater</b>			

#### Elemental

<b>Desc.</b>	Adds Materia element to paired weapon or armor		
<b>Elemental</b>	N/A	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Half Element	Halves paired Materia Element when equipped in armor; Equip on a weapon to add paired Materia Element to your regular physical attacks
2	10,000	Nullify Element	Nullifies paired Materia Element when equipped in armor; Equip on a weapon to add paired Materia Element to your regular physical attacks
3	40,000	Absorb Element	Absorbs paired Materia Element when equipped in armor; Equip on a weapon to add paired Materia Element to your regular physical attacks
4	80,000	[MASTER]	N/A
Stat Changes			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Compatible With</b>	<p>Here is a list of available elements in FFVII and Materia to pair with Elemental to apply them:</p> <ul style="list-style-type: none"> <li>◦ <b>Fire: Fire, Ifrit, Phoenix</b></li> <li>◦ <b>Ice: Ice, Shiva</b></li> <li>◦ <b>Lightning: Lightning, Ramuh</b></li> <li>◦ <b>Earth: Earth, Titan</b></li> <li>◦ <b>Wind: Choco/Mog, Typhoon</b></li> <li>◦ <b>Poison: Poison</b></li> <li>◦ <b>Gravity: Gravity</b></li> <li>◦ <b>Holy: Alexander</b></li> </ul> <p>All other Materia not listed here (except other <b>Support Materia</b>) will add the "Hidden" element, used by one attack in the game (you'll see it in the walkthrough <b>when it's coming up</b>) and also resisted by a few enemies. Support Materia will not work at all.</p>		
<b>Notes</b>	Note that in some cases, the attack associated with a Materia doesn't actually use the Materia's Element, such as <b>Choco/Mog</b> and <b>Typhoon</b> . Some <b>armors</b> and <b>Accessories</b> also have elemental properties of their own; these are placed alongside any Elemental effects from Elemental Materia. In case of a conflict between Materia and equipment, the most favorable effect for that element is used.		
Location(s)			
Reward from Mayor Domino for <b>guessing his password</b> on the first attempt; Found in <b>Mt. Nibel</b> (in the Materia spring), <b>Tifa's Piano</b> (while Tifa is party leader; must have played the piano during the <b>flashback</b> and told Tifa you "Jammed on it")			

#### Final Attack

<b>Desc.</b>	Automatically uses paired Materia when disabled		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Final Attack x1	If character is inflicted with <b>Death</b> , uses paired Materia (available once per battle)
2	20,00	Final Attack x2	If character is inflicted with <b>Death</b> , uses paired Materia (available twice per battle)
3	40,000	Final Attack x3	If character is inflicted with <b>Death</b> , uses paired Materia (available three times per battle)
4	80,000	Final Attack x4	If character is inflicted with <b>Death</b> , uses paired Materia (available four times per battle)
5	160,000	Final Attack x5	If character is inflicted with <b>Death</b> , uses paired Materia (available five times per battle)
Stat Changes			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1

<b>Compatible With</b>	<b>Magic Materia, Summon Materia, Steal, Sense, Throw, Morph, Deathblow, Manipulate, Mime, Master Command</b>
<b>Notes</b>	Unlike some other Counter-type Materia, Final Attack is <b>always</b> invoked upon a character receiving <b>Death</b> status regardless of the Final Attack Materia's level, assuming the Final Attack Materia has uses left. If the attack cannot be used at the time for whatever reason (not enough MP, no more uses left on a <b>Summon Materia</b> , etc.), the attack is not performed. If there are multiple abilities on the paired Materia, one of the highlighted (active) abilities is selected at random and used. Attacks invoked by Final Attack are targetted randomly based upon the targetting parameters of the ability in question (default targetting). The game can only store 8 counter effects (includes <b>Counter Attack</b> , Final Attack, <b>Sneak Attack</b> , <b>Counter</b> , and <b>Magic Counter</b> ) at a time, so only the first eight placed chronologically on a character will be used.
<b>Location(s)</b>	
Prize for completing <b>Special Battle</b> ( <i>given once</i> )	

#### HP Absorb

<b>Desc.</b>	Attacks with paired Materia, absorbs HP at the same time		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	HP Absorb	Absorbs 10% of damage dealt by paired Materia as HP
2	100,000	[MASTER]	N/A
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Compatible With</b>	<b>Magic Materia, Summon Materia, Steal, Sense, Throw, Morph, Deathblow, Manipulate, Mime, Master Command</b>		
<b>Notes</b>	If the action healed the target and this Materia is linked, the character is damaged instead. Pairing with <b>Master Command</b> will give ALL actions (except <b>Limit Breaks</b> ) this effect (even ones not included on the Master Command Materia, like Magic and Attack).		
<b>Location(s)</b>			
Found in <b>Wutai</b> (Yuffie's house), <b>Northern Crater</b>			

#### Magic Counter

<b>Desc.</b>	Attacks with paired <b>Magic/Summon</b> when attacked		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Magic Counter 30%	Counter with paired <b>Magic/Summon</b> Materia 30% of the time when attacked
2	40,000	Magic Counter 40%	Counter with paired <b>Magic/Summon</b> Materia 40% of the time when attacked
3	80,000	Magic Counter 60%	Counter with paired <b>Magic/Summon</b> Materia 60% of the time when attacked
4	160,000	Magic Counter 80%	Counter with paired <b>Magic/Summon</b> Materia 80% of the time when attacked
5	300,000	Magic Counter 100%	Counter with paired <b>Magic/Summon</b> Materia 100% of the time when attacked
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Compatible With</b>	<b>Magic Materia, Summon Materia</b>		
<b>Notes</b>	The attack only needs to connect with the character to allow a counterattack, it doesn't need to actually do damage. If there are multiple abilities on the paired Materia, one of the highlighted (active) abilities is selected at random and used. The game can only store 8 counter effects (includes <b>Counter Attack</b> , <b>Final Attack</b> , <b>Sneak Attack</b> , <b>Counter</b> , and Magic Counter) at a time, so only the first eight placed chronologically on a character will be used.		
<b>Location(s)</b>			
Reward for <b>Chocobo Racing</b> (A/S Class); Found in <b>Northern Crater</b>			

#### MP Absorb

<b>Desc.</b>	Attacks with paired Materia, absorbs MP at the same time		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	MP Absorb	Absorbs 1% of damage dealt by paired Materia as MP
2	100,000	[MASTER]	N/A
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1

<b>Compatible With</b>	<b>Magic Materia, Summon Materia, Steal, Sense, Throw, Morph, Deathblow, Manipulate, Mime, Master Command</b>
<b>Notes</b>	If the action healed the target and this Materia is linked, the character's MP is damaged instead. Pairing with <b>Master Command</b> will give ALL actions (except <b>Limit Breaks</b> ) this effect (even ones not included on the Master Command Materia, like Magic and Attack).
<b>Location(s)</b>	
Found in <b>Wutai (Item Shop)</b> during the Wutai Sidequest	

#### MP Turbo

<b>Desc.</b>	Uses extra MP and Increases the power of paired Magic		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	MP Turbo LV1	Spell power and MP cost raised by 10% for paired Materia
2	10,00	MP Turbo LV2	Spell power and MP cost raised by 20% for paired Materia
3	30,000	MP Turbo LV3	Spell power and MP cost raised by 30% for paired Materia
4	60,000	MP Turbo LV4	Spell power and MP cost raised by 40% for paired Materia
5	120,000	MP Turbo LV5	Spell power and MP cost raised by 50% for paired Materia
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Compatible With</b>	<b>Magic Materia, Summon Materia</b>		
<b>Notes</b>	Spells can never cost more than 255 MP to cast; if a spell would cost more than that to cast with this Materia, its cost is capped at 255 MP, but you still get the power increase (for this reason, the Materia is excellent with <b>Knights of Round</b> , which costs 250 MP without modifiers). Does not increase power of fixed-damage attacks (like Gravity spells), but still applies the MP cost penalty.		
<b>Location(s)</b>			
Found in <b>Whirlwind Maze</b> (after the boss battle)			

#### Quadra Magic

<b>Desc.</b>	Paired Magic used 4 times		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Quadra Magic x1	Spells on paired Materia can be cast four times for 50% power, available once per battle
2	40,00	Quadra Magic x2	Spells on paired Materia can be cast four times for 50% power, available twice per battle
3	80,000	Quadra Magic x3	Spells on paired Materia can be cast four times for 50% power, available three times per battle
4	120,000	Quadra Magic x4	Spells on paired Materia can be cast four times for 50% power, available four times per battle
5	200,000	Quadra Magic x5	Spells on paired Materia can be cast four times for 50% power, available five times per battle
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Compatible With</b>	<b>Magic Materia, Summon Materia</b> (except <b>Knights of Round</b> )		
<b>Notes</b>	For purposes of tracking uses, each spell is tracked separately (even if they are on the same Materia). Quadra Magic does not work with <b>Knights of Round</b> .		
<b>Location(s)</b>			
Found in <b>Materia Cave</b> near Mideel (requires Airship glitch or Black or Gold Chobo to access)			

#### Sneak Attack

<b>Desc.</b>	Pre-emptive attack with paired Materia		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Sneak Attack 20%	Opens battle with paired Materia 20% of the time
2	20,000	Sneak Attack 35%	Opens battle with paired Materia 35% of the time
3	40,000	Sneak Attack 50%	Opens battle with paired Materia 50% of the time
4	60,000	Sneak Attack 65%	Opens battle with paired Materia 65% of the time
5	100,000	Sneak Attack 80%	Opens battle with paired Materia 80% of the time
<b>Stat Changes</b>			

None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Compatible With</b>	<b>Magic Materia, Summon Materia, Steal, Sense, Throw, Morph, Deathblow, Manipulate, Mime, Master Command</b>		
<b>Notes</b>	If there are multiple abilities on the paired Materia, one of the highlighted (active) abilities is selected at random and used. Attacks invoked by Sneak Attack are targetted randomly based upon the targetting parameters of the ability in question (default targetting). The game can only store 8 counter effects (includes <b>Counter Attack</b> , <b>Final Attack</b> , Sneak Attack, <b>Counter</b> , and <b>Magic Counter</b> ) at a time, so only the first eight placed chronologically on a character will be used.		
<b>Location(s)</b>			
Prize for <b>Chocobo Racing</b> (S Rank)			

### Steal as Well

<b>Desc.</b>	Steal simultaneously when paired Materia is used		
<b>Elemental</b>	None	<b>Added Effect</b>	None
<b>Level</b>	<b>AP</b>	<b>Ability</b>	<b>Effect</b>
1	0	Steal as Well	Causes character to <b>Steal</b> from target after paired Materia is used (if the ability was MT, a random target is selected)
2	200,000	[MASTER]	N/A
<b>Stat Changes</b>			
None			
<b>Cost</b>	N/A	<b>Sell Value (Master)</b>	1
<b>Compatible With</b>	<b>Magic Materia, Summon Materia, Steal, Sense, Throw, Morph, Deathblow, Manipulate, Mime, Master Command</b>		
<b>Notes</b>	Pairing with <b>Master Command</b> will give ALL actions (except <b>Limit Breaks</b> ) this effect (even ones not included on the Master Command Materia, like Magic and Attack).		
<b>Location(s)</b>			
Found in <b>Da-Chao Cave</b> (requires Leviathan Scales)			

## Enemy Skills

*(Note: This section just overviews strategy for the Enemy Skill command throughout the game, to avoid unnecessary duplication of information. For detailed instructions on how to obtain the various Enemy Skills throughout the game, consult the [main walkthrough](#). For a listing of available Enemy Skills and their stats and enemies that use them, click [here](#).)*

When you obtain the first **Enemy Skill Materia**, you won't be able to learn any skills for a while, so don't bother equipping the Materia until you **leave Midgar**. Once you're on the World Map, the first skill you're likely to learn is **Matra Magic** from **Custom Sweeper**. This is excellent early on (until **Corel Desert** or so) and will often wipe out the enemies in one cast with minimal MP usage. You might also learn **Beta** (from **Midgar Zolom**) during this time, but keep it in your back pocket for now (except perhaps for bosses); it uses far too much MP to be practical for normal battles. You might also pick up **Flame Thrower** from **Ark Dragon**; use this instead of Matra Magic against lone opponents.

From **Corel Desert** until well after **Whirlwind Maze**, the Enemy Skill command is really at its peak. You will likely begin this phase with **Beta**, and will gain **Laser (Death Claw)**, **White Wind (Zemzelett)**, **Big Guard (Beachplug)**, **Aqualung (Harpy)**, and **Frog Song (Touch Me)** shortly after, not to mention a second **Enemy Skill Materia**. White Wind and Big Guard tend to be overkill right now due to their high MP costs for what they do, but they do have their moments (like against **Demons Gate**). The real value here is the offensive attacks. Laser is good against single enemies with high HP that are not protected by Gravity, but it pales in comparison to Beta and Aqualung. Both deal very heavy damage and, while they do use a lot of MP, you can probably handle it now as long as you use them judiciously. The spells are for all practical purposes equal except their elements; Beta does very slightly more damage, but costs one more MP point and is very slightly less efficient in terms of MP to damage, but at the end of the day it doesn't matter much. Frog Song is also highly useful, because **Frog** and **Sleep** are two devastating statuses to hit with that are not easily applied at the time you get it.

Once you get **Trine (Materia Keeper)**, the choice becomes a bit more complicated. Trine is far weaker than **Beta/Aqualung**, but extremely efficient MP-wise. If the enemy is weak to Lightning, Trine is easily the best (it outdamages Beta/Aqualung), but if not, you'll need to choose between MP and power. When you get **Magic Breath (Stilva)**, remember that Magic Breath is the most powerful of the "big four" offensive skills, but quite inefficient MP-wise and Fire/Ice/Lightning-elemental. Magic Breath will always outdamage Trine and Beta (except if the enemy resists one of Magic Breath's elements), but if there's a Water weakness Aqualung is the clear favorite. On the other hand, if the enemy has an Ice or Lightning weakness and doesn't resist any of Magic Breath's elements (**Carry Armor** comes to mind here), Magic Breath will be your best bet if the other skills can't score a OHKO.

Late Disc 2 into Disc 3, Enemy Skill really begins falling off as a source of offense. If you're following the walkthrough, you'll notice that only one new skill comes available from **Whirlwind Maze** all the way through the end of Disc 2, and it's fairly difficult to obtain: **Shadow Flare (Ultimate Weapon)**, Final Attack). Shadow Flare is the best Enemy Skill for ST damage, but it's MP cost can be prohibitive and it only hits one target, making it mostly a boss-slayer and nothing more. As to the old standbys (**Beta/Aqualung/Trine/Magic Breath**), they're pretty average at this point. That's not to say they're trash (they're not), but other attacks (especially Summons and basic physicals) have improved greatly since you got the Enemy Skills, and can accept **Support Materia** (which Enemy Skill cannot). Support Materia are much more varied and useful at this point than before, which is a big point in favor of other attacks. This does not mean that the **Enemy Skill Materia** themselves are outdated; **White Wind**, **Big Guard**, **Magic Hammer (Razor Weed)** and **Bad Breath (Malboro)** really stand out now. White Wind tends to out-heal **Restore Materia** spells at this point for MT healing while healing some statuses, and Big Guard is a huge turn-saver for a now-reasonable MP cost. Magic Hammer, meanwhile, is a cheap way to disable many late-game bosses due to their reliance on MP (you'll see the strategy mentioned often in the walkthrough late game). Finally, Bad Breath is essentially a cheaper Hades without the damage portion (which tends to be irrelevant anyway) and useful against random encounters. In addition, in the final dungeon you can pick up **Angel Whisper (Pollensalta)**, which is basically **Full Cure**, **Life2**, and **Esuna** rolled up into one wonderful move for only 50 MP, with the only disadvantage being that it can only ever target one. All of these skills are great in Battle Square as well, where MP and defense can be an issue (and offense is usually well-covered by this point).

## Status Effects

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Here is listing of status effects available in the game. Some are positive (like Haste) and others will hinder the unit (like **Slow**).

### Status Ailments

Here is a listing of negative statuses found in the game. Note that they can be inflicted on both characters and enemies.

#### Darkness

Attack accuracy is reduced; magic is not affected. This is largely ineffective on enemies due to poor programming.

#### Slow

The unit's ATB guage fills more slow, meaning it takes longer for it to get a turn.

#### Paralyzed

Paralyzed prevents the unit from taking a turn for the time equivalent of a few turns. It is relatively short-lived.

#### Stop

Stops the ATB guage completely for the duration of the status (shorter than **Sleep** but much longer than **Paralyzed**). Wears off after a while.

#### Sleep

Sleep causes the unit to be unable to take turns. Physical attacks will wake them, but not magical ones.

#### Poisoned

If Poisoned, the unit will take minor damage over time. Bosses, due to their relatively high HP counts, tend to take much more damage from the status than characters or normal enemies.

#### Silence

The unit will not be able to use Magic or Enemy Skills. Regular physical attacks can still be used, as can Limit Breaks.

#### Berserk

Attack power is increased, but character becomes uncontrollable.

#### Small

Unit's physical attacks deal 1 damage before modifiers, but they can still use Magic normally.

#### Frog

Unit is unable to use Magic (except the Frog spell) and physical attacks deal 1 damage before modifiers. This is easily one of the most debilitating statuses out there.

#### Confusion

Character randomly attacks allies and enemies alike.

#### Fury

Attack power increases, but accuracy goes down. Can be inflicted with a Hyper and cured with Tranquilizer (this status will not be cured after battle).

#### Sadness

Character's Limit bar fills more slowly, but they take less damage. Can be inflicted with a Tranquilizer and cured with Hyper (this status will not disappear after battle).

#### Slow-numb

The character will be light white, with a counter over their head (it starts at 30). When it reach 0, Petrify is inflicted.

#### Manipulate [Status]

This status is only set using the Manip. command (granted by the Manipulate Materia), and can only be set on enemies. Setting this status successfully allows the character setting the status to use actions on the enemy's Manipulate list. It's most important for learning **Enemy Skills**, but it can also be used to disable vulnerable enemies and make them attack the enemy party. Removed if the enemy is struck by a physical attack.

#### Petrify

Petrified units are unable to act, and are flagged as "dead" for purposes of ending the battle (if all characters are flagged "dead," it's game over). Relatively few attacks can inflict this status directly; most often, it occurs as a result of **Slow-numb**.

#### Imprisoned

Character is unable to act and flagged as "dead" for purposes of ending the battle. Removal depends on the attack used to set Imprisoned.

#### Dual

Dual is an extremely dangerous status only used by Bottomswell. It's dangerous both because it acts as a reverse-**Regen** (in other words, rapidly drains HP) and because it occurs in conjunction with **Imprisoned**. Hit the character with Magic to remove this.

#### Death-sentence

The unit receives a counter that starts at 60; when it reaches 0, Death is inflicted.

#### Near-death

The character kneels and their HP bar turns yellow. There are no other effects to this status.



## Death

Units under Death will be unable to participate in battle until the status is removed, and are flagged "dead." There are three ways to receive this status. First, if a unit's HP is reduced to 0, this status is set automatically. Second, some attacks can immediately set this status (can be blocked with a Safety Bit or innate Death resistance). Finally, if Death-sentence is set and the counter reaches 0, this status will be set.

## Positive Status Effects

These statuses help you (or the enemy if it's set on them), unlike the ones listed above.

### Haste

Causes one character to get turns faster.

### Regen

Regen causes the unit to regenerate HP over time, and unlike many other FFs HP will be regenerated quite rapidly. It's a highly useful status later in the game.

### Barrier

Reduces damage from physical attacks by 1/2.

### MBarrier

Reduces damage from magical attacks by 1/2.

### Reflect

Causes most Magic spells to reflect back to the caster.

### Shield

Nullifies all physical damage and absorbs all elemental Magic damage for the duration of the status. It does not protect against non-elemental magic, Items, or status attacks.

### Death Force

Grants immunity to instant-Death attacks for the duration of the battle, or until DeSpelled or hit with White Wind. Does not prevent Death resulting from HP dropping to 0.

### Resist

All status changes are blocked on the character until DeSpelled or the end of the battle. This includes removal of status ailments and setting positive statuses, by the way, so make sure to take care of them before setting this.

### Lucky Girl

All physical attacks are critical hits for the remainder of battle. This can only be set using Cait Sith's Lucky Girl Limit.

### Peerless

The ultimate positive status, Peerless nullifies ALL damage, healing, and status changes for the duration of the status. This can only be set using Aeris' Planet Protector or Great Gospel Limit Breaks.

## Items

What follows is a listing of items. The items are listed in the same order as they are in-game sorted using the "Type" option. For locations of obtaining items, in most cases only the easiest locations are listed for space reasons. Note that Sell Value is how much the item is worth if you try to sell it to a shop; if you're buying it, normally it will cost double the Sell Value listed here. Sell values and some item locations are courtesy of Xenomic's Item Locations FAQ on GameFAQs. N/A in the Sell Value column means that item cannot be sold (Limit Manuals, Buster Sword, etc.). In these tables, missable items will have their entries in red text. Items that are limited in quantity at the end of the game, but not technically missable, are marked in orange (note that these items may or may not be limited in quantity earlier in the game). For "limited-quantity" items, any sources that are missable are listed in red.

## Party Items

These items are for use by your party, and can have various effects. The vast majority of these items are for healing HP, MP, or status.

### Restorative Items

These items are used to restore party HP and MP and are the most basic items in the game. Note that if an enemy is listed as weak to Restorative, these items will do damage rather than heal (ex. Potions will deal 100 damage, X-Potions will instantly kill the enemy, etc.) except for Phoenix Down (listed in the **Status Recovery Items** section), which has a 1/4 chance at setting **Death** on such targets.

Item	Effect	Where to Obtain	Sell Value (Gil)
Potion	Restores 100 HP to one target	Buy in most early-game shops; reward for some quests	25
Hi-Potion	Restores 500 HP to one target	Buy in many late-game shops	150
X-Potion	Restores one target to max HP	Dropped by <b>Bizarre Bug, Jayjujayne</b>	1
Ether	Restores 100 MP to one target	Buy in <b>Rocket Town, Mideel</b>	750

Item	Effect	Where to Obtain	Sell Value (Gil)
Turbo Ether	Restores one target to max MP	Steal from <b>Jersey</b> ; Dropped by <b>Jersey</b> , <b>Mover</b> , <b>Magic Pot</b> ; Morph from <b>Beachplug</b>	1
Elixir	Restores one target to max HP and MP	Dig up in <b>Bone Village</b> (Spot 5); Win in <b>Chocobo Square</b> (B/A/S Rank); Steal from <b>Master Tonberry</b> ; Dropped by <b>Dark Dragon</b> ; Morph <b>Harpy</b>	1
Megalixir	Restores party to max HP and MP	Win from <b>Chocobo Races</b> (S-Rank); Dropped by <b>Master Tonberry</b>	1

### Status Recovery Items

These items remove status ailments from the target, and will become more important as the game progresses and enemies begin to use status attacks more frequently.

Item	Effect	Where to Obtain	Sell Value (Gil)
Phoenix Down	Removes <b>Death</b> from one target and revives to 25% max HP	Buy in most item shops	150
Antidote	Removes <b>Poison</b> status from one target	Buy in most item shops	40
Soft	Removes <b>Petrify</b> and <b>Slow-numb</b> from one target	Buy in <b>Costa del Sol</b> , <b>North Corel</b> , <b>Cosmo Canyon</b>	75
Maiden's Kiss	Removes <b>Frog</b> from one target	Buy in <b>North Corel</b> , <b>Gongaga</b> , <b>Cosmo Canyon</b>	75
Cornucopia	Removes <b>Small</b> from one target	Buy in <b>North Corel</b> , <b>Cosmo Canyon</b>	75
Echo Screen	Removes <b>Silence</b> from one target	Buy in <b>Wall Market</b> , <b>Junon</b> ( <i>before Whirlwind Maze</i> ), <b>Gold Saucer</b>	50
Hyper	Removes <b>Sadness</b> from or inflicts <b>Fury</b> on one target	Buy in most item shops	50
Tranquilizer	Removes <b>Fury</b> from or inflicts <b>Sadness</b> on one target	Buy in most item shops	50
Remedy	Removes <b>Sleep</b> , <b>Poison</b> , <b>Sadness</b> , <b>Fury</b> , <b>Silence</b> , <b>Frog</b> , <b>Small</b> , <b>Slow-numb</b> , <b>Petrify</b> , <b>Berserk</b> , <b>Confusion</b> , <b>Paralyzed</b> , and <b>Darkness</b> from one target	Buy in <b>Mideel</b> ; Steal from <b>Under Lizard</b>	500

### Miscellaneous Party Items

The items below are for use by the party, and have effects other than healing HP, MP, or status.

Item	Effect	Where to Obtain	Sell Value (Gil)
Smoke Bomb	Party escapes battle	Dropped by <b>Edgehead</b>	1
Speed Drink	Casts <b>Haste</b> on one character	Steal from <b>Vice</b>	1
Hero Drink	Raises Attack, MAttk, Def, and MDef by 30% for one target	Win in <b>Chocobo Square</b> (A/S Rank)	1
Vaccine	Sets <b>Resist</b> on one target	Chest in <b>Icicle Inn</b> , <b>Northern Crater</b> ; Morph <b>Dragon Zombie</b> , <b>Dark Dragon</b>	1

### Battle Items

These items are used in battle as offensive options, to attack your opponents, or to set positive statuses on your party. They come with a wide variety of effects.

Item	Effect	Where to Obtain	Sell Value (Gil)
Grenade	160 non-elemental base damage to all enemies	Buy in <b>Sector 5</b> , <b>Junon Village Shop</b>	40
Shrapnel	416 non-elemental base damage to all enemies	Dropped by <b>Bomb</b> ; Morph <b>Bomb</b>	1
Right Arm	1,600 non-elemental base damage to all enemies	Prize in <b>Battle Square</b> ( <i>after Whirlwind Maze</i> ); Steal from <b>Bomb</b>	1
Hourglass	Inflicts <b>Stop</b> on all enemies	Win from <b>Edgehead</b> ; Morph <b>Kimara Bug</b>	1
Kiss of Death	Inflicts <b>Death</b> on all enemies	Win from <b>Death Dealer</b>	1
Spider Web	Inflicts <b>Slow</b> on all enemies	Steal from <b>Kimara Bug</b> ; Morph <b>Grashtrike</b>	1
Dream Powder	Inflicts <b>Sleep</b> on all enemies	Morph <b>Crown Lance</b> , <b>Crysales</b>	1
Mute Mask	Inflicts <b>Silence</b> on all enemies	Dropped by <b>Bahba Velamyu</b> , <b>Garuda</b> ; Morph <b>Dorky Face</b>	1
War Gong	Inflicts <b>Berserk</b> on all enemies	Dropped by <b>Grand Horn</b> ; Steal from <b>Behemoth</b>	1

Item	Effect	Where to Obtain	Sell Value (Gil)
Loco Weed	Inflicts <b>Confusion</b> on all enemies	Dropped by <b>Razor Weed</b> , <b>Corvette</b> , <b>Hammer Blaster</b> , <b>Sword Dance</b>	1
Fire Fang	Casts <b>Fire2</b> on all enemies	Win in <b>Chocobo Square</b> (all ranks); Dropped by <b>Dragon</b>	1
Fire Veil	Casts <b>Fire3</b> on all enemies	Buy in <b>Wutai</b> ; Win in <b>Chocobo Square</b> (A/S rank)	400
Antarctic Wind	Casts <b>Ice2</b> on all enemies	Win in <b>Chocobo Square</b> (all ranks); Morph <b>Jumping</b>	1
Ice Crystal	Casts <b>Ice3</b> on all enemies	Win in <b>Chocobo Square</b> (B rank and higher); Dropped by <b>Garuda</b> , <b>Snow</b> ; Morph <b>Bandersnatch</b>	1
Bolt Plume	Casts <b>Bolt2</b> on all enemies	Win in <b>Chocobo Square</b> (all ranks); Steal from <b>Thunderbird</b>	1
Swift Bolt	Casts <b>Bolt3</b> on all enemies	Buy in <b>Wutai</b> ; Win in <b>Chocobo Square</b> (A/S rank)	400
Earth Drum	Casts <b>Quake2</b> on all enemies	Steal from <b>Christopher</b> ; Dropped by <b>Flower Prong</b> , <b>Screamer</b>	1
Earth Mallet	Casts <b>Quake3</b> on all enemies	Dropped by <b>Gigas</b>	1
Deadly Waste	Casts <b>Bio2</b> on all enemies	Steal from <b>Zenene</b> ; Dropped by <b>Jayjuyame</b> , <b>Smogger</b>	1
M-Tentacles	Casts <b>Bio3</b> on all enemies	Steal from <b>Malboro</b> ; Dropped by <b>Malboro</b> , <b>Sneaky Step</b>	1
Stardust	Casts <b>Comet2</b> (4 hits on random enemies)	Win in <b>Battle Square</b> ; Dropped by <b>Behemoth</b> , <b>Serpent</b>	1
Vampire Fang	Drains HP from one target (192 base)	Dropped by <b>Black Bat</b> ; Morph <b>Black Bat</b>	1
Ghost Hand	Drains MP from one target (32 base)	Steal from <b>Ghost</b> ; Dropped by <b>Ghost</b>	1
Vagyrisk Claw	Inflicts <b>Petrify</b> on one enemy	Steal from <b>Bagrisk</b> (must be under Level 78); Dropped by CMD. Grand Horn ( <b>Fort Condor Battles 1-3</b> )	1
Light Curtain	Sets <b>Barrier</b> on party	Dropped by <b>Garuda</b> , <b>Unknown</b> ; Morph <b>Sword Dance</b> , <b>Corvette</b>	1
Lunar Curtain	Sets <b>MBarrier</b> on party	Dropped by <b>Foulander</b> , <b>Unknown 2</b>	1
Mirror	Sets <b>Reflect</b> on party	Dropped by <b>Mirage</b>	1
Holy Torch	Casts <b>DeSpell</b> on all enemies	Dropped by <b>Unknown 3</b> ; Morph <b>Evilhead</b> , <b>Stilva</b>	1
Bird Wing	Casts Whirlwind on all enemies (1,040 Wind-elemental base damage)	Steal from <b>Tonadu</b> , <b>Zuu</b> ; Dropped by <b>Tonadu</b> , <b>Zuu</b>	1
Dragon Scales	Deals 3,680 Water-elemental base damage to all enemies	Steal from <b>Sea Worm</b> ; Dropped by <b>Sea Worm</b>	1
Impaler	Inflicts <b>Frog</b> on one target	Buy in <b>Gongaga</b> ; Steal from <b>Touch Me</b> , <b>Toxic Frog</b> ; Win from <b>Toxic Frog</b>	250
Shrivel	Inflicts <b>Small</b> on one target	Buy in <b>Gongaga</b> ; Steal from <b>Grimguard</b> ; Dropped by <b>Gremlin</b>	250
Eye Drop	Removes <b>Darkness</b> from one target	Buy in many shops	1
Molotov	Deals 400 Fire-elemental base damage to one	Buy in <b>Costa del Sol</b> ( <i>before Whirlwind Maze</i> ), <b>North Corel</b> , <b>Gongaga</b>	1
S-Mine	Deals 1,600 non-elemental base damage to one	Buy in <b>Rocket Town</b> ( <i>after Whirlwind Maze</i> )	1
8inch Cannon	Deals 3,200 non-elemental base damage to one	Steal from <b>Grosspanzer*Big</b> , <b>Attack Squad</b> , <b>Submarine Crew</b> ; Dropped by <b>Cromwell</b> , <b>Grosspanzer*Big</b>	1
Graviball	Casts <b>Demi</b> on all enemies	Steal from <b>Shadow Maker</b> ; Dropped by <b>Deenglow</b>	1
T/S Bomb	Casts <b>Demi2</b> on all enemies	Steal from <b>Flapbeat</b> ; Dropped by <b>Flapbeat</b> ; Morph <b>Flapbeat</b>	1
Ink	Inflicts <b>Darkness</b> on one target	Win from Gold Saucer <b>Torpedo Attack</b> game; Steal from <b>Bad Rap</b>	1
Dazers	Inflicts <b>Paralyzed</b> on one target	Steal from <b>Boundfat</b> , <b>Battery Cap</b> ; Dropped by <b>Boundfat</b> , <b>Battery Cap</b> ; Morph <b>Boundfat</b>	1
Dragon Fang	Deals 2,400 Lightning-elemental base damage to all enemies	Win from Gold Saucer <b>Torpedo Attack</b> game; Dropped by <b>Schizo (Left)</b>	1
Cauldron	Inflicts <b>Frog</b> , <b>Small</b> , <b>Poison</b> , <b>Confusion</b> , and <b>Silence</b> on all enemies	Steal from <b>Dragon Zombie</b> ; Dropped by <b>Dragon Zombie</b>	1

## Greens

Greens are used for catching and raising Chocobos. Note that Intelligence is a mostly useless Chocobo stat, and raising Chocobos is best done with Sylkis Greens.

