

Final Fantasy VII Walkthrough

by Apathetic Aardvark

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Final Fantasy VII: Complete Game Walkthrough

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Email: sinenomine@gmail.com
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I'm also known as Apathetic Aardvark [or should I got with the artist formally known as Apathetic Aardvark? I'm open to feedback!]

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i) Walkthrough

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^001^

Midgar Reactor #1

Items in this area: Potion, Potion, Phoenix Down, Potion, Restore Materia,

Potion

Items won from Bosses in the area: Assault Gun

Bosses: Guard Scorpion

Tips in this area: Many of the enemies here are mechanical. They are in most cases weak to lightning attacks. Cloud is equipped with a lightning materia, be sure to use it against stronger enemies.

After selecting 'new game' you will view an FMV which will end with a train pulling up to some buildings. After a short sequence ex-soldier will jump off of the train. The first thing you will want to do is hit the select button to bring up the 'finger' and give you arrows to where you are going. This will help with many navigational aspects of the game. Search the body of the dead guard and for a potion.

Start by walking towards the door to your north. You will be attacked by two MP A's. Just hold down circle to attack without losing any time, as you will not be in any danger of dieing. After the battle search this guard for another potion. Continue to the door and walk in. On the new screen, approach the three characters there. Their names are Biggs, Wedge, and Jessie. After a short dialogue you will be prompted to enter a name. Pick whatever name you like and proceed [I will call him Cloud]. More dialogue will appear after. You will now be prompted to choose a name for the Avalanche leader [I will call him Barret]. Once you have picked his name, Cloud will look up and run forward a few steps.

Go right at the first chance you get and follow that path around and out the door. You may wish to put Barret in the back row at this point as most of his weapons have long range. You will now be on a catwalk with has a T shaped intersection. Head up into the "T" and go into the reactor.

Run up the stairs and Barret will have a few words with Cloud. When you regain control of Cloud, talk to Biggs, he will open the door. Jessie will open the next door when you talk to her. Now, do not follow her just yet, instead, take the path to the lower right. Inside a chest you will find a Phoenix Down. Go back to Jessie and talk to her again. She will open the door to an elevator. Push the button in the elevator and you will see yet another conversation. When you regain control of Cloud, exit the elevator to your left. Just a bit down and to the left there is a giant staircase which leads to an even larger staircase. Take them all the way to the bottom and exit into the door.

You will see Jessie just across a slight jump. Do not fret, you need not do anything other than walk a few steps to the right. Cloud will cross the jump and you will now have to talk to Jessie. She will tell you how to get onto a ladder. Walk [or hold x and run] to the ladder and hit circle to climb down. Run straight down. You will see a blue thing in front of Jessie. It is a potion, get it. Now head right down the stairs and run to the long ladder. Climb down the ladder. Head to your lower right to exit the screen. You will now see Cloud on a pipe in a small tangle of pipes. Simply run down the pipe to yet another long ladder. Climb down this ladder. At the bottom you will see an odd shaped, heavily colored object. That is a save point. If you do not know how to use one, read the instruction manual.

Save your game then continue walking down the catwalk. You will enter a new screen. Grab the green object which is blocking your path. It is a restore materia. Do not try to equip it yet, you ca not. Continue going up. Barret will pop out and another talk will take place. Before you can do anything you will be attacked by the Guard Scorpion.

Name: Guard Scorpion [Boss]

+---+---+---+---+---+---+---+---+

Level: 12

+---+---+---+---+

Information

+---+---+---+---+

HP: 800

MP: 0

Atk: 30

Matk: 15

Def: 40

MDef: 300

Def%: 0

Dex: 60

Luck: 1

EXP: 100

AP: 10

Gil: 100

Win: Assault Gun

Steal: -

Morph: -

+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+

Fire: -

Ice: -

Lightning: Weakness

Earth: -

Poison: Nullifies

Gravity: Nullifies

Water: -

Wind: -

Holy: -

+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+

Death: Immune

Sleep: Immune

Poison: Immune

Confusion: Immune

Silence: Immune

Darkness: Immune

Fury: Immune

Sadness: Immune

Stop: -

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: Immune

Petrify: Immune

Death-Sentence: Immune

Manipulate: Immune

Berserk: Immune

Paralyze: Immune

Seizure: -
Positive: -

+---+---+---+
Attacks
+---+---+---+

Search Scope [1 Enemy], Rifle [1 Enemy] [41], Scorpion Tail
[1 Enemy] [71.75], Tail Laser [All Enemies] [123]

+---+---+---+
Notes
+---+---+---+

Tips/Tricks: Will counter attack with Tail Laser if tail is raised when any damage is taken. Def becomes 255 with tail up, MDef becomes 384 with tail up. Its attack pattern is: Search Scope, Attack, Search Scope, Attack, Tail goes up, [wait], Tail goes down, repeat all.

This battle is very easy. As you might expect being the first boss of the game. Have Cloud cast bolt while Barret attacks. Use Limit breaks if you get them during the battle. The Guard Scorpion will use his first turns search scoping your characters and attacking them with his rifle or his tail. After four turns his tail will raise. Do *NOT* attack while the tail is up. You will trigger a counter attack which will do about 75 damage to both Cloud and Barret. In addition, the Guard Scorpion will have added defense and magic defense while the tail is in the air. Just sit back and wait. After awhile it will go back down. Go back to beating him down again. He will eventually die leaving an Assault Gun for Barret. Equip it fast.

A timer will now appear on your screen. You now have ten minutes go get out of this reactor. Go back the way you came in. When you get to Jessie, talk to her. You will have to free her ankle from the impending doom of it getting stuck in a catwalk. Proceed back to the elevator and press the button. Exit the elevator. Have Jessie open the first door. Biggs will open the second one. Now, exit the reactor and some story line will take place.

When you regain Control of Cloud, run up the same set of stairs Barret did. You will bump into a flower girl. At this point, you will be asked some questions by her. Your choices will effect what character will participate in a certain event with Cloud later. If you wish to know the results of all choices made for this event, please refer to section ii, subsection 19.

This new screen contains a potion on the left side, just below the center of the screen. After getting it, just exit the screen to the bottom. Walk down a few steps and you will be yelled at. Soldiers are after you! You will get chased by several different groups. You can choose not to fight any of them, but the battles are easy so you may as well get the free experience. After a while Cloud will get backed up over a tunnel. Another storyline event will take place.

After all of the story, you will regain control of Cloud. Exit the screen from the bottom and watch a few more events. When you get control again, run down and talk to Jessie. A short event will take place, when it ends, you will be asked another question. This is the second variable in a very special event which will happen later in the game. If you want information on this, please scroll down to Section ii, sub section 19. If you do not want the game to be spoiled, do not do what I just said. This is the final warning of this event, future references will only be made if it falls within the topic of discussion.

Pick whatever you want and walk towards Barret. He will talk some as well. After a bit you will get off the train and enter....

^002^

Sector 7

Items in this area: 1500 Gil, Ether, All Materia

Tips in this area: Many guides will prompt you to get a bunch of materia. In all honesty, you will not need to. It does you no good until then anyway. You already have an Ice, lightning and a restore. You do not have a fire yet, but you will get a decent one soon, though there is one boss between these times which is weak to fire. If you feel the urge to get another restore, feel free to, but you might as well save your supply of gil.

Ascii Map:

```
-----  
|  
|  
| [ 1 ] |  
| [ House ] |  
| [ ] |  
|  
| [ 2 ] |  
| [7th Heaven] |  
| [ ] |  
|  
|  
| [ 3 ] [ 4 ] |  
| [Materia] [ Weapon ] |  
| [ Shop ] [ Item ] |  
|  
-----
```

Walk down to Barret, he will tell everyone to go to the hideout[2]. Since you most likely have very little money at this point, do as he says. Walk to the left and exit. You may go up and save your game if you would like. If not, keep going left. You will see a short event. When you gain control of Cloud, run to and talk to Barret. Enter the Bar.

Some more talk will take place. Choose whatever you want to her questions. You can now name her [I will call her Tifa]. Do whatever you want with the flower as well. When you regain control again, try to leave the bar. You will not be able to, more story will occur. When you again regain control, hit the circle button on the controller while at the pinball machine and you will be taken into the basement. Walk towards Barret for another chat. When you get Cloud back again, walk up about three steps and Tifa will come down starting another talk [arg!] Use the circle button to take the Pinball machine back up.

Walk towards the door to exit the building. You will be stopped again by Tifa. Answer whatever you want to her questions. Continue one with the long story sequence. Eventually Barret will enter the screen. He will get start talking too. He will give you 1500 Gil. You will now take a mandatory nap. When you wake up, take the pinball machine upstairs. If you talk to Tifa, you will be given a few humorous choices. When you are ready, talk to Barret.

He will ask you about Materia. If you choose the first choice you will be

shown how the materia system works. If you choose the bottom choice the game will just proceed. Either way, you will now be able to equip and remove materia from your party. Once all the talking ends, exit the bar.

It is now time to explore. Now that you have some money, go to the materia shop[3] and purchase materia if you need too. I personally would not, as you have all of them except for fire, which you will be getting soon with a decent amount of AP already on it. You can get some curative items here as well.

```
-----  
Item                | Cost |  
-----  
Potion              |    50  
Phoenix Down       |   300  
Antidote            |    80  
Fire                |   600  
Ice                 |   600  
Lightning           |   600  
Restore             |   750
```

Continue on to the Item Shop[4]. There are two clerks on the first floor. The one to the top sells Weapons. You will want to upgrade to Iron Bangles now. A few grenades also come in handy, though they are not by any means necessary.

```
-----  
Item                | Cost |  
-----  
Iron Bangle         |   160  
Assault Gun         |   350  
Grenade             |    80
```

The other clerk is just walking around in the middle area. He owns an 'inn' for lack of a better term. You will get three choices of what to pay, but unless you pay ten gil, you will not get to sleep in his 'inn' which is on the third floor of this building. Since you just rested in the bar, there is no reason to again. Walk up the stairs to the second floor. Enter the door here.

This room is the beginners hall. Its occupants will tell you various things about the game and simple strategies. You do not have to talk to them if you do not want to.

Walk to the lower right a few steps. See the little blue ball? Get it. It is an all materia. After getting it a chest will fall from the sky, open it and get an Ether. As you may have noticed upon entering, a save point will be in the room as well.

Anyway, when you are done in there, exit the room. If you had chosen to sleep at the 'inn', climb the ladder and enter the room. Cloud will take a nap. If not, or when you wake up, exit this building and make your way back to the train which you came to sector seven on. Watch the story, story, story...

```
-----  
^003^                               Midgar Reactor #5  
-----
```

Items in this area: Phoenix Down, Hi-Potion Ether, Potion, Ether

Items won from Bosses in the area: Titan Bangle

Bosses: Air Buster

When you get control of Cloud, walk down to Tifa, an alarm will go off. You need to avoid the security sweep which the alarm signifies. To do so, just make your way car to car. You will have fifteen seconds to do the first car. In the back right corner of this car a man will give you a phoenix down. Fifteen more seconds for the second car, the last guy on the left of this car will give you a hi-potion if you talk to him and choose 'yeah'. In the third car, as you run one way, a man will run by and steal 100 gil. You can let him take it and continue or go get it back. To get it back, run up to the man and talk to him a few times. When you get the chance choose 'busted' and he will return your money. Hurry though there are only eighteen seconds to do this car. The fourth car is a straight run as well giving you twenty seconds. Finally you will reach a car that is safe. Talk to Tifa a few times and when everyone stops talking, talk to her again. Your party will now jump off of the train.

You will land in a subway tunnel. If you run down, you can run down for a very long time before finally being told you are going the wrong way. You will also come to a door with a seemingly endless stream of enemies which you will never make it through. You may want to avoid doing this, instead, run to the next screen up. You will come to a laser fence. Obviously you are not going to go through this. Just to the left of the fence though, against the way, there is a 'damn tiny hole'. Tell your party to 'go down'. Grab the ether in this area and climb down the ladder. Climb down the ladder on the next screen as well.

You will be taken to a screen with three large ladders and Wedge sitting at a table. Take the ladder closest to Wedge [even though the other one near him leads to the same room]. In the next room you will see Jessie. A few steps to her right will be a potion [again]. Exit the screen in the lower left side ladder. As you climb down you may notice a save point. Go towards it, get the tent on your way to it. Save if you want to and climb the ladder by Biggs.

Take a few steps to the right and enjoy the slide down a pipe into another reactor. This has almost the exact same layout as the previous one. From where you land after falling off of the pipe, go down and then left through the door way. From here, it is identical to the previous reactor. Go down towards the reactor core and set the bomb. There will not be a timer this time. Make your way back up to the room you slid down the pipes in. Take the long staircases up this time. Enter the elevator, push the button, go up, exit the elevator.

Hey, a new looking room! Grab the Ether from the chest just a few steps up from the rooms entrance. Enter the alcove to the left. There are three terminals here. Your goal is to get Cloud to hit his terminal when Tifa & Barret hit theirs. Use the confirm [circle] button to do so. The timing is always the same, just under 1.5 seconds after the dialogue box leaves your screen. Once all three have hit the terminal together, a door to the right will open. There is a save point where the white striped lines meet up. Use it. When you are done, go to the left along the white stripe and then up and out of the room. Walk up until the intersection. Another event will take place and then you will have to fight...

Name: Air Buster [Boss]
+---+---+---+---+---+---+---+---+---+
Level: 15
+---+---+---+---+
Information

+---+---+---+

HP: 1200
MP: 0
Atk: 24
Matk: 12
Def: 80
MDef: 320
Def%: 3
Dex: 75
Luck: 2
EXP: 180
AP: 16
Gil: 150
Win: Titan Bangle
Steal: -
Morph: -

+---+---+---+---+

Elemental Resistance

+---+---+---+---+

Fire: Halves
Ice: -
Lightning: Weakness
Earth: Nullifies
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+

Status Effect Resistance

+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

+---+---+---+

Attacks

+---+---+---+

Big Bomber [1 Enemy] [109.375], Energy Ball [1 Enemy] [35.625], Rear Gun [1 Enemy] [43.75], Bodyblow [1 Enemy] [87.5]

+---+---+---+

Notes

+---+---+---+

Tips/Tricks: You will get an automatic side attack. He will spin around to face both parties as attacked. Once he is below 20% health, he can no longer turn around to counter attack. He will counter attack with Bodyblow if facing the target which struck him and rear gun if facing away from the target which struck him.

Air Buster packs more of a punch than the Guard Scorpion did. You will have one considerable advantage though, you will be attacking him from both sides. If you are fortunate enough to have a few limit breaks ready and hit him from the back you will be able to do considerable damage, even more if it scores a critical blow. His main attack, Big Bomber, will do about 100 damage to one character. While this attack is powerful, he will run out of ammo and go to Energy Ball as a main attack. It is a lot weaker, only doing about 30 damage. At first if you attack him, he will counter attack for nearly 80 damage as well, even if attack from the rear. After awhile though, his turn function will break and he will counter with his rear gun for only 40 damage.

When you defeat him another scene will occur. There will be a question or two on what Cloud should reply with, again, answer whatever you want. Another scene will take place ending with Cloud waking in a church next to the flower girl.

^004^

Meeting Aeris

She will ask a lot of questions too, pick whatever you want, as usual. After a long while you will get to name her [I will call her Aeris]. You will see a man enter the church. Walk towards him. Aeris will scream for you to come back.

More talking will continue. When it is all over, Cloud and Aeris will run to the back of the church and start climbing stairs. They will be pursued. Eventually poor Aeris will lose her footing and fall to the ground, Cloud will have to protect her, from way up in the rafters.

At this point, you can stop every attack by pushing one of the four barrels on your screen down on top of the soldiers. Alternatively, you can just have Aeris fight them all. If you care, the order of barrels in terms of a clocks' face are; 9 o'clock, 12 o'clock, and finally 3 o'clock.

Afterwards, just exit the church on the only diagonal beam. Aeris will talk with you for a moment. Make you way over the piles of trash until you exit out onto what appears to be a road.

Head left and save at the save point. After saving, proceed left through the 'door'. On the new screen, a few steps left, you will come across a fork in the road. Take the upper path and you will enter the....

^005^

Sector 5 Slums

Item	Cost
Potion	50
Phoenix Down	300
Antidote	80
Tent	500

When you are done there you can head to the materia shop [3]. However, there are not any new items here.

Item	Cost
Fire	600
Ice	600
Lightning	600
Restore	750

Finally, you can go look at the guy in the pipe [2]. This serves no purpose nor does it help you understand the game at this point. But later on, much later on, this will be meaningful to you.

When you are done with all of this, exit at the entrance [1] and head back to the fork in the road, taking the path which you did not take last time [Since the game pushes you out a bit you essentially go left]. Low and behold, while you have been out shopping Aeris got in front of you! Actually, she would have been waiting anyway. Talk to her and continue to the left.

^006^ Sector 6

Items in this area: None!

You will see a very messed up whatever it is supposed to be when you enter. Go up the boarded bridge and across the next long straight bridge. You will now see a crumbled red object heading to a lower level. Go down it. [Note: you need to go down it from the south side of it]. Continue south through a pipe, and then left. You will now see a narrow thin board heading back up to another elevated part of the road, walk up it. Walk down another wooden ramp and exit upward to the next screen.

You have arrived at Six Flags: Great Slum America. Aeris will talk to you upon entering. She will then walk up and stare at a slide, talk to her so you can go play on the slide too! After some more talking, a large double door will open from behind and you will see a familiar face going for a ride on a carriage. Aeris will run off to follow it, go follow her.

^007^ Wall Market

Items In This Area: Ether, Phoenix Down, Hyper. Several Key items for a 'date' scene.

Ascii Map: [Note: This map is flipped 90 degrees] [1] is where you enter and [2] is to your left, [3] is to your right.

[1]			[9] [11]	
	[5]	[6]		[16]
	[4]			
			[8]	
		[S]		[12] [14]
[3]				[15]

		NOTHING		NOTHING
[10]				

Sorry for the odd map, but the size of this sector makes it difficult to make one.

First, a shop listing since you will not be able to buy things at all times while in this town. The item shop [5] is actually not labeled 'item', the one next to it is. They sell:

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

The Materia shop [8] will not sell anything to you this time through here.

The Weapon Shop [14] sells:

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

Let us get to business. Head to the screen on the right [3] and talk to the fattest guy there. When given the choice, ask about Tifa. He will tell you the Don wants to see her. Head back to the main part of town and head all the way up exiting the screen at [9]. On the next screen, head all the way up again exiting into [16]. Talk to the man at the top of this screen. Cloud & Aeris will think of a way to get around their problem. As much as I hate to spoil any part of a game, I am going to have to here.

Later in this town, The Don is going to pick one of Cloud, Tifa, or Aeris for his date. Since the methods of getting each are different, I will explain them

all.

Tifa:

If you just want to do this as quickly as possible, you will get Tifa. Exit the screen you are on and head back down to the first screen. Enter the clothing store on this screen [7]. Talk to the person behind the counter. You will be told the clothing maker is basically a drunk. You will need to get him from the bar. Exit the screen up [9] and head to the bar [13]. The clothing maker is sitting closest to the door. After a while he will ask what kind of a dress you want.

If you choose;

Something that feels clean, you will get a cotton dress.

Something that feels soft and is shiny, you will get a satin dress.

Something that feels soft and shimmers, you will get the silk dress.

Just choose the options for the silk dress, you can still get all three of the characters. Exit the bar and head back to the clothing store [7]. Cloud will now try it on. Alas, Cloud has no wig! You will have to go to the gym [12] to get a wig. If you just want Tifa to get picked, go on and do this now. If you want someone else, do not go here yet.

Aeris: In addition to the Dress you have a wig you will get later, you will need two other special items. Let us Start with some Cologne. Head to the restaurant [6]. Order the today's special (this will cost 70 gil). When you have sampled it, say 'it was alright' you will be given a pharmacy coupon.

Leave the restaurant and head to the pharmacy [5]. Use the coupon to buy a digestive. Leave here and return to the bar. Against the far wall is a rest room. A person in there will need the digestive. In exchange you will receive Sexy Cologne. Alternatively, you can get just 'cologne' or 'flower cologne' for the other two types of 'medicine'.

Now, you will need one more good item to have Aeris picked, so let us make it a fun one eh? Head back to the main screen and talk to the man pacing from [3] towards [5]. He will give you a membership to the Honey Bee Inn. Now, go to the next screen to the right [3] and enter the Honey Bee Inn [10].

There are six doors in this place. The one you came from, one straight above you, which leads to a 'prep room' for the girls. The two to your right are mostly just for plot, the Queens Room and the Lovers Room. If you peek into the lovers room, you can see a mini-stuffed animal jumping. He may look familiar, if not, he sure will later. The Queens room has an event which I will not spoil.

Anyway, you are going to want to get the item from either the lower-left or upper-left rooms. The gift from the lower left is 'bikini briefs'. The gift from the upper-left is 'lingerie'. The events in the lower-left room are more humorous though, so I suggest that one [you can only do one]. You can also have the girls in the top room put some make-up on you [if you want Cloud to be picked]. Also, to get the lingerie, you must choose the BOTTOM option when Mukki asks you.

After that, head to the Gym [12] and get the blonde wig.

Cloud: The only additional thing you will need is a Tiara, the best one of course. Head to the Materia Shop [8] and talk to the guy. He will ask you to get something from a vending machine in the Inn. When he is done talking, head

to the Inn [2] and pay the 10 gil to sleep for the night. In the middle of the night Cloud will go to the machine. Buy the 200 gil one. Return to the materia shop and trade it for a Diamond Tiara. Alternatively, if you had bought the one for 100 gil you had get a Ruby Tiara and if you had bought the one for 50 gil you would have gotten a Glass Tiara. At any rate, you are ready to go to the Gym [12] as well.

At the Gym: I strongly recommend you Save your game [S] before going in if you are trying to get Aeris or Cloud to be picked. When you get to the gym, Big Bro will challenge you to squats.

The outcome determines what Wig you will get:

If you lose, you get 'wig'
If you tie, you get 'brown wig'
If you win, you get 'blonde wig'

Big Bro has no set number, but often does about 15-17 squats.

You will want the blonde wig for Aeris or Cloud to be picked. Once you have a wig, head back to the clothing shop and get dressed. Aeris will also get some temporary attire. When you are all done, head back to the Don's place [16].

You will be permitted to enter this time. Once the man behind the counter tells you not to wander around, go ahead up the stairs and into the room on the left. Run down the large staircase and approach Tifa. Your party will start to talk. When you get a chance to move Cloud, grab the ether behind Tifa and then talk to her. Eventually you will all be summoned upstairs. Enter the middle room and attempt to walk around the desk on either side. You will line up, it is time to see who Don picked!

If Don picks Cloud, you will be prompted to answer a bunch of questions. Your choices will only effect a scene later in the game which almost all multiple choice questions do. Other than that, there is a hyper behind the headboard of the Don's bed.

If he does not pick Cloud, you will be placed as only Cloud into a separate room. There is a Phoenix down to the far right in this room. The creeps will all follow you around telling you how hot you are. Talk to Scotch [he is in green] after talking to everyone else. Cloud will reveal his true secret, he is a man!

You will get attacked twice, both fights are very easy though. Once you beat them, exit this room and run towards the left room. If he picked Aeris to date Tifa will meet you and you will go to the main room. If he picked Tifa, then you will have to run down the steps to watch Aeris evade the lackeys. Either way return to the middle room and exit it from the back and you will be in Don's bedroom. Your party will extort some information from Don. When you get control of Cloud, go behind Don's headboard for a 'hyper' Then try to leave the room. Before long, you will find yourself in the...

^008^

Sewers/Train Graveyard/Pillar

Items in this area: Potion, Hi-Potion, Hi-Potion, Echo Screen, Potion, Potion, Potion, Ether, Hi-Potion

Items won from Bosses in the area: Phoenix Down

Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

+--+-+--+-+--+

Attacks

+--+-+--+-+--+

Tail Attack [1 Enemy] [77.5], Lick [1 Enemy] [15.5] [Sadness], Sewer
Tsunami [All Enemies + Allies] [77.5] [Water]

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Notes

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Tips/Tricks: There are two versions of Sewer Tsunami. One hits the party for double damage, the other hits Aps for double damage. Lick will target the character in the middle [often Aeris], if dead, Aps will randomly choose either of the sides.

While Aps does have a damaging attack, it hurts him to use it. In fact, if you do nothing but heal, you will win the battle. His waves will come from behind him twice, then will hit you from behind [twice as strong]. He will repeat this wave pattern. In addition, he has a lick attack which will cause sadness. He also has a tail attack which will do medium damage to one target.

This area is quite linear, just climb up the ladder and walk around to the next ladder. Climb down, walk a few steps to the stairs and walk up. Get the steal materia. Equip it right away on the person who has the most dexterity [Cloud].

Continue straight towards the open vent. Choose 'let us jump down'. This next screen is linear as well, run right, down the stairs, left, up the ladder, then right and up the ladder. You will come out of a man hole in a train graveyard.

Save at the save point and use a tent there if needed. When you are done with that, enter the train car and run through it until you can exit to the left. Go to the tan barrel and get a Hi-Potion. Work your way back to the save point. Climb up the ladder attached to the back of the first train. Grab the Hi-Potion. Continue straight to the next car. Run down the bent metal to the ground level. Run to the tan barrel above you and receive an echo screen.

Run around the train you were on top of before and enter the train to its right. Get the Potion there and exit this train from the right side. Climb up the ladder to the right, run up to the next ladder and then back down to the main floor. Enter the train on your right, run up to the next car and exit it on the left. Grab the potion and exit upwards to the next screen.

On this screen, run around the train to your left and all the way down for a

Def%: 6
Dex: 50
Luck: 15
EXP: 290
AP: 22
Gil: 500
Win: Ether
Steal: -
Morph: -

+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+

Fire: -
Ice: -
Lightning: Halves
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: -

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Attacks

+---+---+---+

Short Staff [1 Enemy] [61.25], Pyramid [1 Enemy] [Imprisoned],
Electro-mag Rod [1 Enemy] [73.5] [Lightning]

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Notes

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Tips/Tricks: Pyramids will hold a player hostage. While inside they can do nothing. They have 10 HP, so most any attack will break out the character, including Gravity which will cause Instant Death. Characters inside of a Pyramid are considered KO'd if the all other characters are KO or also imprisoned. He will target anyone who hit him with a Lightning spell on his next turn. Oddly, this includes Ice Crystal, Bolt Plume, and Swift Bolt items as well.

This may be the toughest boss battle you have fought yet, but that is not saying much. Reno has a pyramid attack which will prevent one character from doing anything while in it. To remove it, simply attack that character and the pyramid will suffer damage and go away. His other attacks consist of an Electro-Mag rod which does around sixty damage and occasionally uses [paralyze] on a party member. Otherwise he will just slap you with his rod doing about fifty damage. Just beat on him, his low hp makes this a quick battle.

A quick event will happen, before long, you will find yourself in...

^009^

Searching for Aeris

Items in this area: Sense Materia, Turbo Ether, Batteries, Ether

...The playground! Barret will whine for a bit, eventually Cloud will walk off on his own into sector six. Take a few steps, Barret and Tifa will rejoin you. Go back into the playground and get the Sense materia, or just leave it. Now, head back to Aeris's house. Before you do this though, get the Turbo Ether I spoke of earlier in the dresser drawer. Blah blah, back to Aeris's house. A large chunk of story will take place. When it is over, head back to the wall market [yes, yes, traversing sector six in the process]

When you return to the wall market you will have a few new options. For one, the materia shop now sells stuff! You may want to get things from the item shop, this is the last time you will be able to buy things in a LONG while.

Item | Cost |

Fire | 600
Ice | 600
Lightning | 600
Restore | 750
Cover | 1000

When you are ready, head to the weapon shop. Talk to the vendor way to the left. He will sell you some batteries. Leave the shop and exit this screen from the TOP RIGHT, as you will recall this was a dead end before, but now you will be able to climb a wire. Talk to the little kid at the bottom of it and up you go. Since climbing ladders, wires, etc takes forever in this game, you might want something funny to read so... "Who's the most liked guy at a nudist camp?" Give up? Ok, "The Guy who can carry two coffees and a dozen donuts!" If you do not get the joke, you are not thinking right. Anyway, by now you will have exited the screen. Head up a bit more, then left, now down a bit and over to the right. There is a thing which looks like a giant plug. Run up to it and use a battery. The propeller above will start to spin. When it stops you will be able to cross it. Cross it and head to the bent tracks. Climb up them to what looks like a toll booth, put the battery inside and it will go up. Walk up the toll booth. Climb up the wire and you will see a swinging wire. Climb up for an ether using the last battery to reach it. Head back to the

platform with the swinging wire. You need to jump at the right time to get to it. It is hard to explain, but it does make a 'squeak' sound. Just after the sound begins, jump, you should make it. If not, Cloud will say if you were too early or too late.

When you get to the other side, climb up this wire off of the screen. The big wire will split with the little wire, take the thin wire which goes up instead of the thin wire which goes down.

You will now find yourself in front of...

^010^

Shinra Building / The Escape

Items in this Area: Elixir, Turtles Paradise Flyer No. 2, Elemental Materia, All Materia, Star Pendant, Four Slots, Phoenix Down, Ether, Poison Materia, Enemy Skill Materia, Potion, Potion

Items won from Bosses in the area: Talisman, Mythril Armlet, Protect Vest, Guard Source, Star Pendant.

Tips in this Area: After beating the Sample: H0512, run around on the 67th floor and steal Carbon Bangles from 'Moth Slashers' and Hardedges from 'Soldier: 3rd'. It has been noted this can be done before fighting the sample and also on the 68th and 69th floors.

Bosses: Sample: H0512, Hundred Gunner, Heli Gunner, Rufus, Motor Ball

...The Dreaded 70 floor Shinra building. You will have the option to bust in or sneak in around back. Sneaking in will result in no battles, an Elixir, and about fifteen minutes of your dying thumbs time. Breaking in takes less time, and you can get something special too. Whichever you choose, save your game just outside of the front doors.

Since there is no need to tell someone how to walk up the stairs, I will focus on the breaking in of the building. [INSERT] After receiving five emails asking how to go up the stairs, I decided to kill someone. When you walk in, you will be attacked. After the battle run straight to the back of this room. Make sure to look at the Second Turtles Paradise Flyer on the wall and then enter the elevator. As you ride up the elevator, it will stop every now and then allowing you to get attacked. After a while you will make it to the 59th floor of the building. If you took the stairs, you will be at this point as well.

Run to the lower right side of the room and you will be attacked. Once you win the battle, you will get a keycard to the 60th floor. From this point onward, you will need a key card to access every floor. Go into the elevator and select the 60th floor. This floor is easy. All you need to is slip past the four guards who march in sequence. Run into the room on your left and Barret will explain this to you. If you fail to slip by them, you will have to battle them. If you fail four times, and win the battles, Barret will just tell you how dumb you are and you will be free to continue.

You are now on the 61st floor, with no keycard! As dumb luck would have it, the door is broken so you can just walk in. Head to the left and find a man walking toward he right in a grey suit. Talk to him and choose '.....' He will give you the keycard to floor 62. Head up to floor 62.

You will notice the libraries of books on your way in. Talk to Hart, the man

standing in the hallway. Then just walk into the mayors office and talk to mayor Domino. You need to get his password for the Keycard 65. While you can just choose all the choices straight down the list, you are not likely to get it on the first try for a special prize [Elemental Materia]. There are two good methods to getting this password.

The first is simple, go back outside and save your game AFTER telling him you need more time. Now you can just find out what the password is and load your game again guessing that one. The other option is to play the mini game. Normally you would have to spend a fortune having Hart give you clues, instead, I will just tell you how to play.

There are four library rooms. Each one is marked on the outside of what type of books are inside. Inside each room, one book which does not belong there is in fact there. Each book has a number with it. When you find the out of place book, take note of the number. Now, count that many letters into the books name.

For example, if the book name is 'Cloud Rules' and the number is '04' the letter would be 'u'. Spaces do NOT count. When you do this for every room, you will have four letters. Arrange them in an order which make a word which is on Domino's choice list. The choices are: BEST, KING, ORBS, BOMB, MAKO, and HOJO. Return to him and choose the correct word and get your prize. It is now time to go to the 63rd floor. Keep in mind B's and O's are very common in multiple words, but some letters like E or J only appear in one.

Run to the room with the computer terminal [one room south of the stairs]. You will be allowed to open three doors to get all the prizes which you want. Head to the back right corner of this floor. Run left and open the first door that you come to. Head left again until you come to another door. Do NOT unlock this one, instead, open the other door at this intersection [it is below you]. You will now be able to run into a normal room and grab the prize [coupon A]. In this small room, head into the ventilation shaft. Inside of the shaft, head down, right and then up at the first chance you get. When you get out of the shaft, grab the prize [coupon B]. Exit this room by heading down and make a left. Use your final door key to unlock the door in front of the very middle room. Grab the prize in there [coupon C] and head back the way you came to the computer terminal. Exchange your coupons for an: all materia, star pendant, and four slots. Now take the stairs to the 64th floor.

This floor has a bunch of lockers which you can open which hold an ether and a phoenix down. There are also some vending machines in the gym area, choose to bang on them as they can be somewhat beneficial later. You can rest and save your game in the lower left room of this floor too. When you are ready, walk up the stairs to the 65th floor.

This Floor is a bit weird. When you place one of the 'Midgar parts' into the model of Midgar, one of the other chests in the room will open. There are two chests in the bottom left room, two in the middle left room, and one in the top right room. There is also one in the middle right room, but we will ignore it for now. The first chest you will want to open is the bottom chest in the middle left room. When you have the Midgar Parts, run to the room with the model.

There are five pieces which need Midgar Parts placed. Put this set of parts in the place which is at about 10 O'clock on a clock face. You will hear another chest open. Go to the lower left room, open the lower chest there and return to the model room placing these parts in the opening near 11 O'clock on a clock face. Now head to the top right room, get the Midgar Parts and return to the model yet again. Place them in the hole at 2 O'clock in the model.

Open the chest which remains in the middle left room, place them in the model at 4 O'clock and get the final parts and place them at 5 O'clock. The chest by the stairwell will now open giving you a Key Card 66. Walk up the stairs to the 66th floor.

[INSERT] - Many have said this may not be the correct order. Given the simplicity of the room, I see no need to confuse people by making eight different ways of finishing it.

Run all the way to the top left room. Yes, it is a bathroom. Head into the toilet stall. Walk up to the toilet and elect to climb up into the vents. Press the DOWN arrow to crawl towards the front of the screen. You will now get to see a conference with the Shinra executives. Once it is over, press the UP arrow to head back to the toilet. Run back towards the stairs. You will see Hojo drifting alone, behind everyone. Follow him up the stairs to the 67th floor. The doors he passes through will remain open.

Run all the way to the left side of this screen and approach Hojo. Another event will take place. When you get control of Cloud again, exit using the top exit of this screen. Head right towards the Save point. Open the treasure chest, it has a Poison Materia. Now save your game. Head left a few steps and go up the elevator.

Approach the position where Hojo is standing and you will see some more story events. Name the new character whatever you want to. Also, send off either one of Tifa and Barret. I tend to keep Tifa with me. Eventually, you will be attacked.

Name: Sample:H0152 [Boss]

+--+--+--+--+--+--+--+--+--+

Level: 19

+--+--+--+--+

Information

+--+--+--+--+

HP: 1000

MP: 120

Atk: 40

Matk: 35

Def: 60

MDef: 64

Def%: 1

Dex: 65

Luck: 1

EXP: 300

AP: 30

Gil: 250

Win: Talisman

Steal: -

Morph: -

+--+--+--+--+--+--+--+

Elemental Resistance

+--+--+--+--+--+--+--+

Fire: -

Ice: -

Lightning: Halves

Earth: -

Poison: Absorbs

Gravity: Nullifies

Water: -
Wind: -
Holy: -

+---+---+---+---+---+---+
Status Effect Resistance
+---+---+---+---+---+---+

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

+---+---+---+---+
Attacks
+---+---+---+---+

Keyclaw [1 Enemy] [63], Shady Breath [All Enemies] [Poison-Status],
Reanimagic [All Allies] [Cure "Death"]

Name: Sample:H0152-opt [3x]
+---+---+---+---+---+---+

Level: 7
+---+---+---+---+

Information
+---+---+---+---+

HP: 300
MP: 48
Atk: 22
Matk: 18
Def: 46
MDef: 32
Def%: 4
Dex: 45
Luck: 2
EXP: 20
AP: 2
Gil: 0
Win: Tranquilizer
Steal: -
Morph: -

+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: -
Paralyze: -
Seizure: -
Positive: -

+---+---+---+

Attacks

+---+---+---+

Bodyblow [1 Enemy] [22], Fire [1 to All Enemies] [75] [Fire],
Ice [1 to All Enemies] [75] [Ice], Rolling Attack [1 Enemy] [66]

Do not bother killing the little opts, he can just revive them. While they may be annoying, they only do about 60 damage with their spells. The main boss is in the back row, just pound him with spells [NOT Poison]. He will poison your party as well. Use the Star Pendant you got earlier to protect one of your members. This fight is rather easy, you should not have any problems.

Your party will have another nice talk, cute eh?

After the talk MAKE SURE TO GET THE ENEMY SKILL MATERIA, there is no sense in equipping it yet though, as you can not get any enemy skills until you reach the world map. Exit the screen near the bottom and run up the ramp towards the assistant of Hojo. He will give you another key card. Run back down and get the 2 potions. Also, remember to steal some Carbon Bangles and a Hardedge from this floor.

+---+---+---+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

+---+---+---+---+---+---+---+---+---+

Attacks

+---+---+---+---+---+---+---+---+---+

Aux Artillery [1 Enemy] [110], Hidden Artillery [1 Enemy] [137.5],
Main Artillery [All Enemies] [123.75], Wave Artillery [All Enemies]
[185.625], Sub Artillery [1 Enemy] [151.25]

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Notes

+---+---+---+---+---+---+---+---+---+

Tips/Tricks: Aux and Hidden Artillery are used in the first form, when its HP is above 67% of its max HP. Main Artillery is used in the second form, when its HP is between 33% and 67% of its max HP. Wave Artillery is used in the third form, when its HP is lower than 33% of its max HP and the Sensor Cannon is charged. Sub Artillery is never used. Also, no EXP/AP/GIL is given from this battle, as the next one starts immediately.

Pound Hundred Gunner with everything you have. His attacks are very weak for the first several rounds. Try to kill him before he uses the sensor cannon. If you can, have Barrets weapon have elemental and lightning paired together. Have Aeris and Red XIII toss grenades or cast spells at him. IF Red gets a limit break, use it. When he dies, you will get no break before...

Name: Heli Gunner [Boss]

+---+---+---+---+---+---+---+---+---+

Level: 19

+---+---+---+---+---+---+---+---+---+

Information

+---+---+---+---+---+---+---+---+---+

HP: 1000
MP: 0

Atk: 55
Matk: 0
Def: 40
MDef: 220
Def%: 15
Dex: 66
Luck: 0
EXP: 250
AP: 25
Gil: 200
Win: Mythril Armlet
Steal: -
Morph: -

+---+---+---+---+---+
Elemental Resistance
+---+---+---+---+---+

Fire: -
Ice: -
Lightning: Weakness
Earth: Nullifies
Poison: -
Gravity: -
Water: -
Wind: Weakness
Holy: -

+---+---+---+---+---+
Status Effect Resistance
+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

+---+---+---+
Attacks
+---+---+---+

AB Cannon [1 Enemy] [119] [Sleep], C Cannon [1 Enemy] [119]
[Poison-Status], Firing Line [All Targets] [141.3125] [Sleep]
[Poison-Status], Spinning Bodyblow [1 Enemy] [148.75], Flying Drill

[1 Enemy] [178.5]

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Notes

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Tips/Tricks: Starts spinning once HP is less than 25% of max HP. Gains 50 Def and MDef at that point. Can't Reach enemy, only Barret will be able to use standard attacks in this battle. Spinning Bodyblow and Flying Drill are only used in the second form. The other attacks are only used in the first form.

This part of the fight is a bit tougher. Heli has less HP, but attacks for more damage and more often. His C cannon often tosses on a status effect like sleep or poison. You still should not have much of a problem using the same strategy as you did for Hundred Gunner. Just a note, while spinning he has a lot more defense and magic defense.

The scene will be shifted back to Cloud, you will be given the opportunity to remove everyone else's gear [materia and accessories]. This next battle is also easy. I tend to set Cloud up with:

Poison=elemental [weapon]

Restore [armor]

Name: Rufus [Boss]

+---+---+---+---+---+---+---+---+---+

Level: 21

+---+---+---+

Information

+---+---+---+

HP: 500

MP: 0

Atk: 35

Matk: 0

Def: 32

MDef: 160

Def%: 14

Dex: 72

Luck: 8

EXP: 240

AP: 35

Gil: 400

Win: Protect Vest

Steal: -

Morph: -

+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

+---+---+---+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+---+---+---+

- Death: Immune
- Sleep: -
- Poison: -
- Confusion: Immune
- Silence: Immune
- Darkness: -
- Fury: -
- Sadness: -
- Stop: -
- Slow: -
- Frog: Immune
- Small: Immune
- Slow-Numb: Immune
- Petrify: Immune
- Death-Sentence: Immune
- Manipulate: Immune
- Berserk: Immune
- Paralyze: -
- Seizure: -
- Positive: -

+---+---+---+---+---+---+---+---+---+

Attacks

+---+---+---+---+---+---+---+---+---+

Shotgun [1 Enemy] [57]

Name: Dark Nation

+---+---+---+---+---+---+---+---+---+

Level: 15

+---+---+---+---+---+---+---+---+---+

Information

+---+---+---+---+---+---+---+---+---+

- HP: 140
- MP: 80
- Atk: 43
- Matk: 15
- Def: 38
- MDef: 94
- Def%: 18
- Dex: 74
- Luck: 3
- EXP: 70
- AP: 7
- Gil: 250
- Win: Guard Source
- Steal: -
- Morph: -

+---+---+---+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+---+---+---+

+---+---+---+---+---+---+---+---+---+

Status Effect Resistance

Water: -
Wind: -
Holy: -

+--+-+--+-+--+-+--+-+--+-+--+-+
Status Effect Resistance
+--+-+--+-+--+-+--+-+--+-+--+-+

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

+--+-+--+-+--+-+
Attacks
+--+-+--+-+--+-+

Highway [All Enemies] [70], Deadly Wheel [All or 1 Enemies] [70],
Twin Burner [All or 1 Enemy] [135] [Fire], Rolling Fire [All Enemies
- No Reduction] [216] [Fire], Arm Attack [1 Enemy] [87.5]

+--+-+--+-+--+-+
Notes
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Tips/Tricks: Highway is the opening hit it will get on the party.
There are two versions of Deadly Wheel, one for each form, but they do
identical damage. Twin Burner is only used in the second form,
Rolling Fire and Arm Attack only used in the first form. Arm Attack
always hits the target with the most HP.

At the start of this battle, tap both r1 and l1 together, this will negate the
extra damage from the back attack as you will turn around before he hits you.
His Twin Burner attack will do close to 90 damage to your entire party. After
a few of those he will unleash rolling fire which will do close to two hundred
damage to your party! Be sure to heal with either healing wind or just cure.
While he has a lot of HP, he does take damage rather quickly so do not fret
over that. Again, this boss should not be a real threat.

Once the battle is over your party will talk. Once they are done, attempt to
leave Midgar. You will be asked to make a party, pick whomever you wish. Walk
out and you will be on the...

Item	Cost
Earth	1500
Poison	1500
Steal	1200
Sense	1000
Heal	1500

[10] is a weapon shops which sells:

Item	Cost
Mythril Saber	1000
Cannon Ball	950
Mythril Claw	750
Full Metal Staff	800
Mythril Armlet	350

When you are done getting the supplies you need, head back to the Inn [2].

Go to the second floor. Aeris will yell at you. Carefully walk forward and to the left to go behind the stairs where you can see a cabinet. Examine the cabinet a few times and Cloud will get pissed and kick it. You will receive a Megalixir for your troubles. Get near everyone else and get prepared for a VERY long sequence. The Grey haired man is Sephiroth. You will talk for what seems like ever, you will eventually get in a battle. No matter what you do, Sephiroth will kick the monsters ass. This will be the case for any battles you get in during this section of the game.

You will now arrive in a town named Nibelheim. I am not going to draw a map for it at this time since there are only three buildings of interest. Run straight into the town as Cloud. When Sephiroth goes into the Inn, head into Tifa's house. It is the largest building on the right side of the town. Walk up the stairs and into her room [it has the piano]. Check her cabinet and get the item there. Walk to the piano. Elect to play it, or jam on it. Say you remember and play the following buttons:

x, square, triangle, rl+triangle, rl+square, x, square, triangle, rl+x,
circle, x, square, x

Cloud will make a comment. You may also read a letter on her desk.

You may now exit into the inn. In case you forgot it is the building nearest the entrance of town. Talk to Sephiroth, when he asks, go to sleep. When you wake up, talk to Sephiroth again. Some events will take place. When you get control of Cloud you will be at the base of a wooden bridge, run across the bridge. More events will happen.

When you get control again, head right/up. This path is very linear. Enter the cave when you get there. This screen is also linear, just head up along the right hand side. Exit to the next screen and you will be greeted with another event. On the next screen, walk into the reactor. Follow Sephiroth to the reactor core. Run up and talk to him.

He will ask you to hit a valve, run down to where he was standing and hit the confirm button there. Then head over and talk to Sephiroth, again. He will move back a step, talk to him again, then look inside of the glass. Some long events will happen now. Eventually it will break back to the inn room. You will be able to save at this point if you desire. Do not bother unless you

fear the power in your house is going to go out, just keep talking.

When you leave the Inn [Nibelheim], you will head into the Shinra Mansion. Go up the stairs to your right and exit to the room to the right. There is a hidden stair case [not really as you can see it with select] behind some brick in this area. Go through it and head down the winding staircase. Run through the halls down here until you come across Sephiroth in some sort of library. He will mumble on about stuff and tell you he needs time to think about things. Leave the room. More events will take place.

You will wake up in the left side of the mansion. Run downstairs to the library again. Head towards the back of the room. A talk will ensue. Sephiroth will leave the room! Run all the way outside back into town. Something big will happen. Run towards the center of town. Zangan will have you check out the house most left on the RIGHT side of the town. Some more story will happen.

Eventually, you will find yourself back in the reactor. Head towards the core [labeled JENOVA]. On your way a few small events will happen. Once inside some major events will happen. You will now be back in Kalm. With your story done, you may now continue on your journey. Before you leave the Inn, you will be given a PHS, it will allow you to switch your members anywhere you can save [some exceptions]. Leave the town and head southeast to the...

^012^

Chocobo Farm / Mythril Mines

Items in this Area: Choco/Mog Materia, Ether, Tent, Long Range Materia, Mind Source, Elixir, Hi-Potion.

Tips: You can pick up enemy skill L4 suicide from Muu's outside of the farm, Chocobuckle from chocobos, Beta from the Midgar Zolom [highly unlikely at this stage in the game] and flamethrower from Arc Dragons in the Mythril Mines. Also, you can steal Grand Glove [for Tifa] from Madouges in the left rooms of the Mythril Mines.

Bosses: Midgar Zolom [though he is not really a boss]

Once you get to the Chocobo Farm, and it is a LONG walk, head on inside. You will see four chocobos inside of a pen. Talk to the one on the left side of the pen. Reply with 'wark'. An event will take place and you will be given the Choco/Mog materia.

Walk into the house. You can sleep in the bedroom here for a small price if you so desire. Talk to Choco Bill, say yes to his first question. He will ramble on for a little while. He will tell you to talk to Billy. Billy is in the barn building.