Item	Effect	Chocobo Stats Raised	How to Obtain	Sell Value (Gil)
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Item	Effect	Chocobo Stats Raised	How to Obtain	Sell Value (Gil)
Sylkis Greens	Restores 100 HP; keeps Chocobo occupied for 1 turn, allows use of Chocobuckle	All	Buy from <b>Chocobo Sage</b>	2,500
Raegan Greens	Restores 100 HP; keeps Chocobo occupied for 8 turns and reduces chance of running away to 12.5%	Speed, Stamina	Buy from <b>Chocobo Sage</b>	1,500
Mimett Greens	Restores 100 HP; keeps Chocobo occupied for 1 turn, allows use of Chocobuckle	Speed, Stamina	Buy from <b>Chocobo Farm</b>	750
Curiel Greens	Restores 100 HP; keeps Chocobo occupied for 5 turns	Speed, Stamina	Buy from <b>Chocobo Farm</b>	500
Pahsana Greens	Restores 100 HP; reduces Chocobo's chance to run to 20%	Intelligence	Buy from <b>Chocobo Farm</b>	400
Tantal Greens	Restores 100 HP; keeps Chocobo occupied for 3 turns	Stamina, Speed, Intelligence	Buy from <b>Chocobo Farm</b>	200
Krakka Greens	Restores 100 HP; reduces Chocobo's chance to run to 33.33%	Intelligence	Buy from <b>Chocobo Farm</b>	125
Gysahl Greens	Restores 100 HP; keeps Chocobo occupied for 2 turns	Speed, Stamina	Buy from <b>Chocobo Farm</b>	50

## Tents

For some reason, the Tent item is all by itself (the item sorting in this game makes no sense sometimes).

Item	Effect	Where to Obtain	Sell Value (Gil)
Tent	At Save Points and on the World Map, fully restore party's HP, MP, and status	Buy in most shops	250

## Stat-Boosting Items

These items permanently boost a primary stat when used. You'll notice you can obtain every type from enemies in the **Sunken Gelnika**, making it an ideal place to train.

Item	Effect	Where to Obtain	Sell Value (Gil)
Power Source	Permanently raises a character's Strength by 1	Morph <b>Unknown, Heavy Tank, Screamer</b>	1
Guard Source	Permanently raises a character's Vitality by 1	Morph <b>Unknown 2, Bagnadrana, Spiral</b>	1
Magic Source	Permanently raises a character's Magic by 1	Morph <b>Unknown 3, 8 Eye</b>	1
Mind Source	Permanently raises a character's Spirit by 1	Morph <b>Serpent, Dragon Rider</b>	1
Speed Source	Permanently raises a character's Dexterity by 1	Morph <b>Poodler</b>	1
Luck Source	Permanently raises a character's Luck by 1	Morph <b>Bad Rap</b>	1

## Nuts

Nuts are used when breeding Chocobos. While there are several different types, you'll probably only ever use Carob and Zeio Nuts, as they produce the best results and are needed to **breed colored Chocobos**. The exact effects of each Nut type are complex and beyond the scope of this guide (you can check gmo7897's Chocobo Breeding Guide if you're looking for exact numbers), but the rare/more expensive nuts will almost always produce better results when breeding your Chocobos, so stick with them.

Item	Effect	Colored Chocobos?	How to Obtain	Sell Value (Gil)
Zeio Nut	Used in Chocobo breeding	Gold	Steal from <b>Goblin</b> , Dropped by <b>Goblin</b>	1
Carob Nut	Used in Chocobo breeding	Green, Blue, Black	Steal from <b>Vlakorados</b> , Dropped by <b>Vlakorados</b>	1
Porov Nut	Used in Chocobo breeding	No	Buy from <b>Chocobo Sage</b>	1000
Pram Nut	Used in Chocobo breeding	No	Buy from <b>Chocobo Sage</b>	750
Lasan Nut	Used in Chocobo breeding	No	Buy from <b>Chocobo Farm (after Whirlwind Maze)</b>	300
Saraha Nut	Used in Chocobo breeding	No	Buy from <b>Chocobo Farm (after Whirlwind Maze)</b>	200
Luchille Nut	Used in Chocobo breeding	No	Buy from <b>Chocobo Farm (after Whirlwind Maze)</b>	100
Pepio Nut	Used in Chocobo breeding	No	Buy from <b>Chocobo Farm (after Whirlwind Maze)</b>	50

## Miscellaneous Items

Item	Effect	Where to Obtain	Sell Value (Gil)
Battery	Used to climb to Shinra HQ	Speak to Wall Market's <b>Weapon Shop</b> owner and pay 300 for a set of 3	1
Tissue	None	<b>Battle Square</b> reward for completing a round of Regular Battle successfully	1

## Limit Break Manuals

These items are used to teach characters their ultimate Limit Breaks, and are typically rewards for completing certain sidequests. Remember that the character must have learned every other limit break before the manual will work. Click on the name of the Limit to be taken to a description of the Limit Break.

Item	Character	How to Obtain	Sell Value (Gil)
Omnislash	Cloud	Prize for the <b>Battle Square</b>	N/A
Catastrophe	Barret	After the <b>Corel Huge Materia</b> quest, speak to the woman in the west-most building in North Corel	N/A
Final Heaven	Tifa	After Cloud returns, take Tifa to Nibelheim and <b>play the piano</b>	N/A
Great Gospel	Aeris	Reward for the <b>Arms Dealer</b> sidequest	N/A
Cosmo Memory	Red XIII	Dropped by <b>Lost Number</b> in the <b>Shinra Mansion</b> sidequest	N/A
All Creation	Yuffie	Dropped by <b>Godot</b> during the <b>Wutai Pagoda Sidequest</b>	N/A
Chaos	Vincent	Reward for the <b>Vincent's Cave</b> sidequest	N/A
Highwind	Cid	Chest in <b>Sunken Gelnika</b>	N/A

## Event Items

Item	Effect	Where to Obtain	Sell Value (Gil)
1/35 Soldier	None	Prize for completing <b>Speed Square</b> ; found in <b>Junon (2x)</b>	25
Super Sweeper	None	Prize for completing <b>Speed Square</b>	25
Masamune Blade	None	Prize for completing the <b>Special Battle</b> successfully	25
Save Crystal	When used in Northern Crater, creates a Save Point where used (only works once)	Chest in <b>Northern Crater</b>	1
Combat Diary	None	Prize for completing the <b>Special Battle</b> successfully	1
Autograph	None	Prize for completing the <b>Special Battle</b> successfully	1
Gambler	None	Prize for completing the <b>Special Battle</b> successfully	1
Earth Harp	Give to the <b>Kalm Traveler</b> to receive one of each type of Master Materia	Dropped by <b>Emerald Weapon</b>	1
Desert Rose	Give to the <b>Kalm Traveler</b> to receive a Gold Chocobo	Dropped by <b>Ruby Weapon</b>	1
Guide Book	Give to the <b>Kalm Traveler</b> to receive the <b>Underwater Materia</b> (one time only)	Morph <b>Ghost Ship</b>	1

## Equipment

Below you'll find a list of equipment found in the game. Materia slots are listed first by linked slots, then unlinked slots, then the total slots in parentheses (ex. 1x2, 3 (5) means there is one set of two linked slots plus three unlinked slots making 5 total slots). Materia Growth is color-coded for your convenience: None, Normal, Double, and Triple.

For weapons, the last weapon in a given character's table is their Ultimate Weapon, which uses special damage modifiers to arrive at its final damage.

### Cloud's Swords

Item	Attack Power	Hit%	Stat Boosts	Materia Slots	Materia Growth	Where to Obtain	Sell Value (Gil)
Buster Sword	18	96	+2 Mag	1x2 (2)	Normal	Initial equipment (cannot sell or throw)	N/A
Mythril Saber	23	98	+4 Mag	1x2, 1 (3)	Normal	Buy in <b>Kalm</b>	500
Hardedge	32	98	+6 Mag	1x2, 2 (4)	Normal	Steal from <b>SOLDIER:3rd</b> , Buy in <b>Junon (before Whirlwind Maze)</b> , <b>Gongaga</b>	750
Butterfly Edge	39	100	+8 Mag	2x2 (4)	Normal	Buy in <b>Cosmo Canyon</b>	1400
Enhance Sword	43	107	+16 Mag	4x2 (8)	Normal	Chest in <b>Gaea's Cliff</b> ; Buy in <b>Junon (after Whirlwind Maze)</b>	6000
Organics	62	103	+15 Mag	3x2, 2 (6)	Normal	Buy in <b>Icicle Inn</b>	8500
Crystal Sword	76	105	+19 Mag	3x2 (6)	Normal	Buy in <b>Mideel</b>	9000
Force Stealer	36	100	+7 Mag	3	Double	Reward for 100+ points during <b>Rufus send-off</b> ; Buy in <b>North Corel</b>	1100
Rune Blade	40	108	+9 Mag	4	Double	Chest in <b>Mt. Nibel</b> ; Buy in <b>Junon (after Whirlwind Maze)</b>	1900
Murasame	51	100	+12 Mag	2x2, 1 (5)	Normal	Buy in <b>Wutai</b>	3250
Nail Bat	70	100	+4% Critical Hit Rate	0	None	Chest in <b>Temple of the Ancients</b> ; Buy in <b>Junon (after Whirlwind Maze)</b>	1400
Yoshiyuki	56	100	+9 Mag	2	Normal	Speak to man in <b>Rocket Town</b> staring at the rocket three times ( <i>must be done before obtaining the Submarine</i> )	1
Apocalypse	88	110	+43 Mag, +16 Spr	3	Triple	Chest in <b>Ancient Forest</b>	1

Item	Attack Power	Hit%	Stat Boosts	Materia Slots	Materia Growth	Where to Obtain	Sell Value (Gil)
Heaven's Cloud	93	100	+31 Mag	6	Normal	Chest in <b>Sunken Gelnika</b>	1
Ragnarok	97	105	+43 Mag, +35 Spr	3x2 (6)	Normal	Dropped by <b>Proud Clod</b>	1
Ultima Weapon	100	110	+53 Mag, +35 Spr	4x2 (8)	None	Dropped by <b>Ultimate Weapon</b>	1

### Barret's Arm Guns

For Barret's weapons, if (LR) appears next to the Attack Power, the weapon is a long range weapon.

Item	Attack Power	Hit%	Stat Boosts	Materia Slots	Materia Growth	Where to Obtain	Sell Value (Gil)
Gatling Gun	14 (LR)	97	None	1	Normal	Initial equipment; cannot sell	N/A
Assault Gun	17 (LR)	98	+1 Mag	1x2 (2)	Normal	Dropped by <b>Guard Scorpion</b> ; Buy in <b>Wall Market</b>	175
Cannon Ball	23	98	+2 Mag	1x2, 1 (3)	Normal	Buy in <b>Kalm</b>	475
Atomic Scissors	32	99	+4 Mag	1x2, 2 (4)	Normal	Steal from <b>Custom Sweeper</b> ; Buy in <b>Junon (before Whirlwind Maze)</b> , <b>Gongaga</b>	700
Heavy Vulcan	39 (LR)	100	+8 Mag	2x2 (4)	Normal	Buy in <b>Cosmo Canyon</b>	1350
Chainsaw	52	100	+10 Mag	2x2, 1 (5)	Normal	Buy in <b>Wutai</b>	3150
Microlaser	63 (LR)	101	+13 Mag	2x2, 2 (6)	Normal	Buy in <b>Icicle Inn</b>	6000
A*M Cannon	77 (LR)	103	+16 Mag	3x2 (6)	Normal	Buy in <b>Mideel</b>	9000
W Machine Gun	30 (LR)	100	+3 Mag	3	Double	Chest in <b>Mt. Corel</b> ; Buy in <b>Junon (after Whirlwind Maze)</b>	1000
Drill Arm	37	97	+3% Critical Hit Rate	4	Double	Chest in <b>Rocket Town</b> ; Buy in <b>Junon (after Whirlwind Maze)</b>	1650
Solid Bazooka	61 (LR)	100	+15 Mag	2x4 (8)	Normal	Buy in <b>Costa del Sol (after Whirlwind Maze)</b>	8000
Rocket Punch	62 (LR)	110	+4% Critical Hit Rate	0	None	Chest in <b>Temple of the Ancients</b> ; Buy in <b>Junon (after Whirlwind Maze)</b>	1600
Enemy Launcher	35 (LR)	100	+7 Mag	1x2, 3 (5)	Normal	Chest in <b>Shinra Mansion</b> ; Buy in <b>Junon (after Whirlwind Maze)</b>	1650
Pile Banger	90	80	+3% Critical Hit Rate	3x2 (6)	None	Chest in <b>Shinra HQ (only available Disc 2)</b>	1
Max Ray	97 (LR)	98	+30 Mag	3x2 (6)	Normal	Chest during <b>Midgar Raid</b>	1
Missing Score	98 (LR)	108	+49 Mag	4x2 (8)	None	Chest on the way up the stairs to the cannon in the rain during <b>Midgar Raid (Barret must be in your party)</b> .	1

### Tifa's Gloves/Claws

The Powersoul and Master Fist each have a "power up" factor. They are as follows:

- **Powersoul**: If Tifa is in **Near-death**, power doubles; if under **Death-sentence**, power quadruples; if under both, power x8
- **Master Fist**: Master Fist damage is modified by the following formula: (NormalDamage) \* (1 + Modifier). Modifier starts at 0. It is increased by +1 for each of **Near-death**, **Poison**, **Silence**, **Sadness**, **Slow**, and **Darkness**, and by +2 for each of **Death-sentence** and **Slow-numb**. Only Tifa's statuses matter, not those of other characters.

Tifa's weapons cannot be thrown.

Item	Attack Power	Hit%	Stat Boosts	Materia Slots	Materia Growth	Where to Obtain	Sell Value (Gil)
Leather Glove	13	99	+2% Critical Hit Rate	1	Normal	Initial equipment	60
Metal Knuckle	18	102	+1 Mag, +2% Critical Hit Rate	1x2 (2)	Normal	Buy in <b>Wall Market</b>	160
Mythril Claw	24	106	+3 Mag, +2 Critical Hit Rate	1x2, 1 (3)	Normal	Buy in <b>Kalm</b>	425
Grand Glove	31	110	+6 Mag, +2% Critical Hit Rate	1x2, 2 (4)	Normal	Steal from <b>Madouge</b> ; Buy in <b>Junon</b> , <b>Gongaga</b>	600
Tiger Fang	38	110	+8 Mag, +2% Critical Hit Rate	2x2 (4)	Normal	Buy in <b>Cosmo Canyon</b>	1250

Item	Attack Power	Hit%	Stat Boosts	Materia Slots	Materia Growth	Where to Obtain	Sell Value (Gil)
Diamond Knuckle	51	112	+10 Mag, +2% Critical Hit Rate	2x2, 1 (5)	Normal	Buy in <b>Wutai</b>	2900
Dragon Claw	62	114	+13 Mag, +2% Critical Hit Rate	2x2, 2 (6)	Normal	Buy in <b>Icicle Inn</b>	5000
Crystal Glove	75	115	+16 Mag, +2% Critical Hit Rate	3x2 (6)	Normal	Buy in <b>Mideel</b>	8000
Motor Drive	27	106	+6 Mag	3	Double	Chest in <b>Costa del Sol</b> Villa basement	1
Platinum Fist	30	30	+7 Mag	4	Double	Given by cloaked man in Tifa's House in <b>Nibelheim</b> ; Chest in <b>Mt. Corel</b> ; Buy in <b>Junon</b> (after <b>Whirlwind Maze</b> )	1850
Kaiser Knuckle	44	110	+13 Mag, +1% Critical Hit Rate	1x2, 6 (8)	Normal	Chest in <b>Whirlwind Maze</b> ; Buy in <b>Junon</b> (after <b>Whirlwind Maze</b> )	7500
Work Glove	68	114	+4% Critical Hit Rate	0	None	Chest in <b>Temple of the Ancients</b> ; Buy in <b>Junon</b> (after <b>Whirlwind Maze</b> )	1100
Powersoul	28 + Power Up	106	+7 Mag	4	Double	Chest in <b>Mt. Nibel</b> ; Buy in <b>Junon</b> (after <b>Whirlwind Maze</b> )	2100
Master Fist	38 + Power Up	108	None	6	Normal	Chest in <b>Shinra HQ</b> (Disc 2 only)	1
God's Hand	86	255	+34 Mag, +2% Critical Hit Rate	2x2	Normal	Dropped by <b>Carry Armor</b>	1
Premium Heart	99	112	+32 Mag	4x2 (8)	None	Obtain from <b>Wall Market "Item Shop"</b> (Disc 2 or later)	1

#### Aeris' Staves

Item	Attack Power	Hit%	Stat Boosts	Materia Slots	Materia Growth	Where to Obtain	Sell Value (Gil)
Guard Stick	12	99	+2 Mag, +4 Spr, +1 Vit	1	Normal	Initial equipment	70
Mythril Rod	16	100	+3 Mag	1x2 (2)	Normal	Buy in <b>Wall Market</b>	185
Full Metal Staff	22	100	+4 Mag	1x2, 1 (3)	Normal	Buy in <b>Kalm</b>	400
Striking Staff	32	100	+7 Mag	1x2, 2 (4)	Normal	Steal from <b>Eligor, Harpy</b> ; Buy in <b>Junon, Gongaga</b>	650
Prism Staff	40	105	+10 Mag	2x2 (4)	Normal	Buy in <b>Cosmo Canyon</b>	1300
Aurora Staff	51	105	+14 Mag	2x2, 1 (5)	Normal	Buy in <b>Wutai</b>	2850
Wizard Staff	28	100	+6 Mag	3	Double	Found in <b>Mt. Corel</b> (fall through the tracks and edge left); Buy in <b>Junon</b> (after <b>Whirlwind Maze</b> )	900
Wizer Staff	33	100	+7 Mag	4	Double	Dropped by <b>Gi Nattak</b> ; Buy in <b>Junon</b> (after <b>Whirlwind Maze</b> )	1600
Fairy Tale	37	103	+8 Mag	7	Normal	Dropped by <b>Turks:Reno</b> ( <b>Gongaga</b> ); Buy in <b>Junon</b> (after <b>Whirlwind Maze</b> )	1250
Umbrella	58	118	+10 Mag, +20 Vit	0	None	Prize for 5,000+ points in <b>Speed Square</b> (before <b>Whirlwind Maze</b> )	1
Princess Guard	52	111	+22 Mag, +20 Spr, +12 Vit	7	Normal	Chest in <b>Temple of the Ancients</b> (IIII in clock room)	1

#### Red XIII's Hairclips

None of Red XIII's weapons can be thrown.

Item	Attack Power	Hit%	Stat Boosts	Materia Slots	Materia Growth	Where to Obtain	Sell Value (Gil)
Mythril Clip	24	100	+6 Mag	1x2, 1 (3)	Normal	Initial equipment; buy in <b>Junon</b> (before <b>Whirlwind Maze</b> ); cannot sell	400
Diamond Pin	33	102	+8 Mag	1x2, 2 (4)	Normal	Steal from <b>Bagnadrana</b> ; Buy in <b>Junon, Gongaga</b>	650
Silver Barrette	40	110	+10 Mag	2x2 (4)	Normal	Buy in <b>Cosmo Canyon</b>	1250
Gold Barrette	50	104	+13 Mag	2x2, 1 (5)	Normal	Buy in <b>Wutai</b>	3000
Adaman Clip	60	106	+15 Mag	2x2, 2 (6)	Normal	Buy in <b>Icicle Inn</b>	5500
Crystal Comb	76	108	+20 Mag	3x2 (6)	Normal	Buy in <b>Mideel</b>	8500
Magic Comb	37	100	+4 Mag	3	Double	<b>Fort Condor</b> reward (first battle); Buy in <b>Junon</b> (after <b>Whirlwind Maze</b> )	1000
Plus Barrette	39	104	+12 Mag	4	Double	Chest in <b>Mt. Nibel</b> ; Buy in <b>Junon</b> (after <b>Whirlwind Maze</b> )	1750
Centclip	58	108	+22 Mag	8	Normal	Buy in <b>Costa del Sol</b> (after <b>Whirlwind Maze</b> )	7000

Item	Attack Power	Hit%	Stat Boosts	Materia Slots	Materia Growth	Where to Obtain	Sell Value (Gil)
Hairpin	57 (LR)	120	+15 Mag, +5% Critical Hit Rate	0	None	Chest in <b>Wutai</b> (Godo's House); Buy in <b>Junon</b> (after <i>Whirlwind Maze</i> )	3000
Seraph Comb	68	110	+14 Mag	4	Normal	Reward for completing <b>Cave of the Gi</b>	1
Behemoth Horn	91	75	+26 Mag, +18 Spr, +35 Vit	6	None	Chest in <b>Shinra HQ</b> (Disc 2 only)	1
Spring Gun Clip	87	100	+55 Mag	3x2 (6)	Normal	Chest in <b>Ancient Forest</b>	1
Limited Moon	93	114	+31 Mag	4x2	None	Speak to Bugenhagen on <b>Disc 3</b> with Red XIII in your party	1

### Yuffie's Shurikens

All of Yuffie's weapons are long range.

Item	Attack Power	Hit%	Stat Boosts	Materia Slots	Materia Growth	Where to Obtain	Sell Value (Gil)
4-Point Shuriken	23	100	+6 Mag	1x2, 1 (3)	Normal	Initial equipment	300
Boomerang	30	101	+7 Mag	1x2, 2 (4)	Normal	Stolen from <b>Formula</b> ; Buy in <b>Junon</b> , <b>Gongaga</b>	700
Pinwheel	37	104	+9 Mag	2x2 (4)	Normal	Buy in <b>Cosmo Canyon</b>	1350
Razor Wing	49	105	+12 Mag	2x2, 1 (5)	Normal	Buy in <b>Wutai</b>	3000
Hawkeye	61	107	+14 Mag	2x2, 2 (6)	Normal	Buy in <b>Icicle Inn</b>	6000
Crystal Cross	74	110	+18 Mag	3x2 (6)	Normal	Buy in <b>Mideel</b>	9000
Wind Slash	30	103	+7 Mag	3	Double	Chest in <b>Cargo Ship</b> ; Buy in <b>Junon</b> (after <i>Whirlwind Maze</i> )	1000
Twin Viper	36	108	+8 Mag	4	Double	Chest in <b>Shinra Mansion</b> ; Buy in <b>Junon</b> (after <i>Whirlwind Maze</i> )	1600
Spiral Shuriken	68	110	+18 Mag, +2% Critical Hit Rate	1x2, 6 (8)	Normal	Buy in <b>Costa del Sol</b> (after <i>Whirlwind Maze</i> )	7000
Superball	68	120	+10 Mag, +4% Critical Hit Rate	0	None	<b>Fort Condor</b> reward ( <i>seventh battle</i> ); Buy in <b>Junon</b> (after <i>Whirlwind Maze</i> )	1500
Magic Shuriken	64	113	+10 Dex, +2% Critical Hit Rate	3	Normal	Chest in <b>Wutai</b> (Godo's House); Buy in <b>Junon</b> (after <i>Whirlwind Maze</i> )	3000
Rising Sun	68	108	+16 Mag	2x2 (4)	Double	Steal from <b>Diamond Weapon</b>	1
Oritsuru	90	116	+38 Mag	2x2, 4 (8)	Normal	Chest in <b>Wutai</b> (behind Da-Chao fire, requires Leviathan Scales [Key Item])	1
Conformer	96	112	+42 Mag	4x2 (8)	None	Chest in <b>Sunken Gelnika</b>	1

### Cait Sith's Megaphones

Item	Attack Power	Hit%	Stat Boosts	Materia Slots	Materia Growth	Where to Obtain	Sell Value (Gil)
Yellow M-Phone	36	100	+8 Mag	1x2, 2 (4)	Normal	Initial equipment; Buy in <b>Junon</b> (after <i>Whirlwind Maze</i> )	250
Green M-Phone	41	100	+9 Mag	2x2 (4)	Normal	Buy in <b>Cosmo Canyon</b>	1200
Blue M-Phone	48	100	+10 Mag	2x2, 1 (5)	Normal	Buy in <b>Wutai</b>	2750
Red M-Phone	60	100	+15 Mag	2x2, 2 (6)	Normal	Buy in <b>Icicle Inn</b>	5500
Crystal M-Phone	74	100	+20 Mag	3x2 (6)	Normal	Buy in <b>Mideel</b>	9000
White M-Phone	35	102	+8 Mag	3	Double	Chest in <b>Gongaga</b> ; Buy in <b>Junon</b> (after <i>Whirlwind Maze</i> )	1150
Black M-Phone	31	104	+10 Mag	4	Double	Chest in <b>Cave of the Gi</b> ; Buy in <b>Junon</b> (after <i>Whirlwind Maze</i> )	1400
Silver M-Phone	28	106	+14 Mag	8	Normal	Chest in <b>Shinra Mansion</b> ; Buy in <b>Junon</b> (after <i>Whirlwind Maze</i> )	1650
Trumpet Shell	68	118	+2 Mag, +4% Critical Hit Rate	0	None	Chest in <b>Temple of the Ancients</b> ; Buy in <b>Junon</b> (after <i>Whirlwind Maze</i> )	1500
Gold M-Phone	58	103	+28 Mag	4x2 (8)	Normal	Buy in <b>Costa del Sol</b> (after <i>Whirlwind Maze</i> )	7500
Battle Trumpet	95	95	+2% Critical Hit Rate	3x2 (6)	None	Chest in <b>Underwater Reactor</b>	1



Item	Attack Power	Hit%	Stat Boosts	Materia Slots	Materia Growth	Where to Obtain	Sell Value (Gil)
Starlight Phone	88	102	+31 Mag, +30 Vit	4x2 (8)	Normal	Chest during <b>Midgar Raid</b> ( <i>Disc 2</i> )	1
HP Shout	95	110	+44 Mag	4x2 (8)	None	Locker in <b>Shinra Building</b> 64f ( <i>only available Disc 2</i> )	1

### Vincent's Guns

All of Vincent's weapons are long-range, so be sure to put him in the back row to take advantage of this.

Item	Attack Power	Hit%	Stat Boosts	Materia Slots	Materia Growth	Where to Obtain	Sell Value (Gil)
Quicksilver	38	110	+10 Mag	1x2, 2 (4)	Normal	Initial equipment; Buy in <b>Junon</b> ( <i>after Whirlwind Maze</i> )	500
Shotgun	48	112	+12 Mag	2x2 (4)	Normal	Buy in <b>Rocket Town</b> ( <i>before Whirlwind Maze</i> )	1550
Shortbarrel	51	118	+14 Mag	2x2, 1 (5)	Normal	Buy in <b>Wutai</b>	3200
Lariat	64	120	+16 Mag	2x2, 2 (6)	Normal	Buy in <b>Icicle Inn</b>	6000
Winchestor	73	120	+18 Mag	3x2 (6)	Normal	Buy in <b>Mideel</b>	9000
Peacemaker	38	118	+8 Mag	1x2, 1 (3)	Double	Chest in <b>Kalm</b> ; Buy in <b>Junon</b> ( <i>after Whirlwind Maze</i> )	1750
Buntline	48	124	+18 Mag	2x2 (4)	Double	Dig up in <b>Bone Village</b> ; Buy in <b>Junon</b> ( <i>after Whirlwind Maze</i> )	3400
Long Barrel R	66	255	+14 Mag	4x2 (8)	Normal	Buy in <b>Costa del Sol</b> ( <i>after Whirlwind Maze</i> )	6500
Silver Rifle	62	120	+4% Critical Hit Rate	0	None	Chest in <b>Temple of the Ancients</b> ; Buy in <b>Junon</b> ( <i>after Whirlwind Maze</i> )	1500
Sniper CR	42	255	+7 Mag	2x2 (4)	Normal	Chest in <b>Mt. Nibel</b> ; Buy in <b>Junon</b> ( <i>after Whirlwind Maze</i> )	1650
Supershot St	97	97	+52 Mag	3x2 (6)	None	Chest in <b>Ancient Forest</b>	1
Outsider	80	120	+48 Mag	2x2, 4 (8)	Normal	Chest in <b>Sunken Gelnika</b>	1
Death Penalty	99	115	+34 Mag	4x2 (8)	None	Reward for <b>Vincent's Cave</b> sidequest	1

### Cid's Spears

Item	Attack Power	Hit%	Stat Boosts	Materia Slots	Materia Growth	Where to Obtain	Sell Value (Gil)
Spear	44	97	+8 Mag	2x2 (4)	Normal	Initial equipment; Buy in <b>Junon</b> ( <i>after Whirlwind Maze</i> )	600
Slash Lance	56	98	+10 Mag	2x2, 1 (5)	Normal	Buy in <b>Wutai</b>	3250
Trident	60	105	+12 Mag	6	Normal	Chest in <b>Temple of the Ancients</b> ; Buy in <b>Junon</b> ( <i>after Whirlwind Maze</i> )	3750
Mast Ax	64	99	+15 Mag	2x2, 2 (6)	Normal	Buy in <b>Icicle Inn</b>	6500
Partisan	78	100	+17 Mag	3x2 (6)	Normal	Buy in <b>Mideel</b>	9500
Viper Halberd	58	102	+13 Mag	4	Double	Chest in <b>Corral Valley</b> ; Buy in <b>Junon</b> ( <i>after Whirlwind Maze</i> )	3500
Javelin	62	104	+12 Mag	2x2, 1 (5)	Double	Chest in <b>Gaea's Cliff</b>	1
Grow Lance	78	102	+31 Mag	3x2 (6)	Normal	Chest in <b>Shinra Building</b> 63f ( <i>Disc 2 only</i> )	1
Mop	68	118	+3 Mag, +5% Critical Hit Rate	0	None	Dig up in <b>Bone Village</b> ; Buy in <b>Junon</b> ( <i>after Whirlwind Maze</i> )	1600
Dragoon Lance	66	100	+7 Mag	8	Normal	Chest in <b>Da-Chao</b> ; Buy in <b>Junon</b> ( <i>after Whirlwind Maze</i> )	6200
Scimitar	86	102	+20 Mag	1x2 (2)	Triple	Chest in <b>Underwater Reactor</b>	1
Flayer	100	100	+20 Mag	6	Normal	Prize in <b>Speed Square</b> for scoring 5,000+ points ( <i>after Whirlwind Maze</i> )	1
Spirit Lance	92	112	+43 Mag, +20 Spr	2x2 (4)	Normal	Chest in <b>Sunken Gelnika</b>	1
Venus Gospel	97	103	+42 Mag	4x2 (8)	None	Talk to old man in <b>Rocket Town</b> repeatedly until he gives you this ( <i>after the rocket launch</i> )	1

### Armor

Armor is fairly simple in FFVII. Each character can use one piece of armor at a time (an armband or bracelet), and almost all pieces are universal (meaning everyone can use them). For Def and MDef, the first number is raw Def/MDef, and the second number (in parentheses) is evasion (so for example, 86 (50%) under MDef means the armor gives 86 MDef and 50% magical evasion). In the PSX release of FFVII, MDef is bugged and does **NOTHING**, unless you're playing the PC Re-Release or PS4 version (Spr and MDef% still work in all versions, however), so keep this in mind when choosing an armor. *Special Properties* means any miscellaneous properties (elemental properties, stat boosts, etc.) granted by the armor.