Talk to Billy and say you want a chocobo. If you want to learn how to get chocobos, choose the top three choices of his next question, if you just want to get the Chocobo Lure Materia, choose not interested. You may buy some greens now if you need too. Personally, I would just buy two mimett greens. These will get you everything you will ever need later in the game.

Item | Cost |

Mimett Greens | 1500
Curiel Greens | 1000

Pahsana Greens		800
Tantal Greens		400
Krakka Greens		250
Gysahl Greens		100

You may now leave the chocobo farm. Now, this next party can be very tricky. You will need to cross the marsh without getting attacked by the Midgar Zolom. I suppose you COULD let him attack you. If you some how manage to kill it at this point in the game [yes it can be done] then you will be able to just run across if you do it quickly. Instead, we have three options, try whichever one you want.

1. Do what the game intended for people to do, catch a chocobo and ride it across the marsh. [takes a long time :(]
2. Run Across the Marsh. Save after a few steps. Reload your game, repeat until you get across [safe yet time consuming]
3. Stand on the grass area which jags out and faces the cave on the other end. Wait until the Zolom is WELL to your left in the corner down there. Run as straight as you can. If done perfectly, you will beat him by about two steps. [not so safe but can be the fastest]

Which ever way you choose is up to you [I always use 3]. When you get across you will see something somewhat disturbing. Exit that screen down and now enter the cave.

You will be in the Mythril Mines. Head right onto the next screen. Head up the 'stairs' and get the ether sitting in the middle. Continue up and get the chest containing a tent. Head back down the stairs and climb up the vine on the left side of the screen. Get the Long Range Materia and head back down the vine and left to the screen you came in on. Head left a bit and then down. Get the Mind Source from the lower right alcove. Head left, up, and then exit the screen from the left. You will encounter a short event.

After the event, head into the room above you. Get the Elixir from the chest and the Hi-Potion from the north end of the room. Leave this room and climb the vine in the next room. Exit to your left and you will be back on the world map.

^013^

Parading Along

Items in this Area: Yuffie*, Shiva Materia, one of [grenade, 6 potions, 6 ether and 5000gil], Enemy Skill Materia, Luck Source, Mind Source, 1/35 soldier, Guard Source, Power Source, Speed Source, 1/35 soldier. One of [silver glasses hp plus materia, force stealer]

Items won from Bosses in the area: Power Wrist

Tips: Get Yuffie! Also, the forests here are one of the best place to learn limit breaks in the entire game. Large enemy groups, decent damage.

Bosses: Bottomswell

First head to Fort Condor. In case you failed to guess, it is the large rock with a BIRD on the top. Go inside and talk to the man, choose 'we will help you' and follow him inside. Talk to the old at the table. Choose 'alright' and now you may use Fort Condor as your home. There are fifteen battles here

during the game, you only need to do the last one. Other ones will get you some good prizes though. Anyway, if you want to do the battles, head upstairs to the left and talk to the guy by the window, and read how to play. I will write up the details on this later. Anyway, you can use the beds downstairs as a free inn. You can shop from the two vendors on the upper right as well. They sell:

Item	Cost
Potion	50
Phoenix Down	300
Hyper	100
Tranquilizer	100
Tent	500

Item	Cost
Fire	600
Ice	600
Lightning	600
Restore	750

When you are done here, exit out to the world map and fight in the forests. You will sometimes encounter a Ninja. When you beat her, an event will take place. Do EXACTLY what I say now or you are going to have some serious money stolen from you.

First, do NOT bring up the menu at ANY point during this. Walk to the ninja and talk to her.

Choose "Not interested"

Walk to her again,

Choose ".....petrified"

Choose "Wait a second!"

Choose ".....That is right."

Choose ".....Let us hurry on."

Here is exactly what she will take and when, should you mess up [Thanks Feu Feu!]

1st question : the only thing you can do after that is enter the menu. When you quit the menu, Yuffie is gone and has stolen 200 gil from you. Whenever you enter the menu, this will happen.

2nd question : Yuffie goes away and bumps into one character. 500 gil is stolen.

3rd and 4th question : if you make a mistake, Yuffie leaves but steals nothing

5th question : she runs away and steals 700 gil from you.

By the way, you can talk to your party safely. And you can also leave the screen without talking to Yuffie.

You will now be prompted to name her [I will call her Yuffie]. She has a throw materia on her if you care to remove it right away.

Anyway, you can level in this forest if you had like or start getting to Junon.
To reach Junon, head west north west. There are only five places to go, so I
am not going to make a map. The first house on the right is an item shop.
They sell:

```
-----  
Item                | Cost |  
-----  
Mythril Armlet     | 350  |  
Potion              | 50   |  
Phoenix Down       | 300  |  
Grenade             | 80   |  
Tent                | 500  |
```

Anyway, the main path forks, head down and down the stairs. You will be on the
shore of the ocean. I little girl will be playing with a dolphin. A scene
will follow and you will be attacked.

Name: Bottomswell

+---+---+---+---+---+---+---+---+

Level: 23

+---+---+---+---+

Information

+---+---+---+---+

HP: 2500

MP: 100

Atk: 42

Matk: 30

Def: 36

MDef: 96

Def%: 1

Dex: 69

Luck: 0

EXP: 550

AP: 52

Gil: 1000

Win: Power Wrist

Steal: -

Morph: -

+---+---+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+---+---+

Fire: -

Ice: -

Lightning: -

Earth: Nullifies

Poison: -

Gravity: Halves

Water: -

Wind: Weakness

Holy: -

+---+---+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+---+---+

Death: Immune

Sleep: -

Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

+--+-+--+-+--+

Attacks

+--+-+--+-+--+

Bodyblow [1 Enemy] [255], Tail Attack [1 Enemy] [127.5],
Moonstrike [1 Enemy] [127.5], Waterball [1 Enemy] [Creates
Waterpolo around Target], Big Wave [All Enemies] [191.25]
[Water]

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Notes

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Tips/Tricks: Bodyblow hits the enemy with the highest HP. Big Wave is used in its third form, once it is under 50% of its max HP and also when it dies as a final attack. Waterpolo will surround a character and take 1/32 of his/her life away per unit of time. It can only be broken by spell damage.

Bottomswell has a few notable attacks. One attack will put a party member into a bubble which will subtract 1/32 of that character's max hp per unit of time. This is very bad since that character also can not perform actions at that time. You will need to hit the bubble with a spell to remove it. His tail attack is rather weak, it should not be a problem. When he dies, he will use a Tidal wave which can do around 110 damage to members in the front row, half to members in the back row.

Once the boss is beaten you will need to perform CPR on the girl. Just walk up to her, hit square. You will hear Cloud breathe. On the 9th breath, hit square again and you will release. Repeat this four times. On the fifth time you will have put enough air into the girl to revive her.

You will be allowed to use the house on the left side of town as a free inn. Do so. You will wake up after some events to a new theme. Run to the largest house in the entire town for a short event. You will get the Shiva materia. Follow the girl back out to the shoreline. You will get a whistle. It is time to go up top. Use the whistle [press square]. Now, this is very important. Do NOT move once you can blow the whistle. You will miss the platform the first time, but on the second time you will land right on it! Walk left and climb up. There will be a short cut scene and you will see something awesome.

Run down, on the next screen, you will see a tiny square on an elevated platform run towards it and press it. A large elevator will go down, run inside of the door at the bottom of the screen. You will be dragged into a locker room.

Run to the half open locker and put on the Shinra Uniform. They'll show you how to look pretty, choose 'all clear'. Exit the room, you will see a cut scene, now run down and save your game. Exit this screen by using the lower left door and watch the small cut scene and follow the rest of the soldiers. Now this part of the parade is really annoying. Your Live TV Ratings will give you a prize once you're done. You can get either a grenade, 6 potions, 6 ethers, and 5000 gil. As near as I can tell, when you get in formation, hit circle to raise your 'point'. You will be out of sync with everyone else, but you will still get the increased %'s. Some suggestions, just hammer the circle button and you will rack up the %'s whether you are in sync with everyone else or not. Another cut scene will occur and you will be back in the locker room.

The trusty Shinra troops will now teach you how to do a special dance for the president. You will get to show them your victory pose though. Finally you will be allowed to exit this room and roam the city free. Due to the linear layout of this city we are going to refer to everything by door number since my map would look like a straight line ^_^ . You may save your game at the same save point as you did before, then exit the lower left door again and you will see the town.

First Building [there is a fat man standing in the door way, talk to him and he will move]

Item	Cost
Sense	1000
Seal	3000
Restore	750
Heal	1500
Revive	3000

The next building is actually a hallway. The man on the main floor sells:

Item	Cost
Hardedge	1500
Grand Glove	1200
Atomic Scissors	1400
Striking Staff	1300
Diamond Pin	1300
Boomerang	1400

You can go to the basement of this building, you will see Rude the Turk, but he will not know who you are in that stylish Shinra Uniform. The Third door sells:

Item	Cost
Potion	50
Hi-Potion	300
Phoenix Down	300
Antidote	80

Eye Drop		50
Echo Screen		100
Hyper		100
Tranquilizer		100
Tent		500

Finally the fourth door on this screen. Head into the main room and talk to the Shinra Guard. Follow him to the basement. This is the intermediate training hall. More importantly, in the lower right, another enemy skill materia is sitting. Grab that and head back up to the main floor. Take the large stairs up to the second floor. The small room on the left holds a 1/35 soldier, Mind Source, and Luck Source. Go up to the third floor. In the right room, you can get a Guard source. A power source is sitting in the left room. Head back down the streets and continue left to the next screen. Head up and left to the next screen. This screen currently has no value, just head up and left. At several points later in the game, there is stuff to do here. Head left on the next screen.

You will finally come to a second screen of buildings. The first door has Elena and Reno sitting at the bar, nothing useful. The second door is an inn. It also has a save point. If you head up the stairs, the second floor is also a materia shop, they sell [Thanks Defcon999 and Feu Feu]:

Item		Cost
Fire		600
Ice		600
Lightning		600
Earth		1500
Poison		1500

The top floor is the accessory shop.

Item		Cost
Silver Glasses		3000
Headband		3000

Exit and enter the next building. Head on the right path and follow it around to a Speed Source. Head down a bit and up the stairs. There's another 1/35 soldier here. Leave this building and head into the final building.

Item		Cost
Mythril Saber		1000
Cannon Ball		950
Mythril Claw		750
Full Metal Staff		800
Mythril Clip		800

Finally head up and left and you will be in position to dance for the president of Shinra! Cool huh? You get ten points for every completed move if in sync with the other soldiers. Turning does not give you points, but you must be in the proper turn position to get credit. The final move will land you thirty points. Make certain you turn with them before that. The Prizes are

0-50 points: Silver Glasses

Def%: 1
Dex: 60
Luck: 10
EXP: 680
AP: 64
Gil: 800
Win: White Cape
Steal: -
Morph: -

+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

+---+---+---+

Attacks

+---+---+---+

Laser [1 Enemy] [201], Gas [1 Enemy] [201], W-Laser [1 Enemy] [201],
Tail Laser [All Enemies] [201], Stop [1 Enemy or All Enemies] [Stop]

Get ready for a fun one. Jenova has a tail laser. She also attacks with W-laser and casts stop which you can not really protect against at this point. Just unload with physical attacks and limit breaks. Most magic, other than poison, does alright as well.

When you have beaten her, some story will occur, make sure to get the Ifrit materia BEFORE leaving this room. The ship will now dock at Costa Del Sol.

Get off of the boat and play along with the sequence of events. Eventually you will be able to leave the screen to the right. An event will happen, after the event you will be able to run around Costa Del Sol!

Once again I will avoid making a map since there are almost no buildings here. Run over the bridge and into the building labeled 'Costa del sol'. Make your way into the basement and get the Fire Ring, Motor Drive and Power Source. Leave this building and head down the stairs. Oh, as a side note, you can buy this building for 300,000 gil from the man sleeping on the bed.

Head into the bar, talk to the man in the lower left corner, he will sell you armor.

Item		Cost	
Platinum Bangle		1800	
Carbon Bangle		800	
Four Slots		1300	
Molotov		840	

Head out of here. There is a small door by Red XIII who's against the wall, you can go in there and see a very odd scene. You can also kick Red XIII with the soccer ball. If Yuffie is not in your party, you can buy materia from her! If she is in it, you just buy it from an old man.

Item		Cost	
Heal		1500	
Revive		3000	
Restore		750	
Seal		3000	
Fire		600	
Ice		600	
Lightning		600	

To the right of the inn there is an item shop tent. You can get:

Item		Cost	
Potion		50	
Hi-Potion		300	
Phoenix Down		300	
Soft		150	
Antidote		80	
Eye Drop		50	
Hyper		100	
Tranquilizer		100	
Tent		500	

You can now head right and down to the beach. You will see Hojo there, he has recently left the Shinra. Anyway, when you are all done, head back to the bridge you walked over earlier and head under it, you will be back on the world map. As Hojo said, you will want to head west, do so until you reach a cave

and enter it.

^015^

Corel

Items in this Area: Wizard Staff, W-Machine Gun, Star Pendant, Turbo Ether, Transform Materia, 10 phoenix downs, Power Source, Tent, Mind Source

Tips: Steal from Bombs!

Bosses: None

Well this first screen is easy, just run in the straight line to the next one. Once again, run in a straight line. Now you will see a reactor, head down the stairs and then exit this screen from the bottom. Head right across this screen to the next one. Run and save your game at the save point if you so desire.

Continue to your right. There are some weak spots in the track in which you will fall through. DO NOT do what Cloud says and try to jump them, instead, fall in. Hold either the left or right arrow and hit circle as fast as you can. If done fast enough, when you climb back up you will get an item. Do it for both the left and right side and you will get a Wizard Staff and a Star Pendant. Once you have gotten them both you can do what Cloud says on future falls.

Anyway, head up when the tracks first split and get the W Machine Gun in the chest. Head back down to the split and take the lower tracks. You will soon arrive at a 4 direction split. Head up and left to get a Turbo Ether and a Transform Materia. Now head back and take the upper right path. Run all the way along this path until you come to a shed. Run inside and flip the switch. Run out of the shed and down until you hear some birds, climb up the wall. You can take the items in the nest. You will have to fight an easy battle and you will get 10 Phoenix downs. Once you have done this, head back to the 4 way split and head on the lower right path. Run all the way across this screen as well. Follow the track which curves down and around to the lower left. The room contains a Power Source, Tent, Mind Source. Head back out and back to the main track. Head right until you reach a huge bridge. Walk across it and you will be in the town of North Corel.

Walk into town and some story will happen. Feel free to shop around here, but there is not much to get. You will want to have a MINIMUM of THREE THOUSAND gil for the next area of the game. The three vendors are all behind counters on the main stretch. They sell:

Item | Cost |

Potion | 50
Phoenix Down | 300
Tent | 500

Item | Cost |

Transform | 5000
Maiden's Kiss | 150
Cornucopia | 150

Soft		150
Hyper		100
Tranquilizer		100

Item		Cost
Carbon Bangle		800
Force Stealer		2200
Molotov		400

When you are ready, go to the far left and you will see an air tram. Get in the tram and you will go to your next location. First you will have to view some long story sequences though.

^016^ Gold Saucer / Desert Prison

Items in this Area: Ramuh Materia, Turtles Paradise Flyer No. 3

Items won from Bosses in the area: Silver Armlet

Tips: Make sure to get Laser and Matra-magic one your way to Dyne.

You can shop at the Ghost Square, but it is just an item shop so I will not list the items. The Turtles Paradise flyer No. 3 is here as well. Steal x-potions from Bull Motors in the Desert Prison. Also, the man in the prison pub will sell you potions, phoenix downs, and tents for their usual prices [Thanks Defcon!]

Bosses: Dyne

Try to enter the Gold Saucer, you will not be able to, you need to get a ticket. If you can afford the life time pass, go ahead and get it. You will be here a lot throughout the game. If not, just get the one time pass. Enter now, your party will have another talk with Barret, he will run off. The Gold Saucer has its own form of transportation. Just jump in the tunnel with the label which matches your destination and you will be there. To advance, head to the Wonder Square area. You will get a new party member now. I will call him Cait Sith. There are a lot of games and goodies to get in the Gold Saucer, but they aren't going to be listed in this section, please see section ii for a Gold Saucer fun guide. Go to the battle square now. An event will take place. Before long you will be in the Desert Prison. By the way, if you remove Cait Sith from your party, be sure to take his Transform [with 7000 ap already] and manipulate materias off of him.

There is a hole in this screen which you can climb down to a chest which can not be opened. Leave this screen down instead and run into the first house on the right. You can save your game before this if you want. Barret will come in and another story sequence will happen. Barret is now going to be in your party for a while. Leave the house and exit this screen heading up. Go into the fence entrance on the left which was previously blocked. Exit the screen. Head right on this next screen. On a screen which looks like a mound of trash head towards the top but DO NOT exit yet. Put the following materia on Barret he is going to have to fight a boss battle alone.

Restore, elemental paired to fire in his armor. Now head up, a short event will transpire and then a boss fight.

Positive: -

+---+---+---+

Attacks

+---+---+---+

Needle Gun [1 Enemy] [165], S-Mine [1 Enemy] [171.875], Molotov
Cocktail [All Enemies] [178.75], Fire [1 Enemy to All enemies] [144]
[Fire]

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Notes

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Tips/Tricks: Dyne will never use Fire. While these damages look like a lot, keep Barret in the back row and most of them get cut in half. He will often use S-Mine or Molotov Cocktail right after Needle Gun, if his HP is low.

Dyne has three attacks, Needle Gun, S-Mine, and Molotov. The latter two are both fire attacks, which you will be partially if not completely protected from. Just pound him with limits or use poison attacks on him. He does not have much life and should go down easily. He does sometimes a Molotov cocktail as his final attack as well. Be wary of it.

After the battle there will be several scenes going on. Eventually you will be in an elevator. Learn how to race chocobos and you will end up in the Jockey room. In this room is the Ramuh Materia. This is your ONLY CHANCE to get the materia in the entire game. Be certain you do so. After a while you will be called out to race your chocobo. Here is a quick tip, hold down R1, R2, L1, L2 while you race, your chocobo will lose stamina at about 1/6th the regular rate making it a whole lot easier to sprint large portions of the course and win the race with ease. When you win you will be a free man, if not you will just have to try again with a better chocobo. You will be placed on the world map in a new form of transportation when you win.

^017^ Optional Things which you can do in the Buggy around the World

If you do not want to do any of this, you do not have to. Simply cross the river to the south and head to Gongaga.

Items in this Area: Mythril, Bolt Ring

Enemy Skills in this area: Aqualung, Big Guard, Beta, White Wind

Bosses: Midgar Zolom if you did not already get Beta.

First drive the buggy across the southwestern river and run up and down that beach. You will encounter Beach Plugs. Manipulate them for Big guard and win the battle. Now drive the buggy into the Desert by the Gold Saucer, drive around in here and you will get into a fight with Harpy. He will use Aqualung on you. Now drive across the northeast river, and drive the buggy into Costa Del Sol. Run to the dock area and get on the boat to Junon. When you get to Junon, talk to the man directing the air traffic and ask for a ride outside. You will now be in your buggy on the world map. Ride along and get into a battle with Zemzelett. Manipulate it and learn White wind. Ride back to the Mythril mines and fight the Midgar Zolom. You should be able to beat him now. The exp, ap, and gil bite, but Beta is one of the best enemy skills in the

Level: 22

+---+---+---+

Information

+---+---+---+

HP: 2000
MP: 80
Atk: 35
Matk: 35
Def: 66
MDef: 164
Def%: 1
Dex: 69
Luck: 0
EXP: 660
AP: 60
Gil: 1500
Win: Fairy Tale
Steal: -
Morph: -

+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

+---+---+---+

Attacks

+---+---+---+

Short Staff [1 Enemy] [73.75], Turk Light [1 Enemy] [256.5],
Electropod [1 Enemy] [177] [Lightning]

+---+---+---+

Notes

+---+---+---+

Tips/Tricks: He will target anyone who hit him with a Lightning spell on his next turn. Oddly, this includes Ice Crystal, Bolt Plume, and Swift Bolt items as well.

Name: Rude [Boss] [1]

+---+---+---+---+---+---+---+---+---+

Level: 23

+---+---+---+

Information

+---+---+---+

HP: 2000
MP: 135
Atk: 40
Matk: 35
Def: 100
MDef: 200
Def%: 1
Dex: 65
Luck: 0
EXP: 720
AP: 70
Gil: 2000
Win: X-Potion
Steal: -
Morph: -

+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: Immune

Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

+--+-+--+-+--+

Attacks

+--+-+--+-+--+

Shoulder Attack [1 Enemy] [204], Fire [1 Enemy or All Enemies] [174]
[Fire], Cure [1 Ally or All Allies] [174]

+--+-+--+-+--+

Notes

+--+-+--+-+--+

Tips/Tricks: Rude will never use Fire on Tifa. Rude will sometimes cover Reno. Rude has an attack Grand Spark, but will never use it. Rude will only hit Tifa if all other characters are KO'd, and then only 1/3 of the time. Sucks to have the hots for her I guess <_<.

Oddly Reno is not resistant to lightning this time. Anyway, they are both pretty damn weak. In fact, once you beat one of them, the other will just stand there and do nothing.

You will be standing at a fork, run up. On the next screen, run up. You will now be near a ruined reactor. Run up and trigger the event. When the Shinra leave walk to the reactor and reach inside. You will get the Titan Materia. Head back down and out to the fork in the paths. Take the fork left this time. On the next screen there will be another fork. Head left and get the deathblow materia. Go back to the fork and head up. You will now enter the town. This town has only five enterable buildings. So again I will not bother to make a map. Go in the one to the lower right first. A scene will take place. This scene seems rather unimportant now, but trust me, you will be glad you saw this a bit later. Talk to Aeris and Tifa if you want [this will give a great deal of points to them for a future scene] So whomever you like best, maybe just talk to that one. Anyway. The house on the right just above the one you were in is an item shop. The man sells:

Item	Cost
Potion	50
Hi-Potion	300
Phoenix Down	300
Tent	500
Maiden's Kiss	150
Cornucopia	150
Soft	150

Hyper		100
Tranquilizer		100

The House in the top right corner has a chest with a White M-Phone. The one on the top left has an X-potion in the chest. It is also the local in. The only remaining house sells both Weapon and Accessories. The bottom floor sells the accessories and materia.

Item		Cost
Headband		3000
Silver Glasses		3000
Star Pendant		4000
Talisman		4000
White Cape		5000
Fury Ring		5000
Mystify		6000
Time		6000
Heal		1500
Transform		5000

Climb up the pole in the this room to reach the weapons shop. He does not sell anything which is worth getting though.

Item		Cost
Hardedge		1500
Grand Glove		1200
Atomic Scissors		1400
Striking Staff		1300
Diamond Pin		1300
Boomerang		1400
Impaler		600
Shrivel		500
Molotov		400

When you are all done here, go back to the world map. Follow the river until you can cross. Then go through the mountain path. Eventually you will reach a town, if you attempt to go past it your buggy will break. Do not break it, as it will prevent you from doing a Fort Condor battle if you enjoy doing them. Since you are stuck here, it is time to enter...

^019^ Cosmo Canyon / Cave of Gi

Items in this Area: Turtles Paradise Flyers No. 4 and 5, Elixir Added Effect Materia, Black M-Phone, Ether, X-Potion, Fairy Ring, Turbo Ether, Gravity Materia

Items won from Bosses in the area: Wizer Staff

Bosses: Gi Nattak

Enter the gate and Red XIII will jump out in front. Walk up and follow him, you will be asked a question, pick 'no'. Now, run all the way to the top right we are going shopping. Climb the ladder and you will be in an item shop.

Item	Cost
Potion	50
Hi-Potion	300
Phoenix Down	300
Ether	1500
Tent	500
Maiden's Kiss	150
Cornucopia	150
Soft	150
Hyper	100
Tranquilizer	100

Go back down and enter the building below you and a bit to the left. Go up the stairs and left a bit. There is a flyer on the wall, it is Turtles Paradise No. 5. You can also rest at the inn up here. In the room with many beds you can get an elixir from the object which looks like a couch. Leave this building, ignore the next ladder and head up the steps to the far left. Talk to Red XIII. He will run upstairs more. Enter the door to your right. This is the Weapons Shop. There is a save point here, as well as the Turtles Paradise No. 4 flyer, yeah yeah, I went out of order.

Item	Cost
Butterfly Edge	2800
Tiger Fang	2500
Heavy Vulcan	2700
Prism Staff	2600
Silver Barrette	2500
Pinwheel	2600
Green M-Phone	2400
Silver Armlet	1300

Buy what you need and go up the stairs and go left. Walk around to the next floor up and enter the door. Enter the first door on your right, this is the materia shop.

Item	Cost
MP Plus	8000
HP Plus	8000
Mystify	6000
Transform	5000

Now leave this room and climb the large ladder to the left. Enter the only building up here. There will be a lengthy chat. You will now need to get some other party members. If you find any one member you can make your whole party. The nearest member is Cait Sith. Climb down the ladder and enter the room on the far right. Talk to him, make a party, then return up to Bugenhagens House. A very long event is going to happen now, but it is pretty cool so no complaints from me. Leave the house and head down to the camp fire on the ground level. Talk to: Barret, Aeris, Tifa and finally Red XIII. A lot of events will happen here. Eventually, head up towards the materia store. There is a barricaded door that Bugenhagen will open. Enter it, climb down a lot of ropes and head right.

Run into the first hole and choose 'break it loose'. Run right to the second hole and do the same. Run up and left into a third hole. Break this one open as well. I really do not think this next party matters, but you may as well break open ever other hole in here. When you are done, exit up to the next screen. Head up until the fork and go left. When you get to the off colored ground, WALK. Head down. Grab the Added Effect Materia. Head back up. Go right and when you reach the initial fork in the road, head up. When you reach another fork. Go right. You will hit another fork, go down the stairs. Run down the left path and get the Black M-Phone. Run back to the bottom of the stairs and go right. Head up when you can. Get the ether. Run back to the stairs again, up them and continue straight up to the next screen.

This screen has five tunnels you can enter into. We will call the one farthest to the left A and the one closest to you and the right side E. Enter D. Run up and you will get attacked by a stinger. Continue up hanging to the right and get the X-potion. Go all the way back to the five tunnel entrances again. This time take B. After you get attacked by the stinger, head up two steps and go left. Head down. The Pointer finger may help now. There is a chest to the right over here, but you need to control yourself well enough to get it. Inside is a Fairy Ring. Run back up to where you fought the previous stinger and head up more. You will get to fight, another stinger!

Walk up a few steps, do not exit this screen yet. There is a secret walk way to your left. Find it, open the chest, and get the turbo ether inside. Now exit to the top. A small event will occur and it is now time to fight...

Name: Gi Nattak [Boss]

+---+---+---+---+---+---+---+---+

Level: 29

+---+---+---+---+

Information

+---+---+---+---+

HP: 5500

MP: 200

Atk: 70

Matk: 25

Def: 70

MDef: 140

Def%: 1

Dex: 75

Luck: 0

EXP: 1400

AP: 150

Gil: 3000

Win: Wizer Staff

Steal: -

Morph: -

+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+

Fire: -

Ice: -

Lightning: -

Earth: Nullifies

Poison: -

Gravity: Nullifies

Water: Nullifies

Wind: -

Holy: Weakness

+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

+---+---+---+

Attacks

+---+---+---+

Spear Attack [1 Enemy] [566.5625], Drain [1 Enemy] [121.5], Aspil
[1 Enemy] [40.5 MP Drain], DeBarrier [All enemies or 1 Enemy]
[Removes Barrier, MBarrier, Reflect, Shield]

+---+---+---+

Notes

+---+---+---+

Tips/Tricks: Curative magic will cause damage to Gi Nattak. A
Phoenix Down can cause death, but an x-potion will deal its present
HP to him in damage.

This boss is just a long fight. His physical attacks can hurt you for a good
deal as well. Protection from fire would be nice too. Hell, if you don't
want to bother, use an x-potion on him and he will die ^_^

After the battle, get the Gravity Materia then head up for a sad event. You
will all be around the campfire again, except for Red XIII. It is time to
leave Cosmo Canyon. A short and happy event will happen. Head out to the
world map and get back in your buggy. Head north across the river and to the
town of...

^020^

Nibelheim

Items in this area: Luck Source, Elixir, Turbo Ether, Platinum First, Luck
Source, Silver M-Phone, Twin Viper, Enemy Launcher, Cosmo Memory*,
Odin Materia, Key to the Basement, Magic Source, Destruct Materia

EXP: 2000
AP: 80
Gil: 2000
Win: Cosmo Memory
Steal: -
Morph: -

+---+---+---+---+---+
Elemental Resistance
+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+
Status Effect Resistance
+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

+---+---+---+
Attacks
+---+---+---+

1st Form: Punch [1 Enemy] [341], Bolt2 [1 Enemy or All Enemies] [525]
[Lightning]

2nd Form: Tentacle [1 Enemy] [852.5], Aspil [1 Enemy] [40.5]
[Absorbs MP], Bolt [1 Enemy or All Enemies] [270] [Lightning], Bolt2
[1 Enemy or All Enemies] [675] [Lightning], Quake [1 Enemy or All
Enemies] [371.25] [Earth] Quake2 [1 Enemy or All Enemies] [810]
[Earth], Bio [1 Enemy or All Enemies] [337.5] [Poison-Element]
[Poison-Status], Bio2 [1 Enemy or All Enemies] [708.75] [Poison
-Element] [Poison-Status]

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Notes

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Tips/Tricks: If a Magical Attack brings him below 3498 HP, he will split into Form 2. If it is a Physical Attack which does it, he will split into form three. He can not change forms if afflicted by any status which stops his ATB bar. There is also a chance it will take one to three additional hits to cause the split. His stats also change depending on which mode he goes into. Lost Blow will likely kill you at this stage of the game, even in the back row and a barrier on.

He hits hard and often. The best strategy is to get the 'stop' status on him using any method you can. Cross Slash, Choco/mog, added effect=time. Any of these will make the battle a lot easier. When he is stopped, just blast away at him. If you elect not to do this, when he is just below half life, he will rip one of his two colors left. The Red one will be a caster and will be very resistant to magic. The Purple one will attack like you will not believe and even your best attacks will do little damage. If he is stopped while he goes below half life, he will not split until he can move again.

Once you have beaten him, grab the Odin Materia on the ground. Also, reach INTO the safe to get the key to the basement. Once you have all of this leave the room and head right. Keep heading right until you can not. Head up and get the chest in the room for a Magic Source. Head down and enter the hidden stairwell. Go down the stairs. Run down and exit this screen. On the next screen rather than going left and into the lab area again, head up and use the key you just got on the door. Open the casket in the middle of the room. Tell him about Sephiroth. He will close his casket, open it again and ask who he is. Once the chatting is done, exit this room and head to the right. Run towards the back by all of the books and you will encounter Sephiroth. He will deliver a quick message and toss the Destruct Materia at you, please remember to get it. Once you have gotten it, try to leave the basement, Vincent, the guy will from the casket, will now join you. Leave the mansion and head out to the world map using the BACK exit of Nibelheim. Once on the world map there is only one possible place to go and it is...

^021^

Nibel Mountains

Items in this area: Rune Blade, Plus Barrette, Powersoul, All Materia, Elixir, Elemental Materia, Sniper CR, Counter Attack Materia

Items won from Bosses in the area: Jem Ring

Tips: Steal Gold Armlets from Dragons

Bosses: Materia Keeper

The path is linear when you enter. At the first fork, head up and follow it around for a Rune Blade. Then go back to the fork and head left. Just before you reach the bridge you can go up. Now, this gets almost impossible to navigate, but after a while you will be able to go down and be on the other path that I am sure you can see. Eventually, you will come to another path switch, you should be able to see something glowing on the top of the mountain,

that is the item you are going for, it is a Plus Barrette.

Make your way back to the bridge [just figure it out because the directions to get back there are about as vague as the ones getting up this mountain were] and cross it. In this next room, run to the ladder which is half down and kick the rest of it down. You may wish to save your game after that plus barrette fiasco. At any rate, head back up to the top of this room and enter the pipe number 2. You will fall down and get a Powersoul. Head back up to the top of this room and enter pipe to the LEFT of number 4. You will get an all materia. Head a few steps right and you will jump back to the main level. No need to fight the boss yet, take the exit right next to him. You will be on a ledge on the outside, walk up to it and you will jump off.

Enter the cave right next to you now [going left will lead to a dead end after a very long time]. Walk up and keep hanging left. You will eventually hit a secret passage and be in the middle of the room. Head up into the 'cave' and run more to your left and then down. You will come out by a chest which contains an Elixir. Get back on the original path of this cave and head up and out of the door. This screen ought to look familiar. The mako did condense into an elemental materia which you could [and should] get.

Continue up and you will be in another cave. Go right first, when that dead ends make a left and get the Sniper CR from the chest. Now head as far as you can to the right and curve down, exit to the outside. Go left and wind your way around until you come to the reactor. There is nothing inside, so just loop around back until you come back to the room with all of the pipes. Climb down to the main floor, save your game. I can not stress this enough now, make sure to put on your enemy skill materias! Walk up to the monster and hit confirm [circle]. You will start a battle with the legendary...

Name: Materia Keeper [Boss]

+---+---+---+---+---+---+---+---+

Level: 38

+---+---+---+---+

Information

+---+---+---+---+

HP: 8400

MP: 300

Atk: 90

Matk: 12

Def: 100

MDef: 280

Def%: 10

Dex: 90

Luck: 10

EXP: 3000

AP: 200

Gil: 2400

Win: Jem Ring

Steal: -

Morph: -

+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+

Fire: Absorbs

Ice: -

Lightning: -

Earth: -

Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+---+---+
Status Effect Resistance
+---+---+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

+---+---+---+---+
Attacks
+---+---+---+---+

Keyclaw [1 Enemy] [514], Big Horn [1 Enemy] [514], Hell Combo [1
Enemy] [899.5], Trine [All Enemies] [637.5] [Lightning] Cure2 [1 Ally
or All Allies] [1070] [Restorative]

+---+---+---+---+
Notes
+---+---+---+---+

Tips/Tricks: One of only three enemies in the game capable of casting
Trine, which is perhaps the best Damage / MP spent spell in the game.
The Materia Keeper is a tough cookie, do not use Vincent's level one
limit break on it, or you will just heal it every few turns.

Do NOT leave this battle without getting Trine. You will regret it for quite a
long while. Trine will hit your party for about 550 points of damage. His
horn attack will do a couple hundred damage. The hell combo is the nasty one,
capable of doing over 1000 points of damage if you are in the front row. Just
pound away on him. As he nears death he will start using cure2 to regain about
1,000hp. If you need the extra damage, use Odin. Limit breaks rule against
him and you should be getting plenty of them. Bolt ring or elemental=lightning
on the armor will help reduce the damage of trine.

After you defeat him, get the counter attack materia which lies where he used
to be. Run beyond where he was standing and walk around the ledge. You will
be on the world map now. Follow the mountains around and soon you will see

your next destination...

^022^

Rocket Town

Items in this area: Yoshiyuki, Power Source, Drill Arm

Items won from Bosses in the area: Edincoat

Bosses: Palmer

When you enter your party will gaze up and look at the rocket. Enter the building on your left. It is a weapon/accessory shop.

Item | Cost |

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

Leave this shop. The building on your right is an inn. The building to the far left is of no interest. However, the building with an old man outside is. First, talk to the old man and look at the rocket with him, you will receive Yoshiyuki. Now, enter the building he is in front of. This is the item shop and they sell:

Item | Cost |

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

Now head to the house to the far right. In the side room is a Power Source. Exit and go to the only house you have not been in yet. One of the rooms has a Drill Arm. Exit the back door of the house. An event will occur. Now head to the rocket and meet the Captain, you can name him whatever you want [I will call him Cid] Ask him about the rocket. Once he is done, head back to his home [it is the one which had the plane in the back yard] and talk to Shera. Cid will barge in and a long event will follow. A few more small events will happen as well. Once Cid leaves the front door, follow him and watch the event. Shera will come get you saying that Palmer is trying to steal Tiny Bronco, you will have to run back there and fight him.

Name: Palmer [Boss]

+--+--+--+--+--+--+--+--+--+

Level: 38

+--+--+--+--+--+

Information

+---+---+---+

HP: 6000
MP: 240
Atk: 100
Matk: 25
Def: 100
MDef: 200
Def%: 50
Dex: 60
Luck: 0
EXP: 1800
AP: 98
Gil: 5000
Win: Edincoat
Steal: -
Morph: -

+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: Immune - Peerless

+---+---+---+

Attacks

+---+---+---+

Fire2 [1 Enemy or All Enemies] [472.5] [Fire], Ice2 [1 Enemy or All Enemies] [472.5] [Ice], Bolt2 [1 Enemy or All Enemies] [472.5] [Lightning]

Just beat him around, his mako gun does about 450 damage. This is a really easy fight.

Once it is over a damn good cut scene with some catchy music will happen. Before long you will have a new vehicle sitting out on the ocean for you. Tiny Bronco can move in shallow water only though. If you do not mind having Aeris in your party during some optional areas, just keep reading ahead. If you do not want her in your party, go to section ^024^ and then come back to section ^023^. If you do not want any optional stuff just keep reading and skip ^024^ when you get to it.

^023^ Key Stone

Items in this Area: Gold Armllet, Great Gospel, Key Stone, [possibly a prize from Dio depending on how well you do in the battle arena], Elixir

Bosses: None

You will need to learn the routes Tiny Bronco can take, but get to the river between Cosmo Canyon and Nibelheim. Follow it to the shores near a house. Enter the house, the man will talk about the key to the Temple of the Ancients saying he just sold it to a man. He sold it to Dio, the owner of the Gold Saucer.

If you have Mythril, you can trade it to this man as well. Choose the Large Box if you want a Gold armllet. If you want the better choice, Great Gospel, choose the small box which is on the second floor built into a wall.

Now, head to North Corel and take the tram into the Gold Saucer. Go straight to the battle square and enter the showroom to the right. Walk up to the green object, which is the keystone. Dio will give you a chance to get it. You will have to fight for him.

There are eight battles, even if you run right away, he will give you the key stone [what a sucker]. The better you do though, the better prize you will get. At this point it is unlikely you will win every battle, but should you, you will get a protect vest and a choco feather.

Once you have the keystone head back towards the tram. There is a problem though, the tram is out of order. Cait Sith will hook you up with a hotel room in the Ghost Square. Your party will talk for a while and then you will go to bed. It is now time for a bonding scene. Whoever you get, well, just watch the story which will go on all by itself for quite some time.

Once you get done with a ride, you will come out and see Cait Sith, he has taken something! Follow him, he will go to the Battle Square, then the Speed Square, then to the Wonder Square and finally to the Chocobo Square. He will toss the item to the Shinra, there will be another short scene. Eventually you will awaken as Cloud in your hotel room. Check the cabinet for an elixir. If you did not get Turtle's Paradise No. 3, now is a really good time to do so. Head back to Tiny Bronco now.

Items in this Area: Kjata Materia, Magic Shuriken, Hairpin, MP Absorb Materia, Turtles Paradise Flyer No. 6, Swift Bolt, Elixir, Dragoon Lance, HP Absorb Materia, 1 of every source, Megalixir, Leviathan Materia

Items won from Bosses in the area: Peace Ring, X-Potion, Turbo Ether, Ice Ring, Elixir, All Creation

Bosses: Rapps, Gorkii, Shake, Chekhov, Staniv, Godo

First you will want to get Tiny Bronco to the North Continent and get off at the only beach you can. Run up to the Bone Village. You can buy some supplies from the man in the 'house' while you are here.

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

Head right and climb up the ladder. Exit this screen and then head north and exit the following one. In this screen you will notice a red dot moving along. It is the Kjata Materia, grab it and head back to Tiny Bronco, you can not go any farther in this area right now. Now head to the western most continent [the skinny one] Get off at the only available beach and head up the mountain. An event will happen if you have gotten Yuffie.

I suggest you save before you do this since you can not return from this area until it is completed and the boss you will eventually fight can be insanely difficult.

Anyway, the event will happen and you will be on the south end of the continent, without materia.

She will take the materia in the order of:

[Summon] Master Summon
 [Summon] Knights of Round
 [Command] Master Command
 [Magic] Master Magic
 [Summon] Bahamut ZERO
 [Command] W-Summon
 [Command] W-Magic
 [Indep.] Mega-All
 [Support] Counter
 [Summon] Typhon
 [Summon] Hades
 [Support] Quadra Magic
 [Command] Mime
 [Support] Magic Counter
 [Magic] Ultima

[Magic] Shield
[Magic] Full Cure
[Summon] Neo Bahamut
[Summon] Phoenix
[Command] Enemy Skill
[Command] Double Cut
[Command] Slash-All
[Indep.] Exp Plus
[Summon] Alexander
[Summon] Kujata
[Summon] Bahamut
[Command] W-Item
[Magic] Contain
[Indep.] HP<->MP
[Command] Morph
[Support] Steal As Well
[Support] Added Cut
[Support] Final Attack
[Command] Manipulate
[Support] Sneak Attack
[Support] Added Effect
[Magic] Comet
[Support] Elemental
[Command] Throw
[Summon] Leviathan
[Support] HP Absorb
[Support] MP Absorb
[Summon] Odin
[Support] MP Turbo
[Summon] Titan
[Summon] Ramuh
[Command] Deathblow
[Summon] Ifrit
[Indep.] Gil Plus
[Indep.] Counter Attack
[Summon] Shiva
[Indep.] Long Range
[Indep.] Pre-emptive
[Indep.] Chocobo Lure
[Summon] Choco/Mog
[Indep.] Enemy Away
[Indep.] Luck Plus
[Indep.] Magic Plus
[Indep.] Speed Plus
[Indep.] Enemy Lure
[Support] All
[Indep.] HP Plus
[Indep.] MP Plus
[Indep.] Cover
[Magic] Destruct
[Magic] Gravity
[Magic] Time
[Magic] Barrier
[Magic] Exit
[Magic] Transform
[Magic] Mystify
[Magic] Seal
[Magic] Revive
[Magic] Earth
[Magic] Poison

[Command] Sense
[Command] Steal
[Magic] Heal
[Magic] Restore
[Magic] Lightning
[Magic] Ice
[Magic] Fire
[Indep.] Underwater

Meaning, if you wish to keep any damage dealing materias, make sure to load up on HP or MP plus materias... or cover, as it is much cheaper.

You will now have the hard taske of heading to the town on the north end of this island. Once there, enter the town. Head left across the first two bridges and then up across a third. Head to the upper left and exit the screen. Go into the building on your right. Go up and enter the room on your left. Use the secret passage to the left side of this room to take you to a chest which holds a Magic Shuriken. Head back to the main hall and go right. Enter the room on the right of the next screen and use the passageway on the right side of this room to take you to a chest holding a Hairpin. Head back to the hall and go up to the next room. Speak with the man laying there and eventually Yuffie will pop out.

She will run off, head back to the first screen, cross the first bridge and go to the only building on this little island. You will meet up with some old 'friends'. After the scene, head up the bridge you most recently crossed into the building straight across from it.

This is an item shop, they sell: but this is not why you are here...

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

Now you will be able to open the chest, an MP Absorb materia is inside, but Yuffie will steal it from you! She will run off. Head to the building closest to the entrance of town. She is behind the wall thingy which people go behind to change clothes. She will run off again. Cross the first two bridges heading left again and you will see a pot move. Your party will scatter to block the bridges. Strike the pot a few times with Cloud. Finally, you will catch Yuffie. A short scene will happen.

Yuffie will take you to her house and tell you how to get the materia back after a long sob story. Press the lever as instructed....

...Your party will become trapped in a cage! You were fooled! Hit the lever again to pull the cage back up, before leaving this basement, head right a few steps and examine the final Turtles Paradise Flyer on the wall. Head out of her house and go to across all three bridges to the screen way off to the upper left again. This time, enter the gates to the left, ring the bell, and enter

the door it makes.

You will run into yet another old friend. This one has Yuffie and Elena being held hostage. You will need to follow him. You will get attacked as well, which may be bad since you have no materia still :P. Also, get the two chests in this room which hold a Swift Bolt and an Elixir. Head up the stairs.

After a short event you will get attacked. Leave this building by backtracking or just going forward. When you try to head off of the screen you will run into Reno and Rude, they will assist you for now. Head to the big statues in the back of town.

Go right at the first split. Go straight in the second area. Head up now. You will enter a room with a lot of flames. The only thing you can get right now is a Dragoon Lance. Exit this room and head straight down. Some story will occur, It is time for a really bad ass boss fight.

Name: Rapps [Boss]

+---+---+---+---+---+---+---+---+---+

Level: 39

+---+---+---+---+

Information

+---+---+---+---+

HP: 6000

MP: 300

Atk: 90

Matk: 55

Def: 58

MDef: 400

Def%: 1

Dex: 120

Luck: 0

EXP: 3200

AP: 33

Gil: 20000

Win: Peace Ring

Steal: -

Morph: -

+---+---+---+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+---+---+---+

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

+---+---+---+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+---+---+---+

Death: Immune

Sleep: Immune

Poison: Immune

Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

+--++--++--+

Preparing

+--++--++--+

Where to find: Da-Chao Statue

Appears with: -

+--++--++--+

Attacks

+--++--++--+

Wing Cut [1 Enemy] [526], Scorpion's Tail [1 Enemy] [526] [Poison-Status] Aero3 [1 Target] [1762.5] [Wind]

+--++--++--+

Notes

+--++--++--+

Tips/Tricks: As you will probably be fighting this battle without any materia at all, it would be wise to have every limit break ready to go when you enter it. Barret's Mind Blow is a nice way to remove his MP, making it so Rapps can not cast Aero3.

This fight is just nasty. If you have Barret in your party, make sure to use mind blow to eliminate all of the MP on Rapps, which will stop him from casting Aero3 which does around 1300 damage to a character. His physical attack is no joke either, but it will not kill you as fast. Multiple hitting limit breaks are your best offense against him. When you win you will get loads of stuff.

There will be some more story line, Yuffie will give your materia back for real this time. It will almost always be put on the wrong person though, so you will have to sort it all over again. Once you get it on, run around the Wutai area and the beaches to get the enemy skills Magic Hammer and Death Force. Once you have magic hammer at least, re-enter Wutai.

First head to the door which is located somewhat below Yuffie's house. Go in the room and walk up the steps. Head towards the front of the house [press down]. Open the chest for an HP Absorb materia. Head back out to town and go across the first bridge and into the building there. It is the weapons shop and they finally have some things in stock!

Item	Cost
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

Head out and cross the next bridge. Read the sign outside of Turtle's Paradise and then go in and talk to the bartender. You should get one of every source and a Megalixir if you have seen them all. Now, head up across the next bridge. You have a big decision to make. There is a second quest only Yuffie can do here. She can do this one at any point during the game.

If she does it now you will get a lot of money, some good items, and a decent summon. The catch is, if you do it now, you will NEVER get all the enemy skills on the fourth eventual enemy skill materia. You will still get them all on up to three materias, but not the fourth. Since you can not have four people in your party anyway, I tend to go on with it now, but if you do not want to skip to section ^025^ and come back later.

If you elected to, head to the upper left exit of this screen and head to the tall building. Yuffie must be in your party. Equip her with the best items you have because she is going to have to do five solo fights.

Floor One:

Name: Gorkill [Boss]

+---+---+---+---+---+---+---+---+

Level: 30

+---+---+---+---+

Information

+---+---+---+---+

HP: 3000

MP: 150

Atk: 71

Matk: 75

Def: 60

MDef: 280

Def%: 25

Dex: 70

Luck: 0

EXP: 1500

AP: 50

Gil: 0

Win: X-Potion

Steal: -

Morph: -

+---+---+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+---+---+

Fire: -

Ice: -

Lightning: -

Earth: Nullifies

Poison: -
Gravity: Nullifies
Water: -
Wind: Weakness
Holy: -

+---+---+---+---+---+---+---+
Status Effect Resistance
+---+---+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

+---+---+---+---+
Attacks
+---+---+---+---+

Dive Kick [1 Enemy] [25% of Target's HP], Barrier [1 Ally or All
Allies] [Barrier], Reflect [1 Ally or All Allies] [Reflect], Demi2
[1 Enemy or All Enemies] [50% of Target's HP], Regen [1 Ally or All
Allies] [Regen]

He will use Barrier and Regen so his HP will seem a lot more than 3000, one
of the Harder Pagoda fights.

Floor Two:

Name: Shake [Boss]
+---+---+---+---+---+---+---+
Level: 32
+---+---+---+---+
Information
+---+---+---+---+
HP: 4000
MP: 180
Atk: 71
Matk: 75
Def: 60
MDef: 280
Def%: 1
Dex: 68
Luck: 0
EXP: 2200

AP: 50
Gil: 0
Win: Turbo Ether
Steal: -
Morph: -

+---+---+---+---+---+---+
Elemental Resistance
+---+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+---+
Status Effect Resistance
+---+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

+---+---+---+---+---+---+
Attacks
+---+---+---+---+---+---+

Beak [1 Enemy] [284], Rage Bomber [1 Enemy] [710] [Fury]

+---+---+---+---+---+---+
Notes
+---+---+---+---+---+---+

Tips/Tricks: Rage Bomber is used as a counter attack or when Shake is under the influence of poison.

Easiest battle of them all. His attacks do little damage. Just watch out for rage bomber.

Floor Three:

Name: Chekov [Boss]

+---+---+---+---+---+---+---+---+

Level: 34

+---+---+---+---+

Information

+---+---+---+---+

HP: 5000

MP: 210

Atk: 71

Matk: 75

Def: 60

MDef: 280

Def%: 1

Dex: 70

Luck: 0

EXP: 1500

AP: 50

Gil: 0

Win: Ice Ring

Steal: -

Morph: -

+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+

Death: Immune

Sleep: Immune

Poison: -

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: Immune

Petrify: Immune

Death-Sentence: Immune

Manipulate: Immune

Berserk: Immune

Paralyze: -

Seizure: Immune
Positive: Immune - Peerless

+---+---+---+

Attacks

+---+---+---+

Absorb [1 Enemy] [296] [Absorb], Stare Down [1 Enemy] [Paralyze]

Floor Four:

Name: Staniv [Boss]

+---+---+---+---+---+---+---+---+

Level: 36

+---+---+---+

Information

+---+---+---+

HP: 6000

MP: 240

Atk: 71

Matk: 75

Def: 60

MDef: 280

Def%: 1

Dex: 72

Luck: 0

EXP: 3600

AP: 50

Gil: 0

Win: Elixir

Steal: -

Morph: -

+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+

Death: Immune

Sleep: Immune

Poison: -

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

+---+---+---+

Attacks

+---+---+---+

Ironball [1 Enemy] [385], Iron Attack [1 Enemy] [770], War Cry
[1 Enemy] [Sadness]

Floor Five:

Name: Godo [Boss]

+---+---+---+---+---+---+---+

Level: 41

+---+---+---+

Information

+---+---+---+

HP: 10000

MP: 1000

Atk: 70

Matk: 45

Def: 60

MDef: 100

Def%: 1

Dex: 68

Luck: 0

EXP: 5000

AP: 60

Gil: 40000

Win: All Creation

Steal: -

Morph: -

+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+

Death: Immune

Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

+--+-+--+-+--+

Preparing

+--+-+--+-+--+

Where to find: Wutai Pagoda

Appears with: -

+--+-+--+-+--+

Attacks

+--+-+--+-+--+

Cure2 [1 Ally or All Allies] [1286] [Restorative], Sleepel [1 Enemy of All Enemies] [Sleep], Mini [1 Enemy or All Enemies] [Small], Drain [1 Enemy] [193.5] [Absorb], Bio2 [1 Enemy or All Enemies] [677.25] [Poison-Element] [Poison-Status], Trine [All Enemies] [1096.5] [Lightning], Demi3 [1 Enemy or All Enemies] [75% of Target's HP] [Gravity], Beast Sword [1 Enemy or All Enemies] [337]

+--+-+--+-+--+

Notes

+--+-+--+-+--+

Tips/Tricks: Godo will use cure2 on himself after his HP has been reduced below 4000. Once Yuffie is under 20% of her Maximum HP, he will have a 50% chance of using Cure2 on her. He is one of three enemies in the game with Trine, and also the only one able to give Trine to the Fourth Enemy Skill Materia.

Gravity DOES work on him. When you get him low on life, he will use cure2 which will give him a ton of life back. Use magic hammer to deplete his MP so this is not an issue. His offensive combos are quite weak and he will often heal you if you are injured badly [not always].

Once all of this is done, you will also get the Leviathan Materia. You will now need to walk all the way back to Tiny Bronco. Sail it along the southern shallow waters back towards the first continent. Eventually, not too far from Fort Condor and Junon, run into an island holding...

Items in this Area: Trident, Mind Source, Silver Rifle, Turbo Ether, Rocket Punch, Luck Plus Materia, Morph Materia, Nail Bat, Megalixir, Trumpet Shell, Ribbon, Princess Guard, Work Glove, Bahamut Materia

Items won from Bosses in the area: Dragon Armlet, Gigas Armlet

Bosses: Red Dragon, Demons Gate

As you walk into the Temple Aeris will stop a few times to pray towards it. As you make your way inside, there will be a story event. Eventually, you will be given the choice to put the keystone in the altar, do it. You will be transported down into the temple itself. This area is essentially a maze. Of course they would have to build it three dimensional to negate any use a two dimensional map could have, thus, I will be giving directions here.

Run right, then up, pass the stairs going up as they lead to a dead end. Make a right at the next turn and head down these stairs. Enter the little door to the right which comes out to another little door about two steps away. Climb down the vines which are right there. Walk under the large staircase from the floors above and open the chest for a Trident. Head down the stairs below you and climb up the vines at the end of this path. You will note a door you can not enter at the top of this area. This door is of importance as you will be back here later.

Run past the door and up the stairs. Climb the vines right above the stairs. Get the Mind Source at the top of the vines and head down the small staircase and enter the door to the left side of this area. There is a chest with a silver rifle in here. You can talk to the sage here as well. He will allow you to save your game, rest and buy supplies.

Item	Cost
Potion	50
Hi-Potion	300
Phoenix Down	300
Ether	1500
Hyper	100
Tranquilizer	100
Maiden's Kiss	150
Tent	500

When you are done, leave this room and head up the stairs on the right. Climb back down the vines you went up before. Now, head left [sorta down too] and to through a really tiny tunnel picking up the Turbo Ether at the end of it. Head down [slightly right] for a few steps and go down the very long staircase. As you go down this staircase, you can reach the purple Luck Plus materia to save you several steps. Jog up and to the left and head down another staircase. See the vines just a bit farther down [and of course left], climb down those and open the nearby chest. It has a rocket punch inside. Go down the stairs below you, head right and climb the vines. The sage will go into another door. If you already got the Luck Plus materia, follow him. If not, do not follow him at this time. Instead, go up the stairs to your right and through the tunnel. Once you see that you are not moving any more, head right down the small stair case and climb up the vines on the nearest wall. At the top left corner of this roof, you will see a purple materia, it is the Luck Plus materia. Once you have gotten it, go back to the room you just saw the sage go in.

There will be a lot of rock like objects rolling down the path. You will notice that Cloud will be able to fit himself in an opening on each rock. Make your way heading right ducking into these little openings. If you mess up, you will be rolled back to the start of this room. Once you make it to the half way point, the screen will flash, if you get hit now you will only be rolled this far backwards. Also, grab the yellow materia here. It is the Morph Materia. Now resume your run to the right. When you get to the end the rocks will stop and your party will go witness and event back in the middle area of this room.

Once the event ends, run to the right again. The sage will be here now, you can rest or SAVE here. Exit to the bottom and enter a room which is a giant clock. Always use 'move it myself' the spinning is rather annoying. Anyway, if you walk across a hand while the second hand comes over near you, Cloud will fall a long way and you will be attacked by some quite tough enemies. Do this right away [trust me]. After the fight, get the chest for a Nail Bat. You will come out of that door I pointed out earlier, which means, yes, you need to talk all the way back to the clock room. Just scroll up for directions I am not going to repeat them.

When you make it back, Move the Clock again by yourself, here is what is at each of the numbers.

- I - battle
- II - dead end
- III - battle
- IIII - Princess Guard
- V - Ribbon
- VI - This is your eventual goal, but do this after you get all of the items you want to get
- VII - Trumpet Shell
- VIII- Megalixir
- IX - Dead end
- X - This is where you came in from
- XI - dead end
- XII - Ignore this room for now, you will see more of it later

Once you are ready, move into door VI. You will see the Sage lock a door. He will run off. Run left until you get the option to jump down. Jump down to the bottom floor and open the chest for a Work Glove.

There are nine doors on this screen that are in use. If he goes in a door, in order to catch him you must come in the door where his door would exit.

Here are the doors and a listing:

1
2 3 4 5
6 7 8 9

In | Out

γγγγγγγγγγ

1 | 4
2 | 7
3 | 9
4 | 2
5 | 6
6 | 3
7 | 8

Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

+---+---+---+

Attacks

+---+---+---+

Dragon Fang [1 Enemy] [1387.5], Tail Attack [1 Enemy] [693.75], Red
Dragon Breath [1 Enemy] [930] [Fire]

This can be a very challenging battle, especially if you have a weak Aeri.
His beam attack is a fire attack which is going to be doing around 840 damage
per shot to you. Some fire damage reduction will go a long way in this one.
Bio2 and Bio3 [doubt you have this] will tear him a new one if you use them.
Aqualung is also quite potent.

GRAB THE BAHAMUT MATERIA THAT FELL. Ok, now run right towards the floating
model of the temple. Play along with the storyline shaking it and such. When
the scene is completed, head back to the left and out of the hall. You will
want to save your game now. Exit to the far right and you will be back in the
clock room. Since there is only one choice of where to go, head to XII. Walk
up to the door and Cloud will try to knock on it. It is time to fight...

Name: Demons Gate

+---+---+---+---+---+---+---+---+

Level: 45

+---+---+---+

Information

+---+---+---+

HP: 10000
MP: 400
Atk: 150
Matk: 96
Def: 100
MDef: 450
Def%: 0
Dex: 120
Luck: 0
EXP: 3800
AP: 400
Gil: 4000
Win: Gigas Armlet
Steal: -
Morph: -

+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: Halves

Poison: Nullifies
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+---+---+
Status Effect Resistance
+---+---+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

+---+---+---+---+
Attacks
+---+---+---+---+

Falling Rocks [1 Enemy] [1762.5], Cave-in [All Enemies] [1410] [Ice],
Petrif-Eye [1 Enemy] [Slow-Numb], Demon Rush [All Enemies] [2115]

+---+---+---+---+
Notes
+---+---+---+---+

Tips/Tricks: Wow, he hits hard. While it may seem elemental damage is the way to go, it is not. Any magical attack without the ability to pierce is a waste of time, as it will do pitiful damage to him.

He has a great magical defense. Do not even bother casting a spell unless it has the ability to pierce [such as the Bahamut materia you just picked up]. Since you will only get to cast it once, open up with it, should do about 2200 damage give or take depending on your level and magic attack. After this physical attacks galore. He is capable of dealing huge amounts of damage which should charge your limits up in a hurry while emptying your HP bars. He can also use a petrify attack which is bad news but it is VERY rare to see. If you are still having trouble, remove all green and most red materia so you will get those precious HPs and some strength points back.

A long stretch of story will happen, before long you will wake up in Gongaga. Provided you do not want to go win some things from the Gold Saucer your next destination is...

Items in this area: Lunar Harp, Kjata Materia [if you did not before], Water Ring, Magic Source, Aurora Armlet, Guard Source, Elixir, Enemy Skill Materia, Comet Materia

Items won from Bosses in the area: Wizard Bracelet

Bosses: Jenova-LIFE

First you will need to head to the bone village. Walk up to the guy who sold you things before. Ask him to dig, specify the lunar harp as treasure. If you want to save a few hundred gil, I will tell you where to dig for it. See where the smoke is coming out of the building on the lower floor? Head up to the upper floor, position Cloud so he is 'behind' the smoke and dig. You should get it. If for whatever reason you do not, just use the diggers to point for you. Exit the back of this area and head up for two screens. If you did not get it before, Kjata will be on the second screen.

On the next screen, hang right, go under the tree trunk and get a Water Ring. Go back to the fork and go left. Continue on this path to the next screen which also has only one possible way to go. Continue on and you will be on the world map looking at an oddly shaped area. Head inside. This is the Forgotten Capital.

At your first chance, head left. Head left again at the next fork. You can save in here if you had like. More importantly, on the second floor is a chest holding a Magic Source. Leave this building from either exit and keep heading right on the main path. Eventually you will come to a two level room. Go down to the lower level and run all the way right for an Aurora Armlet. Leave this building and go all the way back to the first fork in this area. Head right this time.

Go right at the next split and enter the building here. On the top floor of this building is a chest containing a Guard Source. Leave this building and go the upper path of the most recent fork. Enter the nearest building on this path. Head straight to the right for an elixir inside of a chest. Head back left a bit and climb the ladder. If you walk right your party will want to rest. Choose No. Continue in this direction and pick up the Enemy Skill Materia hidden behind the top bed. Now head back down and hit the confirm button at the bottom bed and elect to rest. Some story will happen.

Leave this room and head back to the first fork you came across, head up this time. Enter the only building you can and circle ALL THE WAY up to get the Comet Materia, then head down about one 'floor' and enter the blue walk way to the right [it is on the left hand side of the screen though]. Head down the huge stairs and take note of the wonderful artwork here.

When you emerge on the next screen, save your game. Head left and eventually Cloud will see Aeris. Start jumping him across the pedestals to get near her. An event will occur, before long, you will be in a battle.

Name: Jenova*LIFE

+---+---+---+---+---+---+---+---+

Level: 50

+---+---+---+---+

Information

+---+---+---+---+

HP: 10000
MP: 300
Atk: 128
Matk: 40
Def: 110
MDef: 290
Def%: 10
Dex: 140
Luck: 40
EXP: 4000
AP: 350
Gil: 1500
Win: Wizard Bracelet
Steal: -
Morph: -

+---+---+---+---+---+
Elemental Resistance
+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: Weakness
Poison: -
Gravity: Nullifies
Water: Absorbs
Wind: -
Holy: -

+---+---+---+---+---+
Status Effect Resistance
+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

+---+---+---+---+---+
Attacks
+---+---+---+---+---+

[Water], Aqualung [All Enemies - No Reduction] [1755] [Water],
Reflect [1 Ally or All Allies] [Reflect]

+---+---+---+

Notes

+---+---+---+

Tips/Tricks: Aqualung is a great enemy skill, pick it up here. Oh, you may have noticed all of her attacks are water based, if you can make yourself not take damage [hint: Water Ring], the only way you will be able to lose is by killing yourself in some manner.

She can use Aqualung, so make sure you get it on your new enemy skill materia during the battle. EVERY attack she has is water based, so if you can absorb or nullify it, you can not lose this battle short of killing yourself. She can use reflect but that is not a big deal.

A long scene will happen and disc one will end. You can save your game while you switch the discs if you had like. Once you have changed discs, exit the Forgotten Capital from the back right and you will find yourself in...

^027^

Corral Valley / Icicle Village

Items In This Area: Viper Halberd, Bolt Armlet, Hypnocrown, Megalixir, Magic Plus Materia, Power Source, Turbo Ether, Hero Drink, Vaccine

Walk to the left of the large spiked object to find a hidden path which will veer to the right leading to a Viper Halberd. Now head up the spiked object. Once you are done jumping, follow it around to the exit on the left hand side of the screen. You will be in an indoor screen now with a lot of areas to climb up and down.

Run to the second crack in the wall and Cloud will climb up. Jump off to the left. Climb in the next crack over. Jump off to the left. Climb right back onto it and choose UP. You will jump off to the left again next to a chest with a Bolt Armlet. Climb back down, head right now. Run until you reach another crack and choose down. You will jump off to the left grabbing the one and only Hypnocrown. Run back to the crack and climb up. Jump off to either side and get right back into the crack heading up. Jump off to the right and get the chest with a Megalixir inside. Go back down the crack an armlength and back up to where you just were but head left this time. Head to the next crack and climb up. Run left to the ladder and go DOWN. Get the Magic Plus Materia down here and then climb the ladder all of the way to the top. Run well to the right and exit the screen. Get the chest to your right on the next screen which holds a Power Source. Exit this screen from the top and you will be on the world map. Your destination is a long walk from here. Hang against the inner continental mountain range and you will get there eventually.

Once you get to Icicle you can do some much needed shopping. The first building on the left is a weapons shop. This is the last time you will be in an area where you can shop for a very, very, very long time. So should you not have enough money to buy everything you want, I suggest you level up outside until you are able to. By the way, there is an X-Potion on the second floor of the inn [Thank you rest of world who told me that.]

Item | Cost |

Exiting up takes you to screen [10] Heading down will take you to screen [1] and heading to the right will take you to screen [15].

12. This screen will return you to the world map if you choose to. The only other place to go is left, which will take you back to screen [3].

13. This screen has four exits. It also has a potion [yay] in it. Heading to the lower right will take you to screen [2]. Heading to the lower left will bring you to screen [15]. Heading to the upper left will take you to screen [16] and the upper right will take you to screen [14].

14. This screen has three exits. Going out the lower left will take you to screen [13]. Going out the upper left will take you to screen [18] and leaving from the right will take you to screen [4].

15. This screen has a sole tree and three exits. Going to the right will take you to screen [13]. Going left will take you to screen [11] and heading down will take you to screen [1].

16. This screen has two exits. Going up will take you to screen [17] and going down will return you to screen [13]. This screen also has a game. You need to jump across the ice bergs. When you jump onto one, any one touching it will change its size. If the berg is big, it will become too small to walk on. If it is small, it will become usable. This only applies to bergs on the four cardinal directions of the one you jump on. If all four around you change to small once you jump on, yours will collapse and you will drown [does nothing other than make you restart this puzzle].

17. Reached only from screen [16], this screen has a cave which contains a Safety Bit.

18. This screen has four exits. Three of them are on the left side, the other is across a log which acts as a bridge on the right side. Leaving right will take you to screen [14]. Exiting the lowest of the exits on the left will take you to screen [10] while using either of the other two on the left will take you to screen [8]

Get whatever you want from these areas. Remember that added cut can only be reached by heading north at screen [4]. Also, you MUST touch the hot springs to activate the boss snow. Whenever you are done, run back to the cabin, or just pass out, and head north into the ONE TIME AREA...

^029^

Gaea's Cliff

Items in this Area: Ribbon, Javelin, Elixir, Fire Armllet, Megalixir, Speed Source, Enhance Sword

Items won from Bosses in the area: Dragon Fang

Tips: Stilva's in this area represent your last chance to get Trine if you have already killed Godo in Wutai. Also, you can win Dragon Armllets from the Blue Dragons in the highest indoor areas of the cliffs. You can learn Bad Breath from Marlboros on the outside areas here. Oh yeah, Stilva's use Magic Breath too.

Bosses: Schizo

WARNING: Make sure to keep your body temperature high, if you pass out, it is

back to the cabin for you. You can press square frequently to run in place, this may only be done while standing on a ledge of the cliff.

Climb up to the first platform. Upon reaching it, climb up again. Climb up again. Basically, keep climbing until you reach an indoor area.

Once inside, head up and exit through the only door on the screen. Now, head left a few steps and then down. In the next screen, run down a few steps and then right across the ice bridge. Rather than go up, KEEP RUNNING RIGHT into the WALL. There is a secret area which leads to a Ribbon. Once you have it, go back to the fork and head up.

Cross the next ice bridge and get the chest on your right for Javelin. Exit through the door on the upper left hand portion of this screen. Walk across the bridge it puts you on. Continue moving in that direction when you lose sight of Cloud. Weave around and kick the ice ball at the top of this ledge. Head back down and out of this room. Exit the next room from the original entrance. Head up the recently cleared path and maneuver yourself around when you lose sight of Cloud again. Eventually you will come out, head right and then exit the room down. On the next screen run right some more and exit from the bottom here as well.

You will be outside again. Climb up, up, right, up, up, up and you will be in another indoor area. On the right side of the room is a chest with an elixir. You can save your game in here as well. When you are ready, exit out of the door on the right.

Just follow the path around and you will be inside again in no time. You do not need to maintain your temperature here either. In the indoor room, get the chest on the right [which is hard to see] and get a Fire Armllet. Run left and you will be attacked by icicles. As you beat them, they will fall creating paths down below. While you only need to beat the first two, get them all because there is another chest on the left side of this platform containing a Megalixir [it says last elixir]. Now walk back to the right some and you will be given the choice to jump down, do so.

You will now be able to get chest on the left which holds a speed source. Save again if you had like and exit out of the middle door. Grab the chest to the left which has an enhance sword. Weave your way around to the left side and exit the screen. You will now walk through a small hallway on the top floor of the room you were in not too long ago. Head down and exit the screen and you will be back outside. Climb up the first path, then head right. Go up at the next one, up when prompted again, up again and up into the cave. You may save your game here, do not bother using a tent though, just touch the water. Win some Dragon Armllets from the Blue Dragons here, they will come in very handy in the next boss fight. When you are ready, exit the right side of the room and go down, it is time to fight!

Name: Schizo (Left) [Boss]

+---+---+---+---+---+---+---+---+---+

Level: 43

+---+---+---+---+

Information

+---+---+---+---+

HP: 18000

MP: 350

Atk: 57

Matk: 40

Def: 52

MDef: 94
Def%: 1
Dex: 72
Luck: 0
EXP: 2200
AP: 120
Gil: 1500
Win: Dragon Fang
Steal: -
Morph: -

+---+---+---+---+---+
Elemental Resistance
+---+---+---+---+---+

Fire: -
Ice: Absorbs
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+
Status Effect Resistance
+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: Immune
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Haste, Peerless

+---+---+---+
Attacks
+---+---+---+

Left Breath [1 Target] [1089.75] [Ice], Double Breath [1 Enemy]
[1711.875] [Ice/Fire], Tremor [All Enemies - No Reduction] [778.125]
[Earth], Left Breath 2 [All Enemies - No Reduction] [1400.625]
[Lightning]

+---+---+---+

Notes

+---+---+---+

Tips/Tricks: Double Breath can only be used if Schizo (Right) is alive and it will use Left Breath if the right side is dead. Tremor is a counter attack against every sixth attack. Left Breath 2 is a final attack. If both sides die at the same time, Left Breath 2 and Right Breath 2 will hit at the same time.

Name: Schizo (Right) [Boss]

+---+---+---+---+---+---+---+---+---+

Level: 43

+---+---+---+

Information

+---+---+---+

HP: 18000

MP: 350

Atk: 57

Matk: 40

Def: 52

MDef: 94

Def%: 1

Dex: 72

Luck: 0

EXP: 2200

AP: 120

Gil: 1500

Win: -

Steal: Protect Ring

Morph: -

+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+

Fire: Absorbs

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+

Death: Immune

Sleep: Immune

Poison: Immune

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: Immune

Frog: Immune

Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Haste, Peerless

+---+---+---+

Attacks

+---+---+---+

Right Breath [1 Target] [1089.75] [Fire], Double Breath [1 Enemy]
[1711.875] [Ice/Fire], Tremor [All Enemies - No Reduction] [747]
[Earth], Right Breath 2 [All Enemies - No Reduction] [1400.625]
[Lightning]

+---+---+---+

Notes

+---+---+---+

Tips/Tricks: Double Breath can only be used if Schizo (Left) is alive and it will use Right Breath if the left side is dead. Tremor is a counter attack against every fifth attack. Right Breath 2 is a final attack. If both sides die at the same time, Left Breath 2 and Right Breath 2 will hit at the same time.

Left uses cold, absorbs cold, right uses fire, absorbs fire. They have a blend attack which will use both elements at once. They also have an earth based attack and a lightning attack when each head dies. If both heads die together you will get hit by both lightning attacks without having a chance to heal, which can be bad. There are two basic ways to kill them. Both at once or one at a time, duh. A few good character setups include

Fire Armlet/Ice Ring elemental=lightning in the armor
Aurora Armlet/Fire Ring elemental=earth in the armor.
Dragon Armlet

This will protect two characters from three of his four elements each. The third will have a half to three of his four elements. The other, I prefer as it gives more materia flexibility is having each character with a Dragon Armlet on and going elemental=earth and elemental=titan in the armors. This on gives two characters a half to all of his attacks and the third with a half to three of his four attacks. Pop on a magic barrier and you will take puny damage every time. Attacks that work well are: Comet, Aqualung, Bolt3, Quake3.

Anyway, once you beat him, continue down and exit this area. Climb up the side of the crater ledge and you will be in the...

^030^

Whirlwind Maze

Items in this area: Neo Bahamut Materia, Ether, Kaiser Knuckle, MP Turbo
Materia, Poison Ring

Items won from Bosses in the area: Reflect Ring

Tips: This is a ONE TIME area. Gigas's appear on the screen when you walk down a mountain. The item you win from them can ONLY be gotten here.

Bosses: Jenova-DEATH

Your party will have a short talk. Run left down the slope. If Tifa is not in your party, she will join it now. Continue left to the next screen. Head down. Run left and GET THE NEO-BAHAMUT MATERIA. Walk left a bit more and jump up to the next platform. Save your game. Jump up to the next platform. Now jump left and an event will occur.

Once the event completes exit the left side of the screen. On this new screen you will see the wind blowing. Try to cross the area where it blows when it is not blowing. Talk to the downed men in the black capes, one will give you an ether. If you fail, you will have to fight a monster. Once across, keep going up to the next screen.

Head left, then up a bit and right. Open the chest for a Kaiser Knuckle. Head left on the higher path and turn to go on the higher right path and so on and so forth until you exit this screen.

You will now be on another screen with wind. This time, there are green beams which move across too. Same process as before, it is a bit harder this time. Once across, exit the screen to the top.

Walk up a bit and you will see the man you have been chasing. A short scene will occur and before you know it you will be battling with...

Name: Jenova*DEATH

+--+--+--+--+--+--+--+--+--+

Level: 55

+--+--+--+--+

Information

+--+--+--+--+

HP: 25000

MP: 800

Atk: 140

Matk: 70

Def: 90

MDef: 320

Def%: 1

Dex: 150

Luck: 0

EXP: 6000

AP: 400

Gil: 5000

Win: Reflect Ring

Steal: -

Morph: -

+--+--+--+--+--+--+--+

Elemental Resistance

+--+--+--+--+--+--+--+

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: Nullifies

Water: -
Wind: -
Holy: -

+--+-+--+-+--+-+--+-+--+-+--+-+
Status Effect Resistance
+--+-+--+-+--+-+--+-+--+-+--+-+

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

+--+-+--+-+--+-+
Attacks
+--+-+--+-+--+-+

Red Light [1 Enemy] [843.75] [Fire], Tropic Wind [1 Enemy] [750]
[Fire/Wind], Silence [1 Enemy or All Enemies] [Silence]

+--+-+--+-+--+-+
Notes
+--+-+--+-+--+-+

Tips/Tricks: All of her attacks are fire based, if fire can not hurt you, the only way to lose is by killing yourself.

This time she only has fire attack [but not beta :(] If you are immune to fire, you can not lose! Just beat on her, this is a damn easy fight. You could also be an ass and just magic hammer her MP away.

After the battle there will be a talk, Cloud will now need to give the item to either Barret or Red XIII. Talk to Tifa. Head up once you have done that. Get the MP Turbo Materia here. Head up a bit and open the chest which has a Poison Ring inside. Save your game and exit up.

Another damn screen of dodge the wind. This is the last one and it has the added challenge of random lightning bolts. They tend to come in streaks though so you should be able to get through. Head up and participate in about thirty minutes of story. You will be able to control yourself for about the first five after that just sit back watch the show and we will pick it up at...

Follow Tifa when you assume control of Barret. Save on this screen as you may not want to watch all of that storyline again. Continue following Tifa. Once you get into a press room, some story will take place. You will have to fight two guards using Barret and Cait Sith now. It should be an easy fight though.

Run Barret to the door where Tifa is. Tug on it over and over using the confirm button. More storyline will occur. When you get control of Barret again, run to Cait Sith and talk to him. Exit the door and head forward a few steps. A short event. Now, head right and exit from the bottom right door of this screen. If you have gotten Yuffie, she will be running around with a camera crew. Run to her. If not, just run towards the bottom of the screen. More story events will happen [is not this intense!?!]. Exit the screen down. Head towards the switch on the ground above you, push it to activate the lift. Run to the right once you get up it. You will trigger another scene.

You will now be back to Tifa. Your goal is to get the key [duh]. Press, X, X, triangle, x+triangle, circle+triangle, circle, circle and you will be free. Run to the orange light in the top corner of the room and shut off the gas. Now try and pry the door open! Another cool scene will occur.

When you get control of Tifa, climb down the building. Once you are on solid ground, run as fast as you can to the upper left. On the next screen keep heading to the upper left. Uh oh, you are trapped! Time to exchange slaps with Scarlet. It does not matter if you win or lose, but who wants to see Tifa's lovely face get damaged? A long bit of story will happen. Take note of the rip off from the movie Top Gun.

If you want to use this new toy, keep reading on, if not, just skip to ^033^ for now.

^032^ [optional] Going around in the Highwind

Items in this area: Fullcure Materia, Elixir, Magic Source, Elemental Materia, Fourth Bracelet, Guard Source, Enemy Skill Materia, Chocobo Lure Materia, Quadra Magic Materia

We are going to do a lot of flying around here. Many shops have new things to buy in case you missed the earlier. I hope you have a lot of money, if not, just skip the parts you do not want ^_x.

Our first stop will be Fort Condor. Feel free to fight in the mini battle now but first check out the Item Shop and the Materia Shop.

Item		Cost	
Potion		50	
Phoenix Down		300	
Ether		1500	
Hyper		100	
Tranquilizer		100	
Tent		500	
S-Mine		1000	

Item	Cost
Throw	10000
Manipulate	10000
Deathblow	10000
Destruct	9000
All	20000

Now to Junon. Starting from the far right screen going into the shops in order they sell.

First Door: same as before

Alley: Nothing

Second Door:

Item	Cost
Wind Slash	2000
Twin Viper	3200
Viper Halberd	7000
Dragoon Lance	6200
Peacemaker	3500
Buntline	6800
Magic Comb	2000
Plus Barrette	3500
Wizard Staff	1800
Wizer Staff	3200

Third Door: Nothing

Skip over several screens to the next set of shops.

Fourth Door: Nothing

Fifth Door [2nd Floor]:

Item	Cost
Nail Bat	2800
Rocket Punch	3200
Work Glove	2200
Hairpin	6000
Superball	3000
Trumpet Shell	3000
Mop	3200
Silver Rifle	3000

Fifth Door [3rd Floor]:

Item	Cost
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

Sixth Door: Nothing

Seventh [Final] Door:

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Item		Cost
Atomic Scissors		1400
Grand Glove		1200
Striking Staff		1300
Diamond Pin		1300
Boomerang		1400
Yellow M-Phone		500
Spear		1200
Trident		7500
Quicksilver		1000

Once you are done getting what you missed just head up to the air controller and have yourself dropped off outside of Junon. Fly over to Costa Del Sol.

Man in the Bar:

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Item		Cost
Solid Bazooka		16000
Centclip		14000
Spiral Shuriken		14000
Long Barrel R		13000
Gold M-Phone		15000
S-mine		1000

Materia Shop:

```
-----
```

Item		Cost
Fire		600
Ice		600
Lightning		600
Earth		1500
Gravity		8000
Poison		1500

Item Shop:

```
-----
```

Item		Cost
Potion		50
Hi-Potion		300
Phoenix Down		300
Ether		1500

Hyper		100
Tranquillizer		100
Tent		500

North Corel has nothing new, but you will be back here in a while anyway.

Gongaga is also selling the same stuff. Head to Cosmo Canyon. They aren't selling anything new, but, you can get the FullCure Materia from behind the item shop. Go to it and enter the area which was blocked off before. Head around to get it along with an Elixir and a Magic Source. That is it for Cosmo Canyon, head to Nibelheim. They do not sell anything new here either. Run to Tifa's Piano and you will find an Elemental Materia. Time to go to Rocket Town. [Are we having fun yet?]

Rocket Town has been littered with treasure chests. Weapon shop building has a fourth bracelet in a chest. The vendor sells:

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```

Item		Cost
S-Mine		1000
Gold Armlet		2000
Edincoat		8000
Power Wrist		7500
Protect Vest		3500
Earring		7500
Talisman		4000
Peace Ring		7500
Safety Bit		7500

There is a Guard Source inside of the item shop. The vendor now sells:

```
-----
```

Item		Cost
Hi-Potion		300
Phoenix Down		300
Ether		1500
Tent		500
Barrier		10000
Exit		10000
Time		6000
Throw		10000
Deathblow		10000
Manipulate		10000

That is it. From here, head up to Chocobo Sages house, it is concealed by mountains near Icicle. Talk to the chocobo to get an Enemy Skill Materia. You may also talk to Chocobo Sage to learn about Chocobo's, but his memory is a bit foggy. Every three to six battles he will recall a little bit more.

```
-----
```

Item		Cost
Porov Nut		2000
Pram Nut		1500
Sylkis Greens		5000
Reagan Greens		3000

Also, if you have no Mimett greens, head back to the Chocobo Farm and get one. Pick up the new chocobo lure sitting by the front gate while you are at it.

If you want to get some Tetra elementals, head south of Cosmo Canyon until you find cactuar island. Morph the Cactuers into Tetra elementals.

Now the most important part, there is a town in the lower right hand side of the map, called Mideel, which you have not been to yet, this is your next destination, but before you go there, I have one last important item for you to get.

Fly Northwest of Mideel and follow the west side of the mountain. Eventually you will come to a cave, note that you can not land near it. Normally, you could not reach this cave without a River Chocobo or better. But, if you land the Highwind correctly, you can do it now. So, fly to the nearest grass on this same island. It will be elevated by a cliff. Face the Highwind SOUTH EAST. Now, this is very difficult to explain, but land the Highwind [x] and use square to move the Highwind to the left. While doing this, tap the R1 trigger ever so slightly. If done correctly, Tifa will appear on the dirt path below. If the Highwind lands properly, you are not close enough. If the Highwind bounces back up, you are overshooting the ledge. Run to the cave to get one of the four legendary materias [for lack of a better term], Quadra Magic. Head back to the Highwind and return to...

^033^

Mideel

Items in this area: Cursed Ring, Contain Materia, Elixir

Enter town and go right into the first building you see. Talk to the Chocobo, Give it a Mimett Green and tickle it behind its ear. You will get the Contain Materia. You can also shop in here.

Item	Cost
Hi-Potion	300
Phoenix Down	300
Ether	1500
Hyper	100
Tranquilizer	100
Remedy	1000
Tent	500

Keep going right and enter the other bottom floor shop here. This is a Materia shop and they sell:

Item	Cost
HP Plus	8000
MP Plus	8000
Transform	5000
Gravity	8000
Destruct	9000

Go up the stairs to the second floor and go into the nearest shop. Run to the back and knock on the door. Now go to the vendor and shop.

Item	Cost
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

Cross the bridge on this second floor and head to the only building there. Walk above [to the right of] this building and you will hear a click. Hit the confirm button and you will get a Beat-Up Useless Old Key. Inside of this home you can buy accessories from the hot maid.

Item	Cost
Amulet	10000
Fire Ring	8000
Ice Ring	8000
Bolt Ring	8000
Fairy Ring	7000
Jem Ring	7500
White Cape	5000

Head back to the weapon shop and use the key in the door you could not open before. When the owner notices what happened, tell him the truth, you will be given a cursed ring. Now go back near the entrance of town and just head up some story will happen. Before long you will be back on the Highwind. If you want, go back to Mideel and enter the building on the right below the hospital, you can take an elixir from the bed in there. He will ask if you took it, just tell the truth.

^034^ Huge Materia 1 & 2

Items in this area: Huge Materia 1 & 2, Phoenix Materia, Ultima Materia, Catastrophe

Tips: STEAL FROM EAGLE GUN ON THE TRAIN!!!

I feel sorry for you if you used Cloud and Tifa in your main party for the bulk of the game, because now you have neither of them. Oh well, you will still have your third member which is all you really need for this area. On the Highwind some events will happen, Barret will say to go to North Corel ASAP. Do not. Instead, head to Fort Condor, we will get the fun one out of the way. Run up to the top floor and prepare for the final battle here. You can just let them invade and kill the commander, or you may win on the field. Either way, you will get the Phoenix Materia and a Huge Materia. If you elect to lose the strategy battle and win the fight, you will get an Imperial Guard as well. There is no special gift for winning the strategy battle this time. If for whatever reason you manage to lose both the strategy battle and the fight, you will be kicked out of Fort Condor forever.

Leave here and head for North Corel. This is where it gets fun. Park in front of the town and backtrack the train tracks to the reactor. You will have to fight some guards. Some events will occur. When you are in the train, you will have to push Up and Triangle very quickly in succession over and over until you are able to jump onto the other train. You are only going to have ten minutes for all of these events so you will need to kill the enemies as fast as possible. There are several battles aimed to slow you down.

Battle #1: 1 Gas Ducter

Strategy: Comet + added cut

Battle #2: 2 Gas Ducters

Strategy: Magic Breath

Battle #3: 1 Wolfmeister

Strategy: Aqualung

Battle #4: Eagle Gun

Strategy: STEAL FROM HIM FIRST, then Magic Breath

Battle #5: Some sort of Shinra Guard....

Strategy: Poison

Once you have the controls press, Up+Triangle, Down+X, Down+X. The train should miss North Corel, damn fine brakes on that thing... considering trains normally take a mile to stop, but since it seems to move over holes in the track as well... *shrug* You will be given the Ultima Materia, Huge Materia #2 and forced to sleep in the Inn. When you wake up, leave and enter the only other building on this level. Talk to the person inside who is wearing green hat and blue jeans, you will be given Catastrophe.

Get back to the Highwind and fly back to Mideel.

^035^

Cloud's Past

Items in this Area: None

Bosses: Ultimate Weapon

Head to the clinic where Cloud is. Some talking will occur and the ground will shake. Head outside and get ready for a boss fight.

Name: Ultimate Weapon [Boss]

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

Level: 61

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

Information

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

HP: 100000

MP: 400

Atk: 100

Matk: 170

Def: 120

MDef: 100

Def%: 3

Dex: 120

Luck: 50

+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless, Regen

+---+---+---+---+

Attacks

+---+---+---+---+

Quake2 [All Enemies or 1 Enemy] [2079] [Earth], Claw [1 Enemy] [2100],
Ultima Beam [All Enemies - No Reduction] [2079] [Hidden Elemental]

*Terence notes that any materia which does not have a specified elemental property will work for negating the damage of Ultima Beam. For example, HP Plus=Elemental will work.

Just make sure to heal and steal. He will only use Earth and Non-elemental attacks. He will run off, even if you do not hit him. You may as well dink some of his life away to make him easier later on in the game since he does not regenerate between fights. Get ready for some damn long story line. You will not be able to save while it is going on, either. You will be controlling Tifa in Cloud's Mind. There are three areas to go to. Head to the Upper right one first, when that event is done do the upper left one. When that event is done do the lower one and finally back to the upper right. The story should be mostly completed for you now. After a few words, Tifa and Cloud will awaken on

a shore next to everyone else. You now have your team back! Off to the Highwind for a very happy scene and you are free to roam around, which is what we will do.

^036^ [optional] More fun in the Highwind

Items in this area: Key to Sector 5, Sneak Glove, Premium Heart, Final Heaven

This entire section is pretty much a Tifa run. Right now you could actually breed a Gold Chocobo and get Knights of the Round along with most other items in the game. However, since that would take any remaining challenge away I am not going to instruct you in that direction. If you wish to do this, Scroll down to the 'final optional section' and do what it says.

If you walk right back into Mideel you will notice the town has been destroyed. All the shops suck now, except for one, the kid being chased around by the white chocobo at the top of the screen.

His Items are:

Item		Cost	
Hi-Potion		300	
Phoenix Down		300	
Ether		1500	
Hyper		100	
Tranquilizer		100	
Remedy		1000	
Tent		500	

His Weapons are:

Item		Cost	
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	

And his Materia is:

Item		Cost	
HP Plus		8000	
MP Plus		8000	
Transform		5000	
Gravity		8000	
Destruct		9000	

Let us go to Midgar now. Enter and talk to the man by the gate. He lost the key, how unfortunate. Leave here and head to the Bone Village. Search for 'normal' treasure. Dig up near the smoke just like before, except this time, dig as close to the ledge as you possibly can. Eventually you will get the Key to Sector 5. Head back to Midgar, you will be able to enter now. You will enter by the Church you met Aeris in. You want to walk all the way to the Wall Market now. If you choose to enter the church, you will see some memories of Aeris.

Go into the building labeled "Item" and touch the Machine to obtain the Premium Heart. Now head to the weapons shop, go to the vendor on the left, he will sell you a Sneak Glove, for 129,000 [that is not a typo] Gil. When you are done here, head to NIBELHEIM.

Once there, be certain that Tifa is in your party, play her piano and after a few tries you will find a letter. This letter will fill in more gaps in the plot, and you will also receive her final limit, Final Heaven. In case you forgot, the piano song goes like this:

x, square, triangle, r1+triangle, r1+square, x, square, triangle, r1+x,
circle, x, square, x

Now that we have gotten a few goodies but not too good, let us get back to the actual game. Oh and, you are also probably broke now so this is a good thing. If you are not, you could always head back to Costa Del Sol and buy that Villa for 300,000 gil.

^037^

Junon Reactor Raid

Items in this Area: God's Hand, Battle Trumpet, Scimitar, Leviathan Scales

Items won from Bosses in the area: God's Hand

Tips: Steal Shinra Alpha's From the Underwater MP's. Morph Ghost Ships into Guidebooks.

Bosses: Carry Armor

Head to Junon and head to that narrow screen [the one I said to remember for later, also has the alarm] Take the door in the lower left corner of this screen and you will be in an elevator. Oh yeah, before I forget, there will have been some events taking place :P

You will get attacked, easy fight. Exit the elevator and head down through this next screen and exit. In the next screen run left all the way to the exit. Run down and exit this screen, save your game if you need to, but this area will not be getting much harder any time soon. Activate the elevator, when you reach the bottom out. Go up and exit this screen. You will now be in the underwater part of the underwater reactor. Just follow the path until the exit and on the next screen do the same. You will come to another elevator, push the button and go down more.

Once the elevator door opens again, head out of it. Head left across the very long catwalk. On the next screen is a save point, you will want to use this one as one of the most troublesome bosses in the entire game is coming up soon. Exit to the upper right. In this next room you will be attacked by the guards.

Depending on where, you may suffer an attack from both sides.

Head right and get attacked by more guards. Exit to the right and run along the catwalk. A short scene will happen. Continue going right and you will see a familiar face.

Alas, Reno will not be able to fight you and will send in his place the...

Name: Carry Armor [Boss], Right Arm, Left Arm

+---+---+---+---+---+---+---+---+---+

Level: 45

+---+---+---+---+

Information

+---+---+---+---+

HP: 24000, 10000, 10000

MP: 200, 100, 100

Atk: 90, 80, 80

Matk: 55

Def: 200

MDef: 300

Def%: 1

Dex: 80

Luck: 0

EXP: 2800, 1400, 1500

AP: 240, 95, 90

Gil: 4000, 0, 0

Win: God's Hand, -----, -----

Steal: -

Morph: -

+---+---+---+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+---+---+---+

Fire: -

Ice: -

Lightning: Weakness

Earth: -

Poison: Nullifies

Gravity: Nullifies

Water: -

Wind: -

Holy: -

+---+---+---+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+---+---+---+

Death: Immune

Sleep: Immune

Poison: Immune

Confusion: Immune

Silence: Immune

Darkness: Immune

Fury: Immune

Sadness: Immune

Stop: Immune

Slow: Immune

Frog: Immune

Small: Immune

Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Haste, Peerless

+--++--++--+

Attacks

+--++--++--+

Lapis Laser [All Enemies - No Reduction] [1875], Damage Attack [1
Enemy] [562.5], Arm Punch [1 Enemy] [624], Arm Grab [1 Enemy]
[Imprisoned]

+--++--++--+

Notes

+--++--++--+

Tips/Tricks: Lapis Laser is used by Carry Armor, sometimes as a sneak attack. This attack is perhaps the most powerful in the game with all things considered. Arm Punch is used only by the arms. Arm Grab will pick up a character rendering them useless. The arm will hold the character until it is defeated. Each time Carry Armor or either arm is hit, Damage Attack will be triggered hitting any characters in their grasp. Characters in arms are considered dead, so do not lose the third.

This is one of the hardest battles in the game. Lapis laser will do about 1500 damage to all party members. If you kill both arms, this is the only attack he will use against you. If you leave the arms, they will pick up party members and hold them. Every time you hit an arm, the party member gets hurt. Not to mention it gives you one less person to use. Best strategy. Get your defense going first, Regen, MBarrier, Haste, whatever you like to use. Then use either lightning attacks or preferably Kjata/Magic Breath. He should go down fairly quickly if you get your defense up early.

After you beat him head left and get the chest containing a Battle Trumpet. Go back right and head straight up off of the screen. Before heading up the stairs to the sub, head left a bit more and get the chests containing the Leviathan Scales and the Scimitar. Once you have those, head up the stairs and battle your way onto the sub.

Once inside you will be attacked again. You can save your game here, once done head into the cockpit. It is your training friends from Junon. You can either fight them or take them prisoner [makes no difference]. Sit down in the seat, read the manual and then start the sub mission.

All you need to do is sink the Red Sub. It starts right in front of you so it should not be hard to find. If you fail to sink it you will not be able to get that huge materia.

^038^ Fun in the Sub [Mostly Optional, HIGHLY recommended]

Items in this Area: Huge Materia #3, Key to the Ancients, Chaos, Death Penalty, Heaven's Cloud, Megalixir, Escort Guard, Conformer, Double Cut, Megalixir, Spirit Lance, Hades Materia, Outsider, Highwind, Oritsuru, Steal as Well

Materia

Tips: STEAL FROM RENO AND RUDE, STEAL FROM RENO AND RUDE

Bosses: Reno & Rude, Emerald Weapon [if you really want to try, save first]

The sub will emerge from the water and you will be put back on the land. Get right back in the sub and dive. Now, for the sake of navigation we are just going to glide along the walls. Consider the Junon Reactor which is very close to you, to be 12 O'clock. Head clockwise along the wall. Eventually you will come to the sunken red submarine. Get close and examine it for Huge Materia #3. Now, head back to the reactor and head counter clock wise. The next tunnel you will come to will be a long ways from here, and it will have a Key to the Ancients at the end of it. Leave that tunnel and continue to follow the wall. You will go through a very long tunnel. Surface the sub and get out. Put Vincent in your party and head in. A lot of events will happen. Once done, you will be back on the world map.

Once you fight ten battles you can return here to get Chaos and the Death Penalty for Vincent. For now, just dive back in and go through the tunnel and start heading along the same wall we have been following. The final place which is not too far from Costa Del Sol, will be a sunken Airplane. In the first room is a save point, I strongly suggest you use it. The only chest in this room contains Heaven's Cloud.

Exit this room to the top and you will be in one of the cargo rooms. Head up and then to the right. Open the chest, it contains a Megalixir. Head back to the fork and just head right. Open the chest near the stairs. It has an Escort Guard. Go down the stairs and walk ALL the way to the left. Head up to a seemingly dead end and open the almost invisible chest there. Inside is the Conformer. Now head to the upper right corner of this room, the Double Cut materia is there. Head back to the main room. Exit to the left this time. You are about to fight....