Item	Defense (Def%)	MDef (MDef%)	Special Properties	Material Slots	Material Growth	Where to Obtain	Sell Value (Gil)
Bronze Bangle	8	0	None	0	None	Initial equipment for <b>Cloud, Barret, Tifa, and Aeris</b>	50
Iron Bangle	10	2	None	1	Normal	Buy in <b>Sector 7</b> ( <i>first visit only</i> )	80
Titan Bangle	14 (2%)	4	None	2	Normal	Buy in <b>Sector 5</b> ; Dropped by <b>Air Buster</b>	140
Mythril Armlet	18 (3%)	8	None	1x2 (2)	Normal	Initial equipment for <b>Red XIII</b> ; Buy in <b>Wall Market, Junon</b> ; Dropped by <b>Heli Gunner</b>	175
Carbon Bangle	27 (3%)	14	None	1x2, 1 (3)	Normal	Initial equipment for <b>Yuffie</b> ; Buy in <b>Costa del Sol</b> ( <i>before Whirlwind Maze</i> ), <b>North Corel</b> ; Steal from <b>Moth Slasher</b>	400
Silver Armlet	34 (4%)	22	None	1x2, 2 (4)	Normal	Initial equipment <b>Cait Sith</b> and <b>Vincent</b> ; Buy in <b>Cosmo Canyon</b> ; Dropped by <b>Dyne</b>	650
Gold Armlet	46 (4%)	28	None	2x2 (4)	Normal	Initial equipment for <b>Cid</b> ; Buy in <b>Rocket Town</b> ; Steal from <b>Dragon</b>	1000
Diamond Bangle	57 (6%)	37	None	2x2, 1 (5)	Normal	Buy in <b>Bone Village</b>	1600
Crystal Bangle	70 (8%)	45 (1%)	None	3x2 (6)	Normal	Buy in <b>Mideel</b>	2400
Platinum Bangle	20	12	None	2	Double	Buy in <b>Costa del Sol</b> ( <i>before Whirlwind Maze</i> ), <b>Junon</b> ( <i>after Whirlwind Maze</i> ); Steal from <b>Death Claw</b>	900
Rune Armlet	43 (5%)	24	None	4	Double	Buy in <b>Bone Village</b>	1850
Edincoat	50	33	+5 Mag	7	Normal	Buy in <b>Rocket Town</b> ( <i>after Whirlwind Maze</i> ); Dropped by <b>Palmer</b>	400
Wizard Bracelet	6 (3%)	85 (3%)	+20 Mag	4x2 (8)	Normal	Buy in <b>Mideel</b> ; Steal from <b>Epiolnis</b> ; Dropped by <b>Jenova *DEATH</b>	1
Adaman Bangle	93	23	+31 Mag	1x2 (2)	Normal	Steal from <b>Adamantaimai</b>	300
Gigas Armlet	59	0	+30 Str	2x2, 1 (5)	None	Steal from <b>Gigas</b> ; Dropped by <b>Demons Gate</b>	400
Imperial Guard	82	74	None	3x2 (6)	Normal	Chest in <b>Northern Crater</b> ( <i>can be duplicated</i> ); Dropped by <b>CMD. Grand Horn</b> ( <i>mandatory Fort Condor Battle only</i> )	1
Aegis Armlet	55 (15%)	86 (50%)	None	2x2 (4)	Normal	Chest in <b>Midgar Raid</b> ( <i>Disc 2</i> )	1
Fourth Bracelet	74 (3%)	100 (3%)	+20 Mag	2x2, 1 (5)	Normal	Chest in <b>Rocket Town</b> ( <i>after Whirlwind Maze</i> )	1
Warrior Bangle	96	21	+20 Str	2x2 (4)	None	Steal from <b>Eagle Gun</b>	500
Shinra Beta	30	0	None	1x2, 2 (4)	Normal	Steal from <b>Marine</b> ; Dropped by <b>Submarine Crew</b>	475
Shinra Alpha	77	34	None	3x2 (6)	Normal	Steal from <b>Underwater MP, SOLDIER:1st</b>	
Four Slots	12	10	None	4	Normal	Prize for exchanging B Coupon; Buy in <b>Costa del Sol</b> ( <i>before Whirlwind Maze</i> )	650
Fire Armlet	72 (8%)	52 (3%)	Absorb Fire	2x2 (4)	Normal	Chest in <b>Gaea's Cliff</b> ; Steal from <b>Unknown</b>	2400
Aurora Armlet	76 (8%)	54 (3%)	Absorb Ice	2x2 (4)	Normal	Chest in <b>Forgotten Capitol</b> ; Steal from <b>Unknown 2</b>	2400
Bolt Armlet	74 (8%)	55 (3%)	Absorb Lightning	2x2 (4)	Normal	Chest in <b>Corral Valley</b> ; Steal from <b>Unknown 3</b>	2400
Dragon Armlet	58 (3%)	47 (2%)	Half Fire, Ice, Lightning	3x2 (6)	Normal	Steal from <b>Dark Dragon</b> ; Dropped by <b>Red Dragon, Blue Dragon</b>	1900
Minerva Band	60 (8%)	57	Nullifies Fire, Ice, Gravity Holy; worn by women	3x2 (6)	Normal	Chest in <b>Ancient Forest</b> ; Steal from <b>Turks:Elena</b> ( <i>Midgar</i> )	1
Escort Guard	62 (5%)	55	Nullifies Lightning, Earth, Poison, Water; worn by men	3x2 (6)	Normal	Chest in <b>Sunken Gelnika</b> ; Morph <b>Iron Man</b> ( <i>after point of no return</i> )	1
Mystile	65 (50%)	72 (60%)	None	3x2 (6)	Normal	Chest during <b>Midgar Raid</b> ( <i>Disc 2</i> ), in <b>Northern Crater</b> ( <i>can be duplicated</i> )	1
Ziedrich	100 (15%)	98 (18%)	+20 Mag, +20 Str, Half all elements	0	None	Steal from <b>Turks:Rude</b> ( <i>Sunken Gelnika, Rocket Town, Midgar</i> ( <i>Disc 2</i> )))	1
Precious Watch	0	0	None	8	Normal	Prize for <b>Chocobo Racing</b> (S Rank)	1
Chocobracelet	35 (10%)	38 (10%)	+30 Dex, +20 Luck	4	Normal	Prize for <b>Chocobo Racing</b> (S Rank)	1

## Accessories

All accessories can be equipped by any character.

Item	Effects	Where to Obtain	Sell Value (Gil)
Power Wrist	+10 Strength	Buy in <b>Rocket Town</b> ; Dropped by <b>Bottomswell</b>	3750
Protect Vest	+10 Vitality	Reward for winning <b>mandatory Battle Square round</b> ; Buy in <b>Rocket Town</b> ; Dropped by <b>Rufus</b>	1750
Earring	+10 Magic	Buy in <b>Rocket Town</b>	3750
Talisman	+10 Spirit	Buy in <b>Gongaga</b> ; Dropped by <b>Sample:H0512</b>	2000
Choco Feather	+10 Dexterity	Reward for winning <b>mandatory Battle Square round</b> ; Buy in <b>Wutai, Mideel</b>	5000
Amulet	+10 Luck	Buy in <b>Mideel</b>	1
Champion Belt	+30 Strength, +30 Vitality	<b>Battle Square</b> prize	1
Poison Ring	Absorbs Poison-elemental attacks, prevents <b>Poison</b> status	Chest in <b>Whirlwind Maze</b>	10000
Tough Ring	+50 Vitality, +50 Spirit	Steal from <b>Turks:Reno (Sunken Gelnika, Midgar (Disc 2))</b>	1
Circlet	+30 Magic, +30 Spirit	Steal from <b>Snow, Ultimate Weapon (aerial battles)</b> , <b>Ho-Chu</b>	1
Star Pendant	Immune to <b>Poison (status)</b>	Prize for exchanging A Coupon; Buy in <b>Gongaga</b> ; Dropped by <b>Motor Ball</b>	2000
Silver Glasses	Immune to <b>Darkness</b>	"Reward" for scoring 50 or less points in <b>Rufus Send-off</b> ; Buy in <b>Junon, Gongaga</b>	1500
Headband	Immune to <b>Sleep</b>	Buy in <b>Junon (before Whirlwind Maze)</b> , <b>Gongaga</b>	1500
Fairy Ring	Immune to <b>Darkness</b> and <b>Poison</b>	Chest in <b>Cave of the Gi</b> ; Buy in <b>Mideel</b>	3500
Jem Ring	Immune to <b>Paralyzed, Slow-numb, and Petrify</b>	Buy in <b>Mideel</b> ; Dropped by <b>Materia Keeper</b>	3750
White Cape	Immune to <b>Small</b> and <b>Frog</b>	Buy in <b>Gongaga, Mideel</b> ; Dropped by <b>Jenova*BIRTH</b>	2500
Sprint Shoes	Puts character in <b>Haste</b> status	Prize in <b>Battle Square</b> (talk to woman by stairs leading to lobby after winning a round), <b>Chocobo Races</b> (S Rank)	250
Peace Ring	Immune to <b>Sadness, Fury, Confusion, and Berserk</b>	Prize for Fort Condor ( <b>second battle</b> ); Buy in <b>Rocket Town (after Whirlwind Maze)</b>	3750
Ribbon	Immune to <b>Sadness, Fury, Confusion, Sleep, Silence, Berserk, Small, Frog, Paralyzed, Slow-numb, Petrify, Death-sentence, Darkness, and Poison</b>	Chest in <b>Temple of the Ancients, Gaea's Cliff, Battle Square</b> prize for 10 wins in <b>Special Battle</b> ; Morph <b>Ho-Chu, Master Tonberry</b>	1
Fire Ring	Nullfies Fire-elemental attacks	Chest in <b>Costa del Sol Villa</b> basement; Buy in <b>Mideel</b>	4000
Ice Ring	Nullfies Ice-elemental attacks	Buy in <b>Mideel</b> ; Dropped by <b>Checkov</b>	4000
Bolt Ring	Nullfies Lightning-elemental attacks	Given by Sleeping Man north of Fort Condor for speaking to him after fighting an even number of battles with the same tens and ones digits (once only); Buy in <b>Mideel</b>	4000
Tetra Elemental	Absorbs Fire-, Ice-, Lightning-, and Earth-elemental attacks	Chest in <b>Northern Crater</b> ; Morph <b>Cactuer</b>	1
Safety Bit	Immune to <b>Slow-numb, Petrify, Death-sentence, and instant Death</b>	Treasure in <b>Great Glacier</b> ; Prize for <b>Snowboarding Course A</b> ; Buy in <b>Rocket Town (after Whirlwind Maze)</b>	3750
Fury Ring	Puts character in <b>Berserk</b> status	<b>Battle Square</b> prize ( <i>before Tiny Bronco</i> ); Buy in <b>Gongaga</b>	2500
Curse Ring	Puts character in <b>Death-sentence</b> status; +35 Strength, +25 Magic, +15 Dexterity, +15 Vitality, +15 Spirit, +10 Luck	Reward for <b>Old Beat-Up Key Sidequest</b> ; Steal from <b>Ultimate Weapon (first encounter only)</b>	1
Protect Ring	Puts character in <b>Barrier</b> and <b>MBarrier</b> status	Steal from <b>Schizo (Right)</b> ; Morph <b>Mover</b>	4500
Cat's Bell	Recovers 2 HP per step taken	Prize for <b>Chcobo Races (A/S Rank)</b>	1
Reflect Ring	Puts character in <b>Reflect</b> status	Steal from <b>Ultimate Weapon (ground battles)</b> ; Dropped by <b>Jenova *DEATH</b>	6000
Water Ring	Absorbs Water-elemental attacks	Chest in <b>Corral Valley</b> ; Steal from <b>Acrophies, Serpent</b>	5000
Sneak Glove	Increases Steal odds (because of the mechanics, only the first item in a list will see increased odds)	Speak to <b>Wall Market Weapon Shop</b> owner on Disc 2/3 and agree to pay 129,000 Gil	1
HypnoCrown	100% Manipulate success rate if enemy is not immune	Chest in <b>Corral Valley</b>	1

## Shops

Here is a listing of the shops encountered throughout the game, and what they sell. Missable items are listed in red, while items that are only available in limited quantities at the end of the game are listed in orange.

Note that some shops change their inventories over the course of the game. Especially after Whirlwind Maze, shops tend to carry new and improved items.

## Midgar Shops

Midgar has several shops, mostly due to the number of explorable areas in the metropolis.

### Sector 7 Weapon Shop

This shop is only available the first time you arrive in Sector 7.

Item	Price
Iron Bangle	160
Assault Gun	350
Grenade	80

### Sector 7 Item Shop

As with the Weapon Shop, this shop will only be available for you the first time you arrive in Sector 7.

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

### Sector 5 Weapon Shop

Item	Price
Titan Bangle	280
Grenade	80

### Sector 5 Materia Shop

Item	Price
Fire	600
Ice	600
Lightning	600
Restore	750

### Sector 5 Item Shop

Item	Price
Potion	50
Phoenix Down	300
Antidote	80
Tent	500

### Wall Market Pharmacy

Item	Price
Potion	50
Phoenix Down	300
Antidote	80
Echo Screen	1000
Eye Drop	50
Hyper	100
Tranquilizer	100
Hi-Potion	300
Tent	500

### Wall Market Materia Shop

Item	Price
Fire	600

Item	Price
Ice	600
Lightning	600
Restore	750
Cover	1000

#### Wall Market Weapon Shop

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

#### Sector 7 Pillar Shop

This shop is only available after defeating **Aps** but before climbing the Pillar.

Item	Price
Potion	50
Phoenix Down	300
Antidote	80
Grenade	80
Hyper	100
Tranquilizer	100
Tent	500

#### Shinra HQ Shop

Item	Price
Potion	50
Phoenix Down	300
Antidote	80
Tent	500

#### Kalm Shops

The first normal town you see in the game, Kalm contains a standard shop selection.

##### Kalm Item Shop

Item	Price
Potion	50
Phoenix Down	300
Antidote	80
Eye Drop	50
Hyper	100
Tranquilizer	100
Tent	500

##### Kalm Materia Shop

Item	Price
Earth	1500
Poison	1500
Steal	1200
Sense	1000
Heal	1500

##### Kalm Weapon Shop

Item	Price
------	-------

Item	Price
Mythril Saber	1000
Cannon Ball	950
Mythril Claw	750
Full Metal Staff	800
Mythril Armlet	350

### Chocobo Farm Vegetable Shop

Item	Price
Mimett Greens	1500
Curiel Greens	1000
Pahsana Greens	800
Tantal Greens	400
Krakka Greens	250
Gysahl Greens	100

### Fort Condor Shops

#### Fort Condor Item Shop

Item	Price
Potion	50
Phoenix Down	300
Hyper	100
Tranquilizer	100
Tent	500

#### Fort Condor Materia Shop

Item	Price
Fire	600
Ice	600
Lightning	600
Restore	750

### Junon Shops

#### Junon Weapon Shop (Village)

Item	Price
Mythril Armlet	350
Potion	50
Phoenix Down	300
Grenade	80
Tent	500

#### Junon Materia Shop #1

Item	Price
Sense	1000
Seal	3000
Restore	750
Heal	1500
Revive	3000

#### Junon Weapon Shop #1

Item	Price
Hardedge	1500
Grand Glove	1200
Atomic Scissors	1400

Item	Price
Striking Staff	1300
Diamond Pin	1300
Boomerang	1400

#### Junon Item Shop

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

#### Junon Materia Shop #2

Item	Price
Fire	600
Ice	600
Lightning	600
Earth	1500
Poison	1500

#### Junon Accessory Shop

Item	Price
Silver Glasses	3000
Headband	3000

#### Junon Weapon Shop #2

Item	Price
Mythril Saber	1000
Cannon Ball	950
Mythril Claw	750
Full Metal Staff	800
Mythril Clip	800

#### Cargo Ship Shop

Item	Price
Potion	50
Phoenix Down	300

#### Costa del Sol Shops

##### Costa del Sol Weapon Shop

Item	Price
Platinum Bangle	1800
Carbon Bangle	800
Four Slots	1300
Molotov	400

##### Costa del Sol Materia Shop

Item	Price
Heal	1500
Revive	3000

Item	Price
Restore	750
Seal	3000
Fire	600
Ice	600
Lightning	600

#### Costa del Sol Item Shop

Item	Price
Potion	50
Hi-Potion	300
Phoenix Down	300
Soft	150
Antidote	80
Eye Drop	50
Hyper	100
Tranquilizer	100
Tent	500

#### Corel Shops

##### North Corel Weapon Shop

Item	Price
Carbon Bangle	800
Force Stealer	2200
Molotov	400

##### North Corel Tool Shop

Item	Price
Potion	50
Phoenix Down	300
Tent	500

##### North Corel General Store

Item	Price
Transform	5000
Maiden's Kiss	50
Cornucopia	300
Soft	150
Hyper	100
Tranquilizer	100

#### Gold Saucer Item Shop

*(Note: The shop is located in **Ghost Square**, in a room off the Inn.)*

Item	Price
Potion	50
Hi-Potion	300
Ether	1500
Antidote	80
Maiden's Kiss	150
Cornucopia	150
Echo Screen	100
Hyper	100
Tranquilizer	100



## Corel Prison General Store

Item	Price
Potion	50
Phoenix Down	300
Tent	500

## Gongaga Shops

### Gongaga Weapon Shop

Item	Price
Hardedge	1500
Grand Glove	1200
Atomic Scissors	1400
Striking Staff	1300
Diamond Pin	1300
Boomerang	1400
Impaler	500
Shrivel	500
Molotov	400

### Gongaga Accessory Shop

Item	Price
Headband	3000
Silver Glasses	3000
Star Pendant	4000
Talisman	4000
White Cape	5000
Fury Ring	5000
Mystify	6000
Time	6000
Heal	1500
Transform	5000

### Gongaga Item Shop

Item	Price
Potion	50
Hi-Potion	300
Phoenix Down	300
Tent	500
Maiden's Kiss	150
Cornucopia	150
Soft	150
Hyper	100
Tranquilizer	100

## Cosmo Canyon Shops

### Cosmo Canyon Weapon Shop

Item	Price
Butterfly Edge	2800
Tiger Fang	2500
Heavy Vulcan	2700
Prism Staff	2600
Silver Barrette	2500
Pinwheel	2600
Green M-Phone	2400

Item	Price
Silver Armlet	1300

#### Cosmo Canyon Materia Shop

Item	Price
HP Plus	8000
MP Plus	8000
Mystify	6000
Transform	5000

#### Cosmo Canyon Item Shop

Item	Price
Potion	50
Hi-Potion	300
Phoenix Down	300
Ether	1500
Tent	500
Maiden's Kiss	150
Cornucopia	150
Soft	150
Hyper	100
Tranquilizer	100

#### Nibelheim Shop

Item	Price
Potion	50
Hi-Potion	300
Phoenix Down	300
Tent	500

#### Rocket Town Shops

##### Rocket Town Weapon Shop

Item	Price
Shotgun	3100
Gold Armlet	3000
Power Wrist	7500
Protect Vest	3500
Earring	7500
Talisman	4000

##### Rocket Town Item Shop

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

#### Wutai Shops

##### Wutai Weapon Shop

(Note: This shop is not available while the **Wutai Sidequest** is active.)

Item	Price
Murasame	6500
Diamond Knuckle	5800
Chainsaw	6300
Aurora Rod	5800
Gold Barrette	6000
Slash Lance	6500
Blue M-Phone	5500
Razor Ring	6000
Shortbarrel	6400

#### Wutai Item Shop

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

#### Temple of the Ancients Item Shop

Item	Price
Potion	50
Hi-Potion	300
Phoenix Down	300
Ether	1500
Hyper	150
Tranquilizer	150
Maiden's Kiss	150
Tent	100

#### Bone Village Item Shop

Item	Price
Diamond Bangle	3200
Rune Armlet	3700
Potion	50
Hi-Potion	300
Phoenix Down	300
Ether	1500
Hyper	150
Tranquilizer	150
Tent	100

#### Icicle Inn Weapon Shop

Item	Price
Organics	12000
Dragon Claw	10000
Microlaser	12000
Adaman Clip	11000
Hawkeye	12000

Item	Price
Red M-Phone	11000
Mast Ax	13000
Lariat	12000
Tent	500
Hi-Potion	300

### Chocobo Farm Vegetable Shop (Disc 2)

Item	Price
Lasan Nut	600
Saraha Nut	400
Luchille Nut	200
Pepio Nut	100
Mimett Greens	1500
Curiel Greens	1000
Pahsana Greens	800
Tantal Greens	400
Krakka Greens	250
Gysahl Greens	100

### Fort Condor Shops (Disc 2)

#### Fort Condor Item Shop (Disc 2)

Item	Price
Hi-Potion	300
Phoenix Down	300
Ether	1500
Hyper	100
Tranquilizer	100
Tent	500
S-Mine	1000

#### Fort Condor Materia Shop (Disc 2)

Item	Price
Throw	10000
Manipulate	10000
Deathblow	10000
Destruct	9000
All	20000

### Junon Shops (Disc 2)

(Note: If a shop is not listed here, that means the shop still sells the same things it did before.)

#### Junon Weapon Shop #1 (Disc 2)

Item	Price
Rune Blade	3800
Enhance Sword	12000
W Machine Gun	2000
Drill Arm	3300
Platinum Fist	2700
Kaiser Knuckle	15000
Fairy Tale	2500

#### Junon Item Shop #1 (Disc 2)

Item	Price
Wind Slash	2000

Item	Price
Twin Viper	3200
Viper Halberd	7000
Dragoon Lance	6200
Peacemaker	3500
Buntline	6800
Magic Comb	2000
Plus Barrette	3500
Wizard Staff	1800
Wizer Staff	3200

#### Junon Item Shop #2 (Disc 2)

(Note: This shop replaces **Junon Materia Shop #2** on Disc 2 (it's in the same location). Their inventory is weapons, as shown below.)

Item	Price
Nail Bat	2800
Rocket Punch	3200
Work Glove	2200
Hairpin	6000
Superball	3000
Trumpet Shell	3000
Mop	3200
Silver Rifle	3000

#### Junon Accessory Shop (Disc 2)

Item	Price
Platinum Bangle	1800
Powersoul	4200
Enemy Launcher	3300
Magic Shuriken	6000
White M-Phone	2300
Black M-Phone	2800
Silver M-Phone	3300
Sniper CR	3300

#### Junon Weapon Shop #2 (Disc 2)

Item	Price
Atomic Scissors	1400
Grand Glove	1200
Striking Staff	1300
Diamond Pin	1300
Boomerang	1400
Yellow M-Phone	500
Spear	1200
Trident	7500
Quicksilver	1000

#### Costa del Sol Shops (Disc 2)

(Note: If a shop is not listed here (for instance, the **Item Shop**), that means it sells the same wares as it did **when you first arrived**.)

#### Costa del Sol Weapon Shop (Disc 2)

Item	Price
Solid Bazooka	16000
Centclip	14000
Spiral Shuriken	13000

Item	Price
Long Barrel R	13000
Gold M-Phone	15000
S-Mine	1000

#### Costa del Sol Materia Shop (Disc 2)

Item	Price
Fire	600
Ice	600
Lightning	600
Earth	1500
Gravity	8000
Poison	1500

#### Rocket Town Shops (Disc 2)

##### Rocket Town Weapon Shop (Disc 2)

Item	Price
S-Mine	1000
Gold Armlet	2000
Edincoat	8000
Power Wrist	7500
Protect Vest	3500
Earring	7500
Talisman	4000
Peace Ring	7500
Safety Bit	7500

##### Rocket Town Item Shop (Disc 2)

Item	Price
Hi-Potion	300
Phoenix Down	300
Ether	1500
Tent	500
Barrier	10000
Exit	10000
Time	6000
Throw	10000
Deathblow	10000
Manipulate	10000

#### Chocobo Sage General Store

Item	Price
Porov Nut	2000
Pram Nut	1500
Sylkis Greens	5000
Reagan Greens	3000

#### Mideel Shops

##### Mideel Item Shop

Item	Price
Hi-Potion	300
Phoenix Down	300
Ether	1500
Hyper	100

Item	Price
Tranquilizer	100
Remedy	1000
Tent	500

#### Mideel Weapon Shop

Item	Price
Crystal Sword	18000
Crystal Glove	16000
A-M Cannon	18000
Crystal Comb	17000
Crystal Cross	18000
Crystal M-Phone	18000
Partisan	19000
Winchester	18000
Crystal Bangle	4800
Wizard Bracelet	12000

#### Mideel Materia Shop

Item	Price
HP Plus	8000
MP Plus	8000
Transform	5000
Gravity	8000
Destruct	9000

#### Mideel Accessory Shop

Item	Price
Amulet	10000
Fire Ring	8000
Ice Ring	8000
Bolt Ring	8000
Fairy Ring	7000
Jem Ring	7500
White Cape	5000

#### Mideel Shops (After Cloud Returns)

Note that the Chocobo Lady's shops only appear if you talked to her in the various shops, and the **Accessory Shop** is exactly the same as before.

#### Mideel Item Shop (After Cloud Returns)

Item	Price
Potion	50
Phoenix Down	300
Antidote	80
Tent	500

#### Mideel Materia Shop (After Cloud Returns)

Item	Price
Fire	600
Ice	600
Lightning	600
Restore	750

#### Chocobo Lady's Item Shop

Item	Price
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Item	Price
Hi-Potion	300
Phoenix Down	300
Ether	1500
Hyper	100
Tranquilizer	100
Remedy	1000
Tent	500

#### Chocobo Lady's Weapon Shop

Item	Price
Crystal Sword	18000
Crystal Glove	16000
A-M Cannon	18000
Crystal Comb	17000
Crystal Cross	18000
Crystal M-Phone	18000
Partisan	19000
Winchester	18000
Crystal Bangle	4800
Wizard Bracelet	12000

#### Chocobo Lady's Materia Shop

Item	Price
HP Plus	8000
MP Plus	8000
Transform	5000
Gravity	8000
Destruct	9000

## Enemy List

Enemies in this list are arranged by rough order of encounter, with tips on how to defeat them, as well as notable steals, drops, or Enemy Skills. To find a specific enemy, use Ctrl + F and enter the name of the enemy.

Steals are listed by base chance class, which is a number that can range from 1 (hardest) to 63 (practically guaranteed if you don't fail the Level check). In other words, this is a modifier that determines the relative difficulty of that particular Steal, but your exact probabilities will depend also on your level and whether you're using the Sneak Glove. If multiple items are listed, the top item is checked first. If the steal succeeds, you get that item and the process ends, otherwise, the game repeats the check for the next item in line. This continues until you've either succeeded in stealing something, or there are no more items to check (in which case the steal attempt will fail). This mechanic, incidentally, is why the Vagyrisk Claw (carried by Bagyrisk) is missable; a level too high (78 or above in this case) or the Sneak Glove essentially makes the chance of stealing the first item (a Soft) 100%, preventing the chance to steal the Vagyrisk Claw from ever presenting itself.

Drops are much simpler; the percentage chance of a drop given in an enemy's table is its exact chance of dropping that item. (On the back end, drops also use base chance, but drops have no other modifiers involved in the process so the chance ends up being just a chance out of 64). If more than one item is listed, the item at the top of the list is checked first; if the drop succeeds with that item, the process ends, and that item is given to you as spoils; otherwise the game goes to the next item in the list and tries for it using its probability. The process continues until either an item is successfully dropped or there are no more items left to check (in which case nothing is dropped).

Elemental properties are mostly straightforward. If an enemy is listed as weak to an element and (Death) is written after it, that means the enemy instantly dies if hit by that element, irregardless of damage dealt. Take advantage of this, as some rather annoying enemies can be defeated easily this way. If Restorative is listed as a weakness, that means the enemy is Undead and regular Potions and curative spells will deal damage instead of healing, Phoenix Downs and Life spells give a 1/4 chance at instant death, and X-Potions, Elixirs, Full Cure, and Life2 will all immediately kill it. Flip side of this is, the Death spell will act as a Full Cure spell against these enemies, so don't use it.

A word on statuses here: the tables for bosses in the main walkthrough provide status weaknesses (what statuses the boss can be afflicted with). However, the tables here list immunities (in other words, if it's in the table here the enemy can't be hit with that status).

For more specific AI scripts, use TFergusson's Enemy Mechanics FAQ, located at the link below:

<http://www.gamefaqs.com/ps/197341-final-fantasy-vii/faqs/31903>


## Reactor #1 Enemies



### Boss: Guard Scorpion


As one would expect in the first area of the game, enemies here are quite weak. None of the regular enemies (except perhaps **Sweeper**) are worth using MP against; your physical attacks will do fine in defeating them.

### MP

<b>HP</b>	30	<b>MP</b>	0	<b>Level</b>	2	
<b>Exp</b>	16	<b>AP</b>	2	<b>Gil</b>	10	
<b>Steal</b>	<b>Potion [8]</b>	<b>Drop</b>	<b>Grenade (14.06%)</b>	<b>Morph</b>	N/A	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	None					


MP is the first enemy you will meet. They are very weak and will fall to one strike from Cloud, so don't bother using MP.

### 1st Ray

<b>HP</b>	18	<b>MP</b>	0	<b>Level</b>	4	
<b>Exp</b>	12	<b>AP</b>	1	<b>Gil</b>	5	
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	<b>Ether</b>	
<b>Elemental Weaknesses</b>	Lightning					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	<b>Sleep, Poison, Sadness, Fury, Frog, Small, Death-sentence, Paralyzed, Darkness</b>					


1st Ray has only one attack: a laser beam attack which targets the character with the most HP. It's a weak attack, and 1st Ray should fall very quickly to your characters' attacks.

### Mono Drive

<b>HP</b>	28	<b>MP</b>	28	<b>Level</b>	2	
<b>Exp</b>	18	<b>AP</b>	3	<b>Gil</b>	8	
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Potion (14.06%) Ether (4.69%)</b>	<b>Morph</b>	<b>Ether</b>	
<b>Elemental Weaknesses</b>	Wind					
<b>Elemental Resistances</b>	Earth (Nullifies)					
<b>Status Immunities</b>	<b>Stop, Frog, Paralyzed</b>					


Mono Drive has two attacks: a drill attack, which does very minor damage, and a **Fire** spell, which is slightly stronger. A simple physical attack will defeat it. They are well known as an early source of **Ethers**, but as you can see the odds of winning one are quite poor. Not only is the base chance of receiving one just under 5%, you can never receive one if a **Potion** is dropped (and they're checked first). Nevertheless, these will likely be your best sources of Gil if you're grinding early on, due to enemies' poor Gil drops.