Name: Reno [Boss] [3]

+---+---+---+---+---+---+---+---+---+

Level: 42

+---+---+---+---+

Information

+---+---+---+---+

HP: 15000

MP: 230

Atk: 100

Matk: 85

Def: 100

MDef: 96

Def%: 12

Dex: 85

Luck: 20

EXP: 5000

AP: 300

Gil: 4000

Win: -

Steal: Tough Ring

Morph: -

+---+---+---+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

+---+---+---+---+---+---+---+

Attacks

+---+---+---+---+---+---+---+

Short Staff [1 Enemy] [780], Neo Turk Light [1 Enemy] [Confusion],
Electropod 2 [1 Enemy] [2652] [Lightning]

+---+---+---+---+---+---+---+

Notes

+---+---+---+---+---+---+---+

Tips/Tricks: He will target anyone who hit him with a Lightning spell on his next turn. Oddly, this includes Ice Crystal, Bolt Plume, and Swift Bolt items as well. Steal a Tough Ring and watch out for Neo Turk Light!

Name: Rude [Boss] [3]

+---+---+---+---+---+---+---+

Level: 49

+---+---+---+---+---+---+---+

Information

+---+---+---+---+---+---+---+

HP: 20000
MP: 280
Atk: 110

Matk: 75
Def: 120
MDef: 160
Def%: 0
Dex: 79
Luck: 5
EXP: 5500
AP: 360
Gil: 5000
Win: Elixir
Steal: Ziedrich
Morph: -

+---+---+---+---+---+
Elemental Resistance
+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+
Status Effect Resistance
+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

+---+---+---+---+---+
Attacks
+---+---+---+---+---+

Shoulder Attack [1 Enemy] [2346], Bolt2 [1 Enemy or All Enemies] [930]
[Lightning], Fire2 [1 Enemy or All Enemies] [930] [Fire], Ice2 [1
Enemy or All Enemies] [930] [Ice], Cure2 [1 Ally or All Allies] [1514]
[Restorative]

+--+--+--+

Notes

+--+--+--+

Tips/Tricks: Rude will not target Tifa with any spells. He has only a 2/3rds chance of attacking her with Shoulder Attack. Steal his Ziedrich.

STEAL THE ITEMS FROM THEM.

Go through the door they were in front of. You will be in another cargo room. Get the chest on your left for another Megalixir. Head all the way to the back catwalk and go right for a Spirit Lance. Head left and go down the stairs you bypassed before. When you get to the bottom Cloud will make a comment. Keep going directly to the right. You will get the Hades Materia here, it is a bit hard to see. Now, come towards the bottom of the room. Get the two chests containing Highwind and Outsider. Now, unless you want to stay here and morph the enemies into various sources, get out and head back to the Highwind. When you get to the Highwind, make a stop at Wutai. Remember the burning fires in the statues before? You can put them out now with the Leviathan Scales.

As you run up to the fires, they will burn out. Put out the first two fires and get an Oritsuru follow the path around for a Steal as Well materia. When you are done here, head back to the Highwind and fly to Rocket Town

^039^ Journey to the Stars

Items in this Area: Huge Materia #4, Venus Gospel

Tips: STEAL FROM RUDE, STEAL FROM RUDE, STEAL FROM RUDE, STEAL FROM RUDE

Bosses: Rude

Head towards the rocket. As you fight your way up, Cid will eventually come and join you. You will finally get to... [along with two Shinra Soldiers]

Name: Rude [Boss] [2]

+--+--+--+--+

Level: 42

+--+--+--+

Information

+--+--+--+

- HP: 9000
- MP: 240
- Atk: 60
- Matk: 30
- Def: 60
- MDef: 160
- Def%: 5
- Dex: 70
- Luck: 9
- EXP: 3400
- AP: 80
- Gil: 3000
- Win: Hi-Potion

Steal: Ziedrich
Morph: -

+---+---+---+---+---+---+
Elemental Resistance
+---+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+---+
Status Effect Resistance
+---+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

+---+---+---+---+---+---+
Attacks
+---+---+---+---+---+---+

Bolt2 [1 Enemy or All Enemies] [540] [Lightning], Cure2 [1 Ally or All
Allies] [1202] [Restorative], MBarrier [1 Ally or All Allies]
[MBarrier], Shoulder Attack [1 Enemy] [882], Grand Spark [1 Enemy]
[648]

+---+---+---+---+---+---+
Notes
+---+---+---+---+---+---+

Tips/Tricks: Steal the Ziedrich from him. He will again avoid
hitting Tifa some of the time. He will never hit her with Grand
Spark.

You will notice he is weaker than before, the game thinks you should have gone here first, I did not. Anyway, his grand spark attack is annoying, but he is a pushover. He will also avoid hitting Tifa unless she is the only target left to take aim at. Just remember to steal the Ziedrich!

Head inside the rocket and fight one more battle. Go into the cockpit and watch the events unfold. When you regain control of Cloud head to the door on the RIGHT. Go up, you will see where the Huge Materia is. Try to get to it, you will be prompted for a passcode. If you are incorrect the first time, you will only have three minutes to get it correct. Cid will attempt to give you some hints along the way. If you care the passcode is:

Circle, Square, X, X

Head back down after getting it and then exit the cockpit heading down. Climb down the ladder on the next screen, an event will happen. Once you get control of Cloud again, head down and watch a very long event upon exiting.

Once you are back on the world map, re-enter Rocket town and talk to the old man outside of the Item shop a few times. He will give you Cid's Ultimate Weapon, the Venus Gospel.

^040^

A plan

Items in this area: Bahamut Zero Materia

Head to Cosmo Canyon and run right up to Bugenhagen's Home. Run into the room with the planetarium. Talk to Bugenhagen. A lot of story will occur. Before you leave the room, Bugenhagen will take all of your huge materia and keep it for storage in this room. You will be able to go up and see them. Go to the Blue one. Get closer when prompted. If you have Bahamut and Neo Bahamut, you will now be given a Bahamut Zero Materia. You can come back at any time to perform the master materia blends. Head back down and you will be on the Highwind. Fly over the Forgotten capital [it is in that river bed behind the Bone Village] and land the Highwind there. Walk in and take the left path all of the way to the room to the middle back side. Walk over to the right and up to the Oracle like object. Some story will take place. If you did not get the key yet, you will be told it is in a place where the sun will never shine upon it, hence the bottom of the ocean. Just get the sub down there to retrieve it. Seeing as I already told you to do this... Since we already got the key to the ancients in a previous section, Bugenhagen will fly over and place it in an altar. Now the some water will pour down. Walk back up to the oracle for some more events. When it is all done, attempt to leave. Your PHS will ring. Some more story is taking place. When you can, leave this area and return to the Highwind. You can not get in! Another event is going to happen.

^041^

Weapon attack!

Items in this area: None

Bosses: Diamond WEAPON

Finally you will be able to get back in the Highwind. Head towards Midgar as that is where weapon is going. Once he makes it to land, get out of the Highwind and walk up to him to start a fight. He walks rather slow for a defender of the planet so if you get bored, just fly around the world a few

times or something. Eventually he will get there though.

Name: Diamond Weapon [Boss]

+---+---+---+---+---+---+---+---+

Level: 49

+---+---+---+---+

Information

+---+---+---+---+

HP: 30000

MP: 30000

Atk: 50

Matk: 50

Def: 250

MDef: 250

Def%: 1

Dex: 180

Luck: 0

EXP: 35000

AP: 3500

Gil: 25000

Win: -

Steal: Rising Sun

Morph: -

+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+

Fire: Halves

Ice: -

Lightning: Weakness

Earth: -

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+

Death: Immune

Sleep: Immune

Poison: Immune

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: Immune

Petrify: Immune

Death-Sentence: Immune

Manipulate: Immune

Berserk: Immune

Paralyze: Immune

Seizure: Immune
Positive: Immune - Peerless, Regen

+---+---+---+

Attacks

+---+---+---+

Diamond Fire [1 Enemy] [891] [Fire], Foot Stamp [1 Enemy] [1188],
Diamond Flash [All Enemies - No Reduction] [Target's HP * 15 / 16],
[Silence]

+---+---+---+

Notes

+---+---+---+

Tips/Tricks: Diamond Weapon is immune to all physical attack aside from limit breaks with the exception of the time between the start of a countdown until it uses Diamond Flash. Foot Stamp is used on the enemy with the highest HP.

Just do not use physical attacks, they will do nothing. Use magic instead, other than gravity and fire he has no strengths. His attacks are un-captivating. Use Regen and you will be fine. He does have a Diamond Flash attack which can hurt pretty bad, but there is a countdown before it so you will likely never see it. Level 3 spells shred him as do Comet, Ultima and the Contain spells. Limit breaks will do their normal damage so do not be afraid to use those. Look at all the points you get for winning this easy battle. Oh yeah, and, he is vulnerable to slow, but not stop.

Some events will happen. Now, if you elect to go to section ^042^ be CERTAIN to not fly over the Northern Crater which you just saw get blasted open. If you do on accident while chasing him, then be SURE you do NOT fly over Midgar or else you will not be able to do that section right now. If you do not want to do it yet, skip both ^042^ and ^043^ and get ready for ^044^

^042^ [optional] Ultimate Weapon

Items in this area: Ultima Weapon [Won from Ultimate Weapon]

Items won from Bosses in the area: Ultima Weapon

Bosses: Ultimate Weapon [duh]

Want more of that great exp? Head over to the crater in the ground between Junon and Fort Condor and Ram the Highwind into him. You will get in a battle with him.

Name: Ultimate Weapon [Boss]

+---+---+---+---+---+---+---+---+---+

Level: 61

+---+---+---+

Information

+---+---+---+

HP: 100000

MP: 400

Atk: 100

Matk: 170

Def: 120

MDef: 100
Def%: 3
Dex: 120
Luck: 50
EXP: 35000 [0 for all battles except the final]
AP: 3500 [0 for all battles except the final]
Gil: 25000 [0 for all battles except the final]
Win: Ultima Weapon [Nothing for all battles except the final]
Steal: Curse Ring [First Encounter], Reflect Ring [All land battles after the first], Circlet [All air battles before the final one]
Morph: -

+---+---+---+---+---+
Elemental Resistance
+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+
Status Effect Resistance
+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless, Regen

+---+---+---+
Preparing
+---+---+---+

Where to find: First Encounter - Mideel, Second Encounter - Hole in the Ground where the Junon Forests once were, Final Encounter - Hovering near Cosmo Canyon, All Others - Random Towns across the world map after bumping into him and forcing him to one.
Appears with: Nothing

+--+--+--+--+

Attacks

+--+--+--+--+

Quake2 [All Enemies or 1 Enemy] [2079] [Earth], Claw [1 Enemy] [2100],
Ultima Beam [All Enemies - No Reduction] [2079] [Hidden Elemental],
Thunderball [1 Enemy] [2945.25] [Lightning], Shadow Flare [1 Enemy]
[10828.125]

+--+--+--+--+

Notes

+--+--+--+--+

Tips/Tricks: Claw and Quake2 are only used during land battles.
Thunderball is only used during air battles. Ultima Beam can be
protected against by pairing Elemental to one of Ultima, Bahamut,
Neo Bahamut or Bahamut Zero in your armor. Shadow Flare is Ultimate
Weapons final attack in the final battle [Near Cosmo Canyon]. This is
one of three enemies who can use this spell, so stack all of your
Enemy Skill Materias in need of this skill onto the character you
intend to deal the final blow. Ultimate Weapon has 100,000 HP but
does NOT regain any of it between battles. Once Ultimate Weapon is
below 20,000 HP it will go to the final battle location.

*Terence notes that any materia which does not have a specified
elemental property will work for negating the damage of Ultima Beam.
For example, HP Plus=Elemental will work.

After you fight him for a while, he will fly away, try to keep him on your
screen or you will have to find him which takes forever. Anyway, after several
fights he will park himself outside of Cosmo Canyon, this is the final
encounter spot. Put all of your enemy skill materia on the same person and load
him up with some HP Plus's on him as well. Make sure this is the only
character to damage Ultimate weapon this fight. When he dies, he will hit the
last person who hit him with the enemy skill Shadowflare. Since none of your
materia have it yet, this will teach it to them all at one time! If you have
an Mbarrier and some high spirit, this will still do a good 3700 damage to you.
Alternatively, you could be a cheap fool and reflect the Shadowflare back at
him, you will still get the skill.

For those who care, you can fight him at: Fort Condor, Mideel, Midgar, Northern
Crater, Temple of the Ancients, Gongaga, Mt. Nibel, North Corel, and in his
first and final battle locations.

When he dies he will leave a large crater. Land nearby and run through this to
get to another optional area with loads of prizes...

^043^ [optional] Ancient Forest

Things in this Area: Supershot ST, Spring Gun Clip, Apocalypse, Minerva Band,
Slash-all Materia, Typhoon Materia, Elixir

First a few notes on how this place works and some terminology.

The Ancient forest is a highly confusing area of the game. If at any time you
find yourself unable to advance, hit the square button and you will be placed

at the beginning of the Ancient Forest. However, you will need to re-work through the entire forest to get back where you were.

There are several things which are unique to this area of the game, they are all needed to advance through this area as well. They do not have 'official' names for the most part, so I will be referring to them by the names given in this section.

Bag - There are two types of bags in the Ancient Forest; those you can walk on and those you can not. The second kind of bag require either a full sized or small frog to be placed in them in order to stand on or walk across.

Small Frog - The most common creation in the Ancient Forest. The small frogs may be picked up by hitting the confirm button (circle by default) and then released by pressing it again. Small frogs are used to put in bags so you may walk across them.

Large Frog - Large frogs are more useful than small frogs. In addition to being able to use them as stepping stones, they can also propel you a short distance from some bags.

Pink Vines - These vines may be grabbed onto and will pull you across [or in some cases up] in the area. You need nothing special to activate Pink Vines.

Jar of Honey - Well, it looks like a jar of honey at least, I can not think of anything else it might be. These are used to feed the plant traps which will impair your progress.

Plant Traps - Somewhat reminiscent of a Venus Fly Trap, plant traps will close up on you if you get too near their center. When they do this, they will take away 1,000 hp from your ENTIRE party. Plant traps can be disabled by the use of a nearby Jar of Honey.

I have divided this area up into screens. There are five screens, Screen1, Screen2, Screen3, Upper Screen and Screen4. You will enter some of these screens multiple times in your journey through the Ancient Forest.

Screen1: You will note upon entering this screen, that there is a bridge which heads to the left side of the screen. Ignore it. First, gather 3 small frogs and bring them to the bags accessible from the path which goes UNDER the bridge. Be sure to not drop them into the bags just yet. Instead, deposit them all just in front of the bags. Once you have two there and one more in your hands, begin putting them in the three bags. Leap across all of the bags to the right side of the screen. Here, you will see two large frogs, ignore them for now and head to the plant trap at the bottom of the screen. Take one or two WALKING steps into it and press confirm [default circle] and you will receive the Supershot ST. Now, head right a few steps and up to the top of the screen where you will see the Spring Gun Clip. Get this and head right onto the next screen.

Screen2: First, grab a small frog from anywhere on this screen and get under the pink vine. Once positioned properly you will be prompted to 'jump'. Once you choose jump the pink vine will toss you up onto a ledge with two bags next to it. The first bag is empty and the second already full. Put the small frog into the first bag and leap across them both to the next pink vine. This vine will drop you back to the ground level on the other side of the plant trap. Now, to your right is a large frog, get it. Continue heading right a few more steps to a small platform of green grass which has a bag on both it is left and

right side. Put the large frog into the bag on the left and hop onto that bag. Remain on that bag for a few seconds until the frog pushes you off onto the ledge holding a Jar of Honey. Pick up the jar of honey [confirm button] and jump off the ledge back to the ground. Walk with the jar of honey to the plant trap and give it to the trap. If done properly the plant will seal itself up giving a clear path to the slash-all materia. If not, the jar will simply fall on the ground where you can pick it up and drop it again. Anyway, after you get the slash-all materia, head back to the right and pick up the large frog yet again. Return to the small platform surrounded by two bags and put the frog into the right bag this time. The frog will propel you over another plant trap. Head a few more steps right and you will enter the next screen.

Screen3: You will be on this screen a lot, but this time you are just here to get to the upper screen. Run past the first small frog and pick up the second one. Put this frog into the bag you passed on your left. Grab the other small frog I had you run by before and put this on into the second small bag. Cross both bags and hop onto the pink vine. Unlike the other ones this vine will tug you up to the next screen.

UpperScreen: Walk left a few steps and head down.

Screen2: Walk down the tree trunk and pick up the Minerva band at the end of it. Jump off the branch to your left and grab the large frog [again] and head back to the little ledge putting him into the right bag and hopping across as you did before. Head right and re-enter the next screen.

Screen3: Run past the first small frog and pick up the second one. Put this frog into the bag you passed on your left. Grab the other small frog I had you run by before and put this on into the second small bag. Cross both bags and hop onto the pink vine which will again tug you to the next screen.

UpperScreen: Head left just like last time. This time though, head UP instead of down. After a few steps of going up, head right. You should be on a branch higher than the one you entered the screen on. Keep heading right until you reach a split in the branch. Going down takes you back to screen three, you do not want to do this just yet. Instead, head up and after a few steps you will automatically cross three pink vines to the other side of this screen. To your right you will see a materia, it is the Typhoon Summon. Grab that, head up and then right, you will take the three vines back to the split in the branch. This time, head down.

Screen3: Walk down the rope and jump off heading to the right. You should see two small frogs to your right. Grab either one of them and put it into the first bag you see on your right. Hop onto this bag and jump onto the second bag [hit up, not left] and eventually to a jar of honey. Grab the jar of honey and fall down onto the ground. Feed the Jar of Honey to the only plant trap you see. It will close up opening a path to a bag on the left. Grab the other small frog and put it into the bag and leap across. Once across, head left a few steps and pick up a small frog. There is a tree on the screen, now to your right, which has a hole hollowed out in it. Put the small frog into this hole. This may take a few attempts to get it in there right, but once done properly, the small frog will bring out a large frog. Grab the large frog and head to the bag you crossed moments ago. Put this frog into that bag and cross to the right side. Wait a few moments and the large frog will jump from the bag to your side of the screen as well. Grab the large frog again and head to your right to the farthest, now empty, bag there. Put the large frog into this bag and just stand on it. Wait several seconds and you will be shot across the hole in the ground! You will be at the mouth of a cave, go in it.

Screen4: Head straight to your right and open the chest containing Cloud's

Apocalypse [Sword]. Head up and after a few steps you will see another chest on your right, open it and receive an elixir. Head to your directly left, go through the cave door and you will find yourself back on the world map having completed the Ancient Forest.

^044^

Down with the Shinra

Items in this Area: Megalixir, Elixir, Aegis Armlet, Elixir, Max Ray, Starlight Phone, Power Source, Guard Source, Mind Source, Magic Source, W-Item Materia, Behemoth Horn, HP Shout, Speed Source, Mind Source, Grow Lance, Master Fist, Pile Banger, Elixir, Mystile, Missing Score

Items won from Bosses in the area: Ragnarok, Power Source

Tips: There are a bunch of items in this area which are one time only. STEAL from the TURKS.

Bosses: Reno & Rude & Elena, Proud Clod, Hojo [3 forms]

Try to Approach the North Crater, you will get an event. There is a new threat that you will need to do first. Head back to Midgar and there will be another set of events. Eventually you will be in sector eight, follow Cait Sith into a building. You can save here, once ready, head to the hatch and then climb down the ladder.

Take the upper right path first. Follow it to the fork against a wall. The chest to the right contains a Megalixir, the one to the left contains an Elixir. Head back to the ladder you entered this screen on and take the lower path.

Head down the large staircase and down the ladder. Once you reach the bottom head left and up the other large ladder. Get the chest up here for the only Aegis Armlet in the game. Head back down the ladder, down a touch on the next screen and all of the way to the right. The floor will give way pushing you down another level.

Head left and Cloud will jump onto a pipe. Climb the two ladders it leads to. Go up, then right and enter the pipe. You will come out on a platform. Get the chest to your right for an Elixir. Climb down the ladder and enter this pipe as well. You will come out on a very small platform, run all the way left and climb another large ladder. Head left for a chest with a Max Ray inside.

Go back to the right, down the large ladder and back through the pipe. Hop back to the platform on the left and climb the ladder. Now get the chest on the left hand side of this platform for a Starlight Phone and head on up the stairs.

On this screen, save your game if you want to and exit to the opening on the left side. You will now be in some subway tunnels. If you want some items and one of the better materias in the game, head down. I warn you now, it is a long walk, if you are not interested, head up.

Assuming you went down you will be on a screen with three exits. Head down. On the next screen head down. Follow this same pattern all of the way to the bottom screen. Along the way you will find various party members of yours as well as: Power Source, Guard Source, Mind Source, Magic Source, and finally the W-Item Materia sitting next to a save point. Oh, and you may have heard of the W-item duplication trick. Here is how it works if you care. First, it

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

+---+---+---+

Attacks

+---+---+---+

Short Staff [1 Enemy] [905], Turk Light [1 Enemy] [697.5], Electropod
[1 Enemy] [2172] [Lightning]

+---+---+---+

Notes

+---+---+---+

Tips/Tricks: Steal the Toup Ring.

Name: Rude [Boss] [4]

+---+---+---+---+---+---+---+---+---+

Level: 51

+---+---+---+

Information

+---+---+---+

HP: 28000

MP: 250

Atk: 110

Matk: 83

Def: 130

MDef: 190

Def%: 0

Dex: 70

Luck: 20

EXP: 5500

AP: 600

Gil: 5000

Win: Elixir

Steal: Ziedrich

Morph: -

+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+

Fire: Absorbs
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

+---+---+---+---+

Attacks

+---+---+---+---+

Shoulder Attack [1 Enemy] [2955], Grand Spark [1 Enemy] [1206]

+---+---+---+---+

Notes

+---+---+---+---+

Tips/Tricks: Rude will not hit Tifa unless all other party members are dead. Even then, he will do nothing 2/3's of the time instead. Steal the Ziedrich.

Name: Elena [Boss]

+---+---+---+---+---+---+---+---+

Level: 53

+---+---+---+---+

Information

+---+---+---+---+

HP: 30000
MP: 100
Atk: 75
Matk: 100
Def: 90

MDef: 190
Def%: 5
Dex: 85
Luck: 20
EXP: 6400
AP: 800
Gil: 7000
Win: -
Steal: Minerva Band
Morph: -

+---+---+---+---+---+---+
Elemental Resistance
+---+---+---+---+---+---+

Fire: -
Ice: Absorbs
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+---+
Status Effect Resistance
+---+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

+---+---+---+---+---+---+
Attacks
+---+---+---+---+---+---+

Kick [1 Enemy] [1427.5], Bewildered [1 Enemy] [Confusion], Throw
[All Enemies] [1142] [Fire], Throw [1 Enemy] [856.5]

+---+---+---+---+---+---+
Notes
+---+---+---+---+---+---+

Tips/Tricks: Throw [The Fire Version] will be the first attack used in the battle, even before your sneak attacks can go off. It will also be used any time she goes into the front row. Bewildered will be used any time she retreats to the back row. Steal the Minerva Band!

As usual, watch out for Rude's Punches. Elena can confuse a party member if you are not protected. Once one of them dies they'll all run away. Try to avoid elemental attacks as you will usually heal at least one of them. Oh yeah REMEMBER TO STEAL THINGS FROM THEM.

Anyway, head up when you are done with them and then head to the right. Head up again and go left. Climb the ladder and you will be at the Shinra Building. First, and you will hate me for this, climb the stairs around back to get a Behemoth Horn.

Since you are about half way up the stairs, just keep heading up. When you get to the 59th floor, take the elevator to the 64th floor. Head to the locker area. Go to the back row of lockers and search them for the HP Shout. Now go to the right exercise room and examine the vending machine to receive a Mind Source and a Speed Source, assuming you banged on it during your first visit.

Head back to the 63rd floor and get the Grow Lance. All the barriers have been removed from this floor so you can just walk in and get it.

Now take the elevator back down to the lobby. If you did not see Turtle's Paradise Flyer No.2 here last time around, this is your final chance. Also head up one flight of stairs and enter the unmarked door against the rear right wall. Inside are two chests containing a Master Fist and a Pile Banger. You may now leave this building and head back down into the tunnels. Head down for three screens and then exit the left side of the fourth. Climb up the object here and try to run forward. You will be stopped Heidegger and Scarlet in their new toy...

Name: Proud Clod [Boss] [Jamar Armor]

+---+---+---+---+---+---+---+---+

Level: 53, 62

+---+---+---+---+

Information

+---+---+---+---+

HP: 60000, 20000

MP: 320, 300

Atk: 102, 130

Matk: 120, 109

Def: 170, 200

MDef: 300, 330

Def%: 1, 1

Dex: 88, 110

Luck: 0, 0

EXP: 7000, 8000

AP: 1000, 1500

Gil: 10000, 10000

Win: Ragnarok, -----

Steal: -

Morph: -

+---+---+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+---+
Status Effect Resistance
+---+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: - [Immune, Jamar Armor]
Fury: - [Immune, Jamar Armor]
Sadness: - [Immune, Jamar Armor]
Stop: Immune
Slow: Immune
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Haste, Peerless

+---+---+---+---+
Attacks
+---+---+---+---+

Big Hand Clash [1 Enemy] [774], Wrist Laser [1 Enemy] [774], Knee Fire [1 Enemy] [774], Knee Blend [1 Enemy] [774], W Machine Gun [1 Enemy] [1354.5], Beam Cannon [All Enemies - No Reduction] [1297.5], Matiera-jammer [1 Enemy] [Reflect]

+---+---+---+---+
Notes
+---+---+---+---+

Tips/Tricks: Jamar Armor will never attack. As you can see, most of Proud Clod's attacks are really weak. The only real challenge to this battle is the unnecessary length of time it takes.

This battle just takes a long time. Jamar Armor is a fancy copy of the Despell spell. He uses knee bends and a gun attack. They all do pitiful damage at even more pathetic turn rates. He has some good magic defense so knocking him out with spells may take some time. This is an easy battle though, just long.

Once you have beaten him, head up onto the next screen. GET THESE TWO CHESTS for an Elixir and.....

a Mystile! Now, head to the save point. If Barret is not in your party, put him there right now. If not, you will not be able to get his ultimate weapon up above. Head up the stairs onto the next screen. Head up the first staircase here and get the chest. If you do not want Barret in your party, head back down and change members. Once ready, head all the way up all of these stairs and get ready for a long yet fun battle with none other than...

Name: Hojo [Boss]

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---

Level: 50

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---

Information

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---

HP: 13000

MP: 250

Atk: 60

Matk: 60

Def: 130

MDef: 150

Def%: 5

Dex: 78

Luck: 6

EXP: 0

AP: 0

Gil: 0

Win: -

Steal: -

Morph: -

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---

Elemental Resistance

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---

Status Effect Resistance

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---

Death: Immune

Sleep: Immune

Poison: Immune

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: Immune

Frog: Immune

Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

+---+---+---+

Attacks

+---+---+---+

Capsule [All Allies - No Reduction] [Targets Max HP] [Restorative]

He will summon a few weak creatures if you leave him around long enough. Just ignore them and attack them, this boss is just a warm up. Once you beat him he will react to some mako juice he had drincken earlier.

Name: Hellitic Hojo [Boss]

+---+---+---+---+---+---+---+---+

Level: 55

+---+---+---+

Information

+---+---+---+

HP: 26000

MP: 200

Atk: 80

Matk: 60

Def: 140

MDef: 200

Def%: 6

Dex: 68

Luck: 0

EXP: 0

AP: 0

Gil: 0

Win: -

Steal: -

Morph: -

Name: Right Arm

+---+---+---+---+---+---+---+---+

Level: 55

+---+---+---+

Information

+---+---+---+

HP: 5000

MP: 300

Atk: 150

Matk: 80

Def: 120

MDef: 130

Def%: 1

Dex: 95

Luck: 0

EXP: 0
AP: 0
Gil: 0
Win: -
Steal: -
Morph: -

Name: Left Arm

+---+---+---+---+---+---+---+---+---+---+

Level: 55

+---+---+---+---+---+---+---+---+---+---+

Information

+---+---+---+---+---+---+---+---+---+---+

HP: 24000
MP: 400
Atk: 46
Matk: 100
Def: 150
MDef: 150
Def%: 1
Dex: 90
Luck: 0
EXP: 0
AP: 0
Gil: 0
Win: -
Steal: -
Morph: -

+---+---+---+---+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies, -----, Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+---+---+---+---+

Death: Immune, -----, Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: Immune, Immune, -----
Frog: Immune
Small: Immune
Slow-Numb: Immune

Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune, -----, Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless, Haste, Immune - Peerless, Haste, Immune - Peerless

+---+---+---+

Attacks

+---+---+---+

Pile Banger [1 Enemy] [1962.5], Bio Gas [1 Enemy] [690] [Poison-Status], Confu [1 Enemy or All Enemies] [Confusion], Sleepel [1 Enemy or All Enemies] [Sleep], Silence [1 Enemy or All Enemies] [Silence]

+---+---+---+

Notes

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Tips/Tricks: Sleepel is used when the right arm is dead. Silence is used when the left arm is dead. Confu is used when both arms are alive. Bio Gas is used when both arms are alive. Pile Banger is used when the right arm is alive.

His arms will just be revived if you kill them so concentrate on the main body itself. He has a few strong physical attacks but nothing to be too worried about. The real challenge will be part three.

Name: Lifeform-Hojo N

+---+---+---+---+---+---+---+---+---+

Level: 58

+---+---+---+

Information

+---+---+---+

HP: 30000

MP: 100

Atk: 100

Matk: 90

Def: 120

MDef: 180

Def%: 5

Dex: 100

Luck: 6

EXP: 25000

AP: 2500

Gil: 6000

Win: Power Source

Steal: -

Morph: -

+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+

Fire: -

Ice: -

Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+==+==+==+==+==+==+
Status Effect Resistance
+==+==+==+==+==+==+

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: Immune
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

+==+==+==+==+
Attacks
+==+==+==+==+

Absorb [1 Enemy] [555], Silence [1 Enemy or All Enemies] [Silence],
Slow [1 Enemy or All Enemies] [Slow], Combo [1 Enemy] [257.5] [618]
[Poison - Status] [360.5] [Darkness] [824] [Sleep]

+==+==+==+==+
Notes
+==+==+==+==+

Tips/Tricks: Combo is a long string of attacks. Silence is a 100% Counter Attack to any magic skills used against him.

His Combo attack is quite nasty. It is loaded with a bunch of status attacks which can poison you, put you to sleep, stop you and paralyze you. He is also in love with the silence spell. Ribbons will be your best friend here. Other than that he has a moderately damaging physical attack

Well, there is going to be a whole lot of story line which will end disc2. On to disc3. Only one area of the game left!

Items in this Area: Save Crystal, Guard Source, Power Source, HP Absorb Materia Elixir, Guard Source, Mind Source, Magic Source, Mind Source, Megalixir, Hero Drink, Guard Source, Power Source, Magic Source, Remedy, Hero Drink, Vaccine, Shield Materia, Imperial Guard, W-Magic Materia, Counter Materia, Luck Source, Remedy, Elixir, X-Potion, Turbo Ether, Vaccine, Magic Counter Materia, X-potion Mega-All Materia, X-potion, Speed Source, Mystile, Elixir, Tetra Elemental, Speed Source, Megalixir

Climb down the ladder of the highwind. There are still a few optional parts of the game which we could do, but we may as well get everything here in the crater first, can not hurt, right?

Now, when asked, choose 'alright, let us go!' You will slide down the edge of the crater. Do not worry, you WILL BE ABLE TO GET OUT. See the door just above you on the next screen, that is how you get out.

Head left, open the chest for a save crystal. Now, this can be placed at any point in the crater. Do not use it yet, I will tell you exactly where to and where not to use it. This room is just a few circles of heading counter clock wise. Just make your way down getting the Guard Source as well. Keep heading down the room.

In the next room, head left and jump down. Continue to the left and jump up to the next ledge to get the chest which has a Power Source inside. Head a few steps to the right as well to grab a HP Absorb Matera. Head back down and go to the right, heading down again. Head a step or two to the left and get the Elixir in the chest.

Make your way back to the top of this room and head down to the right this now. Grab the Guard source which is several levels below. Get the mind source two levels below this. Once you reach the bottom of this room, climb back up the left side and run to the only chest remaining on this side. [You could have gotten this before but I have actually saved you a few steps this way] Anyway, inside of it is a Magic Source. Now head back to the bottom of this room and exit it.

On the next screen, run right and fall down a few floors. Grab the chest to your left for another Mind Source. Walk right until it asks you to jump up and do so. Run all of the way left jump down, and enter the door. Inside is a chest with a Megalixir. Leave this room, jump back up a ledge and run all of the way to the right. Jump down two levels and enter the door. Run down and exit the other door. Once outside jump down a level. Jump up twice and run all of the way to the left and fall. Run right to get the chest holding a Hero Drink. Now enter the door you passed up.

Run to the right and get the chest holding a Guard Source. Continue right [now looks more like up] and veer off into the hole to get another Power Source. Back track a bit and exit this indoor area at the top left. Now, we are right back where we began on this screen. Make your way right and fall down twice, enter the small cave, exit below. Head left and fall, right then fall, left then fall and finally left then fall. You will be able to exit this screen now.

We are now in a room with a few pillars. WHATEVER YOU DO, DO NOT USE YOUR SAVE CRYSTAL IN THIS ROOM. THERE IS A HIGH DEGREE OF PROBABLILITY YOU WILL SCREW UP YOUR SAVE FILE AND NOT BE ABLE TO CLIMB BACK OUT OF HERE. YOU HAVE BEEN WARNED.

Anyway, make your way to the middle of the room. Your party will decide that they need to split up. Now, at this point, you will be able to duplicate some

items down here. If you wish to do this, keep reading. If not, skip the next paragraph.

Send Cloud to the Left. Send Barret to the left. Send Tifa to the Right. Red to the left. Send Yuffie to the Left. Send Cait Sith Left. Send Vincent left. Make your party with your 8 characters and head left. There is another for in the road. Send Cloud Down. Send Barret Up. Send Red Up. Send Yuffie Up. Send Cait Sith Down. Send Cid Up. Send Vincent Down. Now, head through these three screens picking up everything. When you reach the bottom there will be a circular room with a large green center. DO NOTHING. Head back up the path you just game down and head down the right path. Get everything. When you again get to the circular room, head back up the first path you took. Now, head along the upper left path. Once you have gotten all of this, enter the main room of the crater. Talk to your party members and they will give you additional copies of anything they took. For information on what items are on each path, keep reading.

If you chose the Left-Up Path:

Put your save crystal in the first room here. This screen and the next one are the best two leveling up spots in the game. In order to hurt the magic pots in this area, you will first need to feed it an elixir, by using it on them as an item.

Now, head to the right and jump across to the platform. Head to the chest and get the Magic Source. Head back to the entrance of this room and go up. You wind up on the other end of this room. Head left and get the chest in the upper area of the room. Inside is a Remedy. Now head to the upper right side of this room and exit into the next one. Head straight to the right and get the chest containing a Hero Drink. Head to the back left of this screen and get the chest with a Vaccine. Head right and up the slope which is still on the left side of the room. Get the Shield Materia which is there. Head down and you will be taken to the only remaining chest in this room which holds an Imperial Guard. Now, exit this screen from the righter most slope.

This screen is a big difficult to navigate. The green up top is concealing a yellow materia, you should be able to see it. It is the W-Magic Materia. Also the giant ball of light at the bottom of the screen has a Counter Materia. When you have both of these, exit to the left side. You will now be at the point of no return. Talk to your party members when they arrive to get their stuff. You can also get a Luck Source from the Chest.

If you chose the Left-Down Path:

Jump down the pedestals and get the chest on your left which has a Remedy inside. Head down a hair and to the right and back up to get an elixir. Now head all the way left and down to get a chest with a X-Potion. Keep going down to exit this screen.

Head down on this screen. Jump off of the large pillar. Get the chest to the left for a Turbo Ether. Head right and around getting the chest with a vaccine inside of it. Now, head left, as the screen starts to curve towards the downward direction, run on the upper part of this path while hitting circle frequently. You will get the Magic Counter Materia. This is the best hidden item in the game. Anyway, follow this screen around until you exit it at the bottom.

Head down and get the chest with an X-potion. Head left, then down to the right. Jump down a few ledges and open the chest to the left for a Turbo

Ether. You see the Purple Materia floating to the left of you? Jump at it, right when Cloud is on it, hit circle and you will get it. Also, the chest to the left of here holds a Speed Source. Head down and exit this screen to the left and you will be at the point of no return. Talk to your party members when they arrive to get their stuff. You can also get a Luck Source from the chest.

If you chose the Right Path:

Head down the large stalactite until you come to a point to climb down. Choose to. Get the chest right next to the bottom for a Mystile. Head a few steps to the right for an Elixir. Keep heading around this curved area and onto the screen below. Open the nearest chest for a Speed Source. Work your way down and get a chest with a Tetra Elemental. Head up and open the nearby chest for a Megalixir. If you head down a bit and to the left you can get another Megalixir. Head all the way back to the right and exit to the top. Now you are on another curving screen. Just make your way to the bottom and you will come out at the point of no return. Talk to your party members when they arrive to get their stuff. You can also get a Luck Source from the chest.

NOW THAT YOU'RE AT THE POINT OF NO RETURN: If you just want to beat the game, head down and go to section ^047^. If you had rather not, head up and leave the crater the way you came in. Preferably clear the two paths you did not already do. Go to section ^046^ for all things left to do in the game.

^046^ [optional] Final Optional Areas

Items in this area: Far too many to list, but the main ones include if you have not already gotten them: Limited Moon, Omnislash, W-Summon, Final Attack, All other Battle Square Materia, All Chocobo Square Materia, Mime Materia, Hp<=>MP Materia, Quadra Magic Materia, Knights of the Round Materia.

First head to Cosmo Canyon. Get Red XIII's Limited Moon from Bugenhagen.

At this point you will want to breed a Gold Chocobo. Here is how:

Go to the chocobo farm and buy Four to six stables [40,000 to 60,000 gil]. This works a lot easier with six stables, if you use four you will need to shuffle them around and discharge them when they discharge onto their mates.

Parent Chocobos waiting to breed again require 3 to 10 battles to do so.
Newborn Chocobo waiting to breed require 3 to 18 battles to do so.

Get 2 Good Chocobos [Male and Female]
Get 2 Great Chocobos [Male and Female]

Alternatively, you could just get 2 Greats or 1 Great and 1 Good and breed them as the parents of two colored chocobos. However you elect to do it, I do not care. Many suggest using less parents saves money... which you should have a lot of.

Good Chocobos appear with SPENCERS at the tracks near the Gold Saucer.
Great Chocobos appear with SPIRALS at the tracks near Mideel.

Race them to the A class at the chocobo square in the gold saucer. [Note: They do not have to be raced to level A, it just gives them MUCH better odds of breeding to a color.]

Mate the Goods with the Greats [or Great to Great] given them Carob nuts which can be won or stolen from Vlakorados [get a total of three]. Save before doing this and hopefully you will get a Blue and a Green Chocobo of opposite Genders.

Race the Blue and Green ones to Class A now as well. Fight 3 to 18 battles so they can breed and breed them with a Carob Nut. You will eventually get a black chocobo. [Note: They do not have to be raced to level A, it just gives them MUCH better odds of breeding to a color.]

Now, you will need to catch a Wonderful Chocobo. They appear near Icicle with JUMPINGS. Get one that is the opposite Gender of your Black Chocobo.

Race them both to the Class A and fight 3 to 18 times. Now, get a Zeio nut from the Goblins on goblin island. This island is half grass and half forest and is in the north eastern quarter of the world. You can steal them or win them from the goblins there, whom only appear in the forest.

Breed them. You will get a Gold Chocobo.

Now, with the Gold you will be able to go to all four materia caves:

One Near Mideel: Quadra Magic Materia [blue chocobo]

One Near Wutai: Mime Materia [green chocobo]

One Near Corel: HP <==> MP Materia [Black Chocobo]

Northeast Corner of the map: Knights of the Round Materia [Gold Chocobo]

All of the other prizes in this area are won from either the battle square or the chocobo square. Please see each of their sub sections in Section ii of this guide.

Also, for Emerald and Ruby Weapon please see there sub section in Section ii as well.

One other thing, if you head into the basement of the Shinra Mansion in the library room, you will be able to see another past sequence which is very informative.

^047^

Northern Crater, Part II

Bosses: Jenova-SYNTHESIS, Bizzaro Sephiroth, Safer Sephiroth.

Talk to your party at the point of no return and choose to move on. There will be a short story event and then you will pick your party. Just hop from Rock to Rock all the way down. Every now and again you will have to fight a battle. When you make it to the bottom, you will be attacked by Jenova-SNYTHESIS.

Jenova Synthesis

Name: Jenova*SYNTHESIS [Boss]

+--+--+--+--+--+--+--+--+--+

Level: 61

+--+--+--+--+

Information

+--+--+--+--+

HP: 60000 [Arms have 10000 HP and 8000 HP respectively, but otherwise have identical stats]

MP: 600
Atk: 150
Matk: 120
Def: 100
MDef: 180
Def%: 1
Dex: 120
Luck: 0
EXP: 60000
AP: 500
Gil: 0
Win: -
Steal: -
Morph: -

+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: Absorbs
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: Immune
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Haste, Peerless

+---+---+---+---+

Attacks

+---+---+---+---+

Absorb [1 Enemy] [1357.5] [Sadness] [Absorb], Repeating Slap [1 Enemy]
[2325] [Fury], Bio2 [All Enemies or 1 Enemy] [1425.375] [Poison-

Elemental] [Poison-Status], Cure3 [All Allies or 1 Ally] [3946]
[Restorative], [Stop] [1 Enemy or All Enemies] [Stop], Ultima [All
Enemies - No Reduction] [7126.875]

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Notes

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Tips/Tricks: Jenova can also revive either of the arms in any given
turn.

Her attacks all suck. Eventually she will start a countdown from 5. When it
reaches 0 she will cast Ultima on your whole party, should you survive and win
the battle you will not receive any experience. Otherwise about all she does
is whip you with her arms. When they die, the main portion of her loses a lot
of defense or magic defense, depending on which you kill. Depending on if you
use Knights of the Round against her will be a big factor in the next few
bosses HP total.

More story will happen, you will be allowed to split into multiple parties if
your level is high. It is time to fight...

Name: Bizarro Sephiroth [Boss]

+--+-+--+-+--+-+--+-+--+-+--+-+--+-+--+-+

Level: 61

+--+-+--+-+--+-+

Information

+--+-+--+-+--+-+

HP: 60000

MP: 400

Atk: 210

Matk: 144

Def: 220

MDef: 210

Def%: 1

Dex: 140

Luck: 0

EXP: 0

AP: 0

Gil: 0

Win: -

Steal: -

Morph: -

+--+-+--+-+--+-+--+-+--+-+

Elemental Resistance

+--+-+--+-+--+-+--+-+--+-+

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

+--+-+--+-+--+-+--+-+--+-+

Status Effect Resistance

+---+---+---+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: Immune
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless, Haste

+---+---+---+---+

Attacks

+---+---+---+---+

Sephiroth Shock [1 Enemy] [2131.25], Aurora Fence [All Enemies - No Reduction] [1252] [Restorative] [Removes almost all statuses in the game], Bolt3 [1 Enemy or All Enemies] [4920] [Lightning], Quake3 [1 Enemy or All Enemies] [5381.25] [Earth], Stigma [All Enemies - No Reduction] [2152.5] [Poison-Status] [Slow], Heartless Angel [All Enemies] [HP Reduced to 1], Ice3 [1 Enemy or All Enemies] [4920] [Ice], Fire3 [1 Enemy or All Enemies] [4920] [Fire], Demi3 [1 Enemy or All Enemies] [Target's HP * 3 / 4], Bizarro Eney [1 Ally or All Allies - No Reduction] [6840] [Restorative]

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Notes

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Tips/Tricks: As you can see he has a few attacks. Sephiroth Shock only gets used when a casting of another attack fails due to a part being dead. Aurora Fence is only used when the Head is dead. Bolt3 may only be used when the Right Magic is alive. Quake3 may only be used when the Left Magic is alive. Stigma us only used when the Head and Core are alive. Heartless Angel is used when the Head is alive and the Core is dead. Ice3 is only usable when the Right Magic is alive. Fire3 is only usable when the Left Magic is alive. Demi3 is a counter attack for when the Head dies. Bizarro Eney will be used by the Core, when alive, to heal the Body.

Some explanation is needed. Bizzaro Sephiroth has five sections. Depending on your party level you may be able to use one, two or three parties.

With only one party, he will have 40,000 life, with 5,000 more per level 99 character. The other four parts will all have 10,000 life or less.

With two parties, he will have about the same amount of life when attacking from the main party, and slightly less when attacking from the secondary

party.

With three parties, he will have a ton of life against the main party, a decent amount against the secondary, while having pathetic stats against the third party.

He will get an additional 60,000 HP if Knights of the Round was used during the JENOVA-Synthesis battle, against main parties.

All of the above stats are from encountering him with THREE parties and using the MAIN party against him.

Once the core is down it has a mere 10000 to 18000 HP to wail on. Do this fast though. This section will heal the torso section for about 6700hp every round of play. If you can not keep up with that kind of healing use alternate methods such Coin and Throw. His offensive attacks are very weak so do not be concerned with them. Oh, and unless you really need to, do not switch parties. When he dies you will immediately face....

Name: Safer Sephiroth [Boss]

+---+---+---+---+---+---+---+---+---+---+

Level: 87

+---+---+---+---+

Information

+---+---+---+---+

HP: 80000

MP: 680

Atk: 230

Matk: 100

Def: 100

MDef: 180

Def%: 1

Dex: 160

Luck: 0

EXP: 0

AP: 0

Gil: 0

Win: -

Steal: -

Morph: -

+---+---+---+---+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+---+---+---+---+

Fire: -

Ice: -

Lightning: -

Earth: Nullifies

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

+---+---+---+---+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+---+---+---+---+

Death: Immune

Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

+--+-+--+-+--+

Attacks

+--+-+--+-+--+

Wing Slash [1 Enemy] [8782.5] [Darkness] [Paralyze], Deen [All Enemies] [1753.125], Wall [All Allies or 1 Ally] [Barrier] [MBarrier], Pale Horse [1 Enemy] [2454.375] [Sadness] [Frog] [Small], Shadow Flare [1 Enemy] [8765.625], DeSpell [1 Enemy or All Enemies] [Removes most positive Statuses], Heartless Angel [All Enemies] [HP is reduced to 1], Break [1 Enemy] [7012.5] [Earth] [Petrify], Super Nova [All Enemies - No Reduction] [Target's HP * 15 /16] [Slow] [Silence] [Confusion]

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Notes

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Tips/Tricks: The numbers listed are Sephiroth's default stats. At full power they will be another 18% or so stronger.

Safer Sephiroth's stats will depend on many factors. For each Level 99 character, he will gain 30,000 more HP as well as a little bit of Attack, Magic Attack, Defense and Magic Defense. He will have an additional 80,000 HP if Knights of the Round was used while fighting JENOVA-Synthesis

He will open with a Wall, Debarrier it. Regen your whole party and get a big guard up. Just pound him with everything you have. His main attack is super nova which will take away about 93% of your current health. He will usually follow it up by casting Break on one party member. His other attacks include fallen angel [hp reduced to 1] and Dain, which will do damage and give you many unwanted status effects. When he goes airborne he is about to use supernova. His physical attacks are just slices with the wing, they hurt, a lot. When you kill him there will be another battle which you can not possibly lose. Enjoy the ending, you have earned it.

ii) Subquests, Characters, Other

Many things which fall under 'other' are covered in the [optional] sections of

the main walkthrough.