### Guard Hound

<b>HP</b>	42	<b>MP</b>	0	<b>Level</b>	3	
<b>Exp</b>	20	<b>AP</b>	2	<b>Gil</b>	12	
<b>Steal</b>	<b>Potion [32]</b>	<b>Drop</b>	<b>Potion (14.06%)</b>	<b>Morph</b>	<b>Potion</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	None					

Guard Hound is yet another relatively weak enemy. It will always target the character with the lowest HP, but should die in one or two hits.

### Grunt

<b>HP</b>	40	<b>MP</b>	0	<b>Level</b>	7	
<b>Exp</b>	22	<b>AP</b>	2	<b>Gil</b>	15	
<b>Steal</b>	<b>Grenade [8]</b>	<b>Drop</b>	<b>Potion (14.06%) (will try again if no Drop the first time)</b>	<b>Morph</b>	<b>Potion</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	None					

These soldiers are cyborgs, but, as their name implies, still very weak. They attack using physical strikes and a beam gun; have Cloud take them out with his sword.

### Sweeper

HP	140	MP	0	Level	8
Exp	27	AP	3	Gil	30
Steal	Nothing	Drop	Nothing	Morph	Potion
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Immunities	Sleep, Poison, Sadness, Fury, Frog, Small, Death-sentence, Paralyzed, Darkness				



Sweeper is easily the strongest regular enemy in the Reactor. They are weak to Lightning, which is the fastest way to bring them down; otherwise, you can just hit them until they fall.

### Sector 8 Enemies

Sector 8 only includes one type of enemy: **MP**, which can fought in the street during your attempt to escape from Sector 8.

### Sector 4 Plate Enemies

Several enemies lurk in the path to the Sector 5 Reactor.

### Grashtrike

HP	42	MP	0	Level	8
Exp	20	AP	2	Gil	20
Steal	Spider Web [32]	Drop	Spider Web (4.06%)	Morph	Spider Web
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Immunities	None				



Grashtrike are mostly weak enemies that just like to use their Silk on you (sets **Slow** with 90% accuracy) If they appear with other enemies, defeat them as quickly as you can to reduce the effect of Slowed characters. It has a very small chance of dropping a **Spider Web** item, a useful item that sets **Slow** long before the status is available normally.

### Rocket Launcher

HP	50	MP	0	Level	5
Exp	13	AP	3	Gil	7
Steal	Nothing	Drop	Nothing	Morph	Potion
Elemental Weaknesses	Lightning				
Elemental Resistances	None				
Status Immunities	Sleep, Poison, Sadness, Fury, Frog, Small, Death-sentence, Paralyzed, Darkness				



Rocket Launcher will fire a rocket for around 45 damage at the target with lowest HP, and does nothing else. Destroy it so you can move on with life.

### Special Combatant

HP	60	MP	0	Level	9
Exp	28	AP	3	Gil	40
Steal	Eye Drop [32]	Drop	Antidote (14.06%) Grenade (4.69%)	Morph	Hi-Potion
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Immunities	None				



Special Combatant has three different attacks (whoa, getting complicated!), but none of them are anything to worry about. Take it down with physicals.

### Blugu

HP	120	MP	0	Level	4
Exp	18	AP	2	Gil	35

<b>Steal</b>	<b>Eye Drop [32]</b>	<b>Drop</b>	<b>Potion (14.06%)</b>	<b>Morph</b>	<b>Potion</b>
<b>Elemental Weaknesses</b>	Lightning, Wind				
<b>Elemental Resistances</b>	Earth				
<b>Status Immunities</b>	<b>Stop, Frog, Paralyzed</b>				



Blugu has two moves: a bodyblow (does jack squat) and Hell Bubbles, which inflict **Sleep** on one character 80% of the time. Take it down fast to avoid the second possibility.

#### Chuse Tank

<b>HP</b>	36	<b>MP</b>	0	<b>Level</b>	6
<b>Exp</b>	23	<b>AP</b>	2	<b>Gil</b>	30
<b>Steal</b>	<b>Potion [32]</b>	<b>Drop</b>	<b>Potion (14.06%)</b>	<b>Morph</b>	<b>Potion</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	<b>Frog</b>				



It has a 50% chance of using a weak claw attack, and a 50% chance of rolling into a character, knocking off 1/8th of their current HP. Take these down quickly.

### Number 5 Reactor Enemies

**Boss: Air Buster** You'll encounter the enemies below in the reactor. Additionally, you may also run into **Special Combatant**, which is described above.

#### Smogger

<b>HP</b>	90	<b>MP</b>	0	<b>Level</b>	8
<b>Exp</b>	32	<b>AP</b>	3	<b>Gil</b>	60
<b>Steal</b>	<b>Smoke Bomb [8]</b>	<b>Drop</b>	<b>Deadly Waste (14.06%)</b>	<b>Morph</b>	<b>Hi-Potion</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Poison (Absorbs)				
<b>Status Immunities</b>	<b>Sleep, Poison, Sadness, Fury, Frog, Small, Death-sentence, Paralyzed, Darkness</b>				



Smogger does practically nothing for damage, but Smog can set **Darkness** and **Poison**. Should fall quickly to your attacks.

#### Proto Machinegun

<b>HP</b>	100	<b>MP</b>	0	<b>Level</b>	4
<b>Exp</b>	16	<b>AP</b>	2	<b>Gil</b>	15
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	<b>Potion</b>
<b>Elemental Weaknesses</b>	Lightning				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	<b>Sleep, Poison, Sadness, Fury, Frog, Small, Death-sentence, Paralyzed, Darkness</b>				



All Proto Machinegun does is shoot a party member for pitiful damage. Not a threat at all.

#### Blood Taste

<b>HP</b>	72	<b>MP</b>	0	<b>Level</b>	8
<b>Exp</b>	24	<b>AP</b>	2	<b>Gil</b>	32
<b>Steal</b>	<b>Eye Drop [32]</b>	<b>Drop</b>	<b>Antidote (14.06%)</b>	<b>Morph</b>	<b>Potion</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



Another enemy with attacks that barely crack the double digits in damage. Not much to say, just defeat it with physicals.

### Sector 5/6 Enemies

The enemies occupying the slums are very weak, and pose little threat.

#### Hedgehog Pie


<b>HP</b>	52	<b>MP</b>	40	<b>Level</b>	6
<b>Exp</b>	20	<b>AP</b>	3	<b>Gil</b>	25
<b>Steal</b>	<b>Ether [8]</b>	<b>Drop</b>	<b>Potion (14.06%)</b>	<b>Morph</b>	<b>Ether</b>
<b>Elemental Weaknesses</b>	Ice				



<b>Elemental Resistances</b>	None
<b>Status Immunities</b>	None


Not much to say here, really. It can cast **Fire** spells for 30 or so damage (and has a basic physical which does much less), but given how high starting HP is in FFVII, this shouldn't scare you at all.

#### Vice

<b>HP</b>	68	<b>MP</b>	0	<b>Level</b>	7	
<b>Exp</b>	24	<b>AP</b>	3	<b>Gil</b>	80	
<b>Steal</b>	<b>Speed Drink [32]</b>	<b>Drop</b>	<b>Potion (14.06%)</b>	<b>Morph</b>	<b>Potion</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	<b>Frog</b>					


Vice is mostly like the other weak creatures around here, with two very major differences. First, it can steal your items (including rare/one-of-a-kind items), so be sure to defeat it quickly if it does this (if it escapes after stealing an item, you lose it). Second, you can Steal a **Speed Drink** item from them, which sets **Haste** on one character long before you can do it with Magic.

#### Whole Eater

<b>HP</b>	72	<b>MP</b>	0	<b>Level</b>	9	
<b>Exp</b>	24	<b>AP</b>	2	<b>Gil</b>	70	
<b>Steal</b>	<b>Potion [32]</b>	<b>Drop</b>	Nothing	<b>Morph</b>	<b>Potion</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	None					


Whole Eater's only attack is a cutting attack for around 35 damage (sometimes it will do this twice in a row). Defeat it like all the other fodder you've been seeing to this point.

#### Hell House

<b>HP</b>	450	<b>MP</b>	0	<b>Level</b>	11	
<b>Exp</b>	44	<b>AP</b>	6	<b>Gil</b>	250	
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Potion (14.06%)</b>	<b>Morph</b>	<b>Potion</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	<b>Confusion, Frog, Small, Slow-numb, Petrify, Death-sentence (first form only), Manipulate, Berserk</b>					

Hell House has two forms. The first form (how it starts battle) should pose no threat to you at all, aside perhaps from its rather high HP total. Its damage is decent, but nothing a **Cure** spell or **Potion** won't take care of easily. The second form, after it uses Suicide Drop (which occurs as a counter-attack if its HP is under 337), is stronger, dealing 50-70 damage on many of its attacks. Take it down quickly at this point to avoid taking too much damage.


#### Corneo's Lackey

<b>HP</b>	42	<b>MP</b>	0	<b>Level</b>	8	
<b>Exp</b>	8	<b>AP</b>	0	<b>Gil</b>	10	
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	<b>Potion</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	None					

Low HP total, weak attacks, etc., this guy is indeed a lackey. Shove his face in that pizza box on the floor so you can move on.

## Scotch

<b>HP</b>	150	<b>MP</b>	0	<b>Level</b>	11
<b>Exp</b>	22	<b>AP</b>	0	<b>Gil</b>	60
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	<b>Potion</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				




Scotch is a little stronger than the lackeys (does about 30 damage a hit), but he's still not much. Take him out however you like.

## Return to Sector 7 Enemies

**Bosses:** **Aps**, **Turks:Reno** This section has three main parts: the sewers, the Train Graveyard, and the battle on the pillar.

## Cesar


<b>HP</b>	120	<b>MP</b>	0	<b>Level</b>	8
<b>Exp</b>	23	<b>AP</b>	2	<b>Gil</b>	55
<b>Steal</b>	Tranquilizer [8]	<b>Drop</b>	Potion (14.06%) Tranquilizer (4.69%)	<b>Morph</b>	<b>Potion</b>
<b>Elemental Weaknesses</b>	Ice				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



Cesar is yet another weak enemy; its attacks sit right around the 10 damage mark. At low HP it can combo its attacks, but they still fail to impress.

## Sahagin


<b>HP</b>	150	<b>MP</b>	0	<b>Level</b>	10
<b>Exp</b>	30	<b>AP</b>	3	<b>Gil</b>	89
<b>Steal</b>	Hyper [8]	<b>Drop</b>	Potion (14.06%) Hyper (4.69%)	<b>Morph</b>	<b>Potion</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Water (Absorb)				
<b>Status Immunities</b>	None				



The biggest difficulty here is their shell defense trick, which basically makes physicals useless when used. If it hides in its shell, switch to magical attacks to take it down quickly. Its attacks are stronger than Cesar's, but still nothing to write home about.

## Cripshay


<b>HP</b>	100	<b>MP</b>	0	<b>Level</b>	8
<b>Exp</b>	26	<b>AP</b>	3	<b>Gil</b>	53
<b>Steal</b>	Potion [32]	<b>Drop</b>	Potion (14.06%)	<b>Morph</b>	<b>Potion</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



Extremely weak. Just hit them with physicals and move on.


## Deenglow

<b>HP</b>	120	<b>MP</b>	72	<b>Level</b>	10
<b>Exp</b>	35	<b>AP</b>	4	<b>Gil</b>	70
<b>Steal</b>	Ether [32]	<b>Drop</b>	Graviball (14.06%)	<b>Morph</b>	Phoenix Down
<b>Elemental Weaknesses</b>	Wind				
<b>Elemental Resistances</b>	Lightning (Half), Earth (Nullifies), Water (Nullifies), Gravity (Nullifies), Ice (Absorb)				

<b>Status Immunities</b>	<b>Stop, Frog, Paralyzed</b>	
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Deenglow is the first truly interesting random encounter you'll meet. Not only does it deal decent damage (around 90 for its **Ice** spell and 1/4 of your current HP for **Demi**), but the Steal and Drop are both very nice. **Ethers** sell for 750 Gil each, while **Graviballs** are quite rare and your only source of Gravity damage for some time, so grab some of both (remember that stealing Ethers will prevent Graviballs from dropping). When you want to attack them, stay away from **Ice** and **Bolt** spells; the former will heal it and the latter only do half damage.

### Ghost

<b>HP</b>	130	<b>MP</b>	80	<b>Level</b>	10	
<b>Exp</b>	30	<b>AP</b>	3	<b>Gil</b>	22	
<b>Steal</b>	<b>Ghost Hand [32]</b>	<b>Drop</b>	<b>Ghost Hand (4.69%)</b>	<b>Morph</b>	<b>Ether</b>	
<b>Elemental Weaknesses</b>	Fire, Holy (Death), Restorative					
<b>Elemental Resistances</b>	Ice (Half), Earth (Nullifies), Water (Nullifies)					
<b>Status Immunities</b>	<b>Silence, Stop, Frog, Paralyzed</b>					


Ghosts are an annoying little enemy most known for their **Ghost Hand** Steal, which is a rarity that can only be obtained here (they also drop them very rarely if you fail to Steal). If you hit a Ghost, it will hide for a while and be unhittable. Their **Fire** deals some decent damage (around 80), so be sure to take them out as soon as you're done Stealing.

### Eligor

<b>HP</b>	300	<b>MP</b>	67	<b>Level</b>	12	
<b>Exp</b>	36	<b>AP</b>	4	<b>Gil</b>	120	
<b>Steal</b>	<b>Striking Staff [8]</b>	<b>Drop</b>	<b>Echo Screen (4.69%)</b>	<b>Morph</b>	<b>Mute Mask</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	Gravity (Half)					
<b>Status Immunities</b>	None					

Eligor is the strongest enemy in the game to this point. **Silence** and **Sleepel** are both major pains (and are undefendable at this point). His physicals aren't too scary, but he can take a beating before falling. Be sure to steal that **Striking Staff**, Aeris will greatly appreciate it (strongest weapon in the game at this point). It may take a while, but it's well worth it.

### Aero Combatant

<b>HP</b>	190	<b>MP</b>	0	<b>Level</b>	11	
<b>Exp</b>	40	<b>AP</b>	4	<b>Gil</b>	110	
<b>Steal</b>	<b>Potion [32]</b>	<b>Drop</b>	<b>Potion (14.06%)</b>	<b>Morph</b>	<b>Potion</b>	
<b>Elemental Weaknesses</b>	Gravity, Wind					
<b>Elemental Resistances</b>	Earth (Nullifies)					
<b>Status Immunities</b>	<b>Confusion, Stop, Frog, Small, Slow-numb, Death-sentence, Manipulate, Berserk, Paralyzed</b>					

Aero Combatants are moderately damaging, but mostly exist to waste time as you climb the pillar. Defeat them using whatever method best suits you (stay away from your **Graviballs** though, you'll want them later) so you can continue climbing.

### Shinra HQ Enemies

**Bosses:** **Sample:H0152**, **Sample:H0152-opt**, **Hundred Gunner**, **Heli Gunner**, **Rufus**, **Dark Nation**, **Motor Ball** The enemies here guard the halls of Shinra HQ. To complete your mission, you'll need to survive the dangers below:

### Grenade Combatant

HP	130	MP	0	Level	10
Exp	42	AP	4	Gil	72
Steal	Tranquilizer [32]	Drop	Grenade (14.06%)	Morph	Grenade
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Immunities	None				



Grenade Combatant has two attacks: a weak machine gun (Shinra really needs to get better guns for their troops), and a slightly stronger Grenade attack (hits one). Dispose of these jokers and move on.

#### Mighty Grunt

HP	230	MP	0	Level	12
Exp	50	AP	5	Gil	98
Steal	Tranquilizer [32] Grenade [8]	Drop	Tranquilizer (14.06%)	Morph	N/A
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Immunities	Death, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk				



Like the Grunt, only a little stronger. Double Shot can do around 45 damage (targets whoever has the highest HP), and Rollerspin around 60 (used after transforming), but aside from that they're no threat.

#### Hammer Blaster

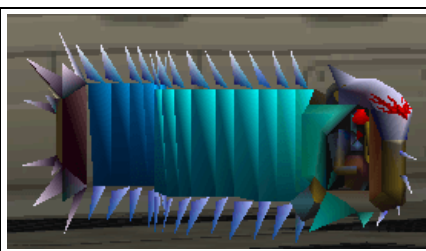
HP	210	MP	0	Level	12
Exp	43	AP	5	Gil	80
Steal	Echo Screen [32]	Drop	Loco Weed (14.06%)	Morph	Smoke Bomb
Elemental Weaknesses	Lightning				
Elemental Resistances	None				
Status Immunities	Death, Confusion, Stop, Frog, Small, Slow-numb, Petrify, Manipulate, Berserk				



Hammer Blaster is actually very weak damage-wise. The trick here is that Muddle Mallet has a chance of inflicting **Confusion** on a character, which you really don't want. They also can drop **Loco Weed** items, which are the only way for you to set Confusion for some time.

#### Sword Dance

HP	160	MP	0	Level	11
Exp	39	AP	6	Gil	90
Steal	Hyper [8]	Drop	Loco Weed (14.06%)	Morph	Light Curtain
Elemental Weaknesses	Confusion (Status)				
Elemental Resistances	Earth (Nullifies)				
Status Immunities	Stop, Paralyzed				



Sword Dance's attacks aren't overly strong, but it has decent HP and its weakness (to **Confusion** attacks) is very difficult to exploit at this early stage. More a pain than anything, take it down however you see fit.

#### Warning Board

HP	270	MP	0	Level	12
Exp	38	AP	4	Gil	75
Steal	Nothing	Drop	Nothing	Morph	N/A

<b>Elemental Weaknesses</b>	None
<b>Elemental Resistances</b>	Lightning (Nullifies)
<b>Status Immunities</b>	<b>Death, Sleep, Poison, Sadness, Fury, Confusion, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk, Paralyzed, Darkness</b>



Worthless in every sense of the word, Warning Board is a pile of meaningless Hit Points that can summon either a Machine Gun or Laser Cannon, both of which do weak damage. Take it out, but remember it nullifies Lightning so don't try to cast **Bolt** on it.

#### SOLDIER:3rd

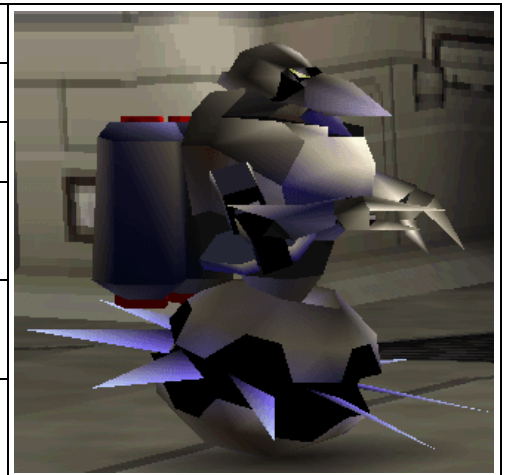
<b>HP</b>	250	<b>MP</b>	40	<b>Level</b>	13
<b>Exp</b>	54	<b>AP</b>	6	<b>Gil</b>	116
<b>Steal</b>	<b>Hardedge [8]</b>	<b>Drop</b>	<b>Loco Weed (14.06%)</b>	<b>Morph</b>	<b>Bolt Plume</b>
<b>Elemental Weaknesses</b>	Fire, <b>Confusion</b> (Status)				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



The first of the famed SOLDIER forces you'll see, SOLDIER:3rd has a **Hardedge**, which is a great upgrade for Cloud you should definitely try to lift from its paws. They are the strongest regular opponents you'll fight here; their level 2 spells hurt a bundle (around 150 damage in their respective elements), and **Sleepel** is quite annoying also (sets **Sleep**, which you have no way of guarding right now). Once you're stolen the goods, get rid of them ASAP. Drops a **Loco Weed** sometimes if you didn't Steal from them.

#### Moth Slasher

<b>HP</b>	260	<b>MP</b>	0	<b>Level</b>	13
<b>Exp</b>	46	<b>AP</b>	5	<b>Gil</b>	75
<b>Steal</b>	<b>Carbon Bangle [8]</b>	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Lightning				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	<b>Sleep, Poison, Sadness, Fury, Frog, Small, Death-sentence, Paralyzed, Darkness</b>				



Moth Slashers actually do pretty decent damage (Speed Slash can deal around 70), but it's only ST damage. Try to steal that **Carbon Bangle**, it's a great armor (ideally you'll be able to cover your party in them), then take them out with Lightning.

#### Vargid Police

<b>HP</b>	140	<b>MP</b>	28	<b>Level</b>	9
<b>Exp</b>	44	<b>AP</b>	70	<b>Gil</b>	40
<b>Steal</b>	<b>Tranquilizer [32]</b>	<b>Drop</b>	<b>Phoenix Down (always)</b>	<b>Morph</b>	<b>Tranquilizer</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



Vargid Police has two attacks: a Needle attack, which can **Paralyze** you, and Suicide, which takes off 3/16 of the target's current HP and removes the Vargid Police from the battle (you gain no Drops/Exp/AP/Gil if this happens). Just take it down before it can Suicide to avoid problems.

#### Brain Pod


<b>HP</b>	240	<b>MP</b>	46	<b>Level</b>	15
<b>Exp</b>	52	<b>AP</b>	6	<b>Gil</b>	95
<b>Steal</b>	<b>Antidote [32]</b>	<b>Drop</b>	<b>Deadly Waste (14.06%)</b>	<b>Morph</b>	<b>Deadly Waste</b>
<b>Elemental Weaknesses</b>	Holy, Restorative				
<b>Elemental Resistances</b>	Earth (Nullifies), Poison (Absorbs)				
<b>Status Immunities</b>	<b>Death</b>				





The biggest danger here is the two Refuse attacks. Both are Poison-elemental; the low-damage one can inflict **Sleep** while the high-damage one can set **Poison**. Sometimes drops **Deadly Waste**, which is a very nice battle item (casts **Bio2** on all enemies, which is hugely overpowered at this point).

### Zenene


<b>HP</b>	250	<b>MP</b>	93	<b>Level</b>	14	
<b>Exp</b>	58	<b>AP</b>	6	<b>Gil</b>	60	
<b>Steal</b>	<b>Deadly Waste</b> [32]	<b>Drop</b>	<b>Ether</b> (14.06%)	<b>Morph</b>	<b>Remedy</b>	
<b>Elemental Weaknesses</b>	Holy, Restorative					
<b>Elemental Resistances</b>	Fire (Half), Poison (Absorbs)					
<b>Status Immunities</b>	<b>Poison</b>					

Zenene can deal around 100 damage with its attacks, but half the time it will just use its weak biting attack (30 damage or so). Has a **Deadly Waste** Steal (and high-percentage too) that's well worth taking advantage of.

### World Map - Midgar/Kalm Enemies


These enemies appear on the World Map near Midgar and Kalm.

#### Kalm Fang

<b>HP</b>	160	<b>MP</b>	0	<b>Level</b>	10	
<b>Exp</b>	53	<b>AP</b>	5	<b>Gil</b>	92	
<b>Steal</b>	<b>Ether</b> [8]	<b>Drop</b>	<b>Potion</b> (14.06%)	<b>Morph</b>	<b>Hi-Potion</b>	
<b>Elemental Weaknesses</b>	Fire					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	None					

Weak cannon-fodder. Take them out with Fire or physical attacks. They have an **Ether** steal, which is very nice if you're looking for some Gil.

#### Devil Ride

<b>HP</b>	240	<b>MP</b>	0	<b>Level</b>	13	
<b>Exp</b>	60	<b>AP</b>	6	<b>Gil</b>	100	
<b>Steal</b>	<b>Hi-Potion</b> [32]	<b>Drop</b>	<b>Potion</b> (14.06%)	<b>Morph</b>	<b>Hi-Potion</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	<b>Sleep, Poison, Sadness, Fury, Confusion, Frog, Small, Death-sentence, Berserk, Paralyzed, Darkness</b>					


Devil Ride has a cool graphic and decent HP, but its attacks are pathetic. Defeat it physically.

#### Levikron

<b>HP</b>	200	<b>MP</b>	0	<b>Level</b>	14	
<b>Exp</b>	65	<b>AP</b>	7	<b>Gil</b>	128	
<b>Steal</b>	<b>Ether</b> [8]	<b>Drop</b>	<b>Hi-Potion</b> (14.06%)	<b>Morph</b>	<b>Hi-Potion</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	None					


Bird Kick isn't too shabby on damage, but Flaming Peck is the real danger here. It can deal around 95 damage and has a small chance of inflicting **Fury**. Has an **Ether** steal, but **Kalm Fang** is a much easier source.

#### Prowler

<b>HP</b>	150	<b>MP</b>	0	<b>Level</b>	12	
<b>Exp</b>	55	<b>AP</b>	5	<b>Gil</b>	160	
<b>Steal</b>	<b>Ether</b> [32]	<b>Drop</b>	<b>Potion</b> (14.06%)	<b>Morph</b>	<b>Hi-Potion</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	<b>Frog</b>					


Weak like **Vice**, but also likes to steal your stuff like **Vice**. If it steals anything, kill it off quickly before it can run away. Has an easy **Ether** for stealing if you're interested.

#### Mu

<b>HP</b>	210	<b>MP</b>	52	<b>Level</b>	12	
<b>Exp</b>	54	<b>AP</b>	6	<b>Gil</b>	130	
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	N/A	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	<b>Confusion, Frog, Small, Slow-numb, Petrify, Manipulate</b>					


Mu looks weak, but they pack a punch. Sewer deals over 200 damage and Hot Springs over 300. They also can teach you **L4 Suicide**, which is a somewhat useful Enemy Skill to learn.

#### Custom Sweeper

<b>HP</b>	300	<b>MP</b>	100	<b>Level</b>	15	
<b>Exp</b>	63	<b>AP</b>	7	<b>Gil</b>	120	
<b>Steal</b>	<b>Atomic Scissors [8]</b>	<b>Drop</b>	<b>Potion (14.06%)</b>	<b>Morph</b>	<b>X-Potion</b>	
<b>Elemental Weaknesses</b>	Lightning					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	<b>Sleep, Poison, Sadness, Fury, Frog, Small, Death-sentence, Paralyzed, Darkness</b>					


You'll definitely want to fight one of these, both for the **Atomic Scissors** Steal and the **Matra Magic** Enemy Skill. They're moderately damaging (60 damage or so for most attacks) and weak to Lightning.

#### Elfadunk

<b>HP</b>	220	<b>MP</b>	34	<b>Level</b>	14	
<b>Exp</b>	64	<b>AP</b>	7	<b>Gil</b>	140	
<b>Steal</b>	<b>Hi-Potion [8]</b>	<b>Drop</b>	<b>Potion (14.06%)</b>	<b>Morph</b>	N/A	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	None					

More cannon fodder with weak moves (can inflict **Sadness** with their water spray though). Dispose of these elephant wannabes so you can continue.

#### Mandragora

<b>HP</b>	120	<b>MP</b>	0	<b>Level</b>	10	
<b>Exp</b>	55	<b>AP</b>	6	<b>Gil</b>	135	
<b>Steal</b>	<b>Lasan Nut [8]</b>	<b>Drop</b>	<b>Lasan Nut (14.06%)</b>	<b>Morph</b>	<b>Ether</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	None					

Extremely weak, take them out however you want (their Slow Dance attack can set **Slow**). Interestingly, Mandragora will not attack you until you've attacked a Mandragora, at which point all Mandragoras in the battle will begin attacking.

#### Midgar Zolom



<b>HP</b>	4,000	<b>MP</b>	348	<b>Level</b>	26
<b>Exp</b>	250	<b>AP</b>	25	<b>Gil</b>	400
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	X-Potion
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	Death, Confusion, Silence, Stop, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk, Paralyzed				

The famous Midgar Zolom guards the swamp leading to the Mythrill Mines. The game intends for you to catch a Chocobo and run by the Zolom, but it's possible to defeat it in battle as well. Its Bite deals around 450 damage to front-row characters, and once it drops below 2,000 HP it can counter damage with an Ejection attack, removing the character from battle (it cannot eject all three however). If all of your characters are Ejected/dead, you'll find yourself outside of battle (no Game Over) and be charged with an escape. Once its HP drops below 1,500, it will use **Beta** as a counter one time per battle, which is a mouth-watering Fire-elemental Enemy Skill that deals around 1,300 to all characters (no split damage, so it doesn't matter how many are standing) and will kill you if you're not well prepared (or over-levelled). If you intend to defeat it, either use the learn-Beta-early strategy given in the **walkthrough**, or just **Poison** it and defend once its HP drops below 2,000 and wait for it to die.

## Mythrill Mines Enemies

The following enemies appear in the Mythrill Mines.

### Madouge

<b>HP</b>	220	<b>MP</b>	0	<b>Level</b>	16	
<b>Exp</b>	70	<b>AP</b>	8	<b>Gil</b>	150	
<b>Steal</b>	<b>Grand Glove [8]</b>	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	<b>Hi-Potion</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	None					

Madouge is entirely average. Its basic physical does around 50 damage to one. Worthy of note is the **Grand Glove** Steal, which is a nice weapon for Tifa.

### Crawler

<b>HP</b>	140	<b>MP</b>	48	<b>Level</b>	15	
<b>Exp</b>	56	<b>AP</b>	6	<b>Gil</b>	65	
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	N/A	
<b>Elemental Weaknesses</b>	Earth					
<b>Elemental Resistances</b>	Ice (Half)					
<b>Status Immunities</b>	None					

Crawler's main attack of note is Bite, but even that's pretty weak. The main issue with these enemies is they appear in huge groups, so keep an eye on your HP.

### Castanets

<b>HP</b>	190	<b>MP</b>	0	<b>Level</b>	15
<b>Exp</b>	65	<b>AP</b>	7	<b>Gil</b>	113

<b>Steal</b>	Nothing	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	<i>N/A</i>
<b>Elemental Weaknesses</b>	Fire				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



Another enemy relying on its sheer numbers rather than individual power (their strongest attack hits for around 40 damage). Weak to Fire.

### Ark Dragon

<b>HP</b>	280	<b>MP</b>	124	<b>Level</b>	18
<b>Exp</b>	84	<b>AP</b>	10	<b>Gil</b>	180
<b>Steal</b>	<b>Ether [32]</b>	<b>Drop</b>	<b>Phoenix Down (14.06%)</b>	<b>Ether (4.69%)</b>	<b>Morph</b> Phoenix Down
<b>Elemental Weaknesses</b>	Wind				
<b>Elemental Resistances</b>	Earth (Nullifies), Fire (Absorbs)				
<b>Status Immunities</b>	<b>Stop, Frog, Paralyzed</b>				



The strongest enemy in the Mines, its Claw is fairly powerful (around 55 damage) and **Flame Thrower** deals around 185 Fire-elemental magic damage. Try to learn Flame Thrower, it's a helpful skill.

### World Map - Junon/Fort Condor Encounters

These enemies will appear on the map in the areas surrounding Fort Condor and Junon.

### Nerosuferoth

<b>HP</b>	150	<b>MP</b>	20	<b>Level</b>	16
<b>Exp</b>	53	<b>AP</b>	5	<b>Gil</b>	146
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	<i>N/A</i>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



While weak defensively, Heatwing can burn you (around 120 magical Fire-elemental damage to one). Take them out quickly.

### Zemzelett

<b>HP</b>	285	<b>MP</b>	36	<b>Level</b>	17
<b>Exp</b>	70	<b>AP</b>	7	<b>Gil</b>	165
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	<b>Hi-Potion</b>
<b>Elemental Weaknesses</b>	Wind				
<b>Elemental Resistances</b>	Earth (Nullifies), Water (Nullifies), Gravity (Nullifies)				
<b>Status Immunities</b>	<b>Confusion, Stop, Frog, Small, Berserk, Paralyzed</b>				



The main attack of note here is Thunderbolt, which hits for around 250 Lightning-elemental magic damage. It can also fly up into the air, at which point you'll need long-range attacks in order to hit it. When you have the **Manipulate Materia**, Manipulate one of these to teach yourself the **White Wind** Enemy Skill.

### Formula

<b>HP</b>	240	<b>MP</b>	100	<b>Level</b>	160
<b>Exp</b>	65	<b>AP</b>	7	<b>Gil</b>	120
<b>Steal</b>	<b>Boomerang [8]</b>	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	<b>Speed Drink</b>
<b>Elemental Weaknesses</b>	Wind				
<b>Elemental Resistances</b>	Earth (Nullifies)				
<b>Status Immunities</b>	<b>Stop, Frog, Manipulate, Paralyzed</b>				



Formula hits quite hard and gets turns quickly. Cross Impluse is the worst, it hits for 100 or so damage to characters in the Front Row, and hits your whole party. Try to steal that **Boomerang** for Yuffie.

### Hell Rider VR2

<b>HP</b>	350	<b>MP</b>	50	<b>Level</b>	18
<b>Exp</b>	72	<b>AP</b>	8	<b>Gil</b>	130
<b>Steal</b>	Hi-Potion [32]	<b>Drop</b>	Potion (14.06%)	<b>Morph</b>	Hi-Potion
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	Death, Stop, Frog, Small, Petrify, Death-sentence, Manipulate, Paralyzed				



Hell Rider VR2 can deal heavy damage with its physicals (150 for the weaker attack and 220 for the stronger one for front row characters), and can change your row with Electromag. Defeat it as quickly as you can to avoid taking too much damage.

### Capparwire

<b>HP</b>	210	<b>MP</b>	20	<b>Level</b>	15
<b>Exp</b>	60	<b>AP</b>	6	<b>Gil</b>	103
<b>Steal</b>	Ether [8]	<b>Drop</b>	Potion (14.06%)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



Grand Spark is quite powerful (around 130 Lightning-elemental damage), Capparwire loves to use it, and they appear in large groups. Defeat them as quickly as you can and heal when your HP gets low, they can really overwhelm you if your luck is bad.

### Cargo Ship Enemies

**Boss:** Jenova\*BIRTH Both regular enemies here are noted for their great Steals, and you can never return here, so be sure to take advantage of it.

### Scrutin Eye

<b>HP</b>	240	<b>MP</b>	60	<b>Level</b>	15
<b>Exp</b>	80	<b>AP</b>	8	<b>Gil</b>	120
<b>Steal</b>	Ether [32]	<b>Drop</b>	Ether (4.69%)	<b>Morph</b>	Turbo Ether
<b>Elemental Weaknesses</b>	Wind				
<b>Elemental Resistances</b>	Earth (Nullifies), Water (Nullifies)				
<b>Status Immunities</b>	Stop, Frog, Paralyzed				



Scrutin Eye's spells do heavy damage (around 140), so keep yourself healed. They also have a high-percentage **Ether** steal if you're interested.

### Marine

<b>HP</b>	300	<b>MP</b>	20	<b>Level</b>	16
<b>Exp</b>	75	<b>AP</b>	8	<b>Gil</b>	150
<b>Steal</b>	Shinra Beta [8]	<b>Drop</b>	Eye Drop (always)	<b>Morph</b>	X-Potion
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



Marines have three different attacks. They have a machine gun for weak damage, a slightly-stronger Grenade that hits your whole party, and their smoke shot, which sets **Sleep** and **Darkness** if it hits. Try to steal **Shinra Betas** for your party, the extra slot will really come in handy, as does the small defensive boost.

## World Map - Corel Area Enemies

These enemies occupy the areas surrounding Corel and Costa del Sol.

### Grangalan

<b>HP</b>	550	<b>MP</b>	60	<b>Level</b>	16
<b>Exp</b>	88	<b>AP</b>	10	<b>Gil</b>	220
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Earth (Nullifies), Water (Nullifies), Gravity (Nullifies)				
<b>Status Immunities</b>	<b>Death, Confusion, Stop, Frog, Small, Petrify, Death-sentence, Manipulate, Paralyzed</b>				



Grangalan is an interesting creature. It spits out a Grangalan Jr. as a counterattack, which in turn can counter by spitting out three smaller versions of itself. That being said, it's not particularly useful and its attacks are pretty average, so defeat it and move on.

### Needle Kiss

<b>HP</b>	180	<b>MP</b>	40	<b>Level</b>	17
<b>Exp</b>	75	<b>AP</b>	8	<b>Gil</b>	130
<b>Steal</b>	<b>Soft [32]</b>	<b>Drop</b>	<b>Bolt Plume (14.06%)</b>	<b>Morph</b>	<b>Remedy</b>
<b>Elemental Weaknesses</b>	Wind				
<b>Elemental Resistances</b>	Lightning (Nullifies), Earth (Nullifies)				
<b>Status Immunities</b>	<b>Stop, Frog, Paralyzed</b>				



This small bird has two attacks: a basic physical for minor damage, and Thunder Kiss, which deals around 180 Lightning-elemental damage to one. It has fairly low HP, so a **Matra Magic** cast will take them out, as will physical attacks if your party focuses on one at a time.

### Cokatolis

<b>HP</b>	420	<b>MP</b>	0	<b>Level</b>	17
<b>Exp</b>	97	<b>AP</b>	10	<b>Gil</b>	168
<b>Steal</b>	<b>Soft [32]</b>	<b>Drop</b>	<b>Soft (14.06%)</b>	<b>Morph</b>	<b>Soft</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	<b>Slow-numb, Petrify</b>				



Cokatolis has two physicals, both doing around 35 damage, and Petrify Smog which sets **Slow-numb**. Neither is much to worry about, so do whatever works to clean out these birds.

### Beachplug

<b>HP</b>	200	<b>MP</b>	100	<b>Level</b>	16
<b>Exp</b>	95	<b>AP</b>	10	<b>Gil</b>	155
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	<b>Turbo Ether</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Ice (Half)				
<b>Status Immunities</b>	None				




Beachplugs are weak little enemies. Once you have **Manipulate**, fight one and Manipulate it to learn **Big Guard**, a great Enemy Skill.

## Mt. Corel Enemies


Mt. Corel also holds **Needle Kiss** and **Cokatolis** enemies from the surrounding World Map mountain paths.

### Search Crown

<b>HP</b>	150	<b>MP</b>	30	<b>Level</b>	16	
<b>Exp</b>	80	<b>AP</b>	8	<b>Gil</b>	111	
<b>Steal</b>	<b>Turbo Ether [8]</b>	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	<b>Hi-Potion</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	Fire (Half)					
<b>Status Immunities</b>	<b>Confusion, Frog, Small, Manipulate</b>					


A basic enemy, Search Crown attacks in groups, and its Four Laser can deal decent damage (around 110). **Matra Magic** is a great way to kill groups, but stay away from Fire-based attacks (they only deal half damage).

### Bagnadrana

<b>HP</b>	450	<b>MP</b>	60	<b>Level</b>	16	
<b>Exp</b>	110	<b>AP</b>	11	<b>Gil</b>	120	
<b>Steal</b>	<b>Diamond Pin [8]</b>	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	<b>Guard Source</b>	
<b>Elemental Weaknesses</b>	Ice					
<b>Elemental Resistances</b>	Fire (Nullifies), Gravity (Nullifies)					
<b>Status Immunities</b>	<b>Death, Stop, Frog, Small, Petrify, Death-sentence, Manipulate, Paralyzed</b>					


The biggest threat here is Poison Breath, which can deal around 100 Poison-elemental magic damage and inflict **Poison**. They have a **Diamond Pin** for Stealing, which is a nice weapon for Red XIII. Later, you can Morph them for easy **Guard Source** items.

### Bloatfloat

<b>HP</b>	240	<b>MP</b>	0	<b>Level</b>	18	
<b>Exp</b>	90	<b>AP</b>	9	<b>Gil</b>	125	
<b>Steal</b>	<b>Soft [8]</b>	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	<b>Hi-Potion</b>	
<b>Elemental Weaknesses</b>	Wind					
<b>Elemental Resistances</b>	Earth (Nullifies)					
<b>Status Immunities</b>	<b>Stop, Frog, Paralyzed</b>					

More cannon fodder. It can use Spikey Hell once per battle for 200 fixed damage to one, but aside from that its attacks are a joke. Weak to Wind, or just use whatever works.

### Bomb

<b>HP</b>	600	<b>MP</b>	30	<b>Level</b>	18	
<b>Exp</b>	150	<b>AP</b>	20	<b>Gil</b>	192	
<b>Steal</b>	<b>Right Arm [8]</b>	<b>Drop</b>	<b>Shrapnel (14.06%)</b>	<b>Morph</b>	<b>Shrapnel</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	Fire (Nullifies), Earth (Nullifies)					
<b>Status Immunities</b>	<b>Confusion, Stop, Frog, Small, Manipulate, Berserk, Paralyzed</b>					


Bombs have a great Steal in their **Right Arm** Steal (deals around 1,500 damage to all enemies, which will be strong for much of the game), so take advantage of it. As to defeating them, remember that they will explode for heavy damage if attacked after expanding twice (assuming you don't kill it outright), and you receive no rewards if it explodes. Fireball is used after the first expansion and deals high damage also. High-powered attacks like **Shiva** and **Aqualung** are recommended here

at low levels, or put it to **Sleep**.

## World Map - Gold Saucer Enemies


You'll also find **Grangalan** and **Beachplug** in this area.

### Spencer

<b>HP</b>	250	<b>MP</b>	0	<b>Level</b>	17	
<b>Exp</b>	110	<b>AP</b>	11	<b>Gil</b>	175	
<b>Steal</b>	Saraha Nut [8]	<b>Drop</b>	Saraha Nut (14.06%)	<b>Morph</b>	N/A	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	None					


Spencers are weak (70 for their strongest attack), but they attack in groups, which makes them more dangerous. Take them out with MT attacks (**Aqualung**, **Matra Magic**, etc.)

### Flapbeat

<b>HP</b>	330	<b>MP</b>	60	<b>Level</b>	18	
<b>Exp</b>	140	<b>AP</b>	15	<b>Gil</b>	186	
<b>Steal</b>	T/S Bomb [32]	<b>Drop</b>	T/S Bomb (14.06%)	<b>Morph</b>	T/S Bomb	
<b>Elemental Weaknesses</b>	Wind					
<b>Elemental Resistances</b>	Earth (Nullifies)					
<b>Status Immunities</b>	Stop, Frog, Paralyzed					


When with other enemies, Flapbeat will use a weak physical (50 damage or so) 3/4 of the time, and Flying Sickle (for around 200 magical damage to one) 1/4 of the time. If alone, it will use Flying Sickle 2/3 of the time, and its basic attack 1/3 of the time. Another simple enemy on the World Map, it's weak to Wind and most status attacks.

### Joker

<b>HP</b>	370	<b>MP</b>	0	<b>Level</b>	18	
<b>Exp</b>	150	<b>AP</b>	30	<b>Gil</b>	260	
<b>Steal</b>	Nothing	<b>Drop</b>	Hi-Potion (14.06%)	<b>Morph</b>	N/A	
<b>Elemental Weaknesses</b>	Wind					
<b>Elemental Resistances</b>	Earth (Nullifies)					
<b>Status Immunities</b>	Frog, Manipulate, Small					

Joker has a basic card attack for about 55 damage (1/4 chance). It also has its special card attacks. Heart (1/8) heals a random character. Otherwise, its card attacks in order of ascending power: Diamond (1/8), Spade (1/4), and Club (1/8). Finally, Joker (1/8) has approximately a 50% chance of inflicting **Death** on whomever it hits. Get rid of these guys before you starting seeing Club and Joker. Jokers are a nice source of AP for this stage of the game.

### Harpy

<b>HP</b>	800	<b>MP</b>	200	<b>Level</b>	18	
<b>Exp</b>	148	<b>AP</b>	14	<b>Gil</b>	210	
<b>Steal</b>	Striking Staff [8]	<b>Drop</b>	Hi-Potion (14.06%)	<b>Morph</b>	Elixir	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	Gravity (Half)					
<b>Status Immunities</b>						




<b>Status Immunities</b>	<b>Death, Stop, Frog, Small, Petrify, Death-sentence, Paralyzed</b>
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Harpy's big attack is **Aqualung**, an Enemy Skill you won't like much (until you start using it on hapless enemies, that is). **Aqualung** will deal 600 or so Magical damage to all characters lacking either Water resistance or **MBarrier**, so kill it off quickly once you've learned the skill. Later on, you can Morph them into an **Elixir**.

## Corel Prison


Note that this refers to the actual prison area itself, not the desert in the World Map around the Gold Saucer.

### 2-Faced

<b>HP</b>	330	<b>MP</b>	80	<b>Level</b>	18	
<b>Exp</b>	100	<b>AP</b>	10	<b>Gil</b>	156	
<b>Steal</b>	<b>Phoenix Down [32]</b>	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	<b>Hi-Potion</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	Earth (Nullifies)					
<b>Status Immunities</b>	<b>Stop, Frog, Manipulate, Paralyzed</b>					


2-Faced never actually attacks. Instead, it counters like so: 3/4 Nothing, 1/8 Explode (reduces attacker's HP by 3/4), and 1/8 **Cure3** (heals attacker). The counters remove 2-Faced from the battle, and it leaves no rewards if it dies this way. Yawn, next.

### Bandit

<b>HP</b>	360	<b>MP</b>	0	<b>Level</b>	17	
<b>Exp</b>	99	<b>AP</b>	10	<b>Gil</b>	220	
<b>Steal</b>	<b>X-Potion [8]</b>	<b>Drop</b>	<b>Tent (14.06%)</b>	<b>Morph</b>	<b>Hi-Potion</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	<b>Frog</b>					


Another thief enemy, Bandit has higher HP than its predecessors and likes to flee much sooner. Watch yourself (and your **Items**) around these...Bandits.

### Death Claw

<b>HP</b>	400	<b>MP</b>	120	<b>Level</b>	19	
<b>Exp</b>	96	<b>AP</b>	10	<b>Gil</b>	168	
<b>Steal</b>	<b>Platinum Bangle [32]</b>	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	<b>Hi-Potion</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	None					

Death Claw is most notable for teaching the **Laser** Enemy Skill, which halves the target's HP. It can also cast **Barrier** and **MBarrier** spells on itself, and the Death Claw attack has a small chance of inflicting **Paralyzed** in addition to doing damage.

### Bullmotor

<b>HP</b>	420	<b>MP</b>	96	<b>Level</b>	19	
<b>Exp</b>	92	<b>AP</b>	9	<b>Gil</b>	140	
<b>Steal</b>	<b>X-Potion [32]</b>	<b>Drop</b>	<b>Ether (14.06%)</b>	<b>Morph</b>	<b>Turbo Ether</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	None					

Bullmotor is mostly uninteresting (its physical does around 50 damage), but it does have Matra Magic if you're missing it on any of your **Enemy Skill Materia** (hits for around 100 damage). Defeat it however you like.

### Land Worm

<b>HP</b>	1,500	<b>MP</b>	80	<b>Level</b>	22
<b>Exp</b>	400	<b>AP</b>	40	<b>Gil</b>	256
<b>Steal</b>	<b>Turbo Ether [8]</b>	<b>Drop</b>	<b>Ether (14.06%)</b>	<b>Morph</b>	<b>Fire Fang</b>
<b>Elemental Weaknesses</b>	Ice				

<b>Elemental Resistances</b>	Fire (Half), Gravity (Half), Earth (Absorb)
<b>Status Immunities</b>	<b>Confusion, Frog</b>



One major annoyance here, folks. Earthquake deals 140 or so damage to your whole party, and Sandstorm doles out slightly less but can inflict **Darkness**. Combine with the massive HP total and Gravity resistance and you have one of the more difficult enemies thus far. Hit them fast and hard, because its attacks will quickly wear down your party. Has a **Turbo Ether** for Stealing if you're interested.

#### Cactuar

<b>HP</b>	200	<b>MP</b>	20	<b>Level</b>	20
<b>Exp</b>	1	<b>AP</b>	1	<b>Gil</b>	10000
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	<b>Hi-Potion</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Fire (Nullifies), Ice (Nullifies), Lightning (Nullifies), Earth (Nullifies), Gravity (Nullifies), Water (Nullifies), Holy (Nullifies), "Hidden" (Nullifies)				
<b>Status Immunities</b>	<b>Death, Sleep, Poison, Sadness, Fury, Confusion, Silence, Haste, Slow, Stop, Frog, Small, Slow-numb, Petrify, Regen, Death-sentence, Manipulate, Berserk, Paralyzed, Darkness</b>				



With immunity to all elements and statuses, and a 7/8ths chance of gaining 255 Def% against physicals, Cactuars are really hard to take down, but these elusive creatures will drop a mountain of Gil if defeated. **Choco/Mog** and **Matra Magic** are the best ways to take them down, as they're non-elemental magic. Don't bother trying to learn any Enemy Skills from them (1000 Needles), because this game's Cactuar does not use any learnable skills. Will flee after a while if not defeated, screwing you out of any rewards.

#### World Map - Gongaga Enemies

**Beachplug** can also be encountered on the beaches, in addition to the enemies below.

#### Grand Horn

<b>HP</b>	460	<b>MP</b>	43	<b>Level</b>	19
<b>Exp</b>	180	<b>AP</b>	15	<b>Gil</b>	240
<b>Steal</b>	Nothing	<b>Drop</b>	<b>War Gong (14.06%) Hi-Potion (14.06%)</b>	<b>Morph</b>	<b>Hi-Potion</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



Has a 50% chance of using its punch (85 damage to one) and a 50% chance of using Grand Attack (150 Earth-elemental magic damage to your party). That's it. Defeat it like you defeat other stuff and you shouldn't see any problems. Can drop a War Gong, which sets **Berserk**.

#### Gagighandi


<b>HP</b>	480	<b>MP</b>	55	<b>Level</b>	19
<b>Exp</b>	173	<b>AP</b>	18	<b>Gil</b>	220
<b>Steal</b>	<b>Soft [32]</b>	<b>Drop</b>	<b>Soft (14.06%)</b>	<b>Morph</b>	<b>Remedy</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



Gagighandi has two attacks: a claw attack for minor damage, and Stone Stare, which sets **Slow-numb** on anything not immune to the status. Just defeat it before Slow-numb can switch to **Petrify** and these guys are harmless.


## Gongaga Enemies

### Touch Me

HP	300	MP	74	Level	18	
Exp	170	AP	23	Gil	180	
Steal	Impaler [32]	Drop	Maiden's Kiss (14.06%)	Morph	Remedy	
Elemental Weaknesses	None					
Elemental Resistances	None					
Status Immunities	Small, Frog					


Touch Me uses Frog Jab, a physical that toggles **Frog** status, and **Frog Song**, a nice Enemy Skill that sets **Frog** and **Sleep**. They have little power, so as long as someone has protection against Frog status you should be able to take them down (try to do so before they Frog too many of your party).

### Kimara Bug

HP	700	MP	25	Level	19	
Exp	190	AP	19	Gil	278	
Steal	Spider Web [32]	Drop	Hi-Potion (14.06%)	Morph	Hourglass	
Elemental Weaknesses	None					
Elemental Resistances	Gravity (Nullifies)					
Status Immunities	None					


The main attack to watch for is Stop Attack, which **Stops** a character if it connects (and it does so a large majority of the times its used). You have no way of guarding Stop at this point in the game, so defeat them as fast as you can. It's other attacks aren't too difficult to deal with.

### Flower Prong

HP	550	MP	68	Level	19	
Exp	240	AP	24	Gil	400	
Steal	Nothing	Drop	Earth Drum (14.06%)	Morph	N/A	
Elemental Weaknesses	Fire, Earth					
Elemental Resistances	Poison (Absorbs)					
Status Immunities	Confusion, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk					

Flower Prong has three forms, and if it transforms (grows) none of the damage to previous forms carries over. It has powerful attacks in all three forms (especially **Bio2** which can damage one character for 500 Poison-elemental damage and inflict **Poison**). Take them out quickly with Fire or Earth attacks to avoid this.

### Heavy Tank

HP	1,600	MP	25	Level	21	
Exp	340	AP	45	Gil	1300	
Steal	Phoenix Down [32]	Drop	Hi-Potion (14.06%)	Morph	Power Source	
Elemental Weaknesses	None					
Elemental Resistances	Gravity (Nullifies)					
Status Immunities						

<b>Status Immunities</b>	Frog
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Heavy Tank's strategy is pretty simple: it hits you with fairly strong physicals (around 150 damage for ST ones to front-row characters). Knock off its large HP total and heal as needed. Later you can Morph these for easy **Power Sources**.

## World Map - Cosmo Canyon Enemies

### Bagrisk

<b>HP</b>	400	<b>MP</b>	50	<b>Level</b>	19	
<b>Exp</b>	240	<b>AP</b>	30	<b>Gil</b>	275	
<b>Steal</b>	<b>Soft [32]</b> <b>Soft [32]</b> <b>Soft [32]</b> <b>Vagyrisk Claw [8]</b>	<b>Drop</b>	<b>Soft (14.06%)</b>	<b>Morph</b>	<b>Remedy</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	None					

Bagrisk has two attacks worthy of note. Stone Strike will set **Petrify** on anything it hits that isn't immune, which you really don't want. And **Quake2** is just plain strong (around 500 damage if ST). Combine these attacks with the annoying Steal list above (3 shots at a **Soft** at 32 base chance each...) and you have one tough fight to get that **Vagyrisk Claw**.

### Griffin

<b>HP</b>	760	<b>MP</b>	40	<b>Level</b>	21	
<b>Exp</b>	260	<b>AP</b>	25	<b>Gil</b>	350	
<b>Steal</b>	<b>Phoenix Down [32]</b>	<b>Drop</b>	<b>Phoenix Down (always)</b>	<b>Morph</b>	<b>Phoenix Down</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	<b>Sleep, Confusion, Stop, Frog, Small, Manipulate, Berserk, Paralyzed</b>					

Mostly straightforward, but with two annoying quirks. First, Griffin will use Peacock, which drains around 84 MP from each party member. Second, when it takes to the sky, only long range attacks can hit it. Kill it as fast as you can, preferably while it's on the ground. Its claw is little threat compared to the MT MP loss.

### Desert Sahagin

<b>HP</b>	580	<b>MP</b>	0	<b>Level</b>	20	
<b>Exp</b>	230	<b>AP</b>	21	<b>Gil</b>	300	
<b>Steal</b>	<b>Potion [32]</b>	<b>Drop</b>	<b>Potion (14.06%)</b>	<b>Morph</b>	<b>Fire Veil</b>	
<b>Elemental Weaknesses</b>	Ice					
<b>Elemental Resistances</b>	Fire (Half), Water (Absorbs)					
<b>Status Immunities</b>	None					

This upgraded Sahagin likes to block your physicals even more than the original, so stick to Ice-elemental magical attacks. Its attacks are weak, but as mentioned it will block physicals more often than not.

### Skeeskee

<b>HP</b>	540	<b>MP</b>	0	<b>Level</b>	20	
<b>Exp</b>	222	<b>AP</b>	22	<b>Gil</b>	222	

<b>Steal</b>	Tranquilizer [32]	<b>Drop</b>	Hyper (14.06%)	<b>Morph</b>	Hyper
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	Frog				



Its normal attack is no problem, but Rage Bomber does some pretty heavy damage (about 235 to front row characters). Rage Bomber is a counter used if the Skeeskee is **Poisoned** or has less than 50% of its max HP, so take care of yourself as you whittle it down.

#### Golem

<b>HP</b>	1,000	<b>MP</b>	0	<b>Level</b>	24
<b>Exp</b>	300	<b>AP</b>	22	<b>Gil</b>	500
<b>Steal</b>	Turbo Ether [8]	<b>Drop</b>	Ether (14.06%)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	Confusion, Frog, Small, Manipulate, Berserk				



Golem's script depends heavily on how much it's advanced. If it's advanced once, it will use Finger Shot (around 160 damage) or a basic punch (around 135 damage). After two moves forward, however, it switches to Megaton Punch, which deals 250 damage to front-row characters. Definitely defeat it before it gets this far, or use a status attack to disable it (**Sleep** and **Stop** both work great).

#### Crown Lance

<b>HP</b>	440	<b>MP</b>	70	<b>Level</b>	20
<b>Exp</b>	225	<b>AP</b>	23	<b>Gil</b>	400
<b>Steal</b>	Nothing	<b>Drop</b>	Hi-Potion (14.06%)	<b>Morph</b>	Dream Powder
<b>Elemental Weaknesses</b>	Fire				
<b>Elemental Resistances</b>	Earth (Nullifies), Lightning (Absorbs)				
<b>Status Immunities</b>	Confusion, Stop, Manipulate, Berserk, Paralyzed				




Crown Lance's deadly moves are **Sleepel** and Deadly Needles. You already know what **Sleepel** does, and Deadly Needles is a low-damage attack that sets **Petrify** on anything that isn't immune (used as a counter if Crown Lance has advanced closer to you). Burn the jellyfish with Fire or use **Sleep** to keep it from using these dangerous moves.

#### Cave of the Gi Enemies


##### Heg

<b>HP</b>	400	<b>MP</b>	0	<b>Level</b>	22
<b>Exp</b>	250	<b>AP</b>	20	<b>Gil</b>	240
<b>Steal</b>	Nothing	<b>Drop</b>	Hi-Potion (14.06%)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Ice				
<b>Elemental Resistances</b>	Poison (Absorbs)				

<b>Status Immunities</b>	<b>Poison</b>	
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Heg uses two attacks: a bite, which sets **Poison** and does right around 100 damage, and Halt Whip, which is weak but has a chance of setting **Paralyzed** on a character. Unlike the other opponents here, it's not undead.

#### Sneaky Step

<b>HP</b>	600	<b>MP</b>	65	<b>Level</b>	21	
<b>Exp</b>	270	<b>AP</b>	24	<b>Gil</b>	330	
<b>Steal</b>	Nothing	<b>Drop</b>	<b>M-Tentacles</b> (14.06%)	<b>Morph</b>	<b>Ghost Hand</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	None					


Sneaky Step will use Triple Attack 75% of the time (deals 100 or so physical damage to one) and **Death-sentence** 25% of the time. It's the earliest source of the Enemy Skill, and a mediocre opponent in any case. Sometimes drops **M-Tentacles**, a very strong battle item for this stage of the game.

#### Gi Spector

<b>HP</b>	450	<b>MP</b>	88	<b>Level</b>	23	
<b>Exp</b>	260	<b>AP</b>	20	<b>Gil</b>	150	
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Smoke Bomb</b> (14.06%)	<b>Morph</b>	<b>Ghost Hand</b>	
<b>Elemental Weaknesses</b>	Fire, Holy, Restorative					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	<b>Frog</b>					

Gi Spector is the superior opponent here. Hell Spear is its most dangerous attack; it deals around 115 damage and has chance of inflicting **Paralyzed**. Nevertheless, it's not that strong, so destroy this zombie warrior quickly.

#### Stinger

<b>HP</b>	2200	<b>MP</b>	60	<b>Level</b>	25	
<b>Exp</b>	290	<b>AP</b>	25	<b>Gil</b>	358	
<b>Steal</b>	<b>Ether</b> [8]	<b>Drop</b>	<b>Hi-Potion</b> (14.06%)	<b>Morph</b>	N/A	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	<b>Manipulate, Paralyzed</b>					

Stinger packs a punch. Sting Bomb knocks off 3/4s of a character's HP, and Rabbit Gouge deals close to 300 damage. The easiest way to win is to use **Frog Song**; Gravity-based attacks like **Laser** also work well.

### World Map - Nibel Enemies

Crown Lance will appear on the beaches near Nibel.

#### Nibel Wolf

<b>HP</b>	700	<b>MP</b>	0	<b>Level</b>	23
<b>Exp</b>	265	<b>AP</b>	24	<b>Gil</b>	260
<b>Steal</b>	Luchile Nut [8]	<b>Drop</b>	Luchile Nut (14.06%)	<b>Morph</b>	Hi-Potion
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



Nibel Wolf is largely unimpressive. It does somewhat poor damage, but tends to attack in groups. It can also use Howling to revive other fallen Nibel Wolf enemies.

#### Valron

<b>HP</b>	950	<b>MP</b>	80	<b>Level</b>	24
<b>Exp</b>	300	<b>AP</b>	30	<b>Gil</b>	300
<b>Steal</b>	Nothing	<b>Drop</b>	Hi-Potion (14.06%)	<b>Morph</b>	Hi-Potion
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	Confusion, Frog, Small, Berserk				



Valron has a variety of attacks. **Demi3** is the most damaging; it can take 3/4ths of your party's current HP. Its other attacks are mostly unassuming, but make sure to defeat it before it can use Demi3. If it's flying, you'll need long-range attacks to hit.

#### Bahba Velamyu

<b>HP</b>	640	<b>MP</b>	40	<b>Level</b>	23
<b>Exp</b>	285	<b>AP</b>	20	<b>Gil</b>	280
<b>Steal</b>	Nothing	<b>Drop</b>	Mute Mask (14.06%)	<b>Morph</b>	Mute Mask
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	Frog, Small				



Other than **Slow** and **Silence** spells, there's not too much to worry about here. Magic Cutter will drain MP, which is realistically its most annoying move.

#### Battery Cap

<b>HP</b>	640	<b>MP</b>	58	<b>Level</b>	24
<b>Exp</b>	270	<b>AP</b>	32	<b>Gil</b>	386
<b>Steal</b>	Dazers [32]	<b>Drop</b>	Eye Drop (14.06%)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	Confusion, Frog, Small, Manipulate				




Battery Cap has two attacks: Seed Shot, which deals no damage but inflicts **Darkness**, and Four Laser, which deals around 375 magical damage. Watch out for the latter, it really leaves a mark.

#### Shinra Mansion Enemies

Enemies in the mansion are a step up from what you've been seeing thus far, so take care of yourself here.

### Dorky Face

HP	520	MP	80	Level	23	
Exp	300	AP	85	Gil	202	
Steal	Echo Screen [32]	Drop	Phoenix Down (14.06%)	Morph	Mute Mask	
Elemental Weaknesses	None					
Elemental Resistances	None					
Status Immunities	None					

Dorky Face is all about the status attacks. Funny Breath is the worst, it has a chance of setting **Confusion** and it's MT. Curses sets **Silence** (which is a bad thing, because you want big MT damage here), and it also has a basic physical for around 100 damage. Since they tend to appear in groups, take them out using powerful MT attacks like **Summons**, **Beta**, and **Aqualung**.


### Ghirofelgo

HP	1,600	MP	0	Level	26
Exp	380	AP	44	Gil	300
Steal	Nothing	Drop	Phoenix Down (14.06%)	Morph	N/A
Elemental Weaknesses	Gravity				
Elemental Resistances	Earth (Nullifies)				
Status Immunities	<b>Death, Poison, Confusion, Haste, Slow, Stop, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk, Paralyzed</b>				




Ghirofelgo is an interesting enemy. He hangs onto his chain, but hitting him will sometimes knock him off, which prevents him from attacking (his guillotine deals about 300 damage to one). The easiest way to defeat it is with a **Laser** or **Demi2** spell, which will be fatal due to the Gravity weakness.

### Mirage

HP	570	MP	0	Level	24	
Exp	290	AP	22	Gil	280	
Steal	Nothing	Drop	Mirror (14.06%)	Morph	N/A	
Elemental Weaknesses	None					
Elemental Resistances	None					
Status Immunities	<b>Confusion, Frog, Manipulate, Berserk</b>					
Inherent Statuses	<b>Reflect</b>					

The biggest thing to keep in mind about Mirage is it's under permanent **Reflect** status, so stay away from reflectable magic (or cast **Reflect** on a character and bounce spells at the Mirage). It just has a basic physical attack for around 100 damage.