Section II Sub Menu

1. Getting Yuffie
2. Yuffie Materia Quest
3. Yuffie Pagoda
4. Getting Vincent
5. Lucrecia's Cave
6. Chocobo Breeding
7. Excavation Site [Bone Village]
8. Gold Saucer
 - a. Battle Square
 - b. Wonder Square
 - c. Speed Square
 - d. Chocobo Square
 - e. Other
9. Ancient Forest
10. Ultimate Weapon
11. Emerald Weapon
12. Ruby Weapon
13. Stat Maxing
14. Important Things to Steal and Morph
15. Status Effects
16. Fort Condor Battles
17. Playable Characters
18. Lost Forever Items
19. The Gold Saucer Dates
20. Shopping List

```
*****  
1.                Getting Yuffie [sub1]  
*****
```

When you are done here, exit out to the world map and fight in the forests. You will sometimes encounter a Ninja. When you beat her, an event will take place. Do EXACTLY what I say now or you are going to have some serious money stolen from you.

First, do NOT bring up the menu at ANY point during this. Walk to the ninja and talk to her.

Choose "Not interested"

Walk to her again,

Choose ".....petrified"

Choose "Wait a second!"

Choose ".....That is right."

Choose ".....Let us hurry on."

Here is exactly what she will take and when, should you mess up [Thanks Feu Feu!]

1st question : the only thing you can do after that is enter the menu. When you quit the menu, Yuffie is gone and has stolen 200 gil from you. Whenever you enter the menu, this will happen.

2nd question : Yuffie goes away and bumps into one character. 500 gil is stolen.

3rd and 4th question : if you make a mistake, Yuffie leaves but steals nothing

5th question : she runs away and steals 700 gil from you.

By the way, you can talk to your party safely. And you can also leave the screen without talking to Yuffie.

Yuffie will join your party, you will be asked to name her as well. The choices are somewhat different if you decide to get her when Cid or Tifa lead the party rather decent chat with Tifa as well.

2. Yuffie Materia Quest [sub2]

Head to the western most continent of the map [it is very narrow]. If you are using tiny bronco you will have to enter from the bottom of the island. If you already have the Highwind you will be able to park right next to Wutai on the north end of the island. Directions will be given assuming you used Tiny Bronco, if this is not the case, simply read down to the part when you walk in to town.

I suggest you save before you do this since you can not return from this area until it is completed and the boss you will eventually fight can be insanely difficult.

Anyway, the event will happen and you will be on the south end of the continent, without materia.

She will take the materia in the order of:

[Summon] Master Summon
[Summon] Knights of Round
[Command] Master Command
[Magic] Master Magic
[Summon] Bahamut ZERO
[Command] W-Summon
[Command] W-Magic
[Indep.] Mega-All
[Support] Counter
[Summon] Typhon
[Summon] Hades
[Support] Quadra Magic
[Command] Mime
[Support] Magic Counter
[Magic] Ultima
[Magic] Shield
[Magic] Full Cure
[Summon] Neo Bahamut
[Summon] Phoenix
[Command] Enemy Skill
[Command] Double Cut
[Command] Slash-All
[Indep.] Exp Plus
[Summon] Alexander
[Summon] Kujata
[Summon] Bahamut
[Command] W-Item
[Magic] Contain
[Indep.] HP<->MP
[Command] Morph
[Support] Steal As Well

[Support] Added Cut
[Support] Final Attack
[Command] Manipulate
[Support] Sneak Attack
[Support] Added Effect
[Magic] Comet
[Support] Elemental
[Command] Throw
[Summon] Leviathan
[Support] HP Absorb
[Support] MP Absorb
[Summon] Odin
[Support] MP Turbo
[Summon] Titan
[Summon] Ramuh
[Command] Deathblow
[Summon] Ifrit
[Indep.] Gil Plus
[Indep.] Counter Attack
[Summon] Shiva
[Indep.] Long Range
[Indep.] Pre-emptive
[Indep.] Chocobo Lure
[Summon] Choco/Mog
[Indep.] Enemy Away
[Indep.] Luck Plus
[Indep.] Magic Plus
[Indep.] Speed Plus
[Indep.] Enemy Lure
[Support] All
[Indep.] HP Plus
[Indep.] MP Plus
[Indep.] Cover
[Magic] Destruct
[Magic] Gravity
[Magic] Time
[Magic] Barrier
[Magic] Exit
[Magic] Transform
[Magic] Mystify
[Magic] Seal
[Magic] Revive
[Magic] Earth
[Magic] Poison
[Command] Sense
[Command] Steal
[Magic] Heal
[Magic] Restore
[Magic] Lightning
[Magic] Ice
[Magic] Fire
[Indep.] Underwater

Meaning, if you wish to keep any damage dealing materias, make sure to load up on HP or MP plus materias... or cover, as it is much cheaper.

You will now have the hard taske of heading to the town on the north end of this island. Once there, enter the town. Head left across the first two bridges and then up across a third. Head to the upper left and exit the screen. Go into the building on your right. Go up and enter the room on your

left. Use the secret passage to the left side of this room to take you to a chest which holds a Magic Shuriken. Head back to the main hall and go right. Enter the room on the right of the next screen and use the passageway on the right side of this room to take you to a chest holding a Hairpin. Head back to the hall and go up to the next room. Speak with the man laying there and eventually Yuffie will pop out.

She will run off, head back to the first screen, cross the first bridge and go to the only building on this little island. You will meet up with some old 'friends'. After the scene, head up the bridge you most recently crossed into the building straight across from it.

This is an item shop, they sell: but this is not why you are here...

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

Now you will be able to open the chest, an MP Absorb materia is inside, but Yuffie will steal it from you! She will run off. Head to the building closest to the entrance of town. She is behind the wall thingy which people go behind to change clothes. She will run off again. Cross the first two bridges heading left again and you will see a pot move. Your party will scatter to block the bridges. Strike the pot a few times with Cloud. Finally, you will catch Yuffie. A short scene will happen.

Yuffie will take you to her house and tell you how to get the materia back after a long sob story. Press the lever as instructed....

...Your party will become trapped in a cage! You were fooled! Hit the lever again to pull the cage back up, before leaving this basement, head right a few steps and examine the final Turtles Paradise Flyer on the wall. Head out of her house and go to across all three bridges to the screen way off to the upper left again. This time, enter the gates to the left, ring the bell, and enter the door it makes.

You will run into yet another old friend. This one has Yuffie and Elena being held hostage. You will need to follow him. You will get attacked as well, which may be bad since you have no materia still :P. Also, get the two chests in this room which hold a Swift Bolt and an Elixir. Head up the stairs.

After a short event you will get attacked. Leave this building by backtracking or just going forward. When you try to head off of the screen you will run into Reno and Rude, they will assist you for now. Head to the big statues in the back of town.

Go right at the first split. Go straight in the second area. Head up now. You will enter a room with a lot of flames. The only thing you can get right now is a Dragoon Lance. Exit this room and head straight down. Some story will occur, It is time for a really bad ass boss fight.

Name: Rapps [Boss]

+---+---+---+---+---+---+---+---+---+

Level: 39

+---+---+---+---+

Information

+---+---+---+---+

HP: 6000

MP: 300

Atk: 90

Matk: 55

Def: 58

MDef: 400

Def%: 1

Dex: 120

Luck: 0

EXP: 3200

AP: 33

Gil: 20000

Win: Peace Ring

Steal: -

Morph: -

+---+---+---+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+---+---+---+

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

+---+---+---+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+---+---+---+

Death: Immune

Sleep: Immune

Poison: Immune

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: Immune

Petrify: Immune

Death-Sentence: Immune

Manipulate: Immune

Berserk: Immune

Paralyze: Immune

Seizure: -

Positive: -

+---+---+---+

Attacks

+---+---+---+

Wing Cut [1 Enemy] [526], Scorpion's Tail [1 Enemy] [526] [Poison-Status] Aero3 [1 Target] [1762.5] [Wind]

+---+---+---+

Notes

+---+---+---+

Tips/Tricks: As you will probably be fighting this battle without any materia at all, it would be wise to have every limit break ready to go when you enter it. Barret's Mind Blow is a nice way to remove his MP, making it so Rapps can not cast Aero3.

This fight is just nasty. If you have Barret in your party, make sure to use mind blow to eliminate all of the MP on Rapps, which will stop him from casting Aero3 which does around 1300 damage to a character. His physical attack is no joke either, but it will not kill you as fast. Multiple hitting limit breaks are your best offense against him. When you win you will get loads of stuff.

There will be some more story line, Yuffie will give your materia back for real this time. It will almost always be put on the wrong person though, so you will have to sort it all over again.

3. Yuffie Pagoda Quest [sub3]

There is a second quest only Yuffie can do here. She can do this one at any point during the game.

If she does it during discl you will get a lot of money, some good items, and a decent summon. The catch is, if you do it now, you will NEVER get all the enemy skills on the fourth eventual enemy skill materia. You will still get them all on up to three materias, but not the fourth.

If you elected to do the quest, head to the upper left exit of this screen and head to the tall building. Yuffie must be in your party. Equip her with the best items you have because she is going to have to do five solo fights.

Floor One:

Floor One:

Name: Gorkill [Boss]

+---+---+---+

Level: 30

+---+---+---+

Information

+---+---+---+

HP: 3000

MP: 150

Atk: 71

Matk: 75

Def: 60

MDef: 280

Def%: 25

Dex: 70

Luck: 0
EXP: 1500
AP: 50
Gil: 0
Win: X-Potion
Steal: -
Morph: -

+---+---+---+---+---+
Elemental Resistance
+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: Nullifies
Water: -
Wind: Weakness
Holy: -

+---+---+---+---+---+
Status Effect Resistance
+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

+---+---+---+
Attacks
+---+---+---+

Dive Kick [1 Enemy] [25% of Target's HP], Barrier [1 Ally or All
Allies] [Barrier], Reflect [1 Ally or All Allies] [Reflect], Demi2
[1 Enemy or All Enemies] [50% of Target's HP], Regen [1 Ally or All
Allies] [Regen]

He will use Barrier and Regen so his HP will seem a lot more than 3000, one
of the Harder Pagoda fights.

Floor Two:

Name: Shake [Boss]

+---+---+---+---+---+---+---+---+---+

Level: 32

+---+---+---+---+

Information

+---+---+---+---+

HP: 4000
MP: 180
Atk: 71
Matk: 75
Def: 60
MDef: 280
Def%: 1
Dex: 68
Luck: 0
EXP: 2200
AP: 50
Gil: 0
Win: Turbo Ether
Steal: -
Morph: -

+---+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

+---+---+---+

Attacks

+---+---+---+

Beak [1 Enemy] [284], Rage Bomber [1 Enemy] [710] [Fury]

+---+---+---+

Notes

+---+---+---+

Tips/Tricks: Rage Bomber is used as a counter attack or when Shake is under the influence of poison.

Easiest battle of them all. His attacks do little damage. Just watch out for rage bomber.

Floor Three:

Name: Chekov [Boss]

+---+---+---+---+---+---+---+---+---+

Level: 34

+---+---+---+

Information

+---+---+---+

HP: 5000

MP: 210

Atk: 71

Matk: 75

Def: 60

MDef: 280

Def%: 1

Dex: 70

Luck: 0

EXP: 1500

AP: 50

Gil: 0

Win: Ice Ring

Steal: -

Morph: -

+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+

Death: Immune

Sleep: Immune

Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

+---+---+---+

Attacks

+---+---+---+

Absorb [1 Enemy] [296] [Absorb], Stare Down [1 Enemy] [Paralyze]

Floor Four:

Name: Staniv [Boss]

+---+---+---+---+---+---+---+---+

Level: 36

+---+---+---+

Information

+---+---+---+

HP: 6000

MP: 240

Atk: 71

Matk: 75

Def: 60

MDef: 280

Def%: 1

Dex: 72

Luck: 0

EXP: 3600

AP: 50

Gil: 0

Win: Elixir

Steal: -

Morph: -

+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

+---+---+---+

Attacks

+---+---+---+

Ironball [1 Enemy] [385], Iron Attack [1 Enemy] [770], War Cry
[1 Enemy] [Sadness]

Floor Five:

Name: Godo [Boss]

+---+---+---+---+---+---+

Level: 41

+---+---+---+

Information

+---+---+---+

HP: 10000
MP: 1000
Atk: 70
Matk: 45
Def: 60
MDef: 100
Def%: 1
Dex: 68
Luck: 0
EXP: 5000
AP: 60
Gil: 40000
Win: All Creation
Steal: -
Morph: -

+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

+---+---+---+---+---+---+---+
Status Effect Resistance
+---+---+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

+---+---+---+---+
Preparing
+---+---+---+---+

Where to find: Wutai Pagoda
Appears with: -

+---+---+---+---+
Attacks
+---+---+---+---+

Cure2 [1 Ally or All Allies] [1286] [Restorative], Sleepel [1 Enemy of All Enemies] [Sleep], Mini [1 Enemy or All Enemies] [Small], Drain [1 Enemy] [193.5] [Absorb], Bio2 [1 Enemy or All Enemies] [677.25] [Poison-Element] [Poison-Status], Trine [All Enemies] [1096.5] [Lightning], Demi3 [1 Enemy or All Enemies] [75% of Target's HP] [Gravity], Beast Sword [1 Enemy or All Enemies] [337]

+---+---+---+---+
Notes
+---+---+---+---+

Tips/Tricks: Godo will use cure2 on himself after his HP has been reduced below 4000. Once Yuffie is under 20% of her Maximum HP, he

will have a 50% chance of using Cure2 on her. He is one of three enemies in the game with Trine, and also the only one able to give Trine to the Fourth Enemy Skill Materia.

Gravity DOES work on him. When you get him low on life, he will use cure2 which will give him a ton of life back. Use magic hammer to deplete his MP so this is not an issue. His offensive combos are quite weak and he will often heal you if you are injured badly [not always]

Once all of this is done, you will also get the Leviathan Materia.

4. Getting Vincent [sub4]

Head to the Shinra Mansion in Nibelheim.

Go up the stairs to the second floor. Take a left when you get up them. Enter the room to the north end of this screen. There is a safe. I warn you now, if you have not saved in a while, you may want to, there is a boss inside and he can really give a beating. You will have twenty seconds to open the safe.

The combination is
Right - 36
Left - 10
Right - 59
Right - 97

If you overshoot a number, your combination will fail. Upon opening it you are going to be attacked by...

Name: Lost Number [Boss]
+--+--+--+--+--+--+--+--+--+
Level: 35
+--+--+--+--+
Information
+--+--+--+--+
HP: 7000
MP: 300
Atk: 80, 80, 140
Matk: 35, 55, 5
Def: 120, 40, 400
MDef: 280, 440, 200
Def%: 1
Dex: 82
Luck: 1
EXP: 2000
AP: 80
Gil: 2000
Win: Cosmo Memory
Steal: -
Morph: -

+--+--+--+--+--+--+--+
Elemental Resistance
+--+--+--+--+--+--+--+
Fire: -
Ice: -
Lightning: -

Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

+---+---+---+---+---+---+
Status Effect Resistance
+---+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

+---+---+---+---+
Preparing
+---+---+---+---+

Where to find: Shinra Mansion
Appears with: -

+---+---+---+---+
Attacks
+---+---+---+---+

1st Form: Punch [1 Enemy] [341], Bolt2 [1 Enemy or All Enemies] [525]
[Lightning]

2nd Form: Tentacle [1 Enemy] [852.5], Aspil [1 Enemy] [40.5]
[Absorbs MP], Bolt [1 Enemy or All Enemies] [270] [Lightning], Bolt2
[1 Enemy or All Enemies] [675] [Lightning], Quake [1 Enemy or All
Enemies] [371.25] [Earth] Quake2 [1 Enemy or All Enemies] [810]
[Earth], Bio [1 Enemy or All Enemies] [337.5] [Poison-Element]
[Poison-Status], Bio2 [1 Enemy or All Enemies] [708.75] [Poison
-Element] Poison-Status]

3rd Form: Punch [1 Enemy] [905], Lost Blow [1 Enemy] [2828.125]

+---+---+---+---+
Notes
+---+---+---+---+

Tips/Tricks: If a Magical Attack brings him below 3498 HP, he will split into Form 2. If it is a Physical Attack which does it, he will split into form three. He can not change forms if afflicted by any status which stops his ATB bar. There is also a chance it will take one to three additional hits to cause the split. His stats also change depending on which mode he goes into. Lost Blow will likely kill you at this stage of the game, even in the back row and a barrier on.

He hits hard and often. The best strategy is to get the 'stop' status on him using any method you can. Cross Slash, Choco/mog, added effect=time. Any of these will make the battle a lot easier. When he is stopped, just blast away at him. If you elect not to do this, when he is just below half life, he will rip one of his two colors left. The Red one will be a caster and will be very resistant to magic. The Purple one will attack like you will not believe and even your best attacks will do little damage. If he is stopped while he goes below half life, he will not split until he can move again.

Once you have beaten him, grab the Odin Materia on the ground. Also, reach INTO the safe to get the key to the basement. Once you have all of this leave the room and head right. Keep heading right until you can not. Head up and get the chest in the room for a Magic Source. Head down and enter the hidden stairwell. Go down the stairs. Run down and exit this screen. On the next screen rather than going left and into the lab area again, head up and use the key you just got on the door. Open the casket in the middle of the room. Tell him about Sephiroth. He will close his casket, open it again and ask who he is. Once the chatting is done, exit this room and try to leave the basement, Vincent will now join you.

5. Lucrecia's Cave [sub5]

This event may be done at any time after getting the Sub or a Green [or better] Chocobo. I will list it in perspective of the sub, if you have the Chocobo, Get off of the Highwind at Corel and walk over the mountains and you will see the waterfall.

Dive the Sub at Junon. Head over to the north end of the ocean. There will be two tunnels. One goes to the Key to the Ancients, the other to a waterfall. Go towards the waterfall [through a large tunnel] and surface the sub to get out. Put Vincent in your party and head inside. A lot of events will happen. Once done, you will be back on the world map.

Once you fight ten battles you can return here to get Chaos and the Death Penalty for Vincent.

6. Chocobo Breeding [sub6]

Go to the chocobo farm and buy Four to six stables [40,000 to 60,000 gil]. This works a lot easier with six stables, if you use four you will need to shuffle them around and discharge them when they discharge onto their mates.

To eliminate confusion

Parent Chocobos waiting to breed again require 3 to 10 battles to do so.
Newborn Chocobo waiting to breed require 3 to 18 battles to do so.

Get 2 Good Chocobos [Male and Female]
Get 2 Great Chocobos [Male and Female]

Alternatively, you could just get 2 Greats or 1 Great and 1 Good and breed them as the parents of two colored chocobos. However you elect to do it, I do not care. Many suggest using less parents saves money... which you should have a lot of.

Good Chocobos appear with SPENCERS at the tracks near the Gold Saucer.
Great Chocobos appear with SPIRALS at the tracks near Mideel.

Race them to the A class at the chocobo square in the gold saucer. [Note: They do not have to be raced to level A, it just gives them MUCH better odds of breeding to a color.]

Mate the Goods with the Greats [or Great to Great] given them Carob nuts which can be won or stolen from Vlakorados [get a total of three]. Save before doing this and hopefully you will get a Blue and a Green Chocobo of opposite genders.

Race the Blue and Green ones to Class A now as well. Fight 3 to 18 battles so they can breed and breed them with a Carob Nut. You will eventually get a black chocobo. [Note: They do not have to be raced to level A, it just gives them MUCH better odds of breeding to a color.]

Now, you will need to catch a Wonderful Chocobo. They appear near Icicle with JUMPINGS. Get one that is the opposite Gender of your Black Chocobo.

Race them both to the Class A and fight 3 to 18 times. Now, get a Zeio nut from the Goblins on goblin island. This island is half grass and half forest and is in the north eastern quarter of the world. You can steal them or win them from the goblins there, whom only appear in the forest.

Breed them. You will get a Gold Chocobo.

Now, with the Gold you will be able to go to all four materia caves:

One Near Mideel: Quadra Magic Materia [blue chocobo]
One Near Wutai: Mime Materia [green chocobo]
One Near Corel: HP <==> MP Materia [Black Chocobo]
Northeast Corner of the map: Knights of the Round Materia [Gold Chocobo]

7. Bone Village [sub7]

Items which can be dug [Thanks to Terence for Items 1-3]:

Buntline
Mop
Catastrophe
Phoenix Materia [only if missed during fort condor]
W-Item Materia [only if missed on disc2]
Steal Materia
Lunar Harp
Bahamut Zero Materia [only if missing Blue Huge Materia]
Key To Sector 5

If you have any rare items that you know of, please email me, this section is difficult to confirm though.

8. The Gold Saucer [sub8]

a. Battle Square

You get to use one character. You may equip anything you like on your character. You will have to fight 8 consecutive battles with handicaps after each one. The game costs 10 GP. After each battle you will be asked to continue, choose 'off course' [yes that is really what it says]. You will get BP every time you win a fight. The longer you go with harder handicaps, the more BP you will win. If you die, run away, or otherwise leave the battlefield, you will not collect any BP for that round.

Here is what each picture in the handicap slot will do.

Icon	Effect
Armlet	Armor stops functioning [Defense halved]
Blue Materia	Support Materia fails
Cure	Full HP
Five Materia	All Materia Fails
Frog	Toad status
Green Materia	Magic Materia Fails
HP & MP	Max HP and MP halved
Item Sack	Can not use the Item Command
Lucky 777	Nothing
Lv. Down	Your level is decreased by 5 or 10.
MP	Max MP halved.
MP Zero	Current MP reduced to 0
Poison	You get Poisoned
Purple Materia	Independent Materia Fails
Red Materia	Summon Materia Fails
Ring	Accessory stops to function
Shoe	Dexterity Down 50%
Small Sword	Mini status
Stopwatch	Battle units x30 = damage done to you
Sword	Weapon stops to function [attack halved]
Yellow Materia	Command Materia Fails

Here is how you get points. It is based on what handicap you get and when you get it. You may get the same handicap multiple times. You always get ten points for the first round. After that the handicaps start. Round 2 handicap is the one you get between round 1 and round 2. The Round 3 handicap is the one you get between round 2 and round 3; so on and so forth.

Handicap	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7	Round 8
Down 5 L	5	8	13				
Down 10 L		16	28	53	118	308	968
Mini	5	8	16	36	108	453	2940
No Item	13	23		118	355	1368	7200
1/2 HP MP				94	353	775	3134
1/2 HP	13	22	40	84	204	591	
1/2 MP	12	20	36	73	173	502	

0 MP				70	171	502	1855	
Accessory	10	18	35	84	248	953		
Lucky 7	7	7	7	7	7	7	7	
Cure	1	1	1	1	1	1	1	
No Red	10	18	37	90				
No Yellow	5	8	17	41				
No Blue			37	91	281			
No Green	15	28		145	445	1775	9425	
No Purple	11	20		99	311	1196	6645	
No Mat.			59		463	1866	10000	
Toad	6	10	19	44	130	520	3069	
Poison	4	6		16	33	82		
1/2 Spd	5	7		19				
No Weapon	15	27	57	140		1602	8246	
No Armor		17	33			654		
x30 Time		15	26	54	130			

You can spend all of this BP over in the lower right hand corner. If you leave the Battle Square, all of your BP will go away. Here is a list of Prizes:

Disc One

Item	BP Cost
Potion	80
Phoenix Down	160
Shrapnel	320
Ether	640
Mimett Greens	1280
Fury Ring	2560
Enemy Lure Materia	5120
Pre-emptive Materia	10240
Speed Plus Materia	20480
Champion Belt	41960

Late Disc One [after getting Tiny Bronco]

Item	BP Cost
Phoenix Down	100
Remedy	200
Mimett Greens	400
Enemy Lure Materia	800
Choco Feather	1600
S-Mine	3200
Pre-emptive Materia	6400
Speed Plus Materia	12800
Champion Belt	25600
Omnislash	51200

After getting the Highwind and onward

Item	BP Cost
Remedy	100
Enemy Lure Materia	250
Right Arm	500
Pre-emptive Materia	1000
Reagan Greens	2000

Speed Plus Materia		4000
Stardust		8000
Champion Belt		16000
Omnislash		32000
W-Summon		64000

Here is the set of enemies for the first selection of enemies. This goes from the first time you reach the Battle Square until you get Tiny Bronco. All enemies have 200% HP, 125% Att and 125% Matk. There are two groups, A & B which you will randomly be placed into. Each has up to four different battles per stage. Thanks to Terence for the Monster List for the first three sections of the Battle Square.

1st Battle - Group A

2x Mono Drive
 2x Grunt
 3x Grunt
 1x Guard Hound

2nd Battle - Group A

3x Blugu
 2x Hedgehog Pie
 2x Whole Eater
 2x Sahagin, 1x Ceasar

3rd Battle - Group A

2x Cripshay, 1x Deenglow
 3x Ghost
 2x Ghost, 1x Deenglow
 1x Eligor

4th Battle - Group A

2x Sword Dance
 1x Moth Slasher
 2x Brain Pod
 1x Vagrid Police, 1x Zenene

5th Battle - Group A

1x Devil Ride
 3x Kalm Fang
 3x Levrikon
 2x Elfadunk

6th Battle - Group A

2x Madouge
 3x Castanets
 3x Crawler, 1x Ark Dragon
 5x Crawler

7th Battle - Group A

2x Nerosuferoth
 1x Zemzelett
 5x Capparwire
 4x Beachplug

8th Battle - Group A and B

1x Hell Rider VR2
 1x Grangalan
 2x Bagnadrana
 1x Harpy

 1st Battle - Group B

2x Guard Hound

1x Grashtrike
2x Chuse Tank
3x Grashtrike
2nd Battle - Group B
3x Hedgehog Pie
1x Whole Eater, 2x Hedgehog Pie
3x Ceasar
1x Sweeper
3rd Battle - Group B
2x Deenglow
3x Deenglow
2x Aero Combatant
1x Eligor
4th Battle - Group B
1x Sword Dance
3x Sword Dance
2x Moth Slasher
1x Brain Pod
5th Battle - Group B
2x Custom Sweeper
1x Levrikon, 2x Mu
1x Levrikon, 2x Elfadunk
2x Levrikon
6th Battle - Group B
2x Madouge, 3x Crawler
4x Castanets
2x Castanets, 1x Ark Dragon, 1x Crawler
4x Scrutin Eye
7th Battle - Group B
2x Nerosuferoth, 1x Formula
2x Formula
1x Zemzelett
1x Nerosuferoth, 2x Capparwire
8th Battle - Group A and B
1x Hell Rider VR2
1x Grangalan
2x Bagnadrana
1x Harpy

The second set is from the acquisition of Tiny Bronco until the Battle Square closes.

1st Battle - Group A
1x Bullmotor
2x Bullmotor
2x Spencer
4x Flapbeat
2nd Battle - Group A
1x Grand Horn
2x Gagighandi
2x Grand Horn
1x Crown Lance
3rd Battle - Group A
1x Kimara Bug
1x Flower Prong
1x Heavy Tank
1x Gagighandi, 2x Touch Me
4th Battle - Group A

3x Bagrisk
1x Griffin
1x Golem
2x Desert Sahagin
5th Battle - Group A

3x Skeeskee
4x Heg
3x Sneaky Step
2x Gi Spector

6th Battle - Group A

2x Bahba Velamyu
6x Battery Cap
3x Nibel Wolf
2x Nibel Wolf, 1x Velcher Task

7th Battle - Group A

4x Black Bat
1x Sonic Speed, 2x Kyuvilduns
3x Twin Brain
2x Screamer, 1x Twin Brain

8th Battle - Group A and B

1x Ghirofelgo
1x Ying, 1x Yang
1x Zuu
1x Dragon

1st Battle - Group B

2x Joker
1x Flapbeat
2x Flapbeat
3x Spencer, 1x Flapbeat

2nd Battle - Group B

3x Gagighandi
2x Gagighandi
3x Needle Kiss
1x Needle Kiss, 1x Search Crown, 1x Bagnadrana

3rd Battle - Group B

1x Touch Me
2x Kimara Bug
1x Flower Prong
1x Heavy Tank

4th Battle - Group B

1x Griffin
2x Desert Sahagin
2x Skeeskee, 1x Griffin
2x Crown Lance

5th Battle - Group B

2x Heg, 1x Sneaky Step
5x Heg
1x Sneaky Step, 3x Heg
3x Gi Spector

6th Battle - Group B

4x Battery Cap, 1x Valron
2x Velcher Task
3x Valron
2x Bahba Velamyu (Switch to Group A for 7th/8th if this is selected)

7th Battle - Group B

3x Black Bat
3x Kyuvilduns

3x Sonic Speed
5x Kyuvilduns
8th Battle - Group A and B
1x Ghirofelgo
1x Ying, 1x Yang
1x Zuu
1x Dragon

The third set is from the Battle Square re-opening until the end of the game.

1st Battle - Group A
3x Razor Weed
2x Jayjujayme, 1x Bizarre Bug
2x Foulander
3x Foulander

2nd Battle - Group A
1x Adamantaimai
2x Under Lizard
1x Tonadu
2x Kelzmelzer

3rd Battle - Group A
1x Doorbull
3x Ancient Dragon
3x Toxic Frog, 1x Jemnezmy
2x 8 eye

4th Battle - Group A
1x Vlakorados
2x Trickplay
1x Boundfat, 3x Malldancer
1x Acrophies

5th Battle - Group A
3x Shred
2x Lessaloploth
1x Magnade
3x Jumping

6th Battle - Group A
1x Stilva
1x Cuahl, 2x Headbomber
2x Gremlin, 1x Sculpture
1x Ironite, 2x Wind Wing

7th Battle - Group A
1x Malboro
1x Blue Dragon
1x Gigas
1x Dragon Rider

8th Battle - Groups A and B
1x Serpent
1x Sea Worm
1x Ho-chu
1x Ghost Ship

1st Battle - Group B
2x Garuda
2x Jayjujayme, 1x Garuda
3x Garuda
2x Dual Horn

2nd Battle - Group B

2x Bizarre Bug, 1x Tail Vault
1x Under Lizard
1x Tonadu
5x Slaps

3rd Battle - Group B

1x Doorbull
2x Ancient Dragon
2x Toxic Frog, 1x Jemnezmy
2x 8 eye

4th Battle - Group B

1x Trickplay, 2x Boundfat
2x Jumping
2x Ice Golem
1x Hippogriff

5th Battle - Group B

2x Frozen Nail
2x Shred, 1x Frozen Nail
1x Lessaloploth
1x Snow, 1x Lessaloploth

6th Battle - Group B

3x Headbomber
2x Headbomber, 1x Zolokalter
3x Evilhead
2x Cuahl

7th Battle - Group B

3x Gremlin
2x Wind Wing
2x Ironite
1x Tonberry

8th Battle - Groups A and B

1x Serpent
1x Sea Worm
1x Ho-chu
1x Ghost Ship

To enter the Special battle you need:

- 1) Have Omnislash LEARNED
- 2) Have Ultima Weapon
- 3) Have W-Summon

If you win the battle you will be given the Final Attack Materia
You will need to fight some harder enemies, but many of them morph into good
items, so here is the list of the enemies.

Battle One

Sea Worm

HP: 18000

MP: 200

Morph: Dragon Scales

Weakness: Cold

Nullifies: Gravity

Battle Two

Ho-Chu

HP: 8600

MP: 290

Morph: Ribbon

Weakness: Water

Nullifies: Gravity

Battle Three

Unknown3

HP: 30000

MP: 100

Morph: Magic Source

Absorbs: Lightning

Battle Four

Serpent

HP: 28000

MP: 290

Morph: Mind Source

Weakness: Wind

Nullifies: Gravity

Absorbs: Water

Battle Five

Wolfmeister

HP: 20000

MP: 200

Weakness: Water

Battle Six

Behemoth

HP: 14000

MP: 400

Battle Seven

Maximum Kimaira

HP: 8000

MP: 350

Morph: Guard Source

Battle Eight

Proud Clod

HP: 120000

MP: 400[?]

Nullifies: Gravity

Now for some setups to help you out. I only use Cloud here, I suggest you do

as well since he is the most balanced character.

Early Discl:

Weapon: Best one you have

Armor: Best one you have

Accessory: White Cape

Materia: Restore, Enemy skill [try to have Beta or Aqualung along with white wind and big guard] Long range helps too. Since most of your green materia will do pitiful damage at this point there is no reason to equip them.

Items: Right arms [steal from bombs on the bridge before Corel] and ethers.

Most of your damage will be done with Beta or Right arms [which will do almost 1,000 damage to all targets]

Late Discl [pre temple]:

Weapon: Murasame

Armor: Gold Armlet

Accessory: White Cape

Materia: Restore, Enemy skill [Trine, Big guard, White Wind, Magic Hammer, Beta, Aqualung] HP Plus [as many as you can hold] Counter attack and Long Range

Items: Right arms, ethers, x-potions [win near Wutai]

Again, Right Arms and Enemy skills will be doing the bulk of the damage. You will have the added bonus of HP Plus's in bulk this time as well as other good independent materia.

Late Discl [post temple]:

Weapon: Nail Bat

Armor: Dragon Armlet

Accessory: Ribbon

Materia: Restore, Enemy skill [Trine, Big guard, White Wind, Magic Hammer, Beta, Aqualung] HP Plus [as many as you can hold] Counter attack and Long Range

Items: Right arms, ethers, x-potions [win near Wutai]

Again, Right Arms and Enemy skills will be doing the bulk of the damage. You will have the added bonus of HP Plus's in bulk this time as well as other good independent materia.

Late Disc2-3

Weapon: Ultima Weapon

Armor: Mystile or Ziedrich

Accessory: Ribbon

Materia: Enemy skills, HP Plus, 4xcut or Slash-all. Most of your killing will be done with physical attacks at this point during the game.

Items: probably will not need them

b. Wonder Square

Arm Wrestling

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Just use a turbo controller for this. You will get 1gp for the wrestler and 2gp for the sumo wrestler. Not a good way to make GP.

Super Dunk

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One GP per basket, 11 and so on double your score, once you miss you lose. If you get the timing down you can get 300 GP per winning game, otherwise, do not bother playing, it will suck up your money.

G-Bike

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If your score is over 10,000 you will get 10gp, if not, you will get 2gp. The first time you win you will also be given a speed source.

Grab a Prize Game

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You can get lots of nothing, or some GP ranging from 1-100. You can also get useless items such as potions. You can also get Megalixirs.

Mog's House

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Win the game and get 30 GP. Once you win you can not play again.

Snowboarding

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Course A: 90+ points = 20 GP and a Safety Bit
Course B: 97+ points = 100 GP and an All Materia
Course C: 96+ points = 300 GP and a Crystal Bangle

You can not play this game until you have done the snowboarding scene in early disc2.

Submarine Game

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There are five courses. You win 20 gp every time you play. The first time you win on a new course you will get:

- Replay of real game - Ink
- Level One - T/S Bomb
- Level Two - Dragon Fang
- Level Three - Dragon Scales
- Level Four - Cauldron

You may only do this game after you have done the Submarine quest on disc2.

Virtual Battle

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Get to round three, get 2gp, get to round four, get 30 gp, you have a 1/7 or so chance of winning round four

You can also trade in GP to the lady up front:

Item		GP
Potion		1
Ether		20
X-Potion		80
Turbo Ether		100
Gold Ticket		300
????		500
???? [disc2]		1000
???? [disc2]		2000

In order the ???? are Carob Nut, Gil Plus Materia, and EXP Plus Materia.

c. Speed Square

This is a shooting game. You shoot at targets [many hidden] while going around on a track. The longer you hold the shoot button, the weaker your blasters become.

3000-4999 points = Masamune, Super Sweeper or 1/35 soldier

5000+ points = Umbrella [Disc1] or Flayer [Disc2 onward]

d. Chocobo Square

You can race your bred Chocobos here for some of the best items in the game or bet on other peoples Chocobos. Here is a prize listing. For an easier time racing, hold down all of the trigger keys for a lower stamina drain. The higher GP items are always the rare prize, which comprise 3/15 tiles per race. The uncommon prize contains 5/15 while the common prize contains 7/15 tiles per race.

C Class

Prize		GP
Potion		5
Phoenix Down		10
Hyper		10
Tranquillizer		10
Hi-Potion		15
Antarctic Wind		20
Bolt Plume		20
Fire Fang		20
Ether		30

B Class

Prize		GP

Phoenix Down		10
Hyper		10
Tranquilizer		10
Hi-Potion		15
Hero Drink		15
Antarctic Wind		20
Bolt Plume		20
Fire Fang		20
Ether		30
Ice Crystal		50
Turbo Ether		150
Elixir		200

A Class

Prize		GP

Phoenix Down		10
Hi-Potion		15
Hero Drink		15
Antarctic Wind		20
Bolt Plume		20
Fire Fang		20
Ether		30
Ice Crystal		50
Swift Bolt		50
Fire Veil		50
Elixir		200
Enemy Away		300
Sneak Attack		300
Counter Attack		300
Cat's Bell		500

S Class

Prize		GP

Phoenix Down		10
Hero Drink		15
Bolt Plume		20
Ice Crystal		50
Swift Bolt		50
Fire Veil		50
Turbo Ether		150
Elixir		200
Enemy Away		300
Sneak Attack		300
Counter Attack		300
Precious Watch		300
Megalixir		300
Chocobracelet		400
Magic Counter		500
Cat's Bell		500
Sprint Shoes		500

e. Other

GP Dude - Out in front of the Gold Saucer near the save point but backed up to the wall, a man will sometimes appear. When he does, you can buy 1GP for 100 gil from him. He will only sell 100 GP at a time though. Simply run into and back out of the Gold Saucer to try and get him to appear. He is not too common but it is 'free' money. As near I we can tell he only appears after you get the highwind.

9. Ancient Forest [sub9]

This area can be reached at anytime after defeating Ultimate Weapon or by the use of a Green, Black, or Gold Chocobo.

First a few notes on how this place works and some terminology.

The Ancient forest is a highly confusing area of the game. If at any time you find yourself unable to advance, hit the square button and you will be placed at the beginning of the Ancient Forest. However, you will need to re-work through the entire forest to get back where you were.

There are several things which are unique to this area of the game, they are all needed to advance through this area as well. They do not have 'official' names for the most part, so I will be referring to them by the names given in this section.

Bag - There are two types of bags in the Ancient Forest; those you can walk on and those you can not. The second kind of bag require either a full sized or small frog to be placed in them in order to stand on or walk across.

Small Frog - The most common creation in the Ancient Forest. The small frogs may be picked up by hitting the confirm button (circle by default) and then released by pressing it again. Small frogs are used to put in bags so you may walk across them.

Large Frog - Large frogs are more useful than small frogs. In addition to being able to use them as stepping stones, they can also propel you a short distance from some bags.

Pink Vines - These vines may be grabbed onto and will pull you across [or in some cases up] in the area. You need nothing special to activate Pink Vines.

Jar of Honey - Well, it looks like a jar of honey at least, I can not think of anything else it might be. These are used to feed the plant traps which will impair your progress.

Plant Traps - Somewhat reminiscent of a Venus Fly Trap, plant traps will close up on you if you get too near their center. When they do this, they will take away 1,000 hp from your ENTIRE party. Plant traps can be disabled by the use of a nearby Jar of Honey.

I have divided this area up into screens. There are five screens, Screen1, Screen2, Screen3, Upper Screen and Screen4. You will enter some of these screens multiple times in your journey through the Ancient Forest.

Screen1: You will note upon entering this screen, that there is a bridge which heads to the left side of the screen. Ignore it. First, gather 3 small frogs and bring them to the bags accessible from the path which goes UNDER the bridge. Be sure to not drop them into the bags just yet. Instead, deposit them all just in front of the bags. Once you have two there and one more in your hands, begin putting them in the three bags. Leap across all of the bags to the right side of the screen. Here, you will see two large frogs, ignore them for now and head to the plant trap at the bottom of the screen. Take one or two WALKING steps into it and press confirm [default circle] and you will receive the Supershot ST. Now, head right a few steps and up to the top of the screen where you will see the Spring Gun Clip. Get this and head right onto the next screen.

Screen2: First, grab a small frog from anywhere on this screen and get under the pink vine. Once positioned properly you will be prompted to 'jump'. Once you choose jump the pink vine will toss you up onto a ledge with two bags next to it. The first bag is empty and the second already full. Put the small frog into the first bag and leap across them both to the next pink vine. This vine will drop you back to the ground level on the other side of the plant trap. Now, to your right is a large frog, get it. Continue heading right a few more steps to a small platform of green grass which has a bag on both it is left and right side. Put the large frog into the bag on the left and hop onto that bag. Remain on that bag for a few seconds until the frog pushes you off onto the ledge holding a Jar of Honey. Pick up the jar of honey [confirm button] and jump off the ledge back to the ground. Walk with the jar of honey to the plant trap and give it to the trap. If done properly the plant will seal itself up giving a clear path to the slash-all materia. If not, the jar will simply fall on the ground where you can pick it up and drop it again. Anyway, after you get the slash-all materia, head back to the right and pick up the large frog yet again. Return to the small platform surrounded by two bags and put the frog into the right back this time. The frog will propel you over another plant trap. Head a few more steps right and you will enter the next screen.

Screen3: You will be on this screen a lot, but this time you are just here to get to the upper screen. Run past the first small frog and pick up the second one. Put this frog into the bag you passed on your left. Grab the other small frog I had you run by before and put this on into the second small bag. Cross both bags and hop onto the pink vine. Unlike the other ones this vine will tug you up to the next screen.

UpperScreen: Walk left a few steps and head down.

Screen2: Walk down the tree trunk and pick up the Minerva band at the end of it. Jump of the branch to your left and grab the large frog [again] and head back to the little ledge putting him into the right bag and hopping across as you did before. Head right and re-enter the next screen.

Screen3: Run past the first small frog and pick up the second one. Put this frog into the bag you passed on your left. Grab the other small frog I had you run by before and put this on into the second small bag. Cross both bags and hop onto the pink vine which will again tug you to the next screen.

UpperScreen: Head left just like last time. This time though, head UP instead of down. After a few steps of going up, head right. You should be a branch higher than the one you entered the screen on. Keep heading right until you reach a split in the branch. Going down takes you back to screen three, you do not want to do this just yet. Instead, head up and after a few steps you will automatically cross three pink vines to the other side of this screen. To your right you will see a materia, it is the Typhoon Summon. Grab that, head

up and then right, you will take the three vines back to the split in the branch. This time, head down.

Screen3: Walk down the rope and jump off heading to the right. You should see two small frogs to your right. Grab either one of them and put it into the first bag you see on your right. Hop onto this bag and jump onto the second bag [hit up, not left] and eventually to a jar of honey. Grab the jar of honey and fall down onto the ground. Feed the Jar of Honey to the only plant trap you see. It will close up opening a path to a bag on the left. Grab the other small frog and put it into the bag and leap across. Once across, head left a few steps and pick up a small frog. There is a tree on the screen, now to your right, which has a hole hollowed out in it. Put the small frog into this hole. This may take a few attempts to get it in there right, but once done properly, the small frog will bring out a large frog. Grab the large frog and head to the bag you crossed moments ago. Put this frog into that bag and cross to the right side. Wait a few moments and the large frog will jump from the bag to your side of the screen as well. Grab the large frog again and head to your right to the farthest, now empty, bag there. Put the large frog into this bag and just stand on it. Wait several seconds and you will be shot across the hole in the ground! You will be at the mouth of a cave, go in it.

Screen4: Head straight to your right and open the chest containing Cloud's Apocalypse [Sword]. Head up and after a few steps you will see another chest on your right, open it and receive an elixir. Head to your directly left, go through the cave door and you will find yourself back on the world map having completed the Ancient Forest.

```
*****
10.                               Ultimate Weapon [sub10]
*****
```

Items in this area: Ultima Weapon

Bosses: Ultimate Weapon [duh]

Want more of that great exp? Head over to the crater in the ground between Junon and Fort Condor and Ram the Highwind into him. You will get in a battle with him.

```
Name: Ultimate Weapon [Boss]
+--+--+--+--+--+--+--+--+
Level: 61
+--+--+--+--+
Information
+--+--+--+--+
    HP: 100000
    MP: 400
    Atk: 100
    Matk: 170
    Def: 120
    MDef: 100
    Def%: 3
    Dex: 120
    Luck: 50
    EXP: 35000 [0 for all battles except the final]
    AP: 3500 [0 for all battles except the final]
    Gil: 25000 [0 for all battles except the final]
    Win: Ultima Weapon [Nothing for all battles except the final]
    Steal: Curse Ring [First Encounter], Reflect Ring [All land battles]
```

after the first], Circllet [All air battles before the final one]

Morph: -

+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+

Death: Immune

Sleep: Immune

Poison: Immune

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: Immune

Petrify: Immune

Death-Sentence: Immune

Manipulate: Immune

Berserk: Immune

Paralyze: Immune

Seizure: Immune

Positive: Immune - Peerless, Regen

+---+---+---+---+

Preparing

+---+---+---+---+

Where to find: First Encounter - Mideel, Second Encounter - Hole in the Ground where the Junon Forests once were, Final Encounter - Hovering near Cosmo Canyon, All Others - Random Towns across the world map after bumping into him and forcing him to one.

Appears with: Nothing

+---+---+---+---+

Attacks

+---+---+---+---+

Quake2 [All Enemies or 1 Enemy] [2079] [Earth], Claw [1 Enemy] [2100],
Ultima Beam [All Enemies - No Reduction] [2079] [Hidden Elemental],
Thunderball [1 Enemy] [2945.25] [Lightning], Shadow Flare [1 Enemy]
[10828.125]

+--+-+--+-+--+-+

Notes

+--+-+--+-+--+-+

Tips/Tricks: Claw and Quake2 are only used during land battles. Thunderball is only used during air battles. Ultima Beam can be protected against by pairing Elemental to one of Ultima, Bahamut, Neo Bahamut or Bahamut Zero in your armor. Shadow Flare is Ultimate Weapons final attack in the final battle [Near Cosmo Canyon]. This is one of three enemies who can use this spell, so stack all of your Enemy Skill Materias in need of this skill onto the character you intend to deal the final blow. Ultimate Weapon has 100,000 HP but does NOT regain any of it between battles. Once Ultimate Weapon is below 20,000 HP it will go to the final battle location.

*Terence notes that any materia which does not have a specified elemental property will work for negating the damage of Ultima Beam. For example, HP Plus=Elemental will work.

After you fight him for a while, he will fly away, try to keep him on your screen or you will have to find him which takes forever. Anyway, after several fights he will park himself outside of Cosmo Canyon, this is the final encounter spot. Put all of your enemy skill materia on the same person and load him up with some HP Plus's on him as well. Make sure this is the only character to damage Ultimate weapon this fight. When he dies, he will hit the last person who hit him with the enemy skill Shadowflare. Since none of your materia have it yet, this will teach it to them all at one time! If you have an MBarrier and some high spirit, this will still do a good 3700 damage to you. Alternatively, you could be a cheap fool and reflect the Shadowflare back at him, you will still get the skill.

For those who care, you can fight him at: Fort Condor, Mideel, Midgar, Northern Crater, Temple of the Ancients, Gongaga, Mt. Nibel, North Corel, and in his first and final battle locations.

11. Emerald Weapon [sub11]

Floating freely in the sea. Run into him and your life will change forever.