### Jersey

HP	500	MP	100	Level	25	
Exp	320	AP	30	Gil	384	
Steal	Turbo Ether [32]	Drop	Turbo Ether (14.06%)	Morph	N/A	
Elemental Weaknesses	None					
Elemental Resistances	None					
Status Immunities	<b>Confusion, Stop, Frog, Manipulate, Berserk, Paralyzed</b>					

Jersey is an odd enemy. It's your first possible source of the **????** Enemy Skill, but it won't use it if it's been damaged (bug). At the beginning, Jersey is immune to magic and will only use its Spin Attack (and **????** at full HP), but if you hit it with a physical attack it will gain immunity to physicals for the rest of the battle instead (losing magic immunity) and spam you with **Fire2** (about 285 Fire-elemental damage) and Spin Attack. If your initial physical hit doesn't defeat it, take it down with Magical attacks.

### Black Bat

HP	550	MP	0	Level	25
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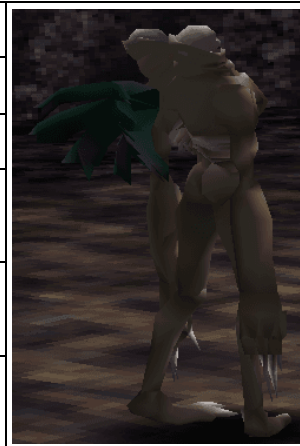
Exp	270	AP	24	Gil	80
Steal	Nothing	Drop	Vampire Fang (14.06%)	Morph	Vampire Fang
Elemental Weaknesses	Wind, Holy, Restorative				
Elemental Resistances	Earth (Nullifies)				
Status Immunities	Stop, Frog, Paralyzed				



Black Bat has one attack: Blood Suck, an attack which drains around 40 HP. They're very weak but often attack in large groups, so use whatever you need to get rid of them.

#### Ying

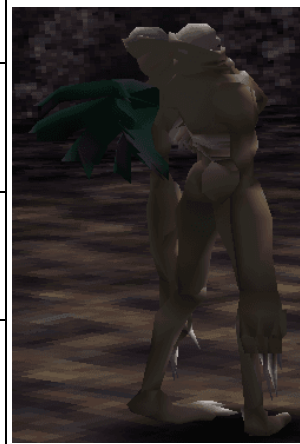
HP	1,200	MP	0	Level	24
Exp	400	AP	30	Gil	400
Steal	Nothing	Drop	Nothing	Morph	N/A
Elemental Weaknesses	None				
Elemental Resistances	Gravity (Half)				
Status Immunities	Death, Sleep, Poison, Confusion, Haste, Slow, Stop, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk, Paralyzed				



Ying is practically immune to physical attacks due to its high Defense, so stick with Magic. It's not undead, contrary to appearance. Its attacks are fairly damaging (about 200 damage for the punch and 260 for Sadistic Attack), so watch yourself.

#### Yang

HP	1,200	MP	220	Level	24
Exp	400	AP	30	Gil	400
Steal	Nothing	Drop	Nothing	Morph	N/A
Elemental Weaknesses	None				
Elemental Resistances	Gravity (Half)				
Status Immunities	Death, Sleep, Poison, Confusion, Haste, Slow, Stop, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk, Paralyzed				



Yang is has poor physical defense, so use your weapons to knock off this half of the monstrosity. **Bolt2** and **Ice2** each deal around 400 damage in their respective elements, and Suicide Yang will knock the target to within an inch of death (leaves them with 1/32 of their previous HP total). Suicide Yang is only used if Yang has less than 150 HP or less than 22 MP. Finish it quickly to avoid this (you gain no reward if Yang suicides).

### Mt. Nibel Enemies

**Boss: Materia Keeper** Most Mt. Nibel enemies (except Dragon) lack status protection, so be sure to take advantage if you're having difficulties.

#### Kyuvilduns

HP	800	MP	0	Level	24
Exp	340	AP	34	Gil	368
Steal	Nothing	Drop	Hi-Potion (14.06%)	Morph	Hi-Potion
Elemental Weaknesses	Fire				
Elemental Resistances	None				
Status Immunities	None				



All Kyuvilduns does is use Lay Flat every turn for around 250 damage (which makes it a dangerous opponent). They tend to come in groups, so wipe them out with **Beta** or **Ifrif** before they hurt you too much. Target-all status attacks work too; these lizards have no resistances to status at all.

### Sonic Speed

HP	750	MP	50	Level	26
Exp	370	AP	28	Gil	330
Steal	Ether [8]	Drop	Hi-Potion (14.06%)	Morph	Speed Drink
Elemental Weaknesses	Wind				
Elemental Resistances	Earth (Nullifies)				
Status Immunities	Stop, Frog, Manipulate, Paralyzed				



Sonic Speed has a basic physical for 100 or so damage, and Harrier, which deals around 225. There's little else to say, so defeat it however you see fit.

### Zuu

HP	1,200	MP	40	Level	27
Exp	450	AP	38	Gil	430
Steal	Bird Wing [32]	Drop	Bird Wing (14.06%)	Morph	Bird Wing
Elemental Weaknesses	Wind				
Elemental Resistances	Earth (Nullifies), Gravity (Nullifies)				
Status Immunities	Death, Stop, Frog, Small, Petrify, Death-sentence, Manipulate, Paralyzed				



Zuu is one strong bird, true to its form in other Final Fantasy games. Its claw hits for about 250, and Great Gale hits your whole party for around 125 and can set **Darkness**. If you're fighting on the long bridge, you'll need long-range attacks to damage the bird; otherwise, your physicals will work normally.

### Twin Brain

HP	400	MP	20	Level	25
Exp	340	AP	32	Gil	320
Steal	Ether [32]	Drop	Ether (14.06%)	Morph	Turbo Ether
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Immunities	None				



Twin Brain has two attacks. Stare Down is a royal annoyance; it sets **Paralyzed** on one character, and never fails barring immunity to the status. It also has a clinging attack which hits for 90 or so. Kill them using your preferred method.

### Screamer

HP	800	MP	40	Level	26
Exp	400	AP	33	Gil	400
Steal	Nothing	Drop	Earth Drum (14.06%)	Morph	Power Source
Elemental Weaknesses	None				
Elemental Resistances	Gravity (Nullifies)				
Status Immunities	None				



There's a basic physical for 180 or so, Iron Attack for 360, and War Cry which sets **Sadness** to one. Take them down quickly before they start racking up damage on you.

### Dragon

HP	3,500	MP	250	Level	32
Exp	900	AP	110	Gil	1400
Steal	Gold Armlet [32]	Drop	Fire Fang (always)	Morph	N/A
Elemental Weaknesses	None				

<b>Elemental Resistances</b>	Gravity (Nullifies), Fire (Absorbs)
<b>Status Immunities</b>	Death, Confusion, Stop, Frog, Small, Petrify, Death-sentence, Paralyzed



Looking at the stats above, you'd probably guess Dragon is powerful, and you'd be exactly right. Its bite hits for close to 750, and Flamethrower hits for 450 Fire-elemental damage. Try to steal that **Gold Armlet**, it's a nice upgrade, then defeat it with **Aqualung** or other powerful, non-Fire-/Gravity-based attacks. Be sure to stay healed, or you'll probably find yourself with KO'd characters.

## World Map - Rocket Area Enemies

Most enemies here - **Nibel Wolf**, **Valron**, and **Crown Lance**--hail from previous areas. This section of the World Map does have one new enemy, however.

### Velcher Task

<b>HP</b>	900	<b>MP</b>	28	<b>Level</b>	26
<b>Exp</b>	320	<b>AP</b>	31	<b>Gil</b>	350
<b>Steal</b>	<b>Remedy [32]</b>	<b>Drop</b>	<b>Hi-Potion</b>	<b>Morph</b>	<b>Remedy</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Poison (Absorbs)				
<b>Status Immunities</b>	None				



These demons use a weak claw attack, and Poison Blow, which sets **Poison** on one character. Also note this is your first potential source of **Remedy** items (fairly easy steal). Wipe away these cannon-fodder enemies however you like, just stay away from Poison-elemental attacks.

## World Map - Wutai Enemies

Enemies here are most notable for their Item drops--almost all of them have a number of possible Item drops, and often **Battle Items** instead of basic **Restorative Items**. If you're doing the **Wutai Sidequest**, be sure to equip strong weapons; these enemies can take a beating, and you probably won't have most of your best moves available.

### Tail Vault

<b>HP</b>	960	<b>MP</b>	0	<b>Level</b>	28
<b>Exp</b>	440	<b>AP</b>	36	<b>Gil</b>	380
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Phoenix Down (always)</b>	<b>Morph</b>	<i>N/A</i>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



Tail Vault has a simple physical for 249 base damage (actual damage will depend on your stats and especially your armor). It can counterattack as well, but simple physicals should work fine. Drops a **Phoenix Down** upon defeat.


### Razor Weed

<b>HP</b>	1,000	<b>MP</b>	145	<b>Level</b>	27
<b>Exp</b>	375	<b>AP</b>	30	<b>Gil</b>	350
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Tranquilizer (14.06%) Hi-Potion (14.06%) Loco Weed (14.06%)</b>	<b>Morph</b>	<i>N/A</i>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				




Razor Weed is relatively weak, relying on masses rather than strength to get you. Spaz Voice sets **Fury**, and they can also teach you **Magic Hammer**, a great Enemy Skill that can render many bosses helpless, so you'll definitely want to meet at least one.

### Edgehead

HP	900	MP	80	Level	27	
Exp	370	AP	36	Gil	385	
Steal	Nothing	Drop	X-Potion (14.06%) Smoke Bomb (14.06%) Hourglass (14.06%)	Morph	N/A	
Elemental Weaknesses	None					
Elemental Resistances	Lightning (Absorbs)					
Status Immunities	None					


Edgehead's physical is nothing to worry about, but Electric Burst can deal around 320 Lightning-elemental damage. Use whatever you have available and you'll be fine.

#### Thunderbird

HP	800	MP	80	Level	28	
Exp	385	AP	36	Gil	420	
Steal	Bolt Plume [32]	Drop	Bolt Plume (14.06%) Hi-Potion (14.06%) Echo Screen (14.06%)	Morph	Swift Bolt	
Elemental Weaknesses	None					
Elemental Resistances	Lightning (Absorbs)					
Status Immunities	Stop, Frog, Paralyzed					


Thunderbird is yet another two-trick pony: a stab for 253 base, and Lightning, which deals around 425 damage. Use your violence to eradicate them.

#### Bizarre Bug

HP	975	MP	0	Level	28	
Exp	420	AP	20	Gil	340	
Steal	Nothing	Drop	X-Potion (always)	Morph	N/A	
Elemental Weaknesses	None					
Elemental Resistances	None					
Status Immunities	Confusion, Frog, Small, Manipulate, Berserk					

Bizarre Bug's physicals hit for 270 base (again, before armor and defensive stats), but the real danger here is Toxic Powder, which deals 210 base to your whole party and inflicts **Poison** to anyone not immune to the status (used once per battle). If you can get around that, Bizarre Bug is an excellent source for **X-Potions**.

#### Adamantaimai


HP	1,600	MP	240	Level	30	
Exp	720	AP	100	Gil	2000	
Steal	Adaman Bangle [32]	Drop	Dragon Scales (14.06%) Phoenix Down (14.06%)	Morph	N/A	
Elemental Weaknesses	None					
Elemental Resistances	Gravity (Absorbs)					
Status Immunities	Confusion, Frog, Small					

Adamantaimai is highly useful for two reasons. First, you can Manipulate it to learn **Death Force**, an Enemy Skill that provides defense against the **Death** status. Second, you can steal **Adaman Bangles** for the **Wutai Sidequest**, which will come in very handy (you'll see why once you start the quest). As for the battle, Adamantaimai will never attack you normally (just casts **Barrier** and **MBarrier** on itself), but will counter any damage done with Light Shell (269 base). You should be using Magic to defeat it, because its physical defenses are extreme.

#### Da-Chao Statue Enemies

As with the previous section, physical damage values are given in base damage (rather than estimated typical damage like the rest of the enemies), due to the great variation in setups you might be using here.

#### Jayjujyme


HP	640	MP	20	Level	28	
Exp	410	AP	35	Gil	350	
Steal	Nothing	Drop	Remedy (14.06%) Remedy (14.06%) Deadly Waste (14.06%) X-Potion (14.06%)	Morph	N/A	
Elemental Weaknesses	None					
Elemental Resistances						
Status Immunities						

<b>Elemental Resistances</b>	None
<b>Status Immunities</b>	None

Silk and Thread are the most dangerous attacks here (set **Slow** and **Stop** respectively to one character). The bug also has a basic physical for weak damage. Nothing overly threatening, so deal with them however you want.

#### Foulander


<b>HP</b>	800	<b>MP</b>	100	<b>Level</b>	27
<b>Exp</b>	440	<b>AP</b>	34	<b>Gil</b>	460
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Lunar Curtain (14.06%) Fire Veil (14.06%)</b>	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Fire (Absorbs)				
<b>Status Immunities</b>	None				



Flame Dance deals around 360 Fire-elemental magic damage and is Foulander's big attack. It also has a claw for minor damage. Avoid using Fire when killing it.

#### Garuda

<b>HP</b>	1,400	<b>MP</b>	200	<b>Level</b>	29
<b>Exp</b>	520	<b>AP</b>	30	<b>Gil</b>	520
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Ice Crystal (14.06%) Bolt Plume (14.06%) Light Curtain (14.06%) Mute Mask (14.06%)</b>	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Wind				
<b>Elemental Resistances</b>	Earth (Nullifies), Ice (Absorbs), Lightning (Absorbs)				
<b>Status Immunities</b>	<b>Stop, Frog, Paralyzed</b>				




Garuda's basic rod attack is weak, but that's where the weakness ends. **Ice2** and **Bolt2** hit for 450 magic damage in their respective elements (if ST'd). Dance is a very strong MP-draining attack and will probably zero out the MP of whoever it hits. Has a very nice drop list, so try to fight one if you're interested in any of its items.

### World Map - Woodlands Enemies

This includes the area around the Temple of the Ancients, as well as most of the other southern islands (except Mideel, which has its own encounter set).

#### Under Lizard


<b>HP</b>	1,400	<b>MP</b>	140	<b>Level</b>	29
<b>Exp</b>	440	<b>AP</b>	45	<b>Gil</b>	420
<b>Steal</b>	<b>Remedy [32]</b>	<b>Drop</b>	<b>Remedy (14.06%)</b>	<b>Morph</b>	<b>Remedy</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



Petrified Frog is really the big danger here. It will turn a character into a **Frog** and give them **Slow-numb** if it connects. Take them down quickly, or use **Frog Song** yourself to prevent this.

#### Dual Horn

<b>HP</b>	2,500	<b>MP</b>	0	<b>Level</b>	30
<b>Exp</b>	550	<b>AP</b>	45	<b>Gil</b>	500
<b>Steal</b>	<b>Pepio Nut [8]</b>	<b>Drop</b>	<b>Pepio Nut (14.06%)</b>	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



Dual Horn simply attacks one character for around 200 damage every turn. The only thing standing between you and victory is its high HP count, so use your best attacks.

#### Tonadu

HP	1,600	MP	0	Level	30
Exp	600	AP	45	Gil	600
Steal	Bird Wing [63]	Drop	Bird Wing (always)	Morph	N/A
Elemental Weaknesses	Wind				
Elemental Resistances	Earth (Nullifies), Water (Nullifies)				
Status Immunities	Stop, Frog, Paralyzed				



Tonadu is basically a Zuu variant; its claw hits for around 250 and Great Gale to your party for around 120 (with the same **Darkness** chance as Zuu). Drops a **Bird Wing** on defeat.

#### Slaps

HP	900	MP	50	Level	29
Exp	370	AP	30	Gil	450
Steal	Nothing	Drop	Hi-Potion (14.06%)	Morph	Hyper
Elemental Weaknesses	Wind				
Elemental Resistances	Earth (Nullifies)				
Status Immunities	Confusion, Stop, Frog, Small, Manipulate, Berserk, Paralyzed				



Slaps are quite weak. They can **Berserk** and **Paralyze** characters, but their damage is so poor they'll almost certainly die before your party even if everyone is Berserked.

#### Kelzmelzer

HP	800	MP	0	Level	30
Exp	410	AP	35	Gil	400
Steal	Antidote [32]	Drop	Potion (14.06%)	Morph	Antidote
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Immunities	None				



Another weak enemy, Kelmelzer will either hit a character for around 110 damage, or use Liquid Poison to set **Poison** on a party member. It should pose little threat.

### Temple of the Ancients Enemies

**Bosses: Red Dragon, Demons Gate** Here, you'll also encounter **Under Lizard** and **Kelzmeizer** in addition to the enemies below.

#### Toxic Frog

HP	500	MP	100	Level	26
Exp	420	AP	30	Gil	260
Steal	Impaler [32]	Drop	Impaler (14.06%)	Morph	N/A
Elemental Weaknesses	Ice				
Elemental Resistances	Poison (Absorbs)				
Status Immunities	Frog, Small				



Remember **Touch Me**? Toxic Frog is the same thing, just stronger to account for being later in the game. Frog Jab (toggles **Frog**, removes **Sleep**) and **Frog Song** (toggles **Frog** and **Sleep**) both make appearances, so take it out with Ice before they Frog too much of your party.

#### Doorbull

HP	2,800	MP	160	Level	35
Exp	760	AP	50	Gil	680
Steal	Hi-Potion [32]	Drop	Hi-Potion (14.06%)	Morph	N/A
Elemental Weaknesses	None				
Elemental Resistances	Gravity (Nullifies), Fire (Absorbs)				

<b>Status Immunities</b>	<b>Manipulate</b>
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Doorbull's attacks all do around 250 damage (Fire Shell is Fire-elemental, funny how that works). An interesting way of disabling a Doorbull is to cast **Berserk** on it; it will simply sit around giving "skill power used up" messages and not even attack.

#### Ancient Dragon

<b>HP</b>	2,400	<b>MP</b>	450	<b>Level</b>	34
<b>Exp</b>	800	<b>AP</b>	80	<b>Gil</b>	800
<b>Steal</b>	Nothing	<b>Drop</b>	Turbo Ether (14.06%)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Gravity, Wind				
<b>Elemental Resistances</b>	Earth (Nullifies), Water (Nullifies)				
<b>Status Immunities</b>	<b>Stop, Frog, Paralyzed</b>				



Ancient Dragon has a claw attack for around 280, and Southern Cross deals 500 Fire-elemental physical damage to one. Kill them easily with **Demi2** or **Laser**.

#### Jemnezmy

<b>HP</b>	800	<b>MP</b>	80	<b>Level</b>	24
<b>Exp</b>	510	<b>AP</b>	50	<b>Gil</b>	400
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Poison (Death)				
<b>Elemental Resistances</b>	Ice (Nullifies)				
<b>Status Immunities</b>	<b>Sleep, Confusion, Frog, Small, Manipulate, Berserk, Paralyzed</b>				



Jemnezmy has a host of annoying status attacks (**Confusion**, **Toad** spell), but any Poison-elemental attack will instantly kill her, so do that before she can cause you trouble.

#### 8 Eye

<b>HP</b>	500	<b>MP</b>	220	<b>Level</b>	30
<b>Exp</b>	1000	<b>AP</b>	100	<b>Gil</b>	72
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	<b>Magic Source</b>
<b>Elemental Weaknesses</b>	Poison (Death)				

<b>Elemental Resistances</b>	Gravity (Nullifies)
<b>Status Immunities</b>	<b>Confusion, Silence, Frog, Manipulate, Berserk</b>



8 Eye has some extremely powerful attacks, including one that can hit for around 1,400 physical damage to one. Kill it off quickly with Poison.

## World Map - Northern Continent Enemies

This includes the area around Bone Village as well. **Tonadu** will appear on the beaches.

### Vlakorados

<b>HP</b>	33,333	<b>MP</b>	333	<b>Level</b>	33
<b>Exp</b>	510	<b>AP</b>	40	<b>Gil</b>	460
<b>Steal</b>	<b>Carob Nut [32]</b>	<b>Drop</b>	<b>Carob Nut (51.56%)</b>	<b>Morph</b>	<b>Elixir</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Half)				
<b>Status Immunities</b>	<b>Death, Confusion, Frog, Small, Slow-numb, Petrify, Manipulate, Berserk</b>				



Vlakorados isn't overly-powerful (physicals deal around 200 damage, and Bolt Ball deals 510 Lightning-elemental magic damage), but it has a massive amount of HP (by far the most of any enemy you'll see for some time yet). Gravity attacks work great to quickly knock off HP (even halved, they still deal heavy damage at the beginning), then switch to other attacks to finish it off. It's most famous as a source of **Carob Nuts** needed for Chocobo Breeding, but it can also be Morphed into an **Elixir**.

### Trickplay

<b>HP</b>	1,500	<b>MP</b>	100	<b>Level</b>	24
<b>Exp</b>	480	<b>AP</b>	35	<b>Gil</b>	800
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	<i>N/A</i>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Earth (Absorbs)				
<b>Status Immunities</b>	<b>Confusion, Frog, Small, Slow-numb, Petrify, Manipulate</b>				



Trickplay has a number of fairly strong ST attacks (dealing damage ranging from 300 for the weakest to Sewer, the strongest, at 400 or so). Also noteworthy is Gold Mountain, which causes Trickplay to drop 800 additional Gil each time it's used. Trickplay also has the **L4 Suicide** Enemy Skill. Be sure to keep yourself healed.

### Bandersnatch

<b>HP</b>	860	<b>MP</b>	100	<b>Level</b>	30
<b>Exp</b>	510	<b>AP</b>	40	<b>Gil</b>	600
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	<b>Ice Crystal</b>
<b>Elemental Weaknesses</b>	Fire				
<b>Elemental Resistances</b>	Ice (Half)				
<b>Status Immunities</b>	<b>Confusion, Frog, Small, Manipulate</b>				



Mostly cannon-fodder (hits for around 200 damage), Bandersnatch does have the same Howling ability as previous wolf variants (can revive a fallen Bandersnatch). Take them out with Fire or physicals.

### Jumping

<b>HP</b>	999	<b>MP</b>	0	<b>Level</b>	24
<b>Exp</b>	400	<b>AP</b>	30	<b>Gil</b>	50
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	<b>Antarctic Wind</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				




<b>Status Immunities</b>	None	
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Jumping has a 50% chance of using Dive Kick for pitiful damage, and a 50% chance of using Club Sword for around 550 physical damage. Take them down as fast as you can to avoid the latter.

## Corral Valley Enemies


Corral Valley is home to a number of strange species, but thankfully most of them are pretty weak.

### Boundfat

<b>HP</b>	500	<b>MP</b>	80	<b>Level</b>	27	
<b>Exp</b>	420	<b>AP</b>	30	<b>Gil</b>	350	
<b>Steal</b>	<b>Dazers</b> [32]	<b>Drop</b>	<b>Dazers</b> (14.06%)	<b>Morph</b>	<b>Dazers</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	Ice (Absorbs)					
<b>Status Immunities</b>	None					


Boundfat has a bodyblow for around 110 damage, and **Ice2** for 550 Ice-elemental magic damage. It can also cast **Death-sentence** as a final attack if killed with **Magic** or **Summon** attacks, but this serves little purpose aside from teaching you the Enemy Skill. A great source of **Dazers**, which set **Paralyzed**.

### Maldancer

<b>HP</b>	600	<b>MP</b>	100	<b>Level</b>	32	
<b>Exp</b>	500	<b>AP</b>	56	<b>Gil</b>	700	
<b>Steal</b>	<b>Phoenix Down</b> [8]	<b>Drop</b>	<b>Hi-Potion</b> (14.06%)	<b>Morph</b>	<b>X-Potion</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	Earth (Nullifies), Water (Nullifies)					
<b>Status Immunities</b>	<b>Stop, Frog, Paralyzed</b>					


Mostly an annoyance, they love to spam their Dance attack, which hits all allies for minor damage and sets **Darkness** and **Slow**. If you get hit with Darkness use MT magical attacks or **Limits** to take them out.

### Hungry

<b>HP</b>	2,000	<b>MP</b>	100	<b>Level</b>	33	
<b>Exp</b>	700	<b>AP</b>	60	<b>Gil</b>	600	
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Ether</b> (14.06%)	<b>Morph</b>	<i>N/A</i>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	<b>Confusion, Frog, Small, Manipulate</b>					

Hungry mostly just likes to cast **Mini**, but the real danger comes after it connects: it can then Eat a **Small** character, removing them from battle and flagging them as "dead." Defeat them before they can do this.

### Grimguard

<b>HP</b>	880	<b>MP</b>	120	<b>Level</b>	31	
<b>Exp</b>	600	<b>AP</b>	41	<b>Gil</b>	560	
<b>Steal</b>	<b>Shrivel</b> [32]	<b>Drop</b>	<b>Shrivel</b> (14.06%)	<b>Morph</b>	<i>N/A</i>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	<b>Confusion, Frog, Small, Manipulate, Berserk</b>					

Grimguard has two forms: one with high MDef (which is bugged and does nothing in the original PSX and PC releases) that uses powerful magic attacks (**Ice2** and **Bolt2** for 400 damage each), and the other with high Defense that uses a weak Grim Rod attack. It uses Spin Shield to switch between the forms; figure out which form it's in and attack accordingly.

### Acrophies

<b>HP</b>	2,400	<b>MP</b>	220	<b>Level</b>	35
<b>Exp</b>	800	<b>AP</b>	90	<b>Gil</b>	1200
<b>Steal</b>	<b>Water Ring [8]</b>	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies), Water (Absorbs)				
<b>Status Immunities</b>	<b>Confusion, Frog, Manipulate</b>				



If you get a back attack, be aware that Acrophies takes 8x normal physical damage. Acrophies has three attacks: a basic physical for 150; Isogin Smog, a very strong attack which is only seen if all characters are afflicted with **Darkness** (which Acrophies can't set otherwise); and Huge Tidal Wave, which heals massive amounts of HP to Acrophies and hits your party for about 100 damage. Take it out, and try to steal that **Water Ring**, it's a nice accessory for a difficult-to-defend element.

### Great Glacier Enemies

**Bandersnatch** and **Hungry** will also appear here. Snow appears as an encounter as well, but is covered in the **main walkthrough**.

#### Shred

<b>HP</b>	900	<b>MP</b>	100	<b>Level</b>	32
<b>Exp</b>	500	<b>AP</b>	40	<b>Gil</b>	950
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Ether (4.69%)</b>	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Fire, Wind				
<b>Elemental Resistances</b>	Ice (Nullifies), Earth (Nullifies), Water (Nullifies)				
<b>Status Immunities</b>	<b>Stop, Frog, Paralyzed</b>				



Shred's tail attack is its primary attack, dealing around 240 damage. Crazy Claw can set **Berserk** in addition to doing small damage, and if any party member is under 25% max HP and you attack it, it will cast **Cure3** once on your party (free healing). They're not overly strong, and Fire will dispose of them quickly.

#### Frozen Nail

<b>HP</b>	1,300	<b>MP</b>	100	<b>Level</b>	28
<b>Exp</b>	520	<b>AP</b>	50	<b>Gil</b>	800
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



Frozen Nail is mostly a boring pile of Hit Points. Flying Sickle deals good damage (400 magical damage to one), but it's only used 25% of the time so just defeat it however you want.

#### Lessaloploth

<b>HP</b>	2,00	<b>MP</b>	400	<b>Level</b>	34
<b>Exp</b>	920	<b>AP</b>	65	<b>Gil</b>	1000
<b>Steal</b>	<b>Phoenix Down [32]</b>	<b>Drop</b>	<b>Phoenix Down (14.06%)</b>	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Wind				
<b>Elemental Resistances</b>	Ice (Nullifies), Earth (Nullifies), Gravity (Nullifies), Water (Nullifies)				
<b>Status Immunities</b>	<b>Stop, Frog, Paralyzed</b>				



This ice dragon is pretty strong. Wing Cut and Scorpion Tail both do around 230 damage, but Avalanche is the real threat here; if ST'd it can deal around 800 physical damage. Defeat them quickly to avoid seeing this attack.

#### Ice Golem

HP	4,000	MP	300	Level	30
Exp	1000	AP	70	Gil	1500
Steal	Hi-Potion [32]	Drop	Hi-Potion (14.06%)	Morph	N/A
Elemental Weaknesses	None				
Elemental Resistances	Ice (Absorbs)				
Status Immunities	Confusion, Frog, Small, Manipulate, Berserk				



Wide Grazer deals around 600 points Lightning-elemental magic damage to your party, and Cold Snap and Golem Punch each deal around 500 physical damage to one. **Gravity** is great for cutting down its large HP total, as is the usual **Beta** violence.

#### Magnade

HP	1,000	MP	100	Level	35
Exp	980	AP	50	Gil	1200
Steal	Phoenix Down [32]	Drop	X-Potion (14.06%)	Morph	N/A
Elemental Weaknesses	Fire, Gravity				
Elemental Resistances	None				
Status Immunities	Death, Sleep, Poison, Confusion, Haste, Slow, Stop, Frog, Small, Slow-numb, Petrify, Manipulate, Berserk, Paralyzed				



Magnade will have high physical defenses until its shields break, but there's no reason to bother with physicals when Gravity and Fire work so well. Its attacks do heavy damage (W-Shield Throw does around 580 damage), so off it quickly.

#### Gaea's Cliff Enemies

**Bosses: Schizo (Right), Schizo (Left)** The enemies in Gaea's Cliff are overall quite strong, so watch your HP as you travel up the cliff. Note that you can never come back here again after completing the next area, so be sure to do anything you want to do in the area while you're here.

#### Headbomber

HP	1,600	MP	200	Level	35
Exp	640	AP	64	Gil	460
Steal	Tranquilizer [63]	Drop	Hyper (4.69%)	Morph	Tranquilizer
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Immunities	None				



For most of the battle, Headbomber will just use its slap for around 240 damage. However, once it's alone, it will greatly up its speed, and use Extreme Bomber (deals around 1,000 physical damage to one) for the rest of the battle.


#### Malboro

HP	4,400	MP	900	Level	44
Exp	1000	AP	100	Gil	100
Steal	M-Tentacles [32] Echo Screen [32]	Drop	M-Tentacles (always)	Morph	N/A
Elemental Weaknesses	Water				
Elemental Resistances	Gravity (Nullifies), Poison (Absorbs)				
Status Immunities	Poison, Confusion, Frog, Small, Slow-numb, Petrify, Manipulate, Berserk				



Malboro will spend most of the battle using Frozen Beam (1,000 Ice-elemental damage to one) or **Bio2** (710 Poison-elemental damage with chance of setting **Poison**, can be MT'd). However, be sure to let it use **Bad Breath** (sets **Poison**, **Confusion**, **Sleep**, **Silence**, **Frog**, and **Small**) at least once so you can learn it on your Enemy Skill Materia. Weak to Water, not Fire like you'd think. Has **M-Tentacles** as a 100% Drop, so don't bother Stealing.

### Zolokalter

<b>HP</b>	950	<b>MP</b>	90	<b>Level</b>	30	
<b>Exp</b>	700	<b>AP</b>	60	<b>Gil</b>	700	
<b>Steal</b>	Nothing	<b>Drop</b>	<b>X-Potion (14.06%)</b>	<b>Morph</b>	<b>Antidote</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	Poison (Absorbs)					
<b>Status Immunities</b>	None					


Zolokalter mostly likes to use Toxic Barf, which sets **Poison** and **Slow** on the target. It also has a basic physical, which deals around 200 damage to one. Defeat these weaklings with whatever method you like.