Name: Emerald Weapon [Boss]

+--+-+--+-+--+-+--+-+--+-+--+-+

Level: 99

+--+-+--+-+--+-+

Information

+--+-+--+-+--+-+

HP: 1000000 [One Million]
MP: 100
Atk: 180
Matk: 180
Def: 180
MDef: 180
Def%: 1
Dex: 230
Luck: 1
EXP: 50000
AP: 50000
Gil: 50000

Win: Earth Harp
Steal: -
Morph: -

Name: Eye

+---+---+---+---+---+---+---+---+---+

Level: 50

+---+---+---+---+

Information

+---+---+---+---+

HP: 25000

MP: 100

Atk: 50

Matk: 50

Def: 2

MDef: 2

Def%: 1

Dex: 254

Luck: 1

EXP: 0

AP: 0

Gil: 0

Win: -

Steal: -

Morph: -

+---+---+---+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+---+---+---+

Fire: -, [Weakness Eye]

Ice: Absorbs

Lightning: Weakness, -----

Earth: Nullifies

Poison: -

Gravity: Halves

Water: Absorbs

Wind: -

Holy: -

+---+---+---+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+---+---+---+

Death: Immune

Sleep: Immune

Poison: Immune

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: Immune

Petrify: Immune

Death-Sentence: Immune

Manipulate: Immune

Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: -

+--++--++--+

Attacks

+--++--++--+

Foot Stamp [All Enemies] [8677.5], Emerald Shoot [1 Enemy] [9520.875]
[Removes Barrier, MBarrier, Shield, Death Force, Resist], Emerald Beam
[All Enemies - No Reduction] [Target's HP * 21 / 32] [Removes Regen],
Revenge Stamp [All Enemies] [5495.75] [Removes Haste], Aire Tam Storm
[All Enemies - No Reduction] [1111 * Number of Materia's Equipped]
[Removes Haste, Slow, Stop, Regen, Barrier, MBarrier, Reflect, Shield,
Death Force, Resist], Emerald Laser [1 Enemy] [4162.5], Emerald Laser
[712.5 MP]

+--++--++--+

Notes

+--++--++--+

Tips/Tricks: Foot Stamp and Emerald Shoot are used when all the Eyes
are dead. Emerald Beam and Aire Tam Storm can only be used when at
least one Eye is alive. Emerald Laser has two attacks, a blue one
and a yellow one, which come from the Eyes. Revenge Stamp is a
counter attack used if at least one Eye is alive.

#1

The Endless Knights of the Round!

Setup:

Weapons: does not matter

Armor: does not matter

Accessory: does not matter

Materia Set up:

Knights of the Round=HP Absorb on one character, Mime on all three. W-summon
on the chain starter. If you insist on having more than 8 materia on a
character, please include a final attack=revive combo on yourself.

#2

The Endless Omnislash

Setup:

Cloud:

Ultima Weapon

Wizard Bracelet

Champion Belt

materia setup

counter=mime counter=mime counter=mime counter=mime

counter=mime counter=mime counter=mime counter=mime

Go into the battle with a limit ready. Emerald will hit you with Emerald shoot
on his first turn. Have one of your other characters heal Cloud. Once he is
healed use Omnislash. Now, do NOTHING with ANY character you have alive.

Emerald will respond with revenge stamp, Cloud will counter with 8 more omnislashes. If your average hit does 7400 damage per shot, this will kill him, if not, modify this strategy and feed yourself FOUR hero drinks before starting.

#3 Counter Attack Mania

Weapons: Ultimate Weapons
Armor: whatever works
Accessory: Champion Belt

Materia Set up: 8 counter attack materias on three characters.

It is important to be able to do 9999 damage per hit here, so you may wish to guzzle down some Hero Drinks. Anyway, when Emerald Weapon Attacks you, he can expect 8 to 24 counter attacks depending on how many people he hits. This is very bad for his HP.

#4 Lucky 7777

Have everyone equipped with two materia and make sure they have a max of 9999 life. It is important to use Cid, Barret and Cloud. Have your limits set at Ungarmax, Highwind and Omnislash. You will want to keep your health at 9999 until Emerald decides to use the Aire Tam Storm. This will lower your health to 7777. Your characters will now do 64 attacks [total] at 7777 damage per attack. Now, this will take almost half of his life. When it ends, Use Ungarmax, Omnislash and Highwind. They will do 7777 per hit, at 51 hits. Emerald will have about 106 thousand life now. Anything you do will hit for 7777 damage. Comet2 works nice as does 4x cut.

#5 Look, a boss gravity hurts!

Materia Setup
Gravity=HP absorb Gravity=MP Absorb Gravity=Quadra Magic W-Magic=HP plus

This method is just fun. Every time you use gravity it will do 9999 damage to him for the first 92 attacks. After that depending on what level of gravity you are using the attacks will decrease. But you will be getting off eight gravities per character and absorbing back about 4000 hp every turn. This method is just damn fun and insulting!

```
*****  
12.                      Ruby Weapon [sub12]  
*****
```

After beating Ultimate Weapon, Ruby Weapon will appear as a red speck in the desert near the Gold Saucer, ram him with the highwind.

```
Name: Ruby Weapon [Boss]  
+---+---+---+---+---+---+---+---+---+  
Level: 59  
+---+---+---+---+  
Information  
+---+---+---+---+  
    HP: 800000  
    MP: 2560  
    Atk: 100  
    Matk: 200  
    Def: 480
```

MDef: 500
Def%: 100
Dex: 253
Luck: 10
EXP: 45000
AP: 50000
Gil: 30000
Win: Desert Rose
Steal: -
Morph: -

Name: Ruby's Tentacle

+---+---+---+---+---+---+---+---+---+

Level: 37

+---+---+---+---+

Information

+---+---+---+---+

HP: 40000
MP: 1000
Atk: 100
Matk: 150
Def: 100
MDef: 100
Def%: 100
Dex: 253
Luck: 10
EXP: 0
AP: 0
Gil: 0
Win: -
Steal: -
Morph: -

+---+---+---+---+---+---+---+

Elemental Resistance

+---+---+---+---+---+---+---+

Fire: Absorbs, -----
Ice: Absorbs, -----
Lightning: Absorbs, -----
Earth: Absorbs, -----
Poison: -
Gravity: Nullifies
Water: Nullifies
Wind: -
Holy: -

+---+---+---+---+---+---+---+

Status Effect Resistance

+---+---+---+---+---+---+---+

Death: Immune
Sleep: Immune
Poison: Immune, -----
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune

Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

+---+---+---+

Preparing

+---+---+---+

Where to find: Gold Saucer Area, after Ultimate Weapon is defeated
Appears with: Nothing

+---+---+---+

Attacks

+---+---+---+

Big Claw [1 Enemy] [5/8's of Target's Maximum HP], Big Swing [1 Enemy] [5225] [Paralyze] [Does Double Dmg], Comet2 [4 Hits, All Enemies are valid targets] [2913.75], Whirlsand [1 Enemy] [Removes Target from Battle], Ruby Flame [1 Enemy] [5439] [Fire], Ultima [All Enemies - No Reduction] [10198.125], Ruby Ray [1 Enemy] [4662] [Confusion], Right Revenge [1 Enemy] [Target's HP * 15 / 32] [Frog] [Small], Right Thrust [1 Enemy] [Target's HP * 15 / 16] [Frog] [Small], Left Revenge [1 Enemy] [Target's HP * 15 / 32] [Slow-Numb] [Poison-Status], Left Thrust [1 Enemy] [Target's HP * 15 / 16] [Slow-Numb] [Poison-Status], Shadow Flare [1 Enemy] [12140.625]

+---+---+---+

Notes

+---+---+---+

Tips/Tricks: Ugh. Where to start. Big Claw and Big Thrust are only used when there are no tentacles. Until the Tentacles go down the first time, Ruby Weapon can not be damaged.

Strategy: It is important to go into the battle with two characters dead. If you do not, Ruby Weapon will a) be invincible for a long while. b) kick two of your three characters off of the screen.

Once he burrows his tentacles, feel free to open a can of whoop ass. Revive your dead members and we will stat the strategies.

#1

The Endless Knights of the Round!

Setup:

Weapons: does not matter

Armor: Mystiles and/or Aegis Armlet. You will need a lot of evasion to dodge his Ultima counter attack

Accessory: Ribbons

Materia Set up:

Knights of the Round=HP Absorb one character, Mime on all three. You will not want to use W-Summon since that will spread out the 'heal' time from absorbing thin and you will risk dieing from the Ultima Counter attacks. This strategy is extremely easy to do.

#2

Knights with Strategy

Weapons: does not matter

Armor: does not matter

Accessory: Ribbons

Same general setup as before. The only key difference will be your use of Hades and Dazers to paralyze Ruby. This will prevent him from countering your attacks.

#3

Hack N Slash

Weapons: Most Powerful Weapons

Armor: Ziedrich/Mystile

Accessory: Ribbons

You read it right, we are just going to use physical attacks. Ruby has 480 defense which means your attacks will do about 1/8th of their normal damage. Multiple hitting limit breaks work well here, but, our main goal is to stay alive. Use Dazers if you wish, do not kill the tentacles behind you either. Drink FOUR Hero Drinks per character to up their stats, Regen everyone and cast big guard on your party. This method will take a rather large amount of time but you will be able to say you killed him with physical attacks.

13. Stat Maxing [sub13]

In order to raise stats, you need sources. Only a few of them are found during the course of the game, so you will need to use the Morph command to kill enemies and turn them into sources.

- 8 eye - morph into Magic Source [battle square]
- Armored Golem - morph into Guard Source [Crater]
- Bagnaranada - morph into Guard Source [Corel Area]
- Heavy Tank - morph into Power Source [Gongaga reactor screens]
- Maximum Kimaria - morph into Guard Source [Midgar Disc2 raid]
- Screamer - morph into Power Source [Mt. Nibel]
- Spiral - morph into Guard Source [Mideel]

Whirlwind Maze:

Dragon Rider - morph into Mind Source

Killbin - morph into Mind Source

Gelnika:

Bad Rap - morph into Luck Source

Poodler - morph into Speed Source

Serpent - morph into Mind Source

Unknown 1 - morph into Power Source

Unknown 2 - morph into Guard Source

Unknown 3 - morph into Magic Source

Bad Rap and Poodler only appear in the short hallway where you fought the Turks in. Serpents only appear in the room beyond this hallway. I suggest using only these two rooms. Unknowns and Unknown 2's each appear about 30% of the time while Unknown 3's and Serpents appear about 20% of the time.

14. Important Steals and Morphs [sub14]

Steals:

- Bomb - Right Arm [Corel]
- Diamond Weapon - Rising Sun
- Reno - Tough Ring [Gelnika and Midgar Raid]
- Rude - Ziedrich [Rocket town, Gelnika, Midgar Raid]
- Schizo right - Protect Ring [Gaea's Cliff]
- Snow - Circlet [Snowfields]
- Ultimate Weapon [first fight] - Cursed Ring
- Ultimate Weapon [Ground Battles] - Reflect Ring
- Ultimate Weapon [Air Battles] - Circlet

Morphs:

- Cactuer - morph into Tetra Elemental [only when fought on cactuar island, the Corel desert versions do not morph]
- Ho-Chu - morph into Ribbon [battle two in battle square special battle]
- Iron Man - morph into Escort Guard [crater, beyond the point of no return]
- Master Tonberry - morph into Ribbon [North Crater, most rooms]
- Mover - morph into Protect Ring [crater, left, up paths]

15. Status Effects [sub15]

These are the effects which can be put on your party or enemies. They are sorted in alphabetical order. Being Dead or Petrified is a cure/prevention for nearly any effect, so they will not be included as methods of healing. A few status effects have been omitted from this list primarily because they are difficult to explain.

Barrier

Character takes only half damage from physical damage.

- Visual notification: Barrier bar fills up
- Length of effect: half a minute, with nothing else happening.
- How to Prevent [item/materia combo]: would you want to?
- How to prevent [other]: Resist, Peerless
- Cure: DeSpell, DeBarrier

Berserk

Character does 150% normal damage hitting random ENEMY targets. Can not do ANY other actions.

- Visual notification: Character flashes red and may not be controlled
- Length of effect: Min: until cured, Max: end of battle.
- How to Prevent [item/materia combo]: Ribbon, Peace Ring, Mystify+added effect [armor]
- How to prevent [other]: Resist, Peerless

Cure: White Wind, Angel Whisper, Esuna

Confusion

Character will physically attack at random targets. If a character has been issued a command, becomes confused before executing it, the character will target its allies with that command. [IE IF YOU CAST REMOVE AND GET CONFUSED BEFORE CASTING IT YOU ARE GOING TO DIE]

Visual notification: Character spins circles

Length of effect: min: until cured, max: end of battle

How to Prevent [item/materia combo]: Ribbon, Peace Ring, Hades+added effect [armor], Contain+added effect [armor], Mystify+added effect[armor]

How to prevent [other]: Resist, Peerless

Cure: Get hit by a physical attack, White Wind, Angel Whisper, Esuna, Remedy

Darkness

Character misses more often. Unlike Final Fantasy VI, it occasionally works in this game.

Visual notification: Character is darker looking

Length of effect: Min: until cured, Max: end of battle

How to Prevent [item/materia combo]: Ribbon, Silver Glasses, Fairy Ring, apathy

How to prevent [other]: Resist, Peerless

Cure: White Wind, Angel Whisper, Esuna, Remedy, Eye Drop

Death

Your character has 0 HP, because of this, no action may be taken, the character stops being a target for offensive attacks.

Visual notification: character lies down

Length of effect: permanent until cured

How to prevent [item/materia combo]: Safety Bit, Odin+added effect [armor]

Destruct+added effect [armor]

How to prevent [other]: Resist, Death Force, Peerless

Cure: Life, Life2, Phoenix, Angel Whisper, Phoenix Down

Death Force

This is caused only by the enemy skill of death force, it makes you immune to death.

Visual notification: None

Length of effect: I am not all that sure, but it is not until the end of battle

How to Prevent [item/materia combo]: bleh

How to prevent [other]: huh?

Cure: White Wind, DeSpell

Death-sentence

Character will have DEATH cast on him/her when time above head expires.

Visual notification: A timer of 60 over head combined with a character on knees

Length of effect: think hard

How to Prevent [item/materia combo]: Ribbon, Safety Bit

How to prevent [other]: Death Force, Resist, Peerless

Cure: sorry!

Frog

Character becomes a frog. Character can only cast Toad, attack, and use item. Characters damage is reduced, can not use limit breaks.

Visual notification: You are bouncing, as a tiny green frog, take a hint.

Length of effect: Min: until cured, Max: end of battle

How to Prevent [item/materia combo]: Ribbon, White Cape, Hades+added effect [armor], transform+added effect[armor]

How to prevent [other]: Resist, Peerless

Cure: White Wind, Angel Whisper, Frog Song[though you will fall asleep], Esuna, Remedy, Maiden's Kiss, Impaler, Toad

Fury

Characters limit bar grows at double speed, but character misses more often.

Visual notification: Limit bar fills Red instead of pink

Length of effect: permanent until cured

How to Prevent [item/materia combo]: Ribbon [in battle only], Peace Ring [in battle only]

How to prevent [other]: Resist, Peerless

Cure: Esuna, Remedy, Tranquilizer [They will not work if you are equipped with a Peace Ring or Ribbon while in battle]

Haste

Characters ATB bar fills at double the normal speed. Barriers collapse faster.

Visual notification: Character 'bounce' movement doubled

Length of effect: End of battle

How to Prevent [item/materia combo]: Added effect+time [armor]

How to prevent [other]: Resist, Peerless

Cure: DeSpell, slow, stop

Lucky Girl

Character always does a critical hit [200% damage]

Visual notification: None

Length of effect: No clue

How to Prevent [item/materia combo]: *shrug*

How to prevent [other]: Do not use Cait Sith!

Cure: If you want to prevent this, seek help.

Manipulate

This may only be done to enemies. While done, your character can control the enemy into doing various attacks. Manipulation will stop when the target is hit by a physical attack

Visual notification: Enemy flashes teal
Length of effect: End of battle or until hit
How to Prevent [item/materia combo]: you are always protected!
How to prevent [other]: I do not know why you would want to, but anything which freezes the ATB bar and Resist
Cure: White Wind, Getting hit

MBarrier

Character takes only half damage from most magical attacks.

Visual notification: Magic barrier bar fills up
Length of effect: half a minute with nothing else happening.
How to Prevent [item/materia combo]: let us not and say we did.
How to prevent [other]: Resist, Peerless
Cure: DeSpell, Debarrier

Near-death

Your character has between .001% and 25.000% of their maximum HP. This does nothing to your characters performance.

Visual notification: Character drops to his/her knee(s)
Length of effect: Until you heal, become petrified, or die.
How to Prevent [item/materia combo]: can not
How to prevent [other]: do not take damage :P
Cure: Anything which gives you HP

Paralyzed

Character can not be issued commands, stops moving, but can counter attack.

Visual notification: Character stops bouncing and kneels down
Length of effect: Very short, 8 real time seconds
How to Prevent [item/materia combo]: Ribbon, Jem Ring
How to prevent [other]: Resist, Peerless
Cure: White Wind, Angel Whisper, Esuna, Tapping your heels and spinning around in a circle while saying "There is no place like home, no place like home"

Peerless

You can not be hurt, nice eh? YOU CAN STILL LOSE WITH CAIT SITHS GAME OVER AND BY HAVING A GLOBAL TIMER EXPIRE.

Visual notification: Character is yellow and somewhat translucent.
Length of effect: 60% of barrier, about 18 no movement seconds
How to Prevent [item/materia combo]: Why the **** would you want to?
How to prevent [other]: *laughs at you*
Cure: O_o, nope!

Petrification

Character becomes a chunk of rock, can not do anything. Character counts as dead for game over purposes. Do not worry about this status, instant petrify

is SO uncommon you will likely never see it.

Visual notification: Character does not move and is grey

Length of effect: Min: until cured, Max: end of battle

How to Prevent [item/materia combo]: Ribbon, Jem Ring, Safety Big, Contain+
added effect [armor]

How to prevent [other]: Resist, Peerless

Cure: White Wind, Angel Whisper, Esuna, Remedy, Soft

Poison

Your character will lose 3.125% of his/her Maximum Hp [deducted from currentHP]
frequently [not as frequent as regen recovers this same amount of life]

Visual notification: Character becomes green, drops to knees too

Length of effect: Min: until healed, Max: end of battle

How to Prevent [item/materia combo]: Ribbon, Poison Ring, Star Pendant, Fairy
Ring, Hades+added effect[armor], poison+added effect[armor]

How to prevent [other]: Resist, Peerless

Cure: White Wind, Angel Whisper, Poisons, Esuna, Remedy, Antidote

Reflect

Character is 'protected' from most magical attacks as they bounce back at the
caster.

Visual notification: None after casting.

Length of effect: End of battle

How to Prevent [item/materia combo]: nope

How to prevent [other]: Resist, Peerless

Cure: DeSpell, DeBarrier

Regen

Your character receives 1/32 of his/her max HP added onto his/her current HP
every unit of time.

Visual notification: Character flashes orange

Length of effect: slightly longer than barrier, half a minute if nothing goes
on. Much longer using 'wait' or 'recommended'

How to Prevent [item/materia combo]: would you really want to?

How to prevent [other]: Resist, Peerless

Cure: DeSpell

Resist

This status makes you immune to almost all other status effects, good and bad.

Visual notification: None

Length of effect: Long, but not indefinite

How to Prevent [item/materia combo]: huh?

How to prevent [other]: wha?

Cure: White Wind, DeSpell

Sadness

Characters limit bar takes twice as long to fill, character receives less damage from many attacks. [about 30% less]

Visual notification: Limit bar fills Blue instead of pink

Length of effect: permanent until cured

How to Prevent [item/materia combo]: Ribbon [in battle only], Peace Ring [in battle only]

How to prevent [other]: Resist, Peerless

Cure: Esuna, Remedy, Hyper [They will not work if you are equipped with a Peace Ring or Ribbon while in battle]

Shield

A strong defense spell, insanely expensive to cast. Character takes zero damage from most physical attacks, absorbs all elemental damage. Does not defend non-elemental and item attacks.

Visual notification: None

Length of effect: about 60% the length of barrier.

How to Prevent [item/materia combo]: nope

How to prevent [other]: Resist

Cure: Debarrier, DeSpell

Silence

Character may no longer cast magic, summon creatures, or use enemy skills.

Visual notification: Character has text bubble over head [like a comic book]

Length of effect: Min: until cured, Max: End of battle

How to Prevent [item/materia combo]: Ribbon, Seal+added effect [armor], Hades+added effect[armor]

How to prevent [other]: Resist, Peerless

Cure: White Wind, Angel Whisper, Esuna, Remedy, Echo Screen

Sleep

You character takes a short nap. No action may be taken while sleeping.

Visual notification: Character Drops to his/her knee(s) with "zzz" above head

Length of effect: Slightly less than barrier O_o

How to Prevent [item/materia combo]: Ribbon, Headband, Hades+added effect [armor], seal+added effect[armor]

How to prevent [other]: Peerless, Resist

Cure: Get hit by a physical attack, White Wind, Angel Whisper, Esuna, Remedy

Slow

Characters ATB bar fills at half the normal speed. Barriers last longer.

Visual notification: Character 'bounce' movement halved

Length of effect: Min: until cured, Max: until end of battle

How to Prevent [item/materia combo]: Added effect+time [armor]

How to prevent [other]: Resist, Peerless

Cure: White Wind, Angel Whisper, DeSpell, Haste

Slow-numb

Your character will slowly turn into stone. After the 30 second timer hits zero, character will become petrify.

Visual notification: Character flashes Grey with a 30 second timer above head
Length of effect: 30 Seconds [units, not real seconds]
How to Prevent [item/materia combo]: Ribbon, Jem Ring, Safety Bit
How to prevent [other]: Resist, Peerless
Cure: White Wind, Angel Whisper, Esuna, Remedy, Soft

Small

Character becomes small, all attacks do one damage.

Visual notification: Character becomes small, duh
Length of effect: Min: Until Cured, Max: end of battle
How to Prevent [item/materia combo]: Ribbon, White Cape, Hades+added effect [armor], Transform+added effect [armor]
How to prevent [other]: Resist, Peerless
Cure: White Wind, Angel Whisper, Mini, Esuna, Cornucopia, Shivel

Stop

Characters ATB bar is stopped. Character can not perform any actions.

Visual notification: Character 'bounce' stops
Length of effect: Half of Barrier
How to Prevent [item/materia combo]: Contain+added effect [armor], Time+added effect [armor], choco/mog+added effect [armor]
How to prevent [other]: Resist, Peerless
Cure: White Wind, Angel Whisper, DeSpell, Haste

16. Fort Condor Battles [sub16]

There are at least 18 [or 20] battles which take place on the premises of Fort Condor. Only the final of these battles is mandatory and it is still a mystery how to even get into a few of them.

If you wish to engage in one of these battles, enter Fort Condor at one of the appropriate times [read more], walk to the highest level, which is in the upper left, and talk to the man there.

You will be prompted to place units on the map. The idea is to defend the fort, which is possibly the exciting part of the game. If you just want the prize, this is how to 'attack'. Place one unit as far as you can, start the match, place another one as far as you can below it, and keep doing this until you are as far as you can advance. Then load the place up with your best units and just kill all of the enemies. If there are ZERO enemies on the screen at any one time, you win. Also, if you kill the commander, you win.

You as a player get a far greater range of units, however, some of them are not available until deeper into the game. These units are.

Unit | Cost | HP | Range | Damage | 2x Dmg To | .5x Dmg To |

Attacker	420	180	1	25	Beast	Barbarian	
Catapult	480	100	5	18	---	---	
Defender	440	220	1	35	Barbarian	Wyvern	
Fighter	400	200	1	30	---	---	
Fire Catapult	600	120	6	25	---	---	
Repairer	480	160	1	10	---	---	
Shooter	520	160	1,2,3	20	Wyvern	Beast	
Stoner	480	100	1-4	20	---	Wyvern	
Tri-Stoner	1000	150	1-5	35	---	Wyvern	
Worker	400	160	1	15	---	---	

In addition, all units do at most 1/2 damage to the commander. Stoners do 10 damage, Shooters 6, Attackers 12, Fighters 15, Tri-stoners 15, Fire Catapults 12.

Catapults and Fire catapults have a 1-2 grid range of splash damage, so they can damage targets at ranges not specified.

When the Encounters happen

Battle #1 - The first time you reach Fort Condor

Battle #2 - After defeating bottomswell and sleeping in the house, but before getting the Shiva Materia

Battle #3 - After getting Mr. Dolphins Whistle, but before using it

Battle #4 - Once you get the buggy until you reach Cosmo canyon

Battle #5 - After Bugenhagen tells you to choose your party for the Caverns of the Gi. This only is available if the Buggy did NOT break down before entering Cosmo Canyon, so park far away.

Battle #6 - Once the buggy is fixed until you get talk to Shera in Rocket Town

Battle #7 - After talking to Shera in Rocket Town, do not talk to the point in which the Shinra Trap you in the town

Battle #8 - Once you get Tiny Bronco until you get the Keystone

Battle #9 - After you get the Keystone but before you complete the Temple of the Ancients.

Battle #10 - After completing the Temple of the Ancients, but before getting/using [not sure] the Lunar Harp

Battle #11 - After using the Lunar Harp but before reaching the Forgotten Capital.

Battle #12 - After sleeping in the forgotten capital but before the end of disc 1.

Battle #13 - The very start of Disc2 until you get the Highwind.

Battle #14 - These 5 battles can not be fought

Battle #15 - it takes place between the

Battle #16 - time you defeat Jenova Death

Battle #17 - and receive the Highwind as

Battle #18 - a vehicle upon escaping Junon.

Battle #19 - Any point at which Tifa is in charge of your party on Disc2.

Battle #20 - This battle is required, Cid is the leader of your party.

Each tactical battle has many different enemies.

Here are the units you will be fighting against in every battle. There are different quantities of them in each battle, but always only one commander. The commander is ALWAYS the last unit to enter your screen. Wyverns can fly and move far more rapidly than any other unit.

Enemy	HP	Range	Damage	2x Dmg To	.5x Dmg To
Barbarian	130	1,2,3	15	Attacker	Defender
Beast	180	1	25	Shooter	Attacker
Commander	230	1	50	---	---
Wyvern	140	1	20	Defender	Shooter

They always come from only two places, the bottom left corner and the bottom center. They usually come in pairs, but sometimes only one shows up. The following section shows which enemies come in which battle, wave, and side.

Battle #1
 Beast/Beast
 Beast/Beast
 Wyvern/Wyvern
 Beast/Beast
 Wyvern/Beast
 None/Commander

11 Total

Battle #2

Wyvern/Beast
 Barbarian/none
 Wyvern/Beast
 none/Wyvern
 Beast/Beast
 Beast/Wyvern
 Barbarian/Barbarian
 Wyvern/Barbarian
 Beast/Wyvern
 Barbarian/none
 none/Beast
 Beast/none
 None/Commander

20 Total

Battle #3

Wyvern/Beast
 Barbarian/none
 Wyvern/Beast
 none/Wyvern
 Beast/Beast
 Beast/Wyvern
 Barbarian/Barbarian
 Wyvern/Barbarian
 Beast/Wyvern
 Barbarian/none
 none/Beast
 Beast/none

None/Commander

20 Total

Battle #4

Beast/Barbarian

none/Wyvern

Barbarian/Beast

none/Wyvern

Beast/Beast

none/Wyvern

Barbarian/Barbarian

none/Wyvern

none/Wyvern

none/Wyvern

none/Wyvern

none/Wyvern

Barbarian/Barbarian

Beast/Beast

none/Beast

Barbarian/none

Wyvern/Barbarian

none/Commander

25 Total

Battle #5

Beast/Barbarian

none/Wyvern

Barbarian/Beast

none/Wyvern

Beast/Beast

none/Wyvern

Barbarian/Barbarian

none/Wyvern

none/Wyvern

none/Wyvern

none/Wyvern

none/Wyvern

Barbarian/Barbarian

Beast/Beast

none/Beast

Barbarian/none

Wyvern/Barbarian

none/Commander

25 Total

Battle #6

Beast/Barbarian

none/Wyvern

Barbarian/Beast
none/Wyvern
Beast/Beast
none/Wyvern
Barbarian/Barbarian
none/Wyvern
none/Wyvern
none/Wyvern
none/Wyvern
none/Wyvern
Barbarian/Barbarian
Beast/Beast
none/Beast
Barbarian/none
Wyvern/Barbarian
none/Commander

25 Total

Battle #7

Wyvern/Wyvern
Barbarian/Barbarian
Beast/Beast
Wyvern/Wyvern
Wyvern/Wyvern
Barbarian/Barbarian
Barbarian/Barbarian
Beast/Beast
Beast/Beast
Barbarian/Beast
Wyvern/Barbarian
Beast/Barbarian
Wyvern/Wyvern
Wyvern/Wyvern
Barbarian/none
none/Commander

30 Total

Battle #8

Wyvern/Wyvern
Barbarian/Barbarian
Beast/Beast
Wyvern/Wyvern
Wyvern/Wyvern
Barbarian/Barbarian
Barbarian/Barbarian
Beast/Beast
Beast/Beast
Barbarian/Beast
Wyvern/Barbarian
Beast/Barbarian
Wyvern/Wyvern
Wyvern/Wyvern

Barbarian/none
none/Commander

30 Total

Battle #9

Wyvern/Wyvern
Barbarian/Barbarian
Beast/Beast
Wyvern/Wyvern
Wyvern/Wyvern
Barbarian/Barbarian
Barbarian/Barbarian
Beast/Beast
Beast/Beast
Barbarian/Beast
Wyvern/Barbarian
Beast/Barbarian
Wyvern/Wyvern
Wyvern/Wyvern
Barbarian/none
none/Commander

30 Total

Battle #10

Barbarian/Barbarian
Barbarian/none
Barbarian/Barbarian
Wyvern/none
Wyvern/Wyvern
Wyvern/none
Wyvern/Wyvern
Wyvern/Wyvern
none/Wyvern
Wyvern/Wyvern
none/Beast
Beast/none
none/Beast
Beast/none
none/Beast
Beast/none
none/Beast
Beast/none
none/Barbarian
none/Barbarian
none/Barbarian
Wyvern/none
none/Wyvern
Beast/Beast
Beast/Beast
Beast/none
none/Commander

35 Total

Battle #11

Barbarian/Barbarian
Barbarian/none
Barbarian/Barbarian
Wyvern/none
Wyvern/Wyvern
Wyvern/none
Wyvern/Wyvern
Wyvern/Wyvern
none/Wyvern
Wyvern/Wyvern
none/Beast
Beast/none
none/Beast
Beast/none
none/Beast
Beast/none
none/Beast
Beast/none
none/Barbarian
none/Barbarian
none/Barbarian
Wyvern/none
none/Wyvern
Beast/Beast
Beast/Beast
Beast/none
none/Commander

35 Total

Battle #12

Battle #13

Erm, I do not seem to have these <_<, 12 should be the same as 11 though.

Battle #17 [19]

Barbarian/Barbarian
Barbarian/none
Barbarian/Barbarian
Wyvern/none
Wyvern/Wyvern
Wyvern/none
Wyvern/Wyvern
Wyvern/Wyvern
none/Wyvern
Wyvern/Wyvern
none/Beast

Beast/none
none/Beast
Beast/none
none/Beast
Beast/none
none/Beast
Beast/none
none/Barbarian
none/Barbarian
none/Barbarian
Wyvern/none
none/Wyvern
Beast/Beast
Beast/Beast
Beast/none
none/Commander

35 Total

Battle #18 [20]

none/Beast
Barbarian/Beast
Barbarian/Beast
Wyvern/Beast
Beast/Barbarian
Barbarian/Beast
Beast/Barbarian
Beast/none
Barbarian/none
Wyvern/none
Beast/none
Barbarian/none
Wyvern/none
Beast/none
Barbarian/none
none/Wyvern
none/Beast
none/Barbarian
none/Wyvern
none/Beast
none/Barbarian
Barbarian/Barbarian
Barbarian/Barbarian
Barbarian/Barbarian
Beast/Beast
Beast/Beast
Beast/Beast
Wyvern/Wyvern
Wyvern/Wyvern
Wyvern/none
none/Commander

45 Total

Each battle has a prize. You will get 200 gil for every man/machine you have

alive at the end of the game. In addition, you will get something special, hence the prize I promised. You only get the prize if you stop the actual attack, if you win by defeating the commander in an actual battle, you will not receive these prizes. Here is a list of the prizes.

Battle #1 - Magic Comb
Battle #2 - Peace Ring
Battle #3 - Tincture [Ether]
Battle #4 - Megalixir
Battle #5 - 5 Hi-Potions [the game says potions]
Battle #6 - 5 Hi-Potions [the game says potions]
Battle #7 - Superball
Battle #8 - 3 Turbo Ethers
Battle #9 - 3 Turbo Ethers
Battle #10 - 5 X-Potions [Game says nothing!]
Battle #11 - 5 X-Potions [Game says nothing!]
Battle #12 - 5 X-Potions [Game says nothing!]
Battle #13 - 5 X-Potions [Game says Nothing!]
Battle #17 - 3 Elixirs [??]
Battle #18 [20? - Phoenix Materia, Huge Materia [even if you lose the tactical]

If for whatever reason you lose the tactical battle, you will need to fight CMD. Grand Horn. He drops some decent items, so it may be worth losing a tactical fight on purpose. HOWEVER. If you lose tactical on fight one and then beat CMD. Grand Horn, on you next tactical win, you get the PREVIOUS prize. So if you go back to win tactical fight #2, you will receive a Magic Comb instead of a Peace Ring. Here are CMD. Grand Horns stats:

Name: CMD. Grand Horn [Early Disc1 Fights]
Level: 19
HP: 2000
MP: 100
EXP: 200
AP: 20
Gil: 2400
Win: Vagyrisk Claw
Location: Fort Condor

Name: CMD. Grand Horn [Mid Disc1 through #17 [19?] FC battle]
Level: 25
HP: 4000
MP: 200
EXP: 400
AP: 40
Gil: 4800
Win: Nothing [lame]
Location: Fort Condor

Name: CMD. Grand Horn [Mandatory battle only]
Level: 37
HP: 8000
MP: 300
EXP: 800
AP: 80

Gil: 9600
Win: Imperial Guard
Location: Fort Condor

17. Playable Characters [sub17]

Normally I would consider a section such as this "filler" material, but after getting half a dozen requests I have decided some people in fact use them. Keep in mind, any reference to stat gains by characters to use is more or less opinion and preference. My word is not gold.

Cloud Strife
Age: 21
Weapon: 2-handed Swords
Height: 5'7"
Birth date: August 19
Birthplace: Nibelheim
Why use Cloud: For one, you have to. Any time Cloud is in your selection of character, he must be in the main party. This is not so bad though, Cloud is above average at nearly everything with one of the better ultimate weapon and limit breaks.

Aeris Gainsborough
Age: 22
Weapon: Staves [Rods]
Height: 5'3"
Birth date: February 7
Birthplace: Unknown, Probably Icicle
Why use Aeris: Aeris has the highest magic stat in the game, which makes her both deadly with magic attacks and strong for magical healing. Since she is not a physical attacker, she is best left in the back row where she will be able to maintain her limited HP. Aeris has without a doubt THE BEST LIMIT BREAKS in the game.

Tifa Lockheart
Age: 20
Weapon: Gloves
Height: 5'4"
Birth date: May 3
Birthplace: Nibelheim
Why use Tifa: Honestly, I can not think of a reason. She is great in the first part of the game, with multi hitting limit breaks and all. But eventually, her low stats, horrible ultimate weapon, and 'miss' factor on limit breaks catch up to her.

Barret Wallace
Age: 35
Weapon: Gun-Arm
Height: 6'4"

Birth date: December 15

Birthplace: Corel Village

Why use Barret: Barret is a long range attacker, he also has high HP, one of the better Ultimate Weapons and very good high level limit breaks. Barret is a bit slow, lacks magic attack and magic defense.

Red XIII

Age: 48

Weapon: Hairdress

Height: 3'9"

Birth date: ???

Birthplace: Cosmo Canyon

Why use Red XIII: Again, I have trouble thinking of a reason. He starts out with great health and seems like he did be a good party choice. However, most of his limit breaks are bad, all of his stats just average, with a rather dull Ultimate Weapon, which is also the last one you get.

Cid Highwind

Age: 32

Weapon: Spear

Height: 5'8"

Birth date: February 22

Birthplace: Unknown, probably Rocket Town

Why use Cid: Limit breaks, Cid's limit breaks rule. His Ultimate weapon is a bit lame, but his scimitar and javelin make leveling materia a breeze. Cid has decent stats as well.

Yuffie Kisaragi

Age: 16

Weapon: Boomerangs

Height: 5'2"

Birth date: November 20

Birthplace: Wutai

Why use Yuffie: Her final limit break is bad. Her stats, aside from dexterity more or less suck. Why use her? Simple, her Ultimate Weapon, the Conformer, is the best item ever. She does full damage using morph if the enemy is above level 16. Enough said.

Vincent Valentine

Age: 27

Weapon: Handguns, shotguns

Height: 6'

Birth date: October 13

Birthplace: unknown

Why use Vincent: Vincent is a long range attacker. Vincent has the third highest magic stat [on average] in the game. Vincent has a great ultimate weapon if you take the time to power it up, though it is possibly the worst if you do not take the time. His limit breaks are powerful, though you sacrifice the ability to control him when he uses them.

Cait Sith

Height: 3'2"

All other details unknown

Why use Cait Sith: He dances. Yep, that is my reason. In all seriousness, Cait Sith is the most underrated character in the game. He does good damage, has great endurance in battle, a great Ultimate Weapon. His level two limit break, slots, is the most unique in the game.

18. Lost Forever Items [sub18]

There are many different definitions of Lost Forever items, My list is not consistent with any one definition.

In no particular order:

Iron Bangle - buy these in sector seven during your first visit
God's Hand, Battle Trumpet, Scimitar - Inside the underwater reactor
Umbrella - speed square, disc one only, score 5000+ points
Javelin - Gaea's Cliff
Princess Guard - Temple of the Ancients, clock room
Yoshiyuki - get from the old man in rocket town after the Tiny Bronco scene but before the whirlwind maze.
Behemoth Horn, Pile Banger, Master Fist, Grow Lance - all gotten in the Shinra building during the disc two raid
Rising Sun - steal from Diamond weapon
Hp Shout - 64th floor of the Shinra building inside of a locker, disc2 raid ONLY
Missing Score - On the final set of stairs before Hojo in disc2, Barret MUST be in your party
Starlight Phone, Max Ray, Aegis Armet - Midgar underground, Disc2 raid ONLY
Shinra Alpha - steal from soldier: 1st during the Midgar Raid, Underwater MP in the Junon Reactor
Warrior Bangle - Steal from Eagle Wing during the Corel Train scene
Leviathan Scales--->steal as well and Oritsuru - Underwater reactor and the fire caves in Wutai
Poison Ring, Mp Turbo, Neo Bahamut - all in the Whirlwind Maze
Bahamut - Temple of the Ancients
Ramuh - Jockey Room, DISC 1 ONLY DIRECTLY AFTER PRISON
Ifrit - Shinra Boat after fighting Jenova birth
Morph - Temple of the Ancients
Luck Plus - Temple of the Ancients
Mp Absorb - Wutai sub quest prize, DISC ONE AND TWO ONLY
Added Effect - Cave of the Gi
Earth Mallet - DROPPED by Gigas in the Whirlwind maze
Ghost Hand - Dropped and stolen from Ghosts
Ziedrich - Stolen from Rude in all disc2 encounters
Tough Ring - Stolen from Reno in all disc2 encounters

19. Gold Saucer Date Mechanics [sub19]

Every single word in this section is used by permission and comes from Terence Fergusson's Date Mechanics Guide located at www.gamefaqs.com as well as many other places. [The formatting has been altered very slightly to remain similar to my guide]. A quick submenu of his guide:

1. Decisions
2. How to get Yuffie Date
3. How to get Barret Date

THE DECISIONS

Midgar

Talking to Aeris the first time, no matter what you say (believe it or not), has no effect. Buy the flower, unless you want to date Aeris or Yuffie.

Talk to Jessie twice on the train home from the first mission:

"Thanks anyway" --
"Looking forward to it" (-3 Tifa)

When you enter Seventh Heaven, and you have a flower:

"Give it to Tifa" (+5 Tifa)
"Give it to Marlene" (+5 Barret)

If you talk to Tifa while she is behind the bar:

"I do not feel like it" --
"Give me something hard" (+5 Tifa)

When Tifa accuses you of leaving your childhood friend:

"How can you say that!" (+5 Tifa)
"...Sorry" --

When Tifa asks how you slept:

"Next to you, who wouldn't?" (+5 Tifa)
"Barret's snoring kept me up..." (+5 Barret)

Giving Barret a Materia tutorial has no effect.

Getting to the last car of the train without getting caught by the Security Lockdown: (+5 Tifa, +5 Barret)

When Barret asks if you are alright:

"(Be strong)" (+2 Barret)
"(I do not know if I can hold on)" (-3 Barret, +1 Tifa)

The conversation with Aeris after you awaken has no affect at all. Treat her anyway you feel like.

When Aeris is fleeing the guards, if you:

Push a wrong barrel (-3 Aeris)
Ask her to fight them (-1 Aeris)
Ask her to run --
Ask her to run and she
has to fight (-1 Aeris)
Push the right barrel (+1 Aeris)

When Aeris asks if Tifa is your girlfriend:

"No way!" (+1 Aeris)
"Yeah, that is right" (-5 Aeris)

After you get through Sector 6 to the playground:

"Take her home." --
"Go on to Sector 7." (+1 Aeris)

If Tifa is chosen as the Don's date:

"You all right?" (+3 Aeris)

"We gotta help Tifa!" (-2 Aeris)

If Aeris is chosen as the Don's date:

"You all right?" (-2 Tifa)

"We have gotta help Aeris!!" (+3 Tifa)

If Cloud is chosen as the Don's date:

"Yes, his name's Barret..." (+5 Barret)

When everyone lands in the sewer:

Talk to Aeris first: (+3 Aeris)

Talk to Tifa first: (+3 Tifa)

When Marlene tells you about Aeris:

"I do not know" (-3 Aeris, +3 Tifa)

"Let us hope so" (+3 Aeris, -3 Tifa)

When you first meet Red XIII:

"Tifa, I am countin' on you!" (-2 Tifa)

"Barret, take care of her!" (+2 Barret)

If any of the following are in your party after you agree to split up:

Barret (+2 Barret)

Tifa (+2 Tifa)

Aeris (+2 Aeris)

When Tifa asks if you can break out:

"(Leave it to me)" (+1 Tifa) (as many times as you like)

"(Kinda hard)" (-1 Tifa) (as many times as you like)

When you get the option to think about Barret, Red XIII or Aeris:

Whoever you think about first: (+3 Barret or Aeris) or --

Whoever you think about second: (+1 Barret or Aeris) or --

Whoever you think about third: --

When you choose your party after escaping Midgar:

If Barret's in it: (+1 Barret)

If Aeris is in it: (+1 Aeris)

If Tifa is in it: (+1 Tifa)

Kalm

When Barret leaves, and tells you to get a move on:

"Wait a sec" --

"Beautiful, just beautiful!" (+3 Barret)

"Is that all?" (-1 Barret)

"Right" (+1 Barret)

Talking to a woman in Kalm, who says Mako energy is convenient:

"Yeah, maybe" (-2 Barret) if Barret is in party

(-1 Aeris) if Aeris is in party

(-1 Tifa) if Tifa is in party

"You are full of it" (+2 Barret) if Barret is in party

(+1 Aeris) if Aeris is in party

(+1 Tifa) if Tifa is in party

Talking to a girl upstairs, who thinks the old life is better:

"Yeah, maybe" (+2 Barret) if Barret is in party
 (+1 Aeris) if Aeris is in party
 (+1 Tifa) if Tifa is in party
"No way" (-2 Barret) if Barret is in party
 (-1 Aeris) if Aeris is in party
 (-1 Tifa) if Tifa is in party

Fort Condor

When you first talk to the old guy in Fort Condor:

"I guess so" (+5 Barret, +3 Aeris, +3 Tifa, +2 Yuffie)
"Not interested" (-5 Barret, -3 Aeris, -3 Tifa, -1 Yuffie)

After the old guy tells you about his problem:

"All right" (+5 Barret, +3 Aeris, +3 Tifa, +2 Yuffie)
"Not interested" (-5 Barret, -3 Aeris, -3 Tifa, -1 Yuffie)

Meeting Yuffie

(You can fail this as many times as you like, and you will still get the points every time you meet Yuffie until you get her in your party)

"All right" --
"Not interested" (+2 Yuffie)

"Petrified..." (+2 Yuffie)
"You are gonna lose again" --

"Go ahead" --
"Wait a second!" (+2 Yuffie)

"That is right" (+2 Yuffie)
"You kiddin'?" --

"What's your name?" --
"Let us hurry" (+2 Yuffie)

The Cargo Ship

On the Cargo Ship, if Yuffie asks you for Tranquilizers:

"Here, use this" (+4 Yuffie)
"Nope" (-2 Yuffie)

When Aeris asks you about the Airship:

"I will take you someday" (+2 Aeris)
"I dunno..." (-2 Aeris)

When Tifa asks you about war:

"Yeah..." (+2 Tifa)
"I do not know" (-2 Tifa)

Costa Del Sol

I am *very* disappointed with Costa Del Sol; there are a lot of dialogue options that you could choose, but none of them seem to alter 'Affection' values at all; even the ones that seem to *really* annoy the girls.

Mt Corel

Stealing the Phoenix Downs from the Cokatolis nest does nothing to alter

'Affection' values. Neither does finding it but leaving it alone, for that matter. And no, it does not even matter who is in your party at the time. Another wasted opportunity, in my opinion.

Gold Saucer

Depending on who you choose first to accompany you in the Gold Saucer:

Aeris: (+3 Aeris)
Tifa: (+3 Tifa)
Yuffie: (+3 Yuffie)
Red XIII: --

Depending on who you choose first to accompany Barret to see Dyne:

Aeris: (+10 Aeris)
Tifa: (+3 Tifa)
Yuffie: (+2 Yuffie)
Red XIII: --

Gongaga

If, after either Aeris or Tifa (or both) meets Zack's parents then:

Ignoring Aeris (-3 Aeris)
Talking to Aeris --
 "Poor guy" (+1 Aeris)
 "...jealous...envious..." (+2 Aeris)
Ignoring Tifa (-3 Tifa)
Talking to Tifa (+1 Tifa)

Wutai

After Yuffie gives back all your Materia in Wutai: (+10 Yuffie)

GUIDES TO DATING YUFFIE/BARRET

So, you picked up this guide to date Yuffie or Barret, and can not be bothered trying to go through the above? Well, in my opinion, that makes you a bit lazy, but that is just my opinion. In any case, what follows are two separate guides; the first to date Yuffie, the second to date Barret. Note the differences by the way in what you have to do; it is really interesting....

Yuffie:

1. Do not buy a flower from Aeris when you first see her in Sector 8.
2. Talk to Jessie twice on the train home from Sector 8, and tell her you are "Looking forward to it".
3. Do not talk to Tifa while she is behind the bar. If you do, decline her offer for a drink.
4. Say "...Sorry" when she asks you if you have forgotten your promise.
5. Ignore Tifa the next morning; do not talk to her, and go straight to Barret.
6. Get caught by the Security Lockdown; do not reach the end of the train. Force Barret and Tifa to jump out early this way.
7. After defeating Airbuster, before Cloud falls, tell Barret to "Be strong".
8. When Aeris is fleeing the guards, climb up to the top level and tell her to Wait each time. Then, push the *wrong* barrel (so that she has to fight the guard anyway). Do this three times.
9. When Aeris asks if Tifa is your girlfriend, say "Yeah, that is right."