### Stilva

<b>HP</b>	2,000	<b>MP</b>	300	<b>Level</b>	40	
<b>Exp</b>	1000	<b>AP</b>	110	<b>Gil</b>	1100	
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Tent (14.06%)</b>	<b>Morph</b>	<b>Holy Torch</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	Gravity (Nullifies)					
<b>Status Immunities</b>	<b>Confusion, Frog, Small, Berserk</b>					

Stilva are very strong. Their ultimate attack is **Magic Breath**, which deals 2,700 (!) Fire-/Ice-/Lightning-elemental damage to your party. Basically, you're either protected against one of the elements, have **MBarrier** set, or are pushing up daisies after this attack. **Trine** is also damaging (requires **Manipulate**); it hits your whole party for 1,200 Lightning-elemental damage. Be sure to keep your HP up (or equip protection against Lightning) when learning these two great Enemy Skills. Its other attacks are nothing compared to the Enemy Skill onslaught.

### Evilhead

<b>HP</b>	740	<b>MP</b>	45	<b>Level</b>	28	
<b>Exp</b>	650	<b>AP</b>	50	<b>Gil</b>	400	
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Vampire Fang (14.06%)</b>	<b>Morph</b>	<b>Holy Torch</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>						

<b>Status Immunities</b>	None
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Evilhead is another bat variety. Ultrasound deals around 250 magic damage and inflicts **Silence**, while Blood Suck is a draining attack that hurts you for 200 physical damage. Beta is a great way to eliminate them, especially in battles with Icicles. Has a rare **Holy Torch** Morph that's much easier than Stilva's.

#### Cuahl

<b>HP</b>	1,300	<b>MP</b>	60	<b>Level</b>	33
<b>Exp</b>	720	<b>AP</b>	20	<b>Gil</b>	800
<b>Steal</b>	<b>Tranquilizer [32]</b>	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	<b>Tranquilizer</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



Cuahl has two attacks: Four Laser, which is used after a magical attack and deals around 200 damage, and Blaster, which is used after a physical attack and deals around 800 magic damage (no statuses, thankfully). Either use a status to disable them, or defeat them before they get a chance to use their crap on you.

#### Blue Dragon

<b>HP</b>	8,800	<b>MP</b>	500	<b>Level</b>	41
<b>Exp</b>	1200	<b>AP</b>	200	<b>Gil</b>	1000
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Dragon Armlet (always)</b>	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies), Ice (Absorbs)				
<b>Status Immunities</b>	<b>Death, Sleep, Confusion, Silence, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk, Paralyzed</b>				



Blue Dragon is immensely strong. Its bite deals around 1,800 damage and can be used twice in a turn. Its Tail Attack is half as strong, but still can pack a punch. Blue Dragon Breath is an Ice-elemental magical attack that deals around 650 to the whole party, and Great Gale hits for around the same amount but is non-elemental and inflicts **Darkness**. Watch yourself and win the fight to get a **Dragon Armlet**, a great armor that reduces elemental damage.

#### Whirlwind Maze Enemies

**Boss: Jenova\*DEATH** The creatures below line the path to a pivotal encounter with Sephiroth. They're fairly strong, but shouldn't be anything you can't handle.

#### Grenade

<b>HP</b>	2,000	<b>MP</b>	0	<b>Level</b>	32
<b>Exp</b>	900	<b>AP</b>	100	<b>Gil</b>	400
<b>Steal</b>	<b>Right Arm [8]</b>	<b>Drop</b>	<b>Right Arm (14.06%)</b>	<b>Morph</b>	<b>Right Arm</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Fire (Half), Earth (Nullifies)				
<b>Status Immunities</b>	<b>Confusion, Stop, Frog, Small, Manipulate, Berserk, Paralyzed</b>				



Grenade is similar to Bomb. In its first two forms it deals 200 physical damage for its blows, and after the second time growing it deals 580. Gush (after growing for the first time) does 440. Finally, if it blows up it will do massive damage, almost certainly killing whoever laid the last hit (and you gain nothing if this happens).

**Sleep** status is the easiest way to prevent this; instant **Death** attacks also will work. Has **Right Arm** items in its Steal, Drop, and Morph lists.

#### Gigas


<b>HP</b>	3,500	<b>MP</b>	100	<b>Level</b>	40
<b>Exp</b>	840	<b>AP</b>	84	<b>Gil</b>	560
<b>Steal</b>	<b>Gigas Armlet [32]</b>	<b>Drop</b>	<b>Earth Mallet (14.06%)</b>	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Nullifies)				

<b>Status Immunities</b>	<b>Confusion, Frog, Small, Manipulate, Berserk</b>
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For the most part, Gigas just brawls you physically, with Moon Wars dealing around 500 damage. It can also cast **Quake3**, which deals around 2,500 damage if ST'd. Try to get that **Earth Mallet** (drop), it's unique and cannot be obtained later.

### Gremlin

<b>HP</b>	1,500	<b>MP</b>	100	<b>Level</b>	36	
<b>Exp</b>	750	<b>AP</b>	60	<b>Gil</b>	750	
<b>Steal</b>	<b>Tent [32]</b>	<b>Drop</b>	<b>Shrivel (14.06%)</b>	<b>Morph</b>	<b>X-Potion</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	None					


Gremlin is a simple little bugger. It uses its claw attack for 250 physical damage, or its Bad Words attack for 750 (also sets **Sadness**). Take them out so you can continue.

### Sculpture

<b>HP</b>	1,700	<b>MP</b>	100	<b>Level</b>	32	
<b>Exp</b>	860	<b>AP</b>	60	<b>Gil</b>	640	
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Tranquilizer (4.69%)</b>	<b>Morph</b>	<i>N/A</i>	
<b>Elemental Weaknesses</b>	Holy (Death)					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	<b>Slow-numb, Petrify</b>					

Sculpture has two attacks: a basic bodyblow for about 140 damage, and Fire Shell, which deals around 410 Fire-elemental physical damage. **Alexander** (or **Alexander-Elemental** in your weapon) will immediately kill them, or just use you strongest moves.

### Ironite

<b>HP</b>	2,400	<b>MP</b>	100	<b>Level</b>	30	
<b>Exp</b>	900	<b>AP</b>	48	<b>Gil</b>	680	
<b>Steal</b>	<b>Phoenix Down [8]</b>	<b>Drop</b>	<b>Hi-Potion (4.69%)</b>	<b>Morph</b>	<i>N/A</i>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	<b>Frog</b>					

Aside from **Sleepel**, Ironite has two attacks: a basic bodyblow for around 150 damage, and Flying Upper which hits for around 475. Just keep healed and keep hitting the beast.

### Wind Wing

<b>HP</b>	1,900	<b>MP</b>	350	<b>Level</b>	36	
<b>Exp</b>	800	<b>AP</b>	60	<b>Gil</b>	500	
<b>Steal</b>	<b>Phoenix Down [8]</b>	<b>Drop</b>	<b>Hi-Potion (51.56%)</b>	<b>Morph</b>	<b>Phoenix Down</b>	
<b>Elemental Weaknesses</b>	None					

<b>Elemental Resistances</b>	None
<b>Status Immunities</b>	None



Wind Wing is a very strong enemy. Its baic tail attack does about 270 damage, but then there's Sham Seal (around 600 damage) and Aero3 (1,500 ST Wind-elemental magic damage). It can also use **White Wind** to heal itself, so be quick about defeating it.

#### Dragon Rider

<b>HP</b>	3,500	<b>MP</b>	180	<b>Level</b>	35
<b>Exp</b>	1000	<b>AP</b>	80	<b>Gil</b>	690
<b>Steal</b>	<b>Hi-Potion [32]</b>	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	<b>Mind Source</b>
<b>Elemental Weaknesses</b>	Wind				
<b>Elemental Resistances</b>	Earth (Nullifies), Gravity (Nullifies), Water (Nullifies)				
<b>Status Immunities</b>	<b>Confusion, Stop, Frog, Small, Manipulate, Paralyzed</b>				



Dragon Rider has lots of fun, powerful attacks for you to contend with. Its bite and Dual Attack moves deal in the 300s. Head Hunting does around 750, and Head Hunting 2 does around 1,400 to one. Finally, Rider Breath hits for around 1,200 damage. Keep healed and hit this creature as hard as you can. Can Morph into a **Mind Source**.

#### Killbin

<b>HP</b>	3,200	<b>MP</b>	380	<b>Level</b>	30
<b>Exp</b>	700	<b>AP</b>	150	<b>Gil</b>	1000
<b>Steal</b>	<b>Turbo Ether [32]</b>	<b>Drop</b>	<b>Ether (14.06%)</b>	<b>Morph</b>	<b>Mind Source</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	<b>Manipulate</b>				



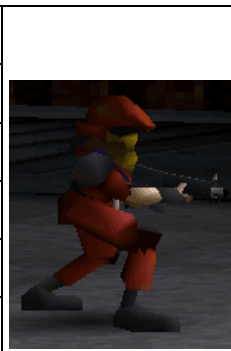
These giant dice-type enemies have two very strong spells in **Fire2** and **Ice2** (around 830 magical damage in their respective element). It also has the ability to drain MP, attack physically (around 200 damage), and cast **Slow**. Take them down however you like.

#### Aljunon Enemies

You'll encounter the enemies below as you try to escape the Shinra a second time. You can also encounter these enemies in the airport anytime after **Whirlwind Maze**.

#### Attack Squad

<b>HP</b>	1,300	<b>MP</b>	100	<b>Level</b>	34
<b>Exp</b>	300	<b>AP</b>	10	<b>Gil</b>	420
<b>Steal</b>	<b>8inch Cannon [8]</b>	<b>Drop</b>	<b>S-Mine (14.06%)</b>	<b>Morph</b>	<i>N/A</i>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



More weak Shinra troops, only this time Disc 2 style. They still have their machine guns and Grenade for trash damage, as well as the smoke shot that sets **Sleep** and **Darkness** on a character. Waste them however you like.

#### SOLDIER:2nd

<b>HP</b>	4,000	<b>MP</b>	340	<b>Level</b>	35
<b>Exp</b>	1000	<b>AP</b>	85	<b>Gil</b>	750

<b>Steal</b>	<b>Remedy</b> [8]	<b>Drop</b>	<b>X-Potion</b> (14.06%)	<b>Morph</b>	<i>N/A</i>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



SOLDIER:2nd is a strong physical attacker. Normally they will just use their sword for around 280 damage, but if you use magical attacks on them they will counter with Sword of Doom for around 900 damage. Vulnerable to all elements and statuses.

#### Roulette Cannon

<b>HP</b>	3,000	<b>MP</b>	200	<b>Level</b>	38
<b>Exp</b>	1200	<b>AP</b>	100	<b>Gil</b>	1600
<b>Steal</b>	Nothing	<b>Drop</b>	<b>X-Potion</b> (always)	<b>Morph</b>	<i>N/A</i>
<b>Elemental Weaknesses</b>	Lightning				
<b>Elemental Resistances</b>	Poison (Nullifies)				
<b>Status Immunities</b>	<b>Death, Sleep, Poison, Sadness, Fury, Confusion, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk, Paralyzed, Darkness</b>				



Roulette Cannon only has one attack: its cannon volley for around 550 damage to one, which it counters all attacks with (Roulette Cannon never attacks on its turns, only counters). Trash it with Lightning (**Magic Breath** and **Trine** really leave a mark here).

#### World Map - Cactus Island Enemies

Cactus Island has **Dual Horn** and **Under Lizard** on the grass. Enter the desert to fight:

#### Cactuer

<b>HP</b>	6,000	<b>MP</b>	120	<b>Level</b>	40
<b>Exp</b>	1000	<b>AP</b>	100	<b>Gil</b>	1000
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	<b>Tetra Elemental</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	<b>Frog, Small</b>				



Cactuer is an upgraded **Cactuar**, with the same 7/8 chance of evading blockable physicals. As you can see they don't drop anything special, but the real reason to fight them is to Morph a **Tetra Elemental**. Mystery Kick hits for around 750 when the encounter first becomes available, and 1000 Needles does a fixed 1,000 damage (it's not a learnable Enemy Skill, if you're wondering). The easiest way to Morph one is to start off with **L4 Suicide**, then use **Stop, Sleep, Dazers**, or **Manipulate** to eliminate its evasion and complete the Morph.

#### World Map - Goblin Island/Round Island Enemies

On the grass and beaches, you'll find **Dual Horn** and **Under Lizard**, both of which you've seen before. Fight in the forest to find...

#### Goblin

<b>HP</b>	2,000	<b>MP</b>	80	<b>Level</b>	40
<b>Exp</b>	20	<b>AP</b>	20	<b>Gil</b>	20
<b>Steal</b>	<b>Zeio Nut</b> [8]	<b>Drop</b>	<b>Zeio Nut</b> (14.06%)	<b>Morph</b>	<i>N/A</i>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	<b>Frog, Small</b>				



Goblins are noted for two reasons. First, they're the source of the **Goblin Punch** Enemy Skill, and the only monster who knows it. Second, they carry **Zeio Nuts** (both as Steals and as Drops), which you need for **Chocobo Breeding**. Try to steal a few while you're here. Goblin has three attacks; its regular attack (200 damage) and Goblin Punch (160 damage) are nothing to worry about by themselves (except Goblin Punch if a character is level 40), but **Sleepel** also appears, and Goblins appear in groups and can rack up damage quickly. Keep healed and win those goodies!

#### World Map - Mideel Enemies



The final major area you're able to explore (on the World Map anyway), Mideel naturally has some reasonably strong encounters. With the Highwind, however, it's not necessary to fight any of them unless you really want to.

### Hippogriff

<b>HP</b>	3,000	<b>MP</b>	280	<b>Level</b>	37
<b>Exp</b>	800	<b>AP</b>	80	<b>Gil</b>	1500
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Echo Screen (4.69%)</b>	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	<b>Sleep, Confusion, Stop, Frog, Small, Manipulate, Berserk, Paralyzed</b>				



Hippogriff has three attacks: its beak for around 340 damage, L2 Confu, which sets **Confusion** on anything that's an even-numbered level and not immune (only used on the first turn), and ???, which deals around 1,000 damage (not to be confused with the Enemy Skill ???). If it flies in the air, it can only be hit with long-range attacks.

### Spiral

<b>HP</b>	2,800	<b>MP</b>	100	<b>Level</b>	39
<b>Exp</b>	700	<b>AP</b>	80	<b>Gil</b>	1300
<b>Steal</b>	<b>X-Potion [32]</b>	<b>Drop</b>	<b>Hi-Potion (14.06%)</b>	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	<b>Confusion, Frog, Small, Manipulate, Berserk</b>				



Spiral is a simple attacker. It uses a basic physical for around 320 damage in its normal form, and Spin for 400 damage when in ball form (it also gains significant defense in this form). Take it out however you like.

### Head Hunter

<b>HP</b>	2,000	<b>MP</b>	100	<b>Level</b>	30
<b>Exp</b>	6500	<b>AP</b>	80	<b>Gil</b>	1000
<b>Steal</b>	<b>Tranquilizer [32]</b>	<b>Drop</b>	<b>Ether (14.06%)</b>	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



Easily the weakest enemy in Mideel, Head Hunter simply deals 410 damage per turn to one opponent. Take it out in whatever way you feel like; MT attacks like **Magic Breath** and **Beta** work well.

### Crysaes

<b>HP</b>	1,500	<b>MP</b>	100	<b>Level</b>	37
<b>Exp</b>	800	<b>AP</b>	80	<b>Gil</b>	600
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Ether (14.06%)</b>	<b>Morph</b>	<b>Dream Powder</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



These caterpillars have a bite that deals around 475 damage, and Sleep Scales which just inflict **Sleep**. Use strong MT attacks to wipe them out.

### Sea Worm

<b>HP</b>	9,000	<b>MP</b>	200	<b>Level</b>	22
<b>Exp</b>	1300	<b>AP</b>	200	<b>Gil</b>	5000
<b>Steal</b>	<b>Dragon Scales [32]</b>	<b>Drop</b>	<b>Turbo Ether (14.06%)</b>	<b>Morph</b>	<b>Dragon Scales</b>
<b>Elemental Weaknesses</b>	Ice				
<b>Elemental Resistances</b>	Fire (Half), Gravity (Nullifies), Earth (Absorbs)				

<b>Status Immunities</b>	<b>Death, Confusion, Stop, Frog, Small, Petrify, Death-sentence, Manipulate, Paralyzed</b>
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These giant piles of HP are most known for their great rewards for winning (especially Gil, Steal, and Morph). Their attacks are unassuming; other than Crush (around 350 damage), everything else deals minor damage (Sandstorm will set **Darkness** however). Take them out with Ice.

## Mt. Corel Huge Materia Enemies

While scaling Mt. Corel, you'll see all the **normal enemies** in the area. However, when you begin the quest to **retrieve the Huge Materia**, you'll encounter the following time-wasters (in addition to the previously-encountered **Attack Squad**):

### Gas Ducter

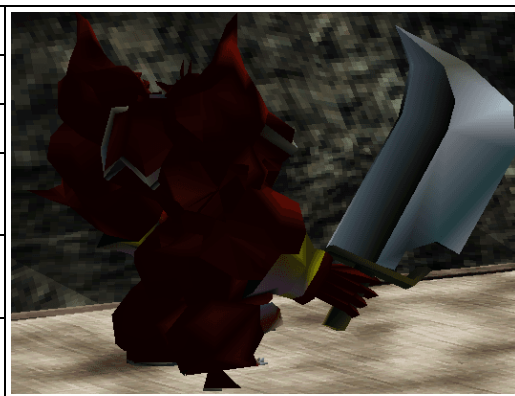
<b>HP</b>	3,000	<b>MP</b>	200	<b>Level</b>	42
<b>Exp</b>	900	<b>AP</b>	75	<b>Gil</b>	1100
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Poison (Absorb)				
<b>Status Immunities</b>	<b>Sleep, Poison, Sadness, Fury, Frog, Small, Death-sentence, Paralyzed, Darkness</b>				



These things have a punch for around 455 damage, and Smog Alert, which does around 575 damage and sets **Poison, Sadness, Silence, and Berserk** to one. Take these machines down with powerful magic or **Enemy Skills** (stay away from Summons, they waste too much time).

### Wolfmeister

<b>HP</b>	10,000	<b>MP</b>	200	<b>Level</b>	43
<b>Exp</b>	10000	<b>AP</b>	100	<b>Gil</b>	600
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Water				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	<b>Death, Confusion, Silence, Stop, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk, Paralyzed</b>				



Wolfmeister hits hard (most of its attacks deal right around 1,000 damage) and knows **Big Guard**. Combine that with the time limit and your way forward should be obvious: spam **Aqualung** (or other strong Magic/Enemy Skills if you don't have Aqualung) and **DeBarrier/DeSpell** Big Guard if he uses it.

### Eagle Gun

<b>HP</b>	17,000	<b>MP</b>	50	<b>Level</b>	46
<b>Exp</b>	2000	<b>AP</b>	90	<b>Gil</b>	3800
<b>Steal</b>	<b>Warrior Bangle [32]</b>	<b>Drop</b>	<b>X-Potion (always)</b>	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Lightning				
<b>Elemental Resistances</b>	Earth (Nullifies), Water (Nullifies)				
<b>Status Immunities</b>	<b>Death, Sleep, Poison, Sadness, Fury, Confusion, Silence, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk, Paralyzed, Darkness</b>				



In some ways, Eagle Gun is like a boss (especially that high HP count and 100% item drop). Its attacks aren't overly strong through (around 500 to one for its claw and Single Wing Fire, and 250 to all with Dual Wing Fire). Steal that **Warrior Bangle** (it's unique and this is your only chance), then blast it with Lightning (**Magic Breath** is especially awesome here).

## Underwater Reactor Enemies

**Bosses:** **Carry Armor**, **Left Arm**, **Right Arm** You'll run into these opponents during the quest for the Huge Materia in the Underwater Reactor. In addition to these enemies, you'll also find **SOLDIER:2nd**.

### Submarine Crew

<b>HP</b>	1,500	<b>MP</b>	85	<b>Level</b>	32
<b>Exp</b>	850	<b>AP</b>	80	<b>Gil</b>	500
<b>Steal</b>	<b>8inch Cannon</b> [8]	<b>Drop</b>	<b>S-Mine</b> (14.06%) <b>Shinra Beta</b> (14.06%)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



Not particularly strong, all they do is shoot you for around 280 damage to one. Occasionally drops a **Shinra Beta** Armor; this is your last chance to obtain them. The **8inch Cannon** Steal is also very nice.

### Guard System

<b>HP</b>	2,200	<b>MP</b>	200	<b>Level</b>	35
<b>Exp</b>	1100	<b>AP</b>	80	<b>Gil</b>	1200
<b>Steal</b>	None	<b>Drop</b>	<b>Molotov</b> (4.69%)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Lightning (Nullifies)				
<b>Status Immunities</b>	<b>Death, Sleep, Poison, Sadness, Fury, Confusion, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk, Paralyzed, Darkness</b>				



Remember **Warning Board**? Guard system is them, only with more HP, and they're just as pitiful now as Warning Boards were then. The Quick Machine Gun and Rocket Launcher they can summon both deal decent damage, but you'll probably have defeated Guard System before they get any turns.

### Slalom

<b>HP</b>	1,600	<b>MP</b>	30	<b>Level</b>	37
<b>Exp</b>	700	<b>AP</b>	70	<b>Gil</b>	1500
<b>Steal</b>	<b>Deadly Waste</b> [8]	<b>Drop</b>	<b>Smoke Bomb</b> (14.06%)	<b>Morph</b>	<b>Hi-Potion</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Poison (Absorbs)				
<b>Status Immunities</b>	<b>Sleep, Poison, Sadness, Fury, Frog, Small, Death-sentence, Paralyzed, Darkness</b>				



Slalom does weak damage (around 250 per hit), but its Smog attacks can inflict **Poison** or **Darkness**. Just deal with them however you usually deal with enemies.


### Death Machine

<b>HP</b>	2,500	<b>MP</b>	150	<b>Level</b>	35
<b>Exp</b>	900	<b>AP</b>	80	<b>Gil</b>	200
<b>Steal</b>	<b>W Machine Gun</b> [8]	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				




W Machine Gun is this **Sweeper** upgrade's strongest move; it deals around 420 damage to one and can be used twice in a combo. Matra Magic is also noteworthy; it's not overly strong, but it can be used in a two-hit combo (around 500 total damage) when its HP drops below 417. It's not weak to Lightning, but can be afflicted with all statuses.

#### Diver Nest

<b>HP</b>	2,800	<b>MP</b>	100	<b>Level</b>	38	
<b>Exp</b>	10000	<b>AP</b>	100	<b>Gil</b>	600	
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	N/A	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	Water (Half), Earth (Nullifies)					
<b>Status Immunities</b>	None					


Tornado Wave is Diver Nest's most powerful move; it deals around 700 Wind-elemental magic damage to one. Bodyblow is also quite powerful, hitting for around 550 (can be used in a two-hit combo), and Big Wave hits your whole party for weak damage. Feel free to debilitate it with statuses or just pound on it before it can do the same to you.

#### Ghost Ship

<b>HP</b>	6,600	<b>MP</b>	100	<b>Level</b>	44	
<b>Exp</b>	1600	<b>AP</b>	60	<b>Gil</b>	2000	
<b>Steal</b>	<b>Phoenix Down</b> [32]	<b>Drop</b>	<b>Phoenix Down</b> (14.06%)	<b>Morph</b>	<b>Guide Book</b>	
<b>Elemental Weaknesses</b>	Holy, Restorative					
<b>Elemental Resistances</b>	Water (Half), Earth (Nullifies), Gravity (Nullifies)					
<b>Status Immunities</b>	<b>Sleep, Confusion, Stop, Frog, Small, Death-sentence, Manipulate, Paralyzed</b>					


Gonnai is the biggest annoyance here; it removes a character from the battle and flags them as "dead" (no HP is lost; in **Battle Square** this is an automatic loss). St. Elmos Fire is a weak Fire-elemental attack, and its paddle swat is similarly unimpressive. Try to Morph it into a **Guide Book** if you can.

#### Corvette

<b>HP</b>	3,200	<b>MP</b>	260	<b>Level</b>	36	
<b>Exp</b>	1050	<b>AP</b>	60	<b>Gil</b>	2200	
<b>Steal</b>	<b>Loco Weed</b> [8]	<b>Drop</b>	<b>Hyper</b> (14.06%)	<b>Morph</b>	<b>Light Curtain</b>	
<b>Elemental Weaknesses</b>	<b>Confusion</b> (Status)					
<b>Elemental Resistances</b>	Water (Half), Earth (Nullifies)					
<b>Status Immunities</b>	<b>Stop, Paralyzed</b>					

Corvette can be dangerous, especially since they often will get ambushes on you. Spinning Cut is the most dangerous; it hits for 500 damage and can be used in a two-hit combo. It also has Gash and Sawback for around 360 damage each (Gash can be used in a two-hit combo). If you happened to put an **Added Effect** combo that can set **Confusion** into your weapon, your damage will double (even if the strike doesn't actually set Confusion).

#### Underwater MP

<b>HP</b>	1,000	<b>MP</b>	100	<b>Level</b>	34	
<b>Exp</b>	820	<b>AP</b>	80	<b>Gil</b>	600	
<b>Steal</b>	<b>Shinra Alpha</b> [8]	<b>Drop</b>	<b>Grenade</b> (always)	<b>Morph</b>	N/A	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	None					

Hardly less pitiful than the original **MP** enemy, Underwater MP has two attacks: its machine gun for around 240 damage (three-hit combo), and a grenade attack for around 530. One hit from a decent weapon should do them in.

#### Senior Grunt

<b>HP</b>	2,600	<b>MP</b>	245	<b>Level</b>	35
<b>Exp</b>	930	<b>AP</b>	90	<b>Gil</b>	800

<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Water (Half)				
<b>Status Immunities</b>	None				



Senior Grunt is just the newest form of **Grunt** (and weak just like the others), dealing around 300 per attack to one. This fails to impress at all, so just hit them until they fall.

#### Gun Carrier

<b>HP</b>	3,400	<b>MP</b>	240	<b>Level</b>	39
<b>Exp</b>	860	<b>AP</b>	75	<b>Gil</b>	1600
<b>Steal</b>	Nothing	<b>Drop</b>	S-Mine (14.06%)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Lightning				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	Sleep, Poison, Sadness, Fury, Frog, Small, Death-sentence, Paralyzed, Darkness				



Other than its basic physical (hits for around 550), Gun Carrier has little of note. **Slow** and **Darkness** are horribly outdated, and its shell is rather weak considering the stage of the game. Weak to Lightning.

#### Hard Attacker

<b>HP</b>	2,500	<b>MP</b>	150	<b>Level</b>	32
<b>Exp</b>	750	<b>AP</b>	58	<b>Gil</b>	600
<b>Steal</b>	Nothing	<b>Drop</b>	Molotov (14.06%)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Fire (Half), Water (Half)				
<b>Status Immunities</b>	None				



Like many of the other opponents here, Hard Attacker is an upgraded version of an early-game enemy, and like the others here (and its predecessors), it's weak. It hits for around 250 an attack, but yet again this isn't much of a threat at all anymore. If you're interested in humiliation value, all status ailments work against it, so **Frog Song/Bad Breath**/whatever away.

#### Guardian

<b>HP</b>	4,000	<b>MP</b>	240	<b>Level</b>	40
<b>Exp</b>	940	<b>AP</b>	60	<b>Gil</b>	500
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	Death, Sleep, Poison, Sadness, Fury, Confusion, Haste, Slow, Stop, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Paralyzed, Darkness				



While still not particularly impressive, Guardian is stronger than most of the other enemies here. Its attacks hit for around 375 damage a shot, and it has a lot of HP and status protections. Use your strongest attacks to bring these robots down.

#### Captain

<b>HP</b>	2,000	<b>MP</b>	90	<b>Level</b>	34
<b>Exp</b>	850	<b>AP</b>	84	<b>Gil</b>	1050
<b>Steal</b>	Shinra Alpha [8]	<b>Drop</b>	S-Mine (14.06%)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	None				



The Captain of the honor guard isn't much of a fighter. Take him out just like you would a normal **Submarine Crew** here.

## Sunken Gelnika Enemies

**Bosses:** **Turks:Reno** (*Disc 2 only*), **Turks:Rude** (*Disc 2 only*) This area is optional, but highly recommended. The enemies here are quite strong, so be on your guard.

### Unknown

<b>HP</b>	11,000	<b>MP</b>	110	<b>Level</b>	50
<b>Exp</b>	1500	<b>AP</b>	150	<b>Gil</b>	500
<b>Steal</b>	<b>Fire Armlet [8]</b>	<b>Drop</b>	<b>Light Curtain (4.69%)</b>	<b>Morph</b>	<b>Power Source</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Fire (Absorb)				
<b>Status Immunities</b>	<b>Death, Confusion, Silence, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk</b>				



Unknown has three attacks: Bite, for low damage (around 600); Blaster, for moderately high damage (around 1,100); and Tongue, for heavy damage (around 2,000). Take it down with **Sleep**, **Stop**, or **Gravity**.

### Unknown 2

<b>HP</b>	13,000	<b>MP</b>	130	<b>Level</b>	51
<b>Exp</b>	3000	<b>AP</b>	300	<b>Gil</b>	10000
<b>Steal</b>	<b>Lunar Curtain [8]</b>	<b>Drop</b>	<b>Aurora Armlet (4.69%)</b>	<b>Morph</b>	<b>Guard Source</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Poison (Absorbs)				
<b>Status Immunities</b>	<b>Death, Confusion, Silence, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk</b>				



Unknown 2 has three attacks, all of which are quite nasty. Its basic attack will hit one character for around 2,600 damage. Its other two attacks are status attacks: ? Needle sets **Paralyzed** (counter against physicals if the monster has less than 3,250 HP), and Abnormal Breath inflicts **Confusion** (counter against physicals with HP between 3,250 and 6,500 HP). **Stop**, **Sleep**, and **Paralyzed** all work great for neutralizing this dangerous foe.

### Unknown 3

<b>HP</b>	15,000	<b>MP</b>	150	<b>Level</b>	52
<b>Exp</b>	900	<b>AP</b>	200	<b>Gil</b>	7500
<b>Steal</b>	<b>Bolt Armlet [8]</b>	<b>Drop</b>	<b>Holy Torch (4.69%)</b>	<b>Morph</b>	<b>Magic Source</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Lightning (Absorbs)				
<b>Status Immunities</b>	<b>Death, Confusion, Silence, Stop, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk, Paralyzed</b>				



Unknown 3 has a number of strong attacks to look out for. Poison Fang (also inflicts **Poison**) and Slap (inflicts **Fury**) each deal around 3,300 damage to front-row characters. **Bolt2** is much weaker (around 1,000 damage, can be MT'd) but still dangerous. Finally, Creepy Touch deals no damage but sets **Sadness** and is used as a counter attack. **Gravity** does an excellent job at taking this thing down, as do **Paralyzed**, **Sleep**, and **Slow**.

### Poodler

<b>HP</b>	6,000	<b>MP</b>	220	<b>Level</b>	42
<b>Exp</b>	900	<b>AP</b>	70	<b>Gil</b>	2500
<b>Steal</b>	<b>Turbo Ether [32]</b>	<b>Drop</b>	<b>X-Potion (14.06%)</b>	<b>Morph</b>	<b>Speed Source</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	<b>Death, Confusion, Silence, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk</b>				



You're probably thinking that, since this is a **Beachplug** palette-swap, that Poodler is probably pretty weak. And you'd be right! Its strongest attack, its basic bodyblow, only hits for around 475 and it has no MT attacks. Down it however you like.