10. When you get to the playground in Sector 6, tell Aeris that you will "Take her home."
11. Get none of the best items so that Tifa is chosen for the Don's date. When you meet Aeris outside the Don's office, tell her "We gotta help Tifa!"
12. When everyone lands in the sewer, talk to Aeris first.
13. When Marlene asks you how you feel about Aeris, tell her "I do not know".
14. When you first meet Red XIII, tell Tifa to take care of Aeris (keep Barret in your party for *this* battle).
15. After the battle with H0512, split up into a team of Cloud, Barret and Red XIII.
16. When Tifa asks if you can break out, tell her "(Kinda hard)"
17. Think about Red XIII first, Barret second, and Aeris last while you are in the cell.
18. When you finally escape Midgar and have to choose your team, pick a team with Cloud, Barret and Red XIII.
19. In Kalm, after the flashback, tell Barret to "Wait a sec", then "Is that all?"
20. Make a party immediately afterwards with Cloud, Aeris and Tifa. In a house in Kalm, there is a woman who asks you about whether Mako energy is convenient. Tell her "Yeah, maybe". Talk to the girl upstairs, and when she asks you if the old life is better, say "No way".
21. In Fort Condor, disagree twice to the old guy about his plight. After that, you can go into Fort Condor and agree then, but that is up to you.
22. Find Yuffie in Junon Forest. Get her into your party. (Take as long as you like, but this guide will assume you got her first time, and she did not run away....)
23. On the Cargo Ship, give Yuffie a tranquilizer. (Make sure you bought one in Junon Town.)
24. On the Cargo Ship, tell Aeris "I dunno..." when she asks about the Airship.
25. On the Cargo Ship, when Tifa asks you about war, say "I do not know".
26. At the Gold Saucer, when you split up, talk to Yuffie first, and take her with you (do not choose Aeris or Tifa).
27. When you see Barret again in the Corel Prison, and you are about to go after Dyne, you will be prompted to make a party. Choose Cloud, Barret, and Yuffie.
28. Before entering Gongaga Town, make your party into Cloud, Aeris and Tifa. Then, when you meet Zack's parents, and Aeris and Tifa leave, ignore *both* of them and leave town.
29. Complete the Wutai subquest, and let Yuffie steal your Materia. After you get the Materia back, go straight to the Gold Saucer for the date sequence.

Ending Affection Scores

Yuffie: 37
Aeris: 21
Tifa: 16
Barret: 0

Barret:

1. Buy a flower from Aeris when you see her in Sector 8.
2. Talk to Jessie twice on the train home from Sector 8, and tell her you are "Looking forward to it".
3. Give the flower to Marlene when you get the option.
4. Do not talk to Tifa while she is behind the bar. If you do, decline her offer for a drink.
5. Say "...Sorry" when she asks you if you have forgotten your promise.

6. Say "Barret's snoring kept me up..." when she asks you how you slept the next morning.
7. Do not get caught by the Security Lockdown; get to the end of the train.
8. After defeating Airbuster, before Cloud falls, tell Barret to "Be strong".
9. When Aeris is fleeing the guards, climb up to the top level and tell her to Wait each time. Then, push the *wrong* barrel (so that she has to fight the guard anyway). Do this three times.
10. When Aeris asks if Tifa is your girlfriend, say "Yeah, that is right."
11. When you get to the playground in Sector 6, tell Aeris that you will "Take her home."
12. Get *all* the best items so that Cloud is chosen for the Don's date (not Tifa or Aeris). Tell the Don that there is someone else, and when he asks who, tell him "Yes, his name's Barret..."
13. When everyone lands in the sewer, talk to Aeris first.
14. When Marlene asks you how you feel about Aeris, tell her "I do not know".
15. When you first meet Red XIII, tell Barret to take care of Aeris (keep Tifa in your party for *this* battle).
16. After the battle with H0512, split up into a team of Cloud, Barret and Red XIII.
17. When Tifa asks if you can break out, tell her "(Kinda hard)"
18. Think about Barret first, Red XIII second, and Aeris last while you are in the cell.
19. When you finally escape Midgar and have to choose your team, pick a team with Cloud, Barret and Red XIII.
20. In Kalm, after the flashback, tell Barret to "Wait a sec", then "Beautiful, just beautiful!"
21. Make a party immediately afterwards with Barret, Cloud and Red XIII. In a house in Kalm, there is a woman who asks you about whether Mako energy is convenient. Tell her "You are full of it". Talk to the girl upstairs, and when she asks you if the old life is better, say "Yeah, maybe".
22. In Fort Condor, agree twice to the old guy about his plight.
23. You do not have to meet Yuffie; in fact, it is probably better if you do not. But you can if you want to. Just make sure you get her the first time, and do not make her run away.
24. On the Cargo Ship, do not give Yuffie a tranquilizer.
25. On the Cargo Ship, tell Aeris "I dunno..." when she asks about the Airship.
26. On the Cargo Ship, when Tifa asks you about war, say "I do not know".
27. At the Gold Saucer, when you split up, talk to Red XIII first, and take him with you (do not choose Aeris, Tifa or Yuffie).
28. When you see Barret again in the Corel Prison, and you are about to go after Dyne, you will be prompted to make a party. Choose Cloud, Barret, and either Red XIII or Cait Sith. *DO NOT CHOOSE AERIS*! She gets a heck of a boost if she gets chosen, and will mess up everything you have worked for.
29. Before entering Gongaga Town, make your party into Cloud, Aeris and Tifa. Then, when you meet Zack's parents, and Aeris and Tifa leave, ignore *both* of them and leave town.
30. Do not go anywhere near Wutai if you have Yuffie. Instead, go straight to the Gold Saucer for the date sequence.

Ending Affection Scores

Barret: 47
Aeris: 37
Tifa: 35
Yuffie: 14

For those too lazy to Terence's steps, here is a script of what occurs on all of the dates. Thanks to Death Sin for supplying the text to Aeris's, Tifa's and Yuffie's

A date with Aeris

- A Midnight Date - Interrupted by Fireworks -

The scene fades in to Cloud's room at the Ghost Hotel. He is standing by the window, watching the rain storm outside. There comes a knock at the door. Cloud goes to answer it, but before he gets there, Aeris bursts in.

Aeris: Hee, hee!

Cloud: What's wrong?

Aeris leans toward Cloud

Aeris: You want to go on a date?

Cloud: What?

Aeris: A DA-TE! Or haven't you ever gone on one?

<CHOICE>

Don't take me for a fool

Well, not a real one...

***Cloud

Don't take me for a fool

(He crosses his arms)

Aeris: Hey... a little touchy, aren't we?

***Cloud

Well, not a real one...

Aeris: No, just a mixed-up kid...

She gets behind him and shoves him out of the room

Aeris: Oh well. Come on, let's go.

Cloud: Hey.

(They end up at the Station Square. An attendant greets them)

Attendant: Tonight's Enchantment Night! All the attractions are free. How 'bout it you two? There's going to be an entertaining show in the Event Square!

Aeris: Come on, let's go.

They go in.

Announcer: Congratulations!! You are our 100th couple today! You two will be the leads in tonight's show!!!

Cloud: Wha?

Announcer: Oh, now, it's not hard. Just play it however you want to and the rest of the cast will cover up for you. Come this way.

Cloud: H, hey!

Aeris: This sounds like fun. Come on Cloud, let's do it.

The scene switches to the stage at the front of Event Square. The backdrop is decked out with paintings of a house, a Debut Chocobo, and "GOLD SAUCER"

scrawled in clumsy white letters.

Narration: Long, long ago... An evil shadow appeared over the peaceful kingdom of Galdia... Princess Rosa was just kidnapped by the Evil Dragon King, Valvados. What will become of her? Just then, the legendary hero, Alfred, appears!!

Cloud is pushed out on stage. A knight dances over next to him,

Knight: Oh... You must be the legendary hero... Alfred!

Cloud sort of looks around

Knight: Hey, it's your line.

Cloud points to himself.

Knight: Yeah, you. Ahem!

The knight stands up and starts rolling his head.

Knight: Oh... You must be the legendary hero... Alfred! I know in my soul. Please... please save Princess Rosa!

He kneels and raises his arms.

Knight: Now... Please talk... to the King....!!

The King dances out on stage. Cloud runs over to him.

King: Oh... legendary hero, Alfred. You have come to save my beloved Rosa... On the peak of a dangerous mountain... dwells the Evil Dragon King, Valvados... who's kidnapped Princess Rosa... But... you can't beat the Evil Dragon King now! Talk to one who can help you.....

A wizard dances out on stage.

Who will you talk to?

<CHOICE>

The knight

The wizard

***Cloud

The knight

Cloud runs over to the knight.

Knight: I am... a lowly... knight. How... can I help you?

<CHOICE>

Defeat the Evil Dragon King

Defeat the King

***Cloud

Defeat the Evil Dragon King

Narration: Oh what is going to happen next...! Oh... Legendary hero... look!

Every one gasps hugely. A giant stuffed dragon swings out on stage, holding

Aeris, who is playing the part of the Princess.

EDK: Gaaaaaaah! I am the Evil Dragon King... Valvados! I have not harmed the Princess... I have been expecting... you!

Princess: Please help me... Legendary Hero!

She looks up at the dragon.

Princess: psst..... like that?

EDK: Gaaaaaaah! Here I come, Legendary hero... Alfred! I already know... your name!

The knight runs over to EDK and starts bopping him.

Knight: Urrrrrrgh!!

EDK knocks him down.

EDK: Gaaaaaaaahh! What now... Legendary Hero!?

<CHOICE>

To the Princess

To the King

To home

***Cloud

To the Princess

Cloud runs over to the Princess, kneels, and kisses her hand.

Princess: Cloud... I mean, Alfred...

They both stand up. EDK starts throwing a tantrum.

EDK: Arrrggaahhh!! Curses..... The power of... love!!

EDK is pulleyed off the top of the stage.

King: Oh... look! Love has... triumphed! Now let's all return... And celebrate.

The wizard nods, hugely.

Wizard: Yes let's... yes let's...!

They all dance off the stage.

Narration: Oh, how profound the power of love... And so the legendary hero Alfred and our story live on happily ever after.

Cloud and Aeris end up back in Station Square.

Aeris: Oh, that was fun. Hey, let's go on the Gondola.

They head to the Round Square.

Aeris: Two, please.

Ticket Person: Here you are, two tickets. Enjoy the sights of the Gold Saucer.

The gondola trundles off. The camera switches to the interior of the gondola,

Aeris sitting on one side, Cloud on the other. Aeris looks out the window constantly.

Aeris: Wow, how nice.

Cloud looks out the window. FMV sequence of the gondola passing through beautiful searchlights, rides, and various happy things.

Aeris: Oh! Look, Cloud.

Cloud looks out the window. FMV sequence as the gondola passes the Chocobo track and the Chocobos race past the window.

Aeris: It's so pretty.

FMV sequence. The gondola rumbles along its track, through dazzling fireworks, lighting up the entire Saucer.

Aeris: It's beautiful, isn't it?

She looks down.

Aeris:first off, it bothered me how you looked exactly alike. Two completely different people, but look exactly the same. The way you walk, gesture... I think I must have seen him again, in you...

She shakes her head.

Aeris: But you're different.

She looks down again.

Aeris: Things are different...

FMV sequence. The entire exterior of the Gold Saucer is lit up with fabulous, starry fireworks displays. Aeris continues to speak.

Aeris: Cloud... I'm searching for you...

Cloud:?

Aeris: I want to meet you.

Cloud: But I'm right here.

Aeris : (I know, I know... what I mean is...) I want to meet..... you.

One final, brightest, most stunning yellow flower of fire lights up the night sky. The gondola returns to Round Square.

Aeris: I had fun tonight. Let's go together again. You don't like being with me?

<CHOICE>

Yeah

That's not it

***Cloud

Yeah

(Cloud nods)

Aeris: Oh, don't tease me like that!

***Cloud

That's not it

(Cloud shakes his head)

Aeris: I'm glad. Next time we come, let's take our time and go on more rides. Oh, look at the time. We'd better get going.

Cloud nods. They both head off.

A date with Tifa

- A Midnight Date - Interrupted by Fireworks -

The scene fades in to Cloud's room at the Ghost Hotel. He is standing by the window, watching the rain storm outside. There comes a knock at the door. Cloud goes to answer it, but before he gets there, Tifa bursts in.

Tifa: Cloud...

Cloud: What's wrong?

She leans toward Cloud

Tifa: ... I thought about what I was going to say, but, its kinda embarrassing ... Hey, Cloud! Why don't the two of us sneak out of here and spend some time together?

She runs around behind him and starts pushing him out the door.

Tifa: Come on let's go!

Cloud: Hey.

(They end up at the Station Square. An attendant greets them)

Attendant: Tonight's Enchantment Night! All the attractions are free. How 'bout it you two? There's going to be an entertaining show in Event Square!

Tifa: Come on, let's go.

They go to the Event Square. For the first time, the seats are filled.

Announcer: Congratulations!! You are our 100th couple today! You two will be the leads in tonight's show!!!!

Cloud: Wha?

Announcer: Oh, now, it's not hard. Just play it however you want to and the rest of the cast will cover up for you. Come this way.

Cloud: H, hey!

Tifa: Sounds like fun, Come on Cloud, let's give it a try!

The scene switches to the stage at the front of Event Square. The backdrop is decked out with paintings of a house, a Debut Chocobo, and "GOLD SAUCER" scrawled in clumsy white letters.

Narration: Long, long ago... An evil shadow appeared over the peaceful kingdom of Galdia... Princess Rosa was just kidnapped by the Evil Dragon King, Valvados. What will become of her? Just then, the legendary hero, Alfred, appears!!

Cloud is pushed out on stage. A knight dances over next to him,

Knight: Oh... You must be the legendary hero... Alfred!

Cloud sort of looks around

Knight: Hey, it's your line.

Cloud points to himself.

Knight: Yeah, you. Ahem!

The knight stands up and starts rolling his head.

Knight: Oh... You must be the legendary hero... Alfred! I know in my soul.
Please... please save Princess Rosa!

He kneels and raises his arms.

Knight: Now... Please talk... to the King....!!

The King dances out on stage. Cloud runs over to him.

King: Oh... legendary hero, Alfred. You have come to save my beloved
Rosa... On the peak of a dangerous mountain... dwells the Evil Dragon King,
Valvados... who's kidnapped Princess Rosa... But... you can't beat the Evil
Dragon King now! Talk to one who can help you.....

A wizard dances out on stage.

Who will you talk to?

<CHOICE>

The knight
The wizard

***Cloud

The knight

Cloud runs over to the knight.

Knight: I am... a lowly... knight. How... can I help you?

<CHOICE>

Defeat the Evil Dragon King
Defeat the King

***Cloud

Defeat the Evil Dragon King

Narration: Oh what is going to happen next...! Oh... Legendary hero... look!

Every one gasps hugely. A giant stuffed dragon swings out on stage, holding
Aeris, who is playing the part of the Princess.

EDK: Gaaaaaaah! I am the Evil Dragon King... Valvados! I have not harmed the
Princess... I have been expecting... you!

Princess: Please help me... Legendary Hero!

She looks up at the dragon.

Princess: psst..... like that?

EDK: Gaaaaaaah! Here I come, Legendary hero... Alfred! I already know... your

name!

The knight runs over to EDK and starts bopping him.

Knight: Urrrrrrgh!!

EDK knocks him down

EDK: Gaaaaaaaahh! What now... Legendary Hero!?

<CHOICE>

To the Princess

To the King

To home

***Cloud

To the Princess

Cloud runs over to the Princess, kneels, and kisses her hand.

Princess: Cloud... I mean, Alfred...

They both stand up. EDK starts throwing a tantrum.

EDK: Arrrggaahhh!! Curses..... The power of... love!!

EDK is pulleyed off the top of the stage

King: Oh... look! Love has... triumphed! Now let's all return... And celebrate.

The wizard nods, hugely.

Wizard: Yes let's... yes let's...!

They all dance off the stage.

Narration: Oh, how profound the power of love... And so the legendary hero Alfred and our story live on happily ever after.

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Cloud and Tifa end up back in Station Square.

Tifa: Hmm, that was funny. Hey, let's go on the Gondola next.

They head to the Round Square.

Tifa: Two, please.

Ticket Person: Here you are, two tickets. Enjoy the sights of the Gold Saucer.

The gondola trundles off. The camera switches to the interior of the gondola, Tifa sitting on one side, Cloud on the other. Tifa looks out the window constantly.

Tifa: Oh, how pretty.

Cloud looks out the window. FMV sequence of the gondola passing through beautiful searchlights, rides, and various happy things.

Tifa: Look, Cloud.

Cloud looks out the window. FMV sequence as the gondola passes the Chocobo track and the Chocobos race past the window.

Tifa: Oh, Cloud.

FMV sequence. The gondola rumbles along its track, through dazzling fireworks, lighting up the entire Saucer.

Tifa: ...It's really pretty, isn't it?

She looks down, slightly embarrassed

Tifa: Ok, I'm going to just go ahead and say it.....

Cloud: ...what?

Tifa: Aeris would be able to just come out and say it, probably.

She looks to the window again. FMV sequence. The entire exterior of the Gold Saucer is lit up with fabulous, starry fireworks displays. Tifa continues to speak

Tifa: Cloud...? Sometimes being old friends is hard. I mean, timing is everything.

Cloud: Yeah...

Tifa: Cloud...? I..... ..

One final, brightest, most stunning yellow flower of fire lights up the night sky. The gondola returns to Round Square.

Tifa: Cloud, I really had fun tonight.

Cloud: By the way, what did you want to say a minute ago...?

Tifa: N, nothing! Nothing...

Cloud: ?

Tifa: Oh, look at the time. We should be getting back.

Cloud nods. They both head off.

A date with Yuffie

- A Midnight Date - Interrupted by Fireworks -

The scene fades in to Cloud's room at the Ghost Hotel. He is standing by the window, watching the rain storm outside. There comes a knock at the door and you hear Yuffie's voice.

Yuffie: Cloud you up?

Cloud goes to answer the door, but before he gets there, Yuffie bursts in.

Cloud: What's wrong?

She leans toward Cloud.

Yuffie: Would you.....keep me company for a bit.

Cloud: Keep you company where?

Yuffie runs behind Cloud and pushes him along.

Yuffie: Just come on.

Cloud: Hey.

They end up at the Station Square. An attendant greets them.

Attendant: Tonight's Enchantment Night! All the attractions are free. How 'bout it you two? There's going to be an entertaining show in Event Square!

Yuffie: Cloud, let's go.

They go to the Event Square. For the first time, the seats are filled.

Announcer: Congratulations!! You are our 100th couple today! You two will be the leads in tonight's show!!!!

Cloud: Wha?

Announcer: Oh, now, it's not hard. Just play it however you want to and the rest of the cast will cover up for you. Come this way.

Cloud: H, hey!

Yuffie: I don't know what it's all about but sounds cool. Wanna try it, Cloud?

The scene switches to the stage at the front of Event Square. The backdrop is decked out with paintings of a house, a Debut Chocobo, and "GOLD SAUCER" scrawled in clumsy white letters.

Narration: Long, long ago... An evil shadow appeared over the peaceful kingdom of Galdia... Princess Rosa was just kidnapped by the Evil Dragon King, Valvados. What will become of her? Just then, the legendary hero, Alfred, appears!!

Cloud is pushed out on stage. A knight dances over next to him,

Knight: Oh... You must be the legendary hero... Alfred!

Cloud sort of looks around

Knight: Hey, it's your line.

Cloud points to himself.

Knight: Yeah, you. Ahem!

The knight stands up and starts rolling his head.

Knight: Oh... You must be the legendary hero... Alfred! I know in my soul. Please... please save Princess Rosa!

He kneels and raises his arms.

Knight: Now... Please talk... to the King....!!

The King dances out on stage. Cloud runs over to him.

King: Oh... legendary hero, Alfred. You have come to save my beloved Rosa... On the peak of a dangerous mountain... dwells the Evil Dragon King, Valvados... who's kidnapped Princess Rosa... But... you can't beat the Evil Dragon King now! Talk to one who can help you.....

A wizard dances out on stage.

Who will you talk to?

<CHOICE>

The knight
The wizard

***Cloud

The knight

Cloud runs over to the knight.

Knight: I am... a lowly... knight. How... can I help you?

<CHOICE>

Defeat the Evil Dragon King
Defeat the King

***Cloud

Defeat the Evil Dragon King

Narration: Oh what is going to happen next...! Oh... Legendary hero... look!

Every one gasps hugely. A giant stuffed dragon swings out on stage, holding Aeris, who is playing the part of the Princess.

EDK: Gaaaaaaah! I am the Evil Dragon King... Valvados! I have not harmed the Princess... I have been expecting... you!

Princess: Please help me... Legendary Hero!

She looks up at the dragon.

Princess: psst..... like that?

EDK: Gaaaaaaah! Here I come, Legendary hero... Alfred! I already know... your name!

The knight runs over to EDK and starts bopping him.

Knight: Urrrrrrgh!!

EDK knocks him down.

EDK: Gaaaaaaaahh! What now... Legendary Hero!?

<CHOICE>

To the Princess
To the King
To home

***Cloud

To the Princess

Cloud runs over to the Princess, kneels, and kisses her hand.

Princess: Cloud... I mean, Alfred...

They both stand up. EDK starts throwing a tantrum.

EDK: Arrrggaahhh!! Curses..... The power of... love!!

EDK is pulleyed off the top of the stage.

King: Oh... look! Love has... triumphed! Now let's all return... And celebrate.

The wizard nods, hugely.

Wizard: Yes let's... yes let's...!

They all dance off the stage.

Narration: Oh, how profound the power of love... And so the legendary hero Alfred and our story live on happily ever after.

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Cloud and Yuffie end up back in Station Square.

Yuffie: I didn't get it. Cloud, let's go on the Gondola next.

They head to the Round Square.

Yuffie: There will be two of us.

Ticket Person: Here you are, two tickets. Enjoy the sights of the Gold Saucer.

The gondola trundles off. The camera switches to the interior of the gondola, Yuffie is over her knees on one side, Cloud is sitting on the other. Yuffie looks out the window constantly.

Yuffie: Wow!

Cloud looks out the window. FMV sequence of the gondola passing through beautiful searchlights, rides, and various happy things.

Yuffie: Geez!!

Cloud looks out the window. FMV sequence as the gondola passes the Chocobo track and the Chocobos race past the window.

Yuffie: Cloud!

Cloud and Yuffie watch the fireworks around the gondola. The air seems to change colors... from red to green to blue... It all seems like a dream. Yuffie gets up from her seat.

Yuffie: Cloud...?

Yuffie stands up and looks around. She then walks up to Cloud and... kisses him. Yuffie then walks back to her seat and sits down.

Cloud:

Yuffie nervously rubs her head

Yuffie: I just felt like doing that.

Cloud:

Yuffie: That's all

She looks to the window again. FMV sequence. The entire exterior of the Gold Saucer is lit up with fabulous, starry fireworks displays. Yuffie continues to

speak.

Cloud:

Yuffie: H, hey!! Say something, why don't you!!

Cloud:

Yuffie:gawd, I could just die.

Cloud:

Yuffie: Say something, PLEASE!

Cloud:something.

A loud SLAP is heard. One final, brightest, most stunning yellow flower of fire lights up the night sky. The gondola returns to Round Square. Yuffie and Cloud exit the Gondola. Yuffie yawns.

Yuffie: I'll think I'll sleep really well tonight. Thanks... for coming with me.

Cloud nods.

Yuffie: You wanna go back, Cloud?

Cloud turns away. They both head off.

Barret knocks on Cloud's Ghost Hotel door and enters the room.

Barret: Uh, I was jes thinkin' of goin' for a walk....

Cloud: What, just the two of us?

Barret: What's wrong with that!? Do not gimme no lip!! I say we go!

Cloud shrugs and they both leave the room. They are next seen in the Main Room of the Gold Saucer. What luck, there is something going on at the event square!

Announcer: Tonight's Enchantment Night! All the attractions are free. How 'bout it you two? There's going to be an entertaining show in the Event Square!

Barret: Cloud, wanna take a peek?

They run into the Event Square.

Door Greeter: Congratulations! You are our 100th couple today.... Oh, wait... no you are not..... sorry.

They exit the Event Square. Barret turns to Cloud.

Barret: Let us go somewhere where we can talk, in private.

They run into the Round Square.

Barret: Hey! You mean just the two of us are gettin' on...? ... yeah I guess that is cool. [To Cashier] Yo. Two.

Cashier: Here you are, two tickets. Enjoy the sights of Gold Saucer.

They get on the Gondola and it takes off from the station for a long ride on the tracks of the Gold Saucer. There is nothing but dead silence for a while, the scene shifts to an FMV of the Gold Saucer. Incidentally, Barret's theme plays during this section. The FMV shows off some fireworks and such. The

music sounds awful because it is written to go with other sounds! The scene shifts back inside of the gondola.

Barret: Hey foo. What you wanna see fireworks with me for?

Cloud: Not having fun?

Barret: You should've asked one or the other!

Cloud: Which would you have asked?

Barret: Oh man, there just ain't no choice! Tifa, Aeris. Ah, Yuffie?

Cloud: (hoo boy)

Barret: What the hell's that supposed to mean? Hey, you do not mean... Marlene?

NO WAY! Forget it! There ain't no way I am lettin' a wacko like you anywhere near my little Marlene! She is my baby. My prized possession.

The scene goes outside of the gondola into the FMV background, text occupies what everyone is thinking.

Barret:Marlene. Wish I could've brought Marlene here. She did love the fireworks. Why the hell do I gotta be here with a foo like you...! S-word the more I think 'bout it... the madder I get... Damn fireworks anyway.

[Barret shoots his gun-arm]

Barret: Shut up...

The gondola pulls back into the station.

Barret: Oh man, I am beat. Let's head back...

They exit back into the main room. At this point every following event is the same as all of the other dates.

20.) Shopping List [sub20]

This subsection shows where you can buy which items and at what particular times during the game.

Sector 7, Midgar

Materia Shop	Cost

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

Weapon Shop	Cost

Iron Bangle	160
Assault Gun	350
Grenade	80

Sector 5 Slums, Midgar

Armor Shop | Cost |

Titan Bangle | 280

Grenade | 80

Item Shop | Cost |

Potion | 50

Phoenix Down | 300

Antidote | 80

Tent | 500

Materia Shop | Cost |

Fire | 600

Ice | 600

Lightning | 600

Restore | 750

Wall Market

Item Shop | Cost |

Potion | 50

Phoenix Down | 300

Antidote | 80

Echo Screen | 100

Eye Drop | 50

Hyper | 100

Tranquilizer | 100

Hi-Potion | 300

Tent | 500

Weapon Shop | Cost |

Mythril Rod | 370

Metal Knuckle | 320

Assault Gun | 350

Titan Bangle | 280

Mythril Armlet | 350

Materia Shop [2nd Visit] Cost |

Fire | 600

Ice | 600

Lightning | 600

Restore | 750

Cover | 1000

Kalm

Item Shop | Cost |

Potion | 50

Phoenix Down | 300

Antidote | 80

Eye Drop | 50

Hyper | 100

Tranquilizer		100
Tent		500

Materia Shop | Cost |

Earth		1500
Poison		1500
Steal		1200
Sense		1000
Heal		1500

Weapon Shop | Cost |

Mythril Saber		1000
Cannon Ball		950
Mythril Claw		750
Full Metal Staff		800
Mythril Armlet		350

Chocobo Farm - Pre Highwind

Item | Cost |

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

Chocobo Farm - Post Highwind

Item | Cost |

Mimett Greens		1500
Curiel Greens		1000
Pahsana Greens		800
Tantal Greens		400
Krakka Greens		250
Gysahl Greens		100
Lasan Nut		600
Saraha Nut		400
Luchile Nut		200
Pepio Nut		100

Fort Condor - Pre Highwind

Item Shop | Cost |

Potion		50
Phoenix Down		300
Hyper		100
Tranquilizer		100
Tent		500

Materia Shop | Cost |

Fire		600
Ice		600
Lightning		600
Restore		750

Fort Condor - Post Highwind

Item Shop		Cost

Potion		50
Phoenix Down		300
Ether		1500
Hyper		100
Tranquilizer		100
Tent		500
S-Mine		1000

Materia Shop		Cost

Throw		10000
Manipulate		10000
Deathblow		10000
Destruct		9000
All		20000

Junon Village

Item Shop		Cost

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

Junon Town - Pre Highwind

Materia Shop		Cost

Sense		1000
Seal		3000
Restore		750
Heal		1500
Revive		3000

Weapon Shop		Cost

Hardedge		1500
Grand Glove		1200
Atomic Scissors		1400
Striking Staff		1300
Diamond Pin		1300
Boomerang		1400

Item Shop		Cost

Potion		50

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

Accessory Shop | Cost |

Silver Glasses		3000
Headband		3000

Weapon Shop #2 | Cost |

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

Junon Town - Post Highwind

Materia Shop | Cost |

Sense		1000
Seal		3000
Restore		750
Heal		1500
Revive		3000

Weapon Shop | Cost |

Wind Slash		2000
Twin Viper		3200
Viper Halberd		7000
Dragoon Lance		6200
Peacemaker		3500
Buntline		6800
Magic Comb		2000
Plus Barrette		3500
Wizard Staff		1800
Wizer Staff		3200

Weapon Shop 2 [Door 5] | Cost |

Nail Bat		2800
Rocket Punch		3200
Work Glove		2200
Hairpin		6000
Superball		3000
Trumpet Shell		3000
Mop		3200
Silver Rifle		3000

Weapon Shop 3 [Door 5] | Cost |

Platinum Bangle		1800
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Powersoul		4200
Enemy Launcher		3300
Magic Shuriken		6000
White M-Phone		2300
Black M-Phone		2800
Silver M-Phone		3300
Sniper CR		3300

Weapon Shop 4 [Door 7 | Cost |

Atomic Scissors		1400
Grand Glove		1200
Striking Staff		1300
Diamond Pin		1300
Boomerang		1400
Yellow M-Phone		500
Spear		1200
Trident		7500
Quicksilver		1000

Shinra Boat

Man on Main Deck | Cost |

Potion		50
Phoenix Down		300

Costa Del Sol - Pre Highwind

Armor Shop | Cost |

Platinum Bangle		1800
Carbon Bangle		800
Four Slots		1300
Molotov		840

Materia Shop | Cost |

Heal		1500
Revive		3000
Restore		750
Seal		3000
Fire		600
Ice		600
Lightning		600

Item Shop | Cost |

Potion		50
Hi-Potion		300
Phoenix Down		300
Soft		150
Antidote		80
Eye Drop		50
Hyper		100
Tranquilizer		100
Tent		500

Costa Del Sol - Post Highwind

Weapon Shop [Bar]	Cost
Solid Bazooka	16000
Centclip	14000
Spiral Shuriken	14000
Long Barrel R	13000
Gold M-Phone	15000
S-mine	1000

Materia Shop	Cost
Fire	600
Ice	600
Lightning	600
Earth	1500
Gravity	8000
Poison	1500

Item Shop	Cost
Potion	50
Hi-Potion	300
Phoenix Down	300
Ether	1500
Hyper	100
Tranquilizer	100
Tent	500

North Corel

Item Shop	Cost
Potion	50
Phoenix Down	300
Tent	500

Item Shop #2	Cost
Transform	5000
Maiden's Kiss	150
Cornucopia	150
Soft	150
Hyper	100
Tranquilizer	100

Armor Shop	Cost
Carbon Bangle	800
Force Stealer	2200
Molotov	400

Gongaga

Item Shop	Cost
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Potion		50
Hi-Potion		300
Phoenix Down		300
Tent		500
Maiden's Kiss		150
Cornucopia		150
Soft		150
Hyper		100
Tranquilizer		100

Accessory Shop | Cost |

Headband		3000
Silver Glasses		3000
Star Pendant		4000
Talisman		4000
White Cape		5000
Fury Ring		5000
Mystify		6000
Time		6000
Heal		1500
Transform		5000

Weapon Shop | Cost |

Hardedge		1500
Grand Glove		1200
Atomic Scissors		1400
Striking Staff		1300
Diamond Pin		1300
Boomerang		1400
Impaler		600
Shrivel		500
Molotov		400

Cosmo Canyon

Item Shop | Cost |

Potion		50
Hi-Potion		300
Phoenix Down		300
Ether		1500
Tent		500
Maiden's Kiss		150
Cornucopia		150
Soft		150
Hyper		100
Tranquilizer		100

Weapon Shop | Cost |

Butterfly Edge		2800
Tiger Fang		2500
Heavy Vulcan		2700
Prism Staff		2600
Silver Barrette		2500
Pinwheel		2600
Green M-Phone		2400

Silver Armlet		1300
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Materia Shop		Cost
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MP Plus		8000
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HP Plus		8000
---------	--	------

Mystify		6000
---------	--	------

Transform		5000
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Nibelheim

Item Shop		Cost
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Potion		50
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Hi-Potion		300
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Phoenix Down		300
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Tent		500
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Rocket Town - Pre Highwind

Accessory Shop		Cost
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Shotgun		3100
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Gold Armlet		2000
-------------	--	------

Power Wrist		7500
-------------	--	------

Protect Vest		3500
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Earring		7500
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Talisman		4000
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Item Shop		Cost
-----------	--	------

Potion		50
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Hi-Potion		300
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Phoenix Down		300
--------------	--	-----

Ether		1500
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Hyper		100
-------	--	-----

Tranquilizer		100
--------------	--	-----

Tent		500
------	--	-----

Barrier		10000
---------	--	-------

Exit		10000
------	--	-------

Time		6000
------	--	------

Rocket Town - Post Highwind

Accessory Shop		Cost
----------------	--	------

S-Mine		1000
--------	--	------

Gold Armlet		2000
-------------	--	------

Edincoat		8000
----------	--	------

Power Wrist		7500
-------------	--	------

Protect Vest		3500
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Earring		7500
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Talisman		4000
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Peace Ring		7500
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Safety Bit		7500
------------	--	------

Item Shop		Cost
-----------	--	------

Hi-Potion	300
Phoenix Down	300
Ether	1500
Tent	500
Barrier	10000
Exit	10000
Time	6000
Throw	10000
Deathblow	10000
Manipulate	10000

Bone Village [Excavation Site]

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

Wutai

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

Weapon Shop	Cost
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

Temple of the Ancients

Temple Ghosts	Cost
Potion	50

Hi-Potion		300
Phoenix Down		300
Ether		1500
Hyper		100
Tranquilizer		100
Maiden's Kiss		150
Tent		500

Icicle Village

Weapon Shop		Cost

Organics		12000
Dragon Claw		10000
Microlaser		11000
Adaman Clip		12000
Red M-Phone		11000
Mast Ax		13000
Lariat		12000
Tent		500
Hi-Potion		300

Chocobo Sages House

Chocobo Sage		Cost

Porov Nut		2000
Pram Nut		1500
Sylkis Greens		5000
Reagan Greens		3000

Mideel

Item Shop		Cost

Hi-Potion		300
Phoenix Down		300
Ether		1500
Hyper		100
Tranquilizer		100
Remedy		1000
Tent		500

Materia Shop		Cost

HP Plus		8000
MP Plus		8000
Transform		5000
Gravity		8000
Destruct		9000

Weapon Shop		Cost

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

 Accessory Shop | Cost |

Amulet		10000
Fire Ring		8000
Ice Ring		8000
Bolt Ring		8000
Fairy Ring		7000
Jem Ring		7500
White Cape		5000

 iii) Limit Breaks & Ultimate Weapons

 Limit Breaks

Limits are learned in one of three ways. Using previous limit breaks, killing enemies, or through the use of a manual. I will give a description of each limit break below along with the steps required to get it. You must know all previous limit breaks before you can learn a Level 4 limit break. For limits which are gained by kill-count, here is a list of kills which do NOT count towards the total:

- Poison Status damage [done after you cast poison]
- Slow Death Status kills
- Manipulated Enemies killing each other
- Confused enemies killing each other

For more information please see GideonD's Limit Break Mechanics Guide at www.gamefaqs.com

 Cloud

Braver: Cloud begins the game with Braver. He will jump up into the air and come down hitting one target.

Cross Slash: Obtained by using Braver 8 times. Cross Slash does more damage & has the ability to put the status of 'stop' onto an enemy

Blade Beam: Obtained after Cloud kills 115 enemies. Cloud will shoot a beam from his sword, upon hitting one target, it will split into multiple beams which will hit the rest of the targets for small amounts of damage.

Climhazard: Obtained by using Blade Beam 7 times. Cloud will run up to an enemy jabbing his sword into that enemy and then jump high into the air causing high damage to that target.

Meteorain: Obtained after Cloud kills 310 total enemies. Cloud will swirl his sword around, jump in the air while meteors swarm the enemies. A total of six

decent damage hits will take place.

Finishing Touch: Obtained by using Meteorain 6 times. Cloud will attempt to push all of the enemies off of the screen. If the enemy is too tough for this, one hit of very large damage to all remaining targets will occur.

Omnislash: Obtained from the Omnislash manual. The manual is won from the battle arena at the gold saucer. The price varies depending at what point in the game you are. Cloud charges forth hitting all enemies for a combined total of 15 hits.

Barret

Big Shot: Barret begins the game with Big Shot. It hits one target with a large blast.

Mind blow: Obtained by using Big Shot 9 times. Barret shoots an enemy in hopes of removing all of the enemies MP. Very effective against many casting bosses.

Grenade Bomb: Obtained after Barret kills 80 enemies. Barret fires off a bomb which hits all enemies.

Hammer blow: Obtained after using grenade bomb 8 times. Barret tries to push An enemy off of the battle field. It seldom works, when it does, this move Does no damage. This is probably the most worthless limit break in the game.

Satellite Beam: Obtained after Barret kills 160 total enemies. A large laser blast comes down and hits all enemies once. While it is not all that effective, this limit is the coolest [IMHO] in the game.

Ungarmax: Obtained by using Satellite Beam 6 times. Barret fires 18 quick Shots spread among all targets. They all do minimal damage, but if all 18 hit the same enemy, good night.

Catastrophe: Obtained from the Catastrophe Manual given to you by the lady in green and blue jeans located in North Corel. You can get this at any time after the train events. Barret causes massive beams of light which hit ten times total. The damage on this is usually in the 9999 range per hit.

Tifa

Tifa's limits work a bit different than most others. She can use her current levels breaks and all limit breaks at a previous limit break in the same hit. Also, her limits use spinning reels which allow her to do 'hit' 'yeah' [double damage] or 'miss' [not good]

Beat Rush: Tifa runs up and does a punch combo. She will know this limit break when you first get her.

Somersault: Obtained by using Beat Rush 9 times. Tifa Runs up and does a somersault kick off of an enemy.

Waterkick: Obtained when Tifa kills 96 enemies. Tifa will do a front sweep to one enemy.

Meteor Drive: Obtained by using Water kick 7 times. Tifa will lift an enemy and pile drive that enemy into the ground.

Dolphin Blow: Obtained when Tifa kills 192 total enemies. Tifa and a dolphin will kick the enemies ass in sync.

Meteor Strike: Obtained by using Dolphin blow 6 times. Looks similar to Meteor Drive but with improved damage.

Final Heaven: Obtained from the Final Heaven Manual. It can be gotten from her piano at any time after Cloud rejoins your party in disc2. The keys you need to play are:

x, square, triangle, r1+triangle, r1+square, x, square, triangle, r1+x,
circle, x, square, x

Aeris

Healing Wind: Aeris starts with this limit. She will heal your party for 1/2 of each characters Max HP.

Seal Evil: Obtained from using Healing Wind 7 times. Aeris will try to stop and silence all enemies. It seldom works against strong enemies though.

Breath of Earth: Obtained when Aeris has killed 80 enemies. Aeris will clear all statuses from the party, including good ones.

Fury Brand: Obtained from using Breath of Earth 6 times. Aeris will fill up the other two party members limit bars.

Planet Protector: Obtained when Aeris has killed 160 total enemies. Aeris will make your party invincible... nothing special

Pulse of Life: Obtained from using Planet Protector 5 times. Aeris will fully heal all party members and revive all KO'd ones to full health.

Great Gospel: Obtained from the Great Gospel manual. Manual is found from the blacksmith near Gongaga. Trade him Mythril and choose the item in the small box. This limit is not too shabby. Here is what it does. Aeris prays. Angels come down and restore all of your party members to full life, clear all status ailments, revive all KO'd ones to full life and makes them all invincible for a substantial amount of time. As you can see... nothing too special.

Red XIII

Sled Fang: Red XIII starts the game with this limit. He charges an enemy and hits it.

Lunatic High: Obtained by using Sled Fang 8 times. Red XIII puts your whole party in haste.

Blood Fang: Obtained after Red XIII kills 70 enemies. It looks similar to Sled Fang but Red XIII absorbs some HP and MP with the hit.

Stardust Ray: Obtained from using Blood Fang 7 times. Red makes the sky change

colors and it attacks a total of ten times against random targets for small damage.

Howling Moon: Obtained after Red XIII kills 140 total enemies. Red XIII jumps in front of a full moon and gets put in Haste and Berserk mode.

Earth Rave: Obtained by using Howling Moon 6 times. Red uses an earth based attack which hits five total times.

Cosmo Memory: Obtained from the Cosmo Memory Manual which is won from the lost number. Red XIII does a very strong attack which hits all enemies. It does only hit once though, making it one of the worst final limits in the game.

Yuffie

Greased Lightning: Yuffie charges an enemy and jumps back, the enemy gets hit for medium damage.

Clear Tranquil: Obtained after using Greased Lightning 8 times. Yuffie heals all party members for 1/2 of each members max HP.

Landscaper: Obtained after Yuffie kills 63 enemies. Yuffie pounds her fist into the ground hitting all targets... which are affected by earth attacks.

Bloodfest: Obtained after using Landscaper 7 times. Yuffie runs around like a maniac and hits ten total times scattered throughout all targets.

Gauntlet Obtained after Yuffie kills 126 total enemies. Yuffie uses some sort of energy pulse which hits all targets once. This attack is piercing [ignores defense].

Doom of the Living: Obtained after Yuffie uses Gauntlet 6 times. Yuffie runs and slashes a total of 15 times hit one target each time. This is probably the best level three limit break in the game, with the possible exception of Barret's Ungarmax.

All Creation: Learned from the All Creation Manual. Manual is won from Godo on the top of the Pagoda in Wutai. Yuffie charges up a long beam emitted from her weapon which hits all enemies once. While it is one hell of a hit, it is only one hit.

Cait Sith

Dice: Cait Sith rolls some dice. The sum of the dice multiplied by 100 is the total damage. If two of the dice show the same number, the damage is doubled, three of the same number the damage is tripled. He can only toss six dice out.

Slots: Obtained after Cait Sith kills 40 enemies. You get three slots which work similar to Tifa's Limits. There are several combinations, here is the list.

No combo: A random toy from the toy box will hit an enemy

3 Bars: You get a random summon cast for no MP.

3 Moogles: Your whole party merges with Cait Sith to make a really big Cait Sith. Cait will do more damage with more life, he will also get all of the exp and ap at the end of the battle. If big Cait Sith dies, your entire party loses.

3 Stars: A moogle comes by and restores your parties HP and MP.

3 Hearts: Lucky girl gives everyone a 255% chance to hit with both physical and magical attacks. All physical attacks do double damage.

3 Crowns: Toy soldiers march and attack enemies.

2 Cait Sith, 1 Bar: Your entire party dies. There is no way to protect against this, even the status of peerless will fail.

3 Cait Sith: You have just won the battle. No, really, you have. It does not matter if you are fighting a Marine or Emerald Weapon, you get this combo and you win the battle.

Vincent Valentine

Vincent Limits are different from most other characters. Once he enters his limit he will transform into a beast of sorts and remain that way until the battle ends or he dies. You will be unable to control him while this occurs.

Galian Beast: Vincent transforms into a wolf like creature. His HP, Dex, and Defense% all increase. It has two attacks, Berserk dance; which hits one opponent and Beast flare which hits all opponents with extreme fire damage.

Death Gigas: Obtained after Vincent kills 42 enemies. Vincent turns into a Mr. Hyde looking creature. His HP nearly doubles and his DEF goes way up. His DEX, MDefense both go down. This has two attacks also, Gigadunk which is a hit to the top of an enemies head and livewire, a lightning attack to all enemies.

Hellmasker: Obtained when Vincent kills 96 Total enemies. Vincent turns into Jason from the Friday the 13th movies. His DEF goes way up. This has two attacks as well. Splattercombo saws up an opponent five times, doing pitiful damage. Nightmare causes the same effects as bad breath to an opponent.

Chaos: The Chaos manual is needed. Visit Lucrecia at Vincents waterfall after getting the submarine and talk to her. Return after ten battles to get Chaos. Vincent transforms into Satan. His Defense, MDefense and DEX all go up. This form has two attacks as well. Chaos Sabre hits all enemies for good damage. Satan Slam will attempt to kill all enemies, if it fails it still delivers a large deal of damage. Also, since he flies, earth attacks will miss.

Cid Highwind

Boost Jump: Cid Jumps into the air and slams his weapon down against one enemy.

Dynamite: Obtained from using Boost Jump 7 times. Dynamite will hit all enemies for moderate damage.

Hyper Jump: Obtained after Cid kills 60 enemies, Hyper Jump looks like Boost

Jump except for the fact it hits all enemies and may occasionally cause instant death.

Dragon: Obtained after using Hyper Jump 6 times. Cid attacks an enemy and absorbs some HP and MP.

Dragon Dive: Obtained after Cid Kills 140 total enemies. Cid hits a total of 6 times to random targets.

Big Brawl: Obtained after using Dragon Dive 5 times. Cid attacks a total of 8 times to random targets.

Highwind: Obtained from the Highwind Manual. The manual is in the sunken Gelnika in the cargo room. Cid calls up to the Highwind which launches 18 rockets which hit random targets.

Ultimate Weapons

This Section, especially the formulas, are mostly thanks to Terence.

Ultimate Weapon total damage formula = $\text{Damage} = [\text{Damage} * (\text{Base} + \text{Bonus}) / 16]$

Cloud: Ultima Weapon

Get: Win from killing Ultimate Weapon in his final battle at Cosmo Canyon

Power up: $[48 * \text{Cloud's HP} / \text{Cloud's Max HP}]$

Base: 1

Barret: Missing Score

Get between Proud Clod and Hojo during the Midgar Raid. Barret MUST be in your party and it will appear on a staircase just before Hojo.

Power up: $[\text{Total AP on Missing Score} / 10000]$

Base: 1

Tifa: Premium Heart

Get from the shop labeled 'item shop' in the wall market on Disc2. You will need the sector five key to get this far. Touch the machine in this room which you could not on Disc1.

Power up: $[\text{Tifa's Limit Level} * \text{Tifa's Limit Units} / 16]$ Limit units = 0 to 255

Base: 1

Aeris: Princess Guard

Located in the Temple of the Ancients Clock room at number IIII [4, IV]

Power up: Powers up when allies are KO'd

Power up: Weapon's attack doubles itself when one party member is KO'd. It triples when two are KO'd

Red XIII: Limited Moon

Given to you from Bugenhagen any time on Disc3.
Power up: [48 * Red XIII's MP / Red XIII's Max MP]
Base: 1

Yuffie: Conformer
Found in a chest on the sunken Gelnika
Power up: No powerup
Base: enemy level

Cait Sith: HP Shout
Found in the lockers on the 64th floor of the Shinra Building. Disc2 Midgar
Raid only!!
Power up: [48 * Cait Sith's HP / Cait Sith's HP]
Base: 1

Vincent: Death Penalty
Visit Lucrecia in Vincent's Waterfall after getting the submarine and return
after fighting ten battles.
Power up: [Vincent's Kills / 128]
Base: 10

Cid: Venus Gospel
Talk to the man in brown standing by the Rocket Town Weapons item shop. He
will give this to you after the Space sequence.
Power up: [48 * Cid's MP / Cid's Max MP]
Base: 1

iv) Items

This item section refers to items which do not include, Weapons, Armor, materia
and accessories. Please refer to sections v, vi, vii and viii for those.