### Bad Rap

<b>HP</b>	9,000	<b>MP</b>	120	<b>Level</b>	38
<b>Exp</b>	1100	<b>AP</b>	70	<b>Gil</b>	2500
<b>Steal</b>	<b>Ink [8]</b>	<b>Drop</b>	<b>Dazers (14.06%)</b>	<b>Morph</b>	<b>Luck Source</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Poison (Absorbs)				
<b>Status Immunities</b>	<b>Death, Poison, Confusion, Silence, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk</b>				



Bad Rap's attacks are mostly weak (most powerful is Big Fang for around 600), but they have a lot of HP and attack in large groups. Watch yourself and use statuses if needed to subdue them.

### Serpent

<b>HP</b>	14,000	<b>MP</b>	290	<b>Level</b>	40
<b>Exp</b>	1400	<b>AP</b>	70	<b>Gil</b>	2500
<b>Steal</b>	<b>Water Ring [32]</b>	<b>Drop</b>	<b>Dragon Scales (14.06%) Stardust (4.69%)</b>	<b>Morph</b>	<b>Mind Source</b>
<b>Elemental Weaknesses</b>	Wind				
<b>Elemental Resistances</b>	Earth (Nullifies), Gravity (Nullifies), Water (Absorbs)				
<b>Status Immunities</b>	<b>Death, Confusion, Silence, Stop, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk, Paralyzed</b>				



Serpent has four attacks. If Serpent's HP is higher than 80% of the party's average HP (ignoring characters under **Death**), it will use Viper Breath for around 800 Water-/Ice-elemental damage to one. If its HP is between 40%-80% of the party's average HP, it will use **Aqualung** for for around 2,100 Water-elemental damage. Between 20%-40% of the party's average HP, it uses Huge Tidal Wave, a target-all attack that hits it in the back and heals it for around 1,200 damage while hitting your party for around 900 Water-elemental physical damage. Finally, under 20% of the characters' average HP it will use Dragon Dance for around 900 non-elemental damage to one. As long as you hit Serpent hard and fast (or put it to **Sleep**), you'll probably never see the more dangerous moves. Has a **Water Ring** for Stealing if you're interested.

### Ancient Forest Enemies

Ancient Forest is home to a number of strange new creatures, most of whom are relatively weak.

#### Rilfsak

<b>HP</b>	2,000	<b>MP</b>	500	<b>Level</b>	40
<b>Exp</b>	1000	<b>AP</b>	70	<b>Gil</b>	900
<b>Steal</b>	Nothing	<b>Drop</b>	<b>X-Potion (14.06%)</b>	<b>Morph</b>	<i>N/A</i>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Earth (Nullifies)				
<b>Status Immunities</b>	<b>Frog, Small</b>				



Remember **Slaps**? That's what Rilfsak is, except that most physicals against it will miss. Blood suck is a physical attack that absorbs around 200 HP, while Autumn Leaves hits for 275 physical damage to one (less if MT) and sets **Darkness**. More of an annoyance than anything, use magic to eliminate them.


#### Epiolnis

<b>HP</b>	1,800	<b>MP</b>	90	<b>Level</b>	36
<b>Exp</b>	950	<b>AP</b>	70	<b>Gil</b>	1500
<b>Steal</b>	<b>Wizard Bracelet [8]</b>	<b>Drop</b>	Nothing	<b>Morph</b>	<i>N/A</i>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Poison (Absorbs)				

<b>Status Immunities</b>	<b>Poison</b>	
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Epiolnis' Bird Kick and Catapult attacks each do around 275 physical damage to one, while Acid Rain hits for around 600 Poison-elemental magic damage to one and inflicts **Poison**. In other words, they're weak cannon fodder that you should have no trouble dispatching.

#### Diablo


<b>HP</b>	4,000	<b>MP</b>	200	<b>Level</b>	41	
<b>Exp</b>	1100	<b>AP</b>	70	<b>Gil</b>	1100	
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	N/A	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	Fire (Nullifies), Ice (Nullifies)					
<b>Status Immunities</b>	None					

The strongest enemy in Ancient Forest, Diablo still isn't much of a threat. Its physical hits for around 850 damage to one, while Flame is used as a counter to Fire-elemental Magic and Summons and hits for around 675 Fire-elemental magic damage to one. Cold is the same as Flame, but replace Fire with Ice. Vulnerable to all status attacks.

#### Midgar Raid Enemies


**Bosses:** **Turks:Reno** , **Turks:Rude** , **Turks:Elena** , **Proud Clod**, **Jamar Armor**, **Hojo** , **Helletic Hojo** , **Lifeform Hojo-N** These strong enemies guard the path to the Sister Ray .

#### Cromwell

<b>HP</b>	3,500	<b>MP</b>	120	<b>Level</b>	42		
<b>Exp</b>	800	<b>AP</b>	80	<b>Gil</b>	1500		
<b>Steal</b>	Nothing	<b>Drop</b>	<b>8inch Cannon (4.69%)</b>		<b>Morph</b>		N/A
<b>Elemental Weaknesses</b>	Lightning						
<b>Elemental Resistances</b>	None						
<b>Status Immunities</b>	<b>Sleep, Poison, Sadness, Fury, Frog, Small, Death-sentence, Paralyzed, Darkness</b>						

All Cromwell does is hit one character at a time with Normal Shell (can sometimes do a two-hit combo) for about 450 physical damage with up-to-date armor. Yawn.

#### Manhole

<b>HP</b>	2,500	<b>MP</b>	110	<b>Level</b>	35	
<b>Exp</b>	900	<b>AP</b>	80	<b>Gil</b>	3000	
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	N/A	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	<b>Death, Sleep, Poison, Confusion, Silence, Haste, Slow, Stop, Frog, Small, Slow-numb, Petrify, Regen, Barrier, MBarrier, Reflect, Dual, Shield, Death-sentence, Manipulate, Paralyzed, Darkness, Death Force, Resist, Lucky Girl</b>					

Manhole is very weak offensively for this stage; its physical hits for around 400, while its magic is elemental and not overly strong. The trick is that if it moves to a different manhole after you selected a ST attack, the attack will fail. Take them out however you like.

#### Behemoth

<b>HP</b>	7,000	<b>MP</b>	400	<b>Level</b>	45	
<b>Exp</b>	1500	<b>AP</b>	100	<b>Gil</b>	2200	



<b>Steal</b>	Phoenix Down [32] War Gong [32]	<b>Drop</b>	Stardust (14.06%)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	Death, Confusion, Stop, Frog, Small, Petrify, Death-sentence, Manipulate, Paralyzed				



Behemoths are incredibly dangerous creatures; all their attacks deal heavy damage, and they can take some damage before falling. Their goring (slightly stronger) and Claw attacks both hit for around 800 physical damage (both of which can be used in a two-hit combo), while ???? deals damage depending on how much damage you've dealt to the Behemoth (it's a learnable skill, and will sometimes be followed up with a Claw). Stick with physicals here (or inflict **Silence** first); any non-fatal magical attack will result in an ST **Flare** counter, which hits for around 6,500 (!) Fire-elemental magic damage (essentially, either you have Fire protection or die a fiery death). If you have a **Limit**, using it on a Behemoth is never a bad idea.

### Crazy Saw

<b>HP</b>	3,900	<b>MP</b>	340	<b>Level</b>	44
<b>Exp</b>	800	<b>AP</b>	80	<b>Gil</b>	1300
<b>Steal</b>	Mute Mask [32]	<b>Drop</b>	Phoenix Down (14.06%) Ether (14.06%)	<b>Morph</b>	Turbo Ether
<b>Elemental Weaknesses</b>	Lightning				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	Sleep, Poison, Sadness, Fury, Frog, Small, Death-sentence, Paralyzed, Darkness				



Crazy Saw is pretty average. Its saw attack hits for around 650 physical damage to one, as does its Rifle (the saw will set **Confusion** to anyone not immune). Lightning attacks will take it down quickly, as will physicals with good weapons.

### Shadow Maker

<b>HP</b>	2,000	<b>MP</b>	120	<b>Level</b>	42
<b>Exp</b>	500	<b>AP</b>	25	<b>Gil</b>	500
<b>Steal</b>	Graviball [63]	<b>Drop</b>	Turbo Ether (always)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Lightning				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	Sleep, Poison, Sadness, Fury, Frog, Small, Death-sentence, Manipulate, Paralyzed, Darkness				



Shadow Maker inflicts **Slow** on you. That's it. You can never lose unless other enemies are present (even if you leave the game running or something), so get rid of them however you like. This is your last chance to get **Graviballs** (you can also farm them for **Turbo Ether** drops), so take advantage of it.

### Grosspanzer


<b>HP</b>	4,600	<b>MP</b>	200	<b>Level</b>	46
<b>Exp</b>	1100	<b>AP</b>	70	<b>Gil</b>	1100
<b>Steal</b>	Nothing	<b>Drop</b>	8inch Cannon (always)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	Lightning				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	Sleep, Poison, Sadness, Fury, Confusion, Haste, Slow, Stop, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk, Paralyzed, Darkness				



Grosspanzer actually has 4 parts: Big (stats above), 2x Small (2,900 HP), and Mobile (10,000 HP). Defeating the side parts will prevent Grosspanzer from using certain attacks; defeat Grosspanzer\*Mobile to win the battle. Grosspanzer\*Big drops an **8inch Cannon**, which is a rare and powerful battle item (basically an improved **Right Arm**). Grosspanzer is terribly strong (why they don't put Grosspanzer in place of Proud Clod is beyond me). With both Small guns alive, it can deal


around 2,100 physical damage to a character (around 1,100 if only one gun remains). Napalm bomb is a Fire-elemental physical attack that hits for around 1,800 damage (only used if Big is still alive), while its wheel attack deals 1,100 physical damage (only used if all parts are alive or if Big or both Small parts are destroyed). Finally, its bodyblow deals around 2,800 physical damage to one (half that if MT). Take care of yourself when battling this monstrosity.

#### SOLDIER:1st

<b>HP</b>	5,000	<b>MP</b>	400	<b>Level</b>	44	
<b>Exp</b>	960	<b>AP</b>	90	<b>Gil</b>	2400	
<b>Steal</b>	<b>Shinra Alpha [8]</b>	<b>Drop</b>	Nothing	<b>Morph</b>	N/A	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	<b>Manipulate</b>					


SOLDIER:1st is the top-line of SOLDIER, but nothing it does is very special. Its slice hits for about 600, while Sword of Doom and its quadra-slice attack both hit for around 1,300 damage with up-to-date armor. It can also **Silence** you with **Silence**, but even if it hits you should have no trouble taking it out due to its low HP. This is also your last source for **Shinra Alpha** armors (Steal).

#### XCannon

<b>HP</b>	20,000	<b>MP</b>	100	<b>Level</b>	46	
<b>Exp</b>	2000	<b>AP</b>	90	<b>Gil</b>	3000	
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Turbo Ether (14.06%)</b>	<b>Morph</b>	N/A	
<b>Elemental Weaknesses</b>	Lightning					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	<b>Death, Sleep, Poison, Sadness, Fury, Confusion, Haste, Slow, Stop, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Paralyzed, Darkness</b>					

XCannon will spend most of its time doing nothing (it only acts on the fifth of every set of six turns). In fact, if you consider that Dragon Cannon, its only attack, does under 200 MT damage, you could say it never does anything. Blast it however you like.

#### Maximum Kimaira

<b>HP</b>	4,000	<b>MP</b>	350	<b>Level</b>	49	
<b>Exp</b>	1200	<b>AP</b>	900	<b>Gil</b>	3800	
<b>Steal</b>	Nothing	<b>Drop</b>	Nothing	<b>Morph</b>	<b>Guard Source</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	None					
<b>Status Immunities</b>	<b>Death, Stop, Frog, Small, Petrify, Death-sentence, Manipulate, Paralyzed</b>					

Maximum Kimaira has three attacks, two of which are little concern. Northern Cross just inflicts **Poison**, while its claw hits for around for about 925 damage. The real danger is **Freeze**, which deals around 5,000 Ice-elemental magic damage to one and often inflicts **Stop**. Thankfully, it has little HP, so defeat it quickly to prevent this. It's also a much easier source for **Guard Source** items than the enemies in the Gelnika (even in the **Special Battle**), so Morph them if you have a chance.

#### Northern Crater Enemies

Being the final dungeon, you'd expect some strong enemies here, and for the most part the game delivers. You'll also encounter **Malboro** here in addition to the enemies described below.

As to where you can encounter what (more details are given in the **main walkthrough section** on Northern Crater):

- **Initial Descent:** Gargoyle, Dark Dragon, Parasite, Scissors
- **First Fork Screen** (where your party divides up): Gargoyle, Dark Dragon, Parasite, Scissors, Master Tonberry
- **Right (Graveyard) Path:** Pollensalta, Death Dealer, Dragon Zombie
- **Lower-Left (Cave) Path:** King Behemoth, Allemagne, Armored Golem, Master Tonberry
- **Upper-Left (Marsh) Path:** Christopher, Gighee, Magic Pot, Allemagne, Master Tonberry, Mover

### Gargoyle

<b>HP</b>	2,000	<b>MP</b>	200	<b>Level</b>	43
<b>Exp</b>	800	<b>AP</b>	80	<b>Gil</b>	2500
<b>Steal</b>	Nothing	<b>Drop</b>	<b>Remedy</b> (14.06%)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	Poison, Confusion, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk				



At the beginning of battle, Gargoyle will have physical immunity, but it will switch to Magical immunity as soon as it takes a turn. None of its attacks are a threat; it has an attack that sets **Slow-numb**, but with such low HP it's unlikely to see you get **Petrified**. The only real danger is its Final Attack, L4 Death (33% chance of using), which deals **Death** to any character with a level that is a multiple of 4 (note that this is not the same as the Enemy Skill **L5 Death**).

### Dark Dragon

<b>HP</b>	14,000	<b>MP</b>	600	<b>Level</b>	57
<b>Exp</b>	5000	<b>AP</b>	350	<b>Gil</b>	2500
<b>Steal</b>	<b>Dragon Armlet</b> [8]	<b>Drop</b>	<b>Elixir</b> (14.06%)	<b>Morph</b>	<b>Vaccine</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Lightning (Nullifies)				
<b>Status Immunities</b>	Death, Frog, Small, Slow-numb, Petrify, Berserk, Darkness				



One of the more dangerous enemies in the Crater, Dark Dragon hits for some power. Its bite hits for around 1,250 damage and its tail for around 1,600, Dark Dragon Breath ignores split damage and hits for around 1,000 to your whole party and can inflict **Darkness**. The real threat, however, is its **Ultima** counter--it will hit for around 4,750 damage (if it connects, which it almost always does) to your whole party. To avoid this, don't use Magical attacks against it without either **Silencing** it or draining its MP. Has a **Dragon Armlet** Steal, **Elixir** Drop, and **Vaccine** Morph, all decent items.

### Parasite

<b>HP</b>	6,000	<b>MP</b>	300	<b>Level</b>	51
<b>Exp</b>	1100	<b>AP</b>	100	<b>Gil</b>	1000
<b>Steal</b>	<b>Remedy</b> [32]	<b>Drop</b>	<b>Remedy</b> (14.06%)	<b>Morph</b>	<b>Remedy</b>
<b>Elemental Weaknesses</b>	Wind, Holy				
<b>Elemental Resistances</b>	Earth (Nullifies)				
<b>Status Immunities</b>	Frog				



Parasite is mostly cannon fodder, but their numbers can become annoying. Its basic physical hits for around 675, with Para Tail doing about the same and inflicting **Sadness**. Magic Extinguish is only used as a counter against magical attacks, and it sets **Silence**. Status attacks work wonders, especially since their HP is rather high for a "gang-up" type enemy and it only blocks **Frog**. **Magic Breath** and **L5 Death** are available to you through **Manipulate**, and can be used to learn these skills.

### Scissors

<b>HP</b>	2,900	<b>MP</b>	88	<b>Level</b>	33
<b>Exp</b>	1000	<b>AP</b>	90	<b>Gil</b>	1400
<b>Steal</b>	<b>Ether</b> [32]	<b>Drop</b>	<b>X-Potion</b> (14.06%)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	Sleep, Confusion, Haste, Slow, Stop, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk, Paralyzed				



Scissors is another weak enemy that likes instant death attacks. None of Scissors' attacks are likely to deal more than 200 damage, but Scissor Attack is used as a counterattack once its HP drops below 1,495 and inflicts **Death** plus minor damage on anything that isn't immune (assuming the attack connects obviously), This will also split it into parts; just be aware of the lower part's **Confu** and **Cure3** moves.

### Master Tonberry

<b>HP</b>	44,444	<b>MP</b>	100	<b>Level</b>	77
<b>Exp</b>	6000	<b>AP</b>	200	<b>Gil</b>	6800
<b>Steal</b>	<b>Elixir</b> [32]	<b>Drop</b>	<b>Megalixir</b> (14.06%)	<b>Morph</b>	<b>Ribbon</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Absorbs)				
<b>Status Immunities</b>	<b>Death, Sleep, Confusion, Silence, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk</b>				



Master Tonberry only has two attacks: Everyone's Grudge, which is a fixed-damage attack dealing ten times the character's kill count in damage (only used as a counter if Master Tonberry is attacked twice since its last turn), and Knife, which is simply an unblockable **Death** attack (misses if immune, only used when Master Tonberry is directly in front of a character). Keep healed after Everyone's Grudge counters and use powerful attacks to flatten this menace. **Stop** and **Poison** also work, if you want to off them easily. Has an **Elixir** Steal, **Megalixir** Drop, and **Ribbon** Morph, all of which are great items.

#### Pollensalta

<b>HP</b>	4,000	<b>MP</b>	220	<b>Level</b>	41
<b>Exp</b>	1000	<b>AP</b>	100	<b>Gil</b>	1000
<b>Steal</b>	<b>Hyper</b> [32]	<b>Drop</b>	<b>X-Potion</b> (14.06%)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Fire (Absorbs)				
<b>Status Immunities</b>	<b>Confusion, Frog</b>				



Pollensalta is just the latest version of the flirty women you've been seeing during the game (and no, I'm not talking about Tifa and Aeris). She has Fire and Cold Breath for crap damage in their respective elements, and Fascination, which sets **Confusion** as usual. She also has **Fire3**, which deals heavy Fire magic damage (around 3,000 if ST and not resisted). Her real trick is **Angel Whisper**, which is **Full Cure**, **Life2**, and **Esuna** all in one skill for less MP than Full Cure or Life2 and a skill you'll most definitely want on your Enemy Skill Materia (**Manipulate** her for this).

#### Death Dealer

<b>HP</b>	7,000	<b>MP</b>	400	<b>Level</b>	48
<b>Exp</b>	1800	<b>AP</b>	200	<b>Gil</b>	1200
<b>Steal</b>	<b>Turbo Ether</b> [32]	<b>Drop</b>	<b>Kiss of Death</b> (14.06%) <b>X-Potion</b> (14.06%)	<b>Morph</b>	N/A
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Restorative (Nullifies)				
<b>Status Immunities</b>	<b>Confusion, Stop, Frog, Small, Death-sentence, Paralyzed</b>				



A strange enemy indeed, Death Dealer isn't all that strong; the real challenge is getting it to cast **Roulette** on the right target. Its other attacks are decent in power (650 for its physical and Star attacks) and it has status moves as well (Sun sets **Silence** and **Darkness**, World sets **Stop**, and Hidden One sets **Death**). **Roulette** is its signature move, and used as a counterattack once per battle when HP drops under 25%. Roulette is actually a target-all move; it simply targets all units on the field and picks one at random to cast unblockable **Death** on (it can even target the caster). As to offense, status moves (**Sleep/Slow?**), **L4 Suicide**, and strong damage attacks all work well.

#### Dragon Zombie

<b>HP</b>	13,000	<b>MP</b>	400	<b>Level</b>	54
<b>Exp</b>	4000	<b>AP</b>	300	<b>Gil</b>	2800
<b>Steal</b>	<b>Cauldron</b> [32]	<b>Drop</b>	<b>Cauldron</b> (14.06%) <b>X-Potion</b> (4.69%)	<b>Morph</b>	<b>Vaccine</b>
<b>Elemental Weaknesses</b>	Holy, Restorative				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	<b>Confusion, Frog, Small, Manipulate, Berserk</b>				



Dragon Zombie has a number of strong abilities. Its physical attack hits for around 3,800 and can be used in a two-hit combo, so watch yourself. Body Tail hits for around 600 MT physical damage (double if ST), Abnormal Breath for crap but adds **Poison** status, and Bone for around 1,275 and **Paralyzed** to one, **Shadow Flare** can also make an appearance; this great Enemy Skill deals around 5,000 damage to whomever it hits. Finally, if this is the first Dragon Zombie you've defeated, it will cast **Pandora's Box** on your party for around 2,650 magical barrier-piercing damage to your whole party. This is the only chance to learn it, so be sure to equip all your Enemy Skill Materia before killing it. Pandora's Box is only used ONCE per save file.

#### King Behemoth

<b>HP</b>	18,000	<b>MP</b>	560	<b>Level</b>	60
<b>Exp</b>	2000	<b>AP</b>	250	<b>Gil</b>	950

<b>Steal</b>	<b>Phoenix Down</b> [32]	<b>Drop</b>	<b>X-Potion</b> (51.56%)	<b>Morph</b>	<i>N/A</i>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	Gravity (Half)				
<b>Status Immunities</b>	None				



King Behemoth has a number of strong attacks. Its horn hits for around 1,250 to one, while King Teel and Bite both hit for 1,200 to one. As is typical with Crater enemies, beware of using Magical attacks that don't set debilitating statuses (**Silence** is best) or defeat the Behemoth; it can counter with **Comet2**, which targets 4 characters randomly for around 1,300 per hit. Status ailments are your friend here; King Behemoth has no immunities at all, so **Hades/Silence/Sleepel/Death/Bad Breath**/etc. away. **L5 Death** and **L4 Suicide** work too, if you're wondering.

#### Allemagne

<b>HP</b>	8,000	<b>MP</b>	200	<b>Level</b>	48
<b>Exp</b>	1300	<b>AP</b>	100	<b>Gil</b>	1360
<b>Steal</b>	<b>Eye Drop</b> [32]	<b>Drop</b>	<b>Eye Drop</b> (always)	<b>Morph</b>	<i>N/A</i>
<b>Elemental Weaknesses</b>	Wind				
<b>Elemental Resistances</b>	Earth (Nullifies)				
<b>Status Immunities</b>	<b>Stop, Frog, Paralyzed</b>				



Allemagne's Claw does moderate damage (around 650, can be used in a two-hit combo), and Big Breath for less but sometimes is MT, but the real danger here lies in its counters to Magical attacks, L4 Death and L3 Flare (deals 5/4ths of the attacker's current HP to all characters with levels divisible by 3). The easiest way to win is by using **Manipulate** and having it L4 Death itself; otherwise, the normal methods will work.

#### Armored Golem

<b>HP</b>	10,000	<b>MP</b>	200	<b>Level</b>	41
<b>Exp</b>	2500	<b>AP</b>	100	<b>Gil</b>	2680
<b>Steal</b>	<b>Turbo Ether</b> [32]	<b>Drop</b>	<b>Echo Screen</b> (14.06%)	<b>Morph</b>	<b>Guard Source</b>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	<b>Sleep, Poison, Sadness, Fury, Confusion, Frog, Small, Death-sentence, Manipulate, Berserk, Paralyzed, Darkness</b>				



Armored Golem is moderately powerful, but its problem is that "moderately powerful" simply doesn't cut it at the end of an easy game for an enemy that always appears alone, which is exactly what Armored Golem is. Snap hits for around 1,100 damage to one, and Megaton Punch for around 800 to one (it's only used after advancing three times). Finally, Golem Laser will hit for around 775 magical damage to your whole party. Considering the stage of the game, this is no threat. Just remember that when it crosses its arms, its defense skyrockets, so use magic to attack or just wait for it to go back to normal.


#### Christopher

<b>HP</b>	6,000	<b>MP</b>	200	<b>Level</b>	34
<b>Exp</b>	1300	<b>AP</b>	80	<b>Gil</b>	800
<b>Steal</b>	<b>Earth Drum</b> [8]	<b>Drop</b>	<b>Phoenix Down</b> (14.06%)	<b>Morph</b>	<i>N/A</i>
<b>Elemental Weaknesses</b>	None				
<b>Elemental Resistances</b>	None				
<b>Status Immunities</b>	<b>Confusion, Frog, Small, Manipulate, Berserk</b>				




Christopher uses a huge variety of attacks, but as long as you're properly equipped you only need to worry about three: **Bolt3**, **Frog Song**, and **Suffocation Song**. Bolt3 (2,400 Lightning-elemental magic damage if ST'd) and Frog Song (toggles **Frog** and **Sleep** on one character) you've probably seen before, while Suffocation Song inflicts **Death**. The other attacks are too weak to list; just blast it with whatever you have.

### Gighee

HP	5,500	MP	100	Level	34	
Exp	700	AP	60	Gil	600	
Steal	Elixir [8]	Drop	Ether (14.06%)	Morph	N/A	
Elemental Weaknesses	None					
Elemental Resistances	None					
Status Immunities	Confusion, Frog, Small, Manipulate, Berserk					


Petrif-Eye (**Petrify**) and Voice of Ages (**Silence**, used as a counter against Magic) are the only things worth worrying about; Gighee will go down very quickly as long as you can avoid these two dangers.

### Magic Pot

HP	4,096	MP	128	Level	41	
Exp	8000	AP	1000	Gil	8500	
Steal	Nothing	Drop	Turbo Ether (always)	Morph	N/A	
Elemental Weaknesses	None					
Elemental Resistances	None					
Status Immunities	Confusion, Frog, Small, Manipulate, Berserk					

Magic Pot is a great source of Exp, AP, and Gil, but it will be immune to all attacks until it's been fed an **Elixir**. Give it one, then pound the crap out of it (it will beg for more Elixirs, but don't give it any more). It will never attack, so just do whatever against it once you've fed it an Elixir. If you don't want to pay an Elixir, you can also wait and eventually they'll run away (or you can just run away yourself if you don't care about your escape count); it can take a while and you won't get any drops though.

### Mover


HP	3,000	MP	120	Level	59	
Exp	0	AP	800	Gil	30000	
Steal	Turbo Ether [32]	Drop	Turbo Ether (always)	Morph	Protect Ring	
Elemental Weaknesses	None					
Elemental Resistances	Fire (Half), Ice (Half), Lightning (Half), Earth (Half)					
Status Immunities	Poison, Silence, Stop, Frog, Small, Death-sentence, Manipulate, Berserk, Paralyzed					

Movers are the best source of AP and Gil in the game (they come in groups of three and don't drain your **Elixirs** like **Magic Pots**). They have physically attacks for around 700 damage, and that's it. Try to Morph them into a **Protect Ring**.

### Point of No Return Enemies

The enemy below only appears after the point of no return (meaning you can't use its rewards anywhere else except in the final battle series). You can also find **Allemagne** and **Dragon Zombie** here.

### Iron Man


HP	20,000	MP	100	Level	46	
Exp	10000	AP	150	Gil	600	
Steal	Elixir [8]	Drop	Phoenix Down (14.06%)	Morph	Escort Guard	
Elemental Weaknesses	Water					
Elemental Resistances	Fire (Half), Ice (Half), Earth (Half)					
Status Immunities	Death, Confusion, Frog, Small, Slow-numb, Petrify, Manipulate, Berserk					

Iron Man is the last type of regular enemy you can encounter in the game, and it's quite strong. It's regular sword hits for around 1,600 to one, while Grand Sword hits for around 1,200 to one (can be MT'd). Worse, these moves can be comboed, so you may well have to eat two strong attacks in a turn. Once Iron Man drops under 15,000 HP, it can counter attacks with Adrenaline, which sets **Haste** and **Barrier**. Status attacks are your friend here; **Sleep** and **Stop** will both turn the hulking knight into a sitting duck. Water-based attacks will also work extremely well. It can also be Morphed into an **Escort Guard**, which is handy if you find yourself short on good armors for whatever reason.

## Battle Square Enemies


The enemies below only appear in **Battle Square**. Note that the stats below are their normal stats; they will be modified as usual when you fight them. Strategies are based upon their strength in the Battle Square.

### Tonberry

<b>HP</b>	15,000	<b>MP</b>	250	<b>Level</b>	25	
<b>Exp</b>	999	<b>AP</b>	99	<b>Gil</b>	999	
<b>Steal</b>	<b>Turbo Ether [8]</b>	<b>Drop</b>	<b>Phoenix Down (14.06%)</b>	<b>Morph</b>	<b>Elixir</b>	
<b>Elemental Weaknesses</b>	None					
<b>Elemental Resistances</b>	Gravity (Nullifies)					
<b>Status Immunities</b>	<b>Death, Poison, Confusion, Silence, Frog, Small, Slow-numb, Petrify, Death-sentence, Manipulate, Berserk</b>					

Tonberry has two attacks: Time Attack, which is simply damage for 100 \* the number of hours on your save file + the minutes (can hit hard), and Knife, which inflicts **Death** barring immunity (and causes an instant loss unless you protected against the status). In the **Battle Square**, the biggest challenge will be their inflated HP total and Gravity immunity, but **Sleep** and **Stop** will both work.

### Ho-Chu

<b>HP</b>	4,300	<b>MP</b>	290	<b>Level</b>	39	
<b>Exp</b>	750	<b>AP</b>	70	<b>Gil</b>	250	
<b>Steal</b>	<b>Circlet [8]</b>	<b>Drop</b>	Nothing	<b>Morph</b>	<b>Ribbon</b>	
<b>Elemental Weaknesses</b>	Water					
<b>Elemental Resistances</b>	Gravity (Nullifies), Poison (Absorbs)					
<b>Status Immunities</b>	<b>Death, Sleep, Poison, Stop, Frog, Small, Petrify, Death-sentence, Manipulate, Paralyzed</b>					

If you equipped a **Ribbon** as is usually advised for **Battle Square** (and didn't spin Break Accessory beforehand), Ho-Chu is no threat. Most of its attacks rely upon inflicting status ailments (**Paralyzed** from Whip Sting and **Sleep** from Big Pollen) and only do moderate damage at best. Has a great Steal (**Circlet**) and Morph (**Ribbon**) that you may want to take advantage of. Weak to Water, so **Aqualung** will really leave a scar.

## FAQ

- **Q: I found a broken link!**
- **A:** Please email/PM me as noted **here** to report it. Unfortunately, due to the size of the guide it's impossible for me to test every link, so any feedback on broken features is greatly appreciated.
- **Q: I'm playing the PS4 version. What changes can I expect?**
- **A:** Click **here** for more information about this.

## Contact

You can contact me by emailing me at bover87 [at] gmail [dot] com. You can also post a topic on the appropriate GameFAQs Final Fantasy VII board for gameplay or storyline questions; while I don't read the board regularly, there's still a fairly active community there. For issues with the guide (errors, suggestions, etc.), please email me or send me a PM on GameFAQs.

## Credits

- GameFAQs, for hosting this guide and providing the new format this guide uses. It also has many other FFVII guides on a wide variety of subjects (many sidequests and key mechanics have their own guides)--check them out!
- gmo7897's Chocobo Breeding Guide, for specific details about the mechanics of breeding (especially how many races are needed for each breeding step).
- TFergusson's Enemy Mechanics FAQ, for monster stats and attack script information as well as formation and encounter rate details. Most of the enemy stats in this guide came from there, besides it being an invaluable aid to writing boss strategies and compiling area enemy lists. His Party Mechanics Guide is likewise excellent for information regarding Materia, spell power, etc.
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- You, for taking the time to read the guide :)

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