Item List

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Name: 1/35 Soldier
Effect: NOTHING, this does NOTHING.
Where: There are two in Junon, and an indefinite amount from the speed square

Name: 8 Inch Cannon
Effect: Large non-elemental damage to one target
Where: Attack Squads in Junon [stolen]

Name: All Creation
Effect: Yuffie's Level Four Limit Break
Where: Defeat Godo

Name: Antarctic Wind
Effect: Ice2 on all enemies
Where: Chocobo racing prize, Morph Jumpings

Name: Antidote
Effect: removes poison status from one ally
Where: bought in almost any item shop

Name: Autograph [Dio's]
Effect: Nothing
Where: Battle Square prize

Name: Battery
Effect: powers up various things during the ascent towards the Shinra Building
Where: Buy 3 from the second clerk in the wall market weapon shop

Name: Bird Wing
Effect: Wind Damage to all enemies
Where: steal from Tonadus

Name: Bolt Plume
Effect: Bolt2 on all enemies
Where: Chocobo racing prize, steal from thunder birds

Name: Carob Nut
Effect: used to breed Green, Blue, and Black Chocobos
Where: Steal from Vlakorados, buy from Wonder Square

Name: Catastrophe
Effect: Barret's Level Four Limit Break
Where: Talk to the woman in North Corel after the train events

Name: Cauldron
Effect: uses various status effects on enemies
Where: Steal from Dragon Zombies, Submarine Prize in the Gold Saucer

Name: Chaos

Effect: Vincent's Level 4 Limit Break

Where: Gotten from Lucrecia's waterfall. You need to talk to her first and return after ten battles to get this.

Name: Combat Diary

Effect: Nothing!

Where: Prize from the special battle at the battle square

Name: Cornucopia

Effect: removes mini status from one target

Where: bought in several item shops

Name: Cosmo Memory

Effect: Red XIII's Level 4 Limit Break

Where: Safe in the Shinra Mansion

Name: Curiel Greens

Effect: Stamina Plus for Chocobos

Where: Chocobo Farm

Name: Dazers

Effect: Paralyzes one enemy

Where: Get from Boundfats

Name: Deadly Waste

Effect: Bio2 on all enemies

Where: Steal/Win from Zenenes

Name: Desert Rose

Effect: None, give it to the traveler in Kalm

Where: All you have to do is kill Ruby Weapon, easy enough

Name: Dragon Fang

Effect: Lightning Damage to all enemies. Similar to Schizo's final attack

Where: Prize from the submarine game in the Gold Saucer, win from Schizo

Name: Dragon Scales

Effect: water attack on all enemies

Where: Sea Worms and also a prize at the submarine game

Name: Dream Powder
Effect: Casts Sleepel on all enemies
Where: Morph Crown Lance

Name: Earth Drum
Effect: Quake2 on all enemies
Where: Steal from Christopher [looks like a jester, crater]

Name: Earth Harp
Effect: Nothing, give to the traveler for a VERY good prize
Where: Just kill Emerald Weapon. Easy enough, right?

Name: Earth Mallet
Effect: Quake3 on all enemies
Where: Won from Gigas

Name: Echo Screen
Effect: remove silence Status
Where: most shops around the world

Name: Elixir
Effect: Restore all HP and MP to one target, cures multiple status effects too.
Where: Steal from Gighee, Steal from Master Tonberry, Won from Dark Dragon

Name: Ether
Effect: gives one target 100 MP
Where: Some item shops, many enemies drop these

Name: Eye Drop
Effect: removes the dark status
Where: most items shops

Name: Final Heaven
Effect: Tifa's Level 4 Limit Break
Where: Tifa's Piano, Late Disc2 and onward.

Name: Fire Fang
Effect: Fire2 on all enemies
Where: Chocobo Racing Prize

Name: Fire Veil
Effect: Fire3 on all enemies
Where: Bought in Wutai

Name: Gambler
Effect: none
Where: another great special battle prize at the battle square

Name: Ghost Hand
Effect: Absorb MP from one enemy [like osmose in other ff games]
Where: Won and stolen from Ghosts

Name: Graviball
Effect: Casts demi on one enemy
Where: Steal or win from Deenglows. Steal from Shadow Maker

Name: Great Gospel
Effect: Aeris's Level 4 Limit Break
Where: Give the Mythril to the blacksmith and choose the object in the SMALL box.

Name: Grenade
Effect: Non-elemental damage to one enemy
Where: most item/weapon shops in the early parts of the game

Name: Guide Book
Effect: None, give to the traveler in Kalm for the Underwater Materia
Where: Morph a Ghost Ship in the Junon reactor

Name: Guard Source
Effect: Raises Vitality by one point
Where: Morph Armored Golem, Morph Bagnaranada, Morph Maximum Kimaria, Morph Spiral, Morph Unknown 2

Name: Gysahl Greens
Effect: Stamina up for Chocobos
Where: Chocobo Farm

Name: Hero Drink
Effect: Raises stats during battle.

Where: Chocobo Square Racing Prize, Icicle, Crater

Name: Hi-Potion

Effect: Recover 500 HP to one target

Where: Most item shops

Name: Highwind

Effect: Cid's Level 4 Limit Break

Where: Sunken Gelnika

Name: Holy Torch

Effect: Casts Despell on all enemies

Where: Morph Stilvas or Evil heads.

Name: Hourglass

Effect: Casts stop on all enemies

Where: Morph Kimara Bug

Name: Hyper

Effect: Cures Sadness and Causes Fury

Where: most item shops

Name: Ice Crystal

Effect: Ice3 on all enemies

Where: Won from snow, morph Bandersnatch

Name: Impaler

Effect: Casts Toad on one enemy

Where: Buy from Junon, steal from Touch me

Name: Ink

Effect: Causes Darkness to one enemy

Where: Won from Submarine game in the Wonder Square. Steal from Bad Rap.

Name: Krakka Greens

Effect: Intelligence up for chocobos

Where: Chocobo Farm

Name: Kiss of Death

Effect: Casts death on all enemies

Where: Win from Death Dealer

Name: Lasan Nut

Effect: Breeding Chocobos, utterly useless as far as I can tell

Where: Chocobo Farm

Name: Light Curtain

Effect: Casts barrier on all allies

Where: Morph Corvettes

Name: Loco Weed

Effect: Casts Confu on all enemies

Where: Win from Solider: 3rd and Corvette

Name: Luchile Nut

Effect: Breeding Chocobos, utterly useless as far as I can tell

Where: Chocobo Farm

Name: Luck Source

Effect: Raises luck by one point

Where: Morph Bad Rap

Name: Lunar Curtain

Effect: Casts Mbarrier on all allies

Where: Won from Foulancer and Garuda in the Da Chao Statues

Name: M-Tentacles

Effect: Bio3 on all enemies

Where: Marlboros drop these

Name: Magic Source

Effect: Raises magic by one point

Where: Morph Unknown 3 and 8 eyes

Name: Maiden's Kiss

Effect: Removes Toad status

Where: sold in some item shops

Name: Masamune Blade

Effect: nothing

Where: prize from the speed square in the gold saucer

Name: Megalixir

Effect: Recover all HP/MP and some statuses for ALL party members

Where: Steal from Master Tonberry

Name: Mimett Greens

Effect: Stamina and Speed up for Chocobos.

Where: Chocobo Farm

Name: Mind Source

Effect: Raises Spirit by one point

Where: Morph Dragon Rider or Serpent.

Name: Mirror

Effect: Casts reflect on all allies

Where: Won from Mirage

Name: Molotov

Effect: Physical and Fire damage to a target

Where: Bought in many weapon stores

Name: Mute Mask

Effect: Casts silence on all enemies

Where: Won from Bahba Velamyu, steal from crazy saw

Name: Omnislash

Effect: Cloud's Level 4 limit break

Where: get it for a large amount of BP in the battle square of the gold saucer, amount varies with location in the game.

Name: Pahsana Greens

Effect: Intelligence up for chocobos

Where: Chocobo Farm

Name: Phoenix Down

Effect: removes KO status from one character

Where: most item shops. In fact, I think it may be ALL item shops

Name: Pepio Nut

Effect: Breeding Chocobos, utterly useless as far as I can tell
Where: Chocobo Farm

Name: Porov Nut
Effect: Breeding Chocobos, utterly useless as far as I can tell
Where: Chocobo Sage

Name: Potion
Effect: Recover 100 hp to one character
Where: almost any item shop

Name: Power Source
Effect: Raise Strength by one point
Where: Morph Heavy Tank, Screamer, and Unknowns

Name: Pram Nut
Effect: Breeding Chocobos, utterly useless as far as I can tell
Where: Chocobo Sage

Name: Reagan Greens
Effect: Speed and Stamina up for chocobos
Where: Chocobo Sage

Name: Remedy
Effect: removes all status [not KO] from one target
Where: most item shops

Name: Right Arm
Effect: Non-elemental damage to one target
Where: Steal from Bomb, Prize at the Battle Square

Name: S-Mine
Effect: Non-Elemental damage to one target
Where: Buy from item shops

Name: Saraha Nut
Effect: Breeding Chocobos, utterly useless as far as I can tell
Where: Chocobo Farm

Name: Save Crystal

Effect: creates a save point in the crater
Where: Crater, entrance

Name: Shrapnel
Effect: Physical/Fire damage to one enemy
Where: Win or Morph Bombs

Name: Shrivel
Effect: inflicts all targets with Mini status
Where: Win or Steal from Grimguard

Name: Smoke Bomb
Effect: Escape from the current battle
Where: Win from Edgehead and Gi Spectre

Name: Soft
Effect: Removes petrify status
Where: most item stores

Name: Speed Drink
Effect: Casts Haste on one ally
Where: Morph Formula

Name: Speed Source
Effect: Raises Dexterity by one point
Where: Morph Poodler

Name: Spider Web
Effect: Casts slow on all enemies
Where: Win from Grashstrike, steal from Kimara Bug

Name: Stardust
Effect: Casts Comet2
Where: Purchase from the Battle Square in the Gold Saucer

Name: Super Sweeper
Effect: Nothing
Where: Speed Square prize

Name: Swift Bolt

Effect: Bolt3 to all enemies

Where: Bought in Wutai

Name: Sylkis Greens

Effect: Speed, Intelligence, and Stamina up for chocobos

Where: Chocobo Sage

Name: T/S Bomb

Effect: Demi2 on one enemy

Where: Gotten from Flapbeat

Name: Tantal Greens

Effect: Stamina and Intelligence up for Chocobos

Where: Chocobo Farm

Name: Tent

Effect: Restore all HP/MP to allies. May only be used in places in which you can save.

Where: Most Item shops

Name: Tissue

Effect: Nothing

Where: Battle Square prize

Name: Tranquilizer

Effect: removes fury status, causes sadness

Where: bought in most item shops

Name: Turbo Ether

Effect: Recover all MP for one target

Where: Stolen and won from several enemies including Ancient Dragon and Jersey.

Name: Vaccine

Effect: prevents any status changes and curing of one target

Where: Morph Dark Dragon

Name: Vagyrisk Claw

Effect: Petrifies one target

Where: Won from Commander Grand Horn

Name: Vampire Fang
Effect: Steals HP from target and gives it to the item user
Where: Win from Blackbat and Evil Head

Name: X-Potion
Effect: Recover Maximum HP for one target. HP gained can not exceed 9,999.
Where: Won and stolen from many enemies, most notably Bizarre Bug

Name: War Gong
Effect: Puts all targets into Berserk status
Where: Steal from Behemoth

Name: Zeio Nut
Effect: Used to breed a Gold Chocobo
Where: Steal from Goblins

v) Accessories

There are several accessories available in Final Fantasy VII. A character may wear only one accessory at a time though.

Name: Amulet
Effect: Luck +10
Where: Buy from the Mideel Accessory Store

Name: Bolt Ring
Effect: Nullify Lightning Attacks
Where: Buy from the Mideel Accessory Store, Obtained by having the last two digits in your current battle count being the same number, and an even number. If they are both the same with odd numbers you will get Mythril.

Name: Cat's Bell
Effect: Recover 2hp per step on the map. If you have 7775 HP, you will NOT be able to take one step to get to 7777 HP
Where: Chocobo Races Prize, Classes S and A

Name: Champion Belt
Effect: Strength and Vitality + 30
Where: Prize at the Battle Arena.

Name: Chocobo Feather

Effect: Dexterity +10

Where: Buy in the Mideel Accessory shop, Buy in Wutai Item shop. Win from Dio if you win all of the battles when you show off for him!

Name: Circlet

Effect: Magic and Spirit +30

Where: Steal from Snow, Steal from Ultimate Weapon [Air Battles], Steal from Ho-Chu's in the battle square

Name: Cursed Ring

Effect: 60 second death timer over head. All primary stats up between 15 and 50 points per stat. This accessory is ungodly powerful.

Where: Steal from Ultimate Weapon during the Mideel attack. Do the beat-up useless old key events in mideel.

Name: Earring

Effect: Mag +10

Where: Buy at the Rocket Town Accessory Shop

Name: Fairy Ring

Effect: Prevents Darkness and Poison

Where: Cave of Gi, buy in the Mideel Accessory Shop

Name: Fire Ring

Effect: Nullifies Fire

Where: Basement in the Vila of Costa Del Sol. Buy from the Mideel Accessory shop

Name: Fury Ring

Effect: Automatically in Berserk mode

Where: Battle Square Prize [early disc1 only], Buy from the Gongaga Accessory shop

Name: Headband

Effect: Prevents Sleep

Where: Buy from Junon Accessory Shop, Gongaga Accessory Shop

Name: Hypnocrown

Effect: Increased chance to Manipulate enemies

Where: In the Corral Valley Mines, very start of Disc2

Name: Ice Ring
Effect: Nullify Ice Attacks
Where: Won from Chekov [Wutai Pagoda], Buy from the Accessory Shop in Mideel

Name: Jem Ring
Effect: Prevents Petrify, Slow Petrify and Paralyze
Where: Won from the Materia Keeper, buy from the Mideel Accessory Shop

Name: Peace Ring
Effect: Immune to Sadness, Fury, Confusion, and Berserk
Where: Won from Rapps

Name: Poison Ring
Effect: Absorbs Poison attacks, prevents Poison Status
Where: Chest in the Whirlwind maze

Name: Power Wrist
Effect: Strength +10
Where: Won from Bottomswell, Buy from the Rocket Town Accessory Shop

Name: Protect Ring
Effect: Automatically set up with a Barrier and an MBarrier
Where: Morph Movers in the Crater, Steal from Schizo Right

Name: Protect Vest
Effect: Vitality +10
Where: Won from Rufus, Buy from the Rocket Town Accessory Shop

Name: Reflect Ring
Effect: Automatically sets up reflect
Where: Steal from Ultimate Weapon [land battles] Win from JENOVA-DEATH

Name: Ribbon
Effect: Prevents Berserk, Confusion, Condemned [slow death], Darkness, Fury, Mini, Paralyze, Petrify, Poison, Sadness, Sleep, Slow-Numb, Toad
Where: Temple of the Ancients, Hidden room in Gaea's Cliff across an ice bridge Morph Ho-Chu's in the battle arena, morph Master Tonberrys in the crater. Also won after winning the Special Battle ten times.

Name: Safety Bit
Effect: Immune to Petrify, Slow Numb, condemned and Death

Where: Snowboarding mini game [track A first try only 90 points or more], Great Glacier, Rocket town ITEM store [disc2-3 only]

Name: Silver Glasses

Effect: Prevents Darkness

Where: Junon Accessory Store, Gongaga Accessory Store, scoring Zero points in the dance for Rufus.

Do not ever let anyone catch you using these. Perhaps the most worthless items in the game. Did I say perhaps, Defcon, I meant the most worthless.

Name: Sneak Glove

Effect: Higher rate of stealing

Where: Buy from the man who sold you batteries in the wall market for 129,000 gil on disc2 or 3 only.

Name: Sprint Shoes

Effect: Automatically sets you in haste, also allows a character to face the proper way if back attacked before any damage is dealt. *note: being affected by any status at the start of a battle in which your back is turned will cause you to turn around and face the proper way.

Where: Battle Arena, talk to the man near it after winning it completely for your first time. Chocobo Racing Prize.

Name: Star Pendant

Effect: Prevents Poison

Where: Coupon A, Won from Motor Ball, Gongaga Accessory Shop

Name: Talisman

Effect: Spirit +10

Where: Won from Sample:H0512, Buy from the Gongaga Accessory Store

Name: Tetra Elemental

Effect: Absorbs Fire, Earth, Ice and Lightning attacks

Where: Morph Cactuers [cactuer island variety only], In chest on the right path of the crater.

Name: Tough Ring

Effect: Vitality and Spirit +50

Where: Steal from Reno at any battle with him on Disc2.

Name: Water Ring

Effect: Absorbs water attacks

Where: Steal from Acrophies, Steal from Serpents, Chest one screen after the sleeping forest under a large hollowed out tree.

Name: White Cape
 Effect: Prevents Mini and Toad
 Where: Won from JENOVA-BIRTH, bought from the Mideel and Gongaga Accessory Stores

 vi) Armor

First just a chart of all of the armors in the game. For a more in-depth look at any particular one just scroll down directly beyond this.

Armor Chart [Alphabetical]

Name	Def	Mdf	Df%	MD%	Slots	Growth	Other
Adaman Bangle	93	23	0	0	o=o	normal	
Aegis Armlet	55	86	15	50	o=o o=o	normal	
Aurora Armlet	76	54	8	3	o=o o=o	normal	
Bolt Armlet	74	55	8	3	o=o o=o	normal	
Bronze Bangle	8	0	0	0	none	none	
Carbon Bangle	14	3	0	0	o=o o	normal	
Chocobo Bracelet	35	38	10	10	o o o o	normal	+30 Dex
Crystal Bangle	70	45	8	1	o=o o=o o=o	normal	
Diamond Bangle	57	37	6	0	o=o o=o o	normal	
Dragon Armlet	58	47	3	2	o=o o=o o=o	normal	
Edincoat	50	33	0	0	o o o o o o o	normal	+5 Mag
Escort Guard	62	55	5	0	o=o o=o o=o	normal	
Fire Armlet	72	52	8	3	o=o o=o	normal	
Four Slots	12	10	0	0	o o o o	normal	
Fourth Bracelet	74	100	3	3	o=o o=o o	normal	+20 Mag
Gigas Armlet	59	0	0	0	o=o o=o o	none	+30 Str
Gold Armlet	46	28	4	0	o=o o=o	normal	
Imperial Guard	82	74	0	0	o=o o=o o=o	normal	
Iron Bangle	10	2	0	0	o	normal	
Minerva Band	60	57	8	0	o=o o=o o=o	normal	
Mystile	65	70	50	60	o=o o=o o=o	normal	
Mythril Armlet	18	8	3	0	o=o	normal	
Platinum Bangle	20	12	0	0	o o	double	
Precious Watch	0	0	0	0	o o o o o o o o	normal	
Rune Armlet	43	24	5	0	o o o o	double	
Shinra Alpha	77	34	0	0	o=o o=o o=o	normal	
Shinra Beta	30	0	0	0	o=o o o	normal	
Silver Armlet	34	22	4	0	o=o o o	normal	
Titan Bangle	14	4	2	0	o o	normal	
Warrior Bangle	96	21	0	0	o=o o=o	none	+20 Str
Wizard Bracelet	6	85	3	3	o=o o=o o=o o=o	normal	+20 Mag
Ziedrich	100	98	15	18	none	none	+20 Mg St

Under 'location' if only a town is listed, that means you can buy it there.
 For 'slots' s = separated c = connected. Notes will contain any elemental strength and any stat boost.

Armor Name: Bronze Bangle
Defense: 8
MDefense: 0
Defense %: 0
MDefese %: 0
Growth: none
Slots: none
Location: Cloud, Tifa, Aeris and Barret's Initial Armor
Cost: can not buy
Other: none

Armor Name: Iron Bangle
Defense: 10
MDefense: 2
Defense %: 0
MDefese %: 0
Growth: Normal
Slots: 1
Location: Sector Seven Weapon Shop
Cost: 160
Other: none

Armor Name: Titan Bangle
Defense: 14
MDefense: 4
Defense %: 2
MDefese %: 0
Growth: Normal
Slots: 2s
Location: Wall Market, Win from Air buster
Cost: 280
Other: none

Armor Name: Mythril Armlet
Defense: 18
MDefense: 8
Defense %: 3
MDefese %: 0
Growth: Normal
Slots: 2c
Location: Wall Market, Junon, Kalm. Win from Heli gunner
Cost: 350
Other: none

Armor Name: Four Slots
Defense: 12
MDefense: 10
Defense %: 0
MDefese %: 0
Growth: Normal
Slots: 4s

Location: Costa Del Sol, Shinra Building, 63rd floor prize

Cost: 1300

Other: none

Armor Name: Platinum Bangle

Defense: 20

MDefense: 12

Defense %: 0

MDefese %: 0

Growth: Double

Slots: 2s

Location: Costa Del Sol, Steal from Death Claw

Cost: 1800

Other: first double growth armor

Armor Name: Carbon Bangle

Defense: 27

MDefense: 14

Defense %: 3

MDefese %: 0

Growth: Normal

Slots: 2c 1s

Location: Steal from Moth Slasher [Shinra Building], Costa Del Sol, North Corel

Cost: 800

Other: a very strong armor which can be gotten by stealing well before you will be able to purchase it. Yuffie comes with it at low levels.

Armor Name: Shinra Beta

Defense: 30

MDefense: 0

Defense %: 0

MDefese %: 0

Growth: Normal

Slots: 2c 2s

Location: Steal from Shinra Marines [Shinra Boat]

Cost: can not buy

Other: none

Armor Name: Silver Armlet

Defense: 34

MDefense: 22

Defense %: 4

MDefese %: 0

Growth: Normal

Slots: 2c 2s

Location: Win From Dyne, Cait Sith and Vincent come equipped with them, Cosmo Canyon

Cost: 1300

Other: none

Armor Name: Gold Armlet

Defense: 46

MDefense: 28

Defense %: 4

MDefese %: 0

Growth: Normal

Slots: 4c

Location: Rocket town. Steal from Dragon. Cid comes with it.

Cost: 2000

Other: none

Armor Name: Adaman Bangle

Defense: 93

MDefense: 23

Defense %: 0

MDefese %: 0

Growth: normal

Slots: 2c

Location: Steal from Adamantaimai

Cost: can not buy

Other: none

Armor Name: Fourth Bracelet

Defense: 74

MDefense: 100

Defense %: 3

MDefese %: 3

Growth: Normal

Slots: 4c 1s

Location: In a chest found in Rocket Town upon getting the Highwind

Cost: Can not buy

Other: Magic +20

Armor Name: Edincoat

Defense: 50

MDefense: 33

Defense %: 0

MDefese %: 0

Growth: normal

Slots: 7s

Location: Win from Palmer. Rocket town [disc2]

Cost: 8000

Other: Magic +5

Armor Name: Dragon Armlet

Defense: 58

MDefense: 47

Defense %: 3

MDefese %: 2

Growth: Normal

Slots: 6c

Location: Win from Red Dragon, Win from Blue Dragon, Steal from Dark Dragon

Cost: can not buy
Other: halves Fire, Ice, and Lightning attacks

Armor Name: Gigas Armlet
Defense: 59
MDefense: 0
Defense %: 0
MDefese %: 0
Growth: None
Slots: 4c 1s
Location: Win from Demon's Gate, Steal from Gigas.
Cost: can not buy
Other: Strength +30!

Armor Name: Rune Armlet
Defense: 43
MDefense: 24
Defense %: 5
MDefese %: 0
Growth: Double
Slots: 4s
Location: Bone Village
Cost: 3700
Other: Best Double Growth Armor

Armor Name: Wizard Bracelet
Defense: 6
MDefense: 85
Defense %: 3
MDefese %: 3
Growth: Normal
Slots: 8c
Location: Win from Jenova Life, Steal from Epiolnis, Mideel
Cost: 12000
Other: Magic +20

Armor Name: Diamond Bangle
Defense: 57
MDefense: 37
Defense %: 6
MDefese %: 0
Growth: 4c 1s
Slots: Normal
Location: Bone Village
Cost: 3200
Other: none

Armor Name: Fire Armlet
Defense: 72
MDefense: 52

Defense %: 8
MDefese %: 3
Growth: Normal
Slots: 4c
Location: Gaea's Cliff in the middle area near the icicles. Steal from Unknown
Cost: can not buy
Other: Absorbs Fire Attacks

Armor Name: Aurora [Ice] Armlet
Defense: 76
MDefense: 54
Defense %: 8
MDefese %: 3
Growth: Normal
Slots: 4c
Location: Forgotten Capital key room, Steal from Unknown2
Cost: Can not Buy
Other: Absorbs Ice attacks

Armor Name: Bolt Armlet
Defense: 74
MDefense: 55
Defense %: 8
MDefese %: 3
Growth: normal
Slots: 4c
Location: Chest in Corral Valley Mines, Steal from Unknown3
Cost: Can not buy
Other: Absorbs lightning attacks

Armor Name: Crystal Bangle
Defense: 70
MDefense: 45
Defense %: 8
MDefese %: 1
Growth: Normal
Slots: 6c
Location: Mideel
Cost: 4800
Other: none

Armor Name: Precious Watch
Defense: 0
MDefense: 0
Defense %: 0
MDefese %: 0
Growth: Normal
Slots: 8s
Location: Chocobo Racing Prize
Cost: can not buy
Other: none

Armor Name: Chocobo bracelet
Defense: 35
MDefense: 38
Defense %: 10
MDefese %: 10
Growth: Normal
Slots: 4s
Location: Chocobo Racing Prize
Cost: can not buy
Other: Dexterity +30

Armor Name: Warrior Bangle
Defense: 96
MDefense: 21
Defense %: 0
MDefese %: 0
Growth: None
Slots: 4c
Location: Stolen from Eagle Gun [one time item]
Cost: can not buy
Other: Strength +20

Armor Name: Shinra Alpha
Defense: 77
MDefense: 34
Defense %: 0
MDefese %: 0
Growth: Normal
Slots: 6c
Location: Stolen from Underwater MPs, Stolen From Shinra: 1st
Cost: can not buy
Other: none

Armor Name: Ziedrich
Defense: 100
MDefense: 98
Defense %: 15
MDefese %: 18
Growth: None
Slots: None
Location: Steal from Rude at any time on disc2
Cost: can not buy
Other: 1/2 damage from all elemental attacks. Strength and Magic +20

Armor Name: Escort Guard
Defense: 62
MDefense: 55
Defense %: 5
MDefense %: 0
Growth: Normal

Slots: 6c

Location: Gelnika Cargo Room, may also morph Iron Man into one.

Cost: can not buy

Other: Only worn by men. Nullifies Earth, Lightning, Poison and Water attacks.

Armor Name: Aegis Armlet

Defense: 55

MDefense: 86

Defense %: 15

MDefense %: 50

Growth: Normal

Slots: 4c

Location: Midgar Raid Sector 8

Cost: can not buy

Other: none

Armor Name: Minerva Band

Defense: 60

MDefense: 57

Defense %: 8

MDefense %: 0

Growth: Normal

Slots: 6c

Location: Ancient Forest, Steal from Elena

Cost: can not buy

Other: Nullifies Fire, Gravity, Holy, Ice - only worn by women [they have a larger chest in case you can not tell]

Armor Name: Imperial Guard

Defense: 82

MDefense: 74

Defense %: 0

MDefense %: 0

Growth: Normal

Slots: 6c

Location: Won from Grand Horn in the final battle at Fort Condor. Crater in a chest.

Cost: can not buy

Other: none

Armor Name: Mystile

Defense: 65

MDefense: 70

Defense %: 50

MDefense %: 60

Growth: Normal

Slots: 6c

Location: Midgar just before Hojo, Crater right path

Cost: can not buy

Other:

vii) Weapons

Weapons are sorted by character in the order you get that character. They are again sorted by their order on the menu when sorted by type.

Cloud

Weapon Name: Buster Sword
Attack: 18
Attack %: 96
Growth: Normal
Slots: 2c
Location: Cloud starts with this
Cost: can not buy
Other: Magic +2, can not sell

Weapon Name: Mythril Saber
Attack: 23
Attack %: 98
Growth: Normal
Slots: 2c 1s
Location: Bought in Kalm
Cost: 1000
Other: Magic +4

Weapon Name: Hardedge
Attack: 32
Attack %: 98
Growth: Normal
Slots: 2c 2s
Location: Steal from Soldier:3rd, Bought at Junon, Bought at Gongaga
Cost: 1500
Other: Magic +6

Weapon Name: Butterfly Edge
Attack: 39
Attack %: 100
Growth: Normal
Slots: 4c
Location: Bought at Cosmo Canyon
Cost: 2800
Other: Magic +8

Weapon Name: Enhance Sword
Attack: 43
Attack %: 107

Growth: Normal
Slots: 8c
Location: Gaea's Cliff, Bought in Junon on Disc2
Cost: 12000
Other: Magic +16

Weapon Name: Organics
Attack: 62
Attack %: 103
Growth: Normal
Slots: 4c 2s
Location: Bought at icicle
Cost: 12000
Other: Magic +15

Weapon Name: Crystal Sword
Attack: 76
Attack %: 105
Growth: Normal
Slots: 6c
Location: Bought at Mideel
Cost: 18000
Other: Magic +19

Weapon Name: Force Stealer
Attack: 36
Attack %: 100
Growth: Double
Slots: 3s
Location: Win at the Rufus Dance, Bought at North Corel
Cost: 2200
Other: Magic +7

Weapon Name: Rune Blade
Attack: 40
Attack %: 108
Growth: Double
Slots: 4s
Location: Mt. Nibel. Bought at Junon on Disc2
Cost: 3800
Other: Magic +9

Weapon Name: Murasame
Attack: 51
Attack %: 100
Growth: Normal
Slots: 4c 1s
Location: Bought in Wutai
Cost: 6500
Other: Magic +12

Weapon Name: Nail Bat
Attack: 70
Attack %: 100
Growth: None
Slots: None
Location: Temple of the Ancients, Bought in Junon, Disc2
Cost: 2800
Other:

Weapon Name: Yoshiyuki
Attack: 56
Attack %: 100
Growth: Normal
Slots: 2s
Location: Talk to the old man in rocket town and look at the rocket with him
Cost: can not buy
Other: Magic +9, Powers up when allies are KO'd

Weapon Name: Apocalypse
Attack: 88
Attack %: 110
Growth: TRIPLE!!!!!!
Slots: 3s
Location: Ancient Forest
Cost: Can not buy
Other: Magic +43, Spirit +16

Weapon Name: Heaven's Cloud
Attack: 93
Attack %: 100
Growth: Normal
Slots: 6s
Location: Gelnika
Cost: Can not Buy
Other: Magic +31

Weapon Name: Ragnarok
Attack: 97
Attack %: 105
Growth: Normal
Slots: 6c
Location: Won from Proud Clod
Cost: can not buy
Other: Magic + 43, Spirit +35

Weapon Name: Ultima Weapon
Attack: 100

Attack %: 110
Growth: None
Slots: 8c
Location: Won from Ultimate Weapon
Cost: can not buy
Other: Magic +51, Spirit +35, does more damage as your HP is higher. Changes color too ^_^

Barret

Weapon Name: Gatling Gun
Attack: 14
Attack %: 97
Growth: Normal
Slots: 1s
Location: Barret starts with this
Cost: can not buy
Other: Long Range Weapon, can not sell

Weapon Name: Assault Gun
Attack: 17
Attack %: 98
Growth: Normal
Slots: 2c
Location: Won from Guard Scorpion, Bought from Wall Market
Cost: 350
Other: Long Range Weapon, Magic +1

Weapon Name: Cannon Ball
Attack: 23
Attack %: 98
Growth: Normal
Slots: 2c 1s
Location: Bought in Kalm
Cost: 950
Other: Magic +2

Weapon Name: Atomic Scissors
Attack: 32
Attack %: 99
Growth: Normal
Slots: 2c 2s
Location: Steal from Custom Sweeper, Bought in Junon
Cost: 1400
Other: Magic +4

Weapon Name: Heavy Vulcan
Attack: 39

Attack %: 100
Growth: Normal
Slots: 2c 2s
Location: Bought at Cosmo Canyon
Cost: 2700
Other: Long Range Weapon, Magic +8

Weapon Name: Chainsaw
Attack: 52
Attack %: 100
Growth: Normal
Slots: 4c 1s
Location: Bought at Wutai
Cost: 6300
Other: Magic +10

Weapon Name: Micro laser
Attack: 63
Attack %: 101
Growth: Normal
Slots: 4c 2s
Location: Bought in Icicle
Cost: 12000
Other: Long Range Weapon, Magic +13

Weapon Name: AM Cannon
Attack: 77
Attack %: 103
Growth: Normal
Slots: 6c
Location: Bought at Mideel
Cost: 18000
Other: Long Range Weapon, Magic +16

Weapon Name: W-Machine Gun
Attack: 30
Attack %: 100
Growth: Double
Slots: 3s
Location: Mount Corel Tracks, Bought in Junon on Disc2
Cost: 2000
Other: Long Range Weapon, Magic +3

Weapon Name: Drill Arm
Attack: 37
Attack %: 97
Growth: Double
Slots: 4s
Location: Cids home, bought in Junon on Disc2
Cost: 3300

Other:

Weapon Name: Solid Bazooka
Attack: 61
Attack %: 100
Growth: Normal
Slots: 8c
Location: Bought at Costa Del Sol on Disc2
Cost: 16000
Other: Long Range Weapon, Magic +15

Weapon Name: Rocket Punch
Attack: 62
Attack %: 110
Growth: None
Slots: None
Location: Temple of the Ancients, bough in Junon on disc2
Cost: 3200
Other:

Weapon Name: Enemy Launcher
Attack: 35
Attack %: 100
Growth: Normal
Slots: 2c 3s
Location: Shinra Mansion, 2nd floor far left, Bought in Junon on Disc2
Cost: 3300
Other: Long Range Weapon, Magic +7

Weapon Name: Pile Banger
Attack: 80
Attack %: 90
Growth: None
Slots: 6c
Location: Shinra HQ 'item shop' on Disc2
Cost: can not buy
Other:

Weapon Name: Max Ray
Attack: 97
Attack %: 98
Growth: Normal
Slots: 6c
Location: Sector 8 underground disc2
Cost: can not buy
Other: Long Range Weapon, magic +30

Weapon Name: Missing Score

Attack: 98
Attack %: 108
Growth: None
Slots: 8c
Location: Midgar, steps between Proud Clod and Hojo, Barret MUST be in your party to get this
Cost: can not buy
Other: Long Range Weapon, Magic +49, Powers up with more AP on the materia on the weapon

Tifa

Weapon Name: Leather Glove
Attack: 13
Attack %: 99
Growth: Normal
Slots: 1s
Location: Tifa Starts with this
Cost: can not buy
Other:

Weapon Name: Metal Knuckle
Attack: 18
Attack %: 102
Growth: Normal
Slots: 2c
Location: Bought in Wall Market
Cost: 320
Other: Magic +1

Weapon Name: Mythril Claw
Attack: 24
Attack %: 106
Growth: Normal
Slots: 2c 1s
Location: Bought in Kalm
Cost: 750
Other: Magic +3

Weapon Name: Grand Glove
Attack: 31
Attack %: 110
Growth: Normal
Slots: 2c 2s
Location: Steal from Madouge, Bought in Junon or Gongaga
Cost: 1200
Other: Magic +6

Weapon Name: Tiger Fang
Attack: 38
Attack %: 110
Growth: Normal
Slots: 4c
Location: Bought in Cosmo Canyon
Cost: 2500
Other: Magic +8

Weapon Name: Diamond Knuckle
Attack: 51
Attack %: 112
Growth: Normal
Slots: 4c 1s
Location: Bought in Wutai
Cost: 5800
Other: Magic +10

Weapon Name: Dragon Claw
Attack: 62
Attack %: 114
Growth: Normal
Slots: 4c 2s
Location: Bought in Icicle
Cost: 10000
Other: Magic +13

Weapon Name: Crystal Glove
Attack: 75
Attack %: 115
Growth: Normal
Slots: 6c
Location: Bought in Mideel
Cost: 16000
Other: Magic +16

Weapon Name: Motor Drive
Attack: 27
Attack %: 106
Growth: Double
Slots: 3s
Location: Costa Del Sol Villa Basement
Cost: can not buy
Other: Magic +6

Weapon Name: Platinum Fist
Attack: 30
Attack %: 108
Growth: Double

Slots: 4s
Location: Tifa's Home held by a black caped man, Bought in Junon on Disc2
Cost: 2700
Other: Magic +7

Weapon Name: Kaiser Knuckle
Attack: 44
Attack %: 110
Growth: Normal
Slots: 2c 6s
Location: Whirlwind Maze, Bought in Costa Del Sol on Disc2
Cost: 15000
Other: Magic +13

Weapon Name: Work Glove
Attack: 68
Attack %: 114
Growth: None
Slots: None
Location: Temple of the Ancients Cave room
Cost: 2200
Other:

Weapon Name: Powersoul
Attack: 28
Attack %: 106
Growth: Double
Slots: 4s
Location: Mt. Nibel, Bought in Junon on Disc2
Cost: 4200
Other: Magic +7, powers up as Tifa's life goes down

Weapon Name: Masterfist
Attack: 38
Attack %: 108
Growth: Normal
Slots: 6s
Location: Shinra Building Disc2
Cost: can not buy
Other: powers up as Tifa's statuses change

1 + [Near-death, Poison, Sadness, Silence, Slow, Darkness] + 2 *
[Death-sentence, Slow-numb] [Thanks Terence!]

How this works? It has a basic attack by default. For each other status she is being hurt by, it gains another +1 times its normal attack, if the status is one of the last two, she gets +2 extra for those two. The total increase is +11, but she will be dead meat if she has all of those

Weapon Name: God's Hand

Attack: 86
Attack %: 255
Growth: Normal
Slots: 4c
Location: Won from Carry Armor
Cost: can not buy
Other: Magic +34

Weapon Name: Premium Heart
Attack: 99
Attack %: 112
Growth: None
Slots: 8c
Location: The shop labeled 'item' in the wall market Disc2 & 3 only!!!
Cost: Can not buy
Other: Magic +32, This weapon powers up when Tifa's limit bar gets closer to full. Also, having the set limit level of 3 and a half full bar will do more damage than having a set limit level of 1 and a half full bar.

Aeris

Weapon Name: Guard Stick
Attack: 12
Attack %: 99
Growth: normal
Slots: 1s
Location: Aeris Starts with this
Cost: can not buy
Other: Vit +1, Spirit +4, Magic +2

Weapon Name: Mythril Rod
Attack: 16
Attack %: 100
Growth: normal
Slots: 2c
Location: Buy at Wall Market
Cost: 370
Other: Magic +3

Weapon Name: Full Metal Staff
Attack: 22
Attack %: 100
Growth: Normal
Slots: 2c 1s
Location: Buy in Kalm
Cost: 800
Other: Magic +4

Weapon Name: Striking Staff
Attack: 32
Attack %: 100
Growth: Normal
Slots: 2c 2s
Location: Steal from Eligor, Buy in Junon and Gongaga
Cost: 1300
Other: Magic +7

Weapon Name: Prism Staff
Attack: 40
Attack %: 105
Growth: Normal
Slots: 4c
Location: Bought in Cosmo Canyon
Cost: 2600
Other: Magic +9

Weapon Name: Wizard Staff
Attack: 28
Attack %: 100
Growth: Double
Slots: 3s
Location: Fall through the tracks on Mount Corel, Bought at Junon Disc2
Cost: 1800
Other: Magic +6

Weapon Name: Fairy Tale
Attack: 37
Attack %: 103
Growth: Normal
Slots: 7s
Location: Won from the Turks in Gongaga
Cost: can not buy
Other: Magic +8

Weapon Name: Wizer Staff
Attack: 33
Attack %: 100
Growth: Double
Slots: 4s
Location: Won from Gi Nattak, bought in Junon
Cost: 3200
Other: Magic +7

Weapon Name: Aurora Rod
Attack: 51
Attack %: 110
Growth: Normal
Slots: 4c 1s

Location: Bought in Wutai
Cost: 5800
Other: Magic +13

Weapon Name: Umbrella
Attack: 58
Attack %: 118
Growth: None
Slots: None
Location: Win from the speed square getting a score of 5000 points or better
Cost: can not buy
Other: Magic +10, Vitality +20

Weapon Name: Princess Guard
Attack: 52
Attack %: 111
Growth: Normal
Slots: 6c 1s
Location: Temple of the Ancients clock room, IV
Cost: can not buy
Other: Magic +22, Spirit +20, Vitality +12

Red XIII

Weapon Name: Mythril Clip
Attack: 24
Attack %: 100
Growth: Normal
Slots: 2c 1s
Location: Red Starts the game with this, Bought in Junon
Cost: 800
Other: Magic +6

Weapon Name: Diamond Pin
Attack: 33
Attack %: 102
Growth: Normal
Slots: 2c 2s
Location: Stolen from Bagnaranada, Bought in Gongaga
Cost: 1300
Other: Magic +8

Weapon Name: Silver Barrette
Attack: 40
Attack %: 110
Growth: Normal
Slots: 4c
Location: Bought in Cosmo Canyon

Cost: 2500
Other: Magic +10

Weapon Name: Gold Barrette
Attack: 50
Attack %: 104
Growth: Normal
Slots: 4c 1s
Location: Bought in Wutai
Cost: 6000
Other: Magic +13

Weapon Name: Adaman Clip
Attack: 60
Attack %: 106
Growth: Normal
Slots: 4c 2s
Location: Bought in Icicle
Cost: 11000
Other: Magic +15

Weapon Name: Crystal Comb
Attack: 76
Attack %: 108
Growth: Normal
Slots: 6c
Location: Bought From Mideel
Cost: 17000
Other: Magic +20

Weapon Name: Magic Comb
Attack: 37
Attack %: 100
Growth: Double
Slots: 3s
Location: Won from the Fort Condor battles, bought in Junon on Disc2
Cost: 2000
Other: Magic +4

Weapon Name: Plus Barrette
Attack: 39
Attack %: 104
Growth: Double
Slots: 4s
Location: Mt. Nibel, Bought in Junon on Disc2
Cost: 3500
Other: Magic +12

Weapon Name: Centclip
Attack: 58
Attack %: 108
Growth: Normal
Slots: 8s
Location: Bought in Costa Del Sol on Disc2
Cost: 14000
Other: Magic +22

Weapon Name: Hairpin
Attack: 57
Attack %: 120
Growth: None
Slots: None
Location: Godo's House in Wutai, buy in Junon on Disc2
Cost: 6000
Other: Long Range Weapon, Magic +15

Weapon Name: Seraph Comb
Attack: 68
Attack %: 110
Growth: Normal
Slots: 4s
Location: Received after the events with Seto
Cost: can not buy
Other: Memento of Seto, Can not sell

Weapon Name: Behemoth Horn
Attack: 91
Attack %: 75
Growth: Normal
Slots: 6s
Location: Shinra Building back stairs disc2 only
Cost: can not buy
Other: Magic +26, Vitality +35, Spirit +18

Weapon Name: Spring Gun Clip
Attack: 87
Attack %: 100
Growth: Normal
Slots: 6c
Location: Ancient Forest
Cost: can not buy
Other: Magic +55

Weapon Name: Limited Moon
Attack: 93
Attack %: 114
Growth: None
Slots: 8c

Location: Bugenhagen disc3 only

Cost: can not buy

Other: Magic +31, Does more damage when you have more MP

Yuffie

Weapon Name: 4-Point Shuriken

Attack: 23

Attack %: 100

Growth: Normal

Slots: 2c 1s

Location: Yuffie Starts with this

Cost: can not buy

Other: Long Range Weapon, Magic +6

Weapon Name: Boomerang

Attack: 30

Attack %: 101

Growth: Normal

Slots: 2c 2s

Location: Steal from Formula, Bought in Junon and Gongaga

Cost: 1400

Other: Long Range Weapon, Magic +7

Weapon Name: Pinwheel

Attack: 37

Attack %: 104

Growth: Normal

Slots: 4c

Location: Bought in Cosmo Canyon

Cost: 2600

Other: Long Range Weapon, Magic +9

Weapon Name: Razor Wing

Attack: 49

Attack %: 105

Growth: Normal

Slots: 4c 1s

Location: Bought in Wutai

Cost: 6000

Other: Long Range Weapon, Magic +12

Weapon Name: Hawkeye

Attack: 61

Attack %: 107

Growth: Normal

Slots: 4c 2s

Location: Bought in Icicle

Cost: 12000
Other: Long Range Weapon, Magic +14

Weapon Name: Crystal Cross
Attack: 74
Attack %: 110
Growth: Normal
Slots: 6c
Location: Bought in Mideel
Cost: 18000
Other: Long Range Weapon, Magic +18

Weapon Name: Wind Slash
Attack: 30
Attack %: 103
Growth: Double
Slots: 3s
Location: Shinra Boat, Bought in Junon on disc2
Cost: 2000
Other: Long Range Weapon, Magic +7

Weapon Name: Twin Viper
Attack: 36
Attack %: 108
Growth: Double
Slots: 4s
Location: Shinra Mansion, Bought in Junon on disc2
Cost: 3200
Other: Long Range Weapon, Magic +8

Weapon Name: Spiral Shuriken
Attack: 68
Attack %: 110
Growth: Normal
Slots: 2c 6s
Location: Bought in Costa Del Sol on Disc2
Cost: 14000
Other: Long Range Weapon, Magic +18

Weapon Name: Superball
Attack: 68
Attack %: 120
Growth: None
Slots: None
Location: Win from Fort Condor Battles, Bought in Junon on Disc2
Cost: 3000
Other: Long Range Weapon, Magic +10

Weapon Name: Magic Shuriken

Attack: 64

Attack %: 113

Growth: Normal

Slots: 3s

Location: Bought from Junon on Disc2, Found in Godo's House in Wutai

Cost: 6000

Other: Long Range Weapon, Dex +10

Weapon Name: Rising Sun

Attack: 68

Attack %: 108

Growth: Double

Slots: 4c

Location: Steal from Diamond Weapon

Cost: can not buy

Other: Long Range Weapon, Magic +[???

Weapon Name: Oritsuru

Attack: 90

Attack %: 116

Growth: Normal

Slots: 4c 4s

Location: Statues in Wutai, beyond the fire areas

Cost: Can not buy

Other: Long Range Weapon, Magic +38

Weapon Name: Conformer

Attack: 96

Attack %: 112

Growth: None

Slots: 8c

Location: Gelnika Cargo Room

Cost: can not buy

Other: Long Range Weapon, Magic +42, Powers up with enemy level. This weapon is grossly overpowered. It does not suffer a morph penalty making Yuffie an ideal morpher. Also, when attacking an ally, it will deal no damage to that ally since allies do not have an enemy level.

Cait Sith

Weapon Name: Yellow M-Phone

Attack: 36

Attack %: 100

Growth: Normal

Slots: 2c 1s

Location: Cait Sith Starts with this, Bought in Junon on disc2

Cost: 500

Other: Magic +8

Weapon Name: Green M-Phone
Attack: 41
Attack %: 100
Growth: Normal
Slots: 4c
Location: Bought at Cosmo Canyon
Cost: 2400
Other: Magic +9

Weapon Name: Blue M-Phone
Attack: 48
Attack %: 100
Growth: Normal
Slots: 4c 1s
Location: Bought in Wutai
Cost: 5500
Other: Magic +10

Weapon Name: Red M-Phone
Attack: 60
Attack %: 100
Growth: Normal
Slots: 4c 2s
Location: Bought at Icicle
Cost: 11000
Other: Magic +15

Weapon Name: Crystal M-Phone
Attack: 74
Attack %: 100
Growth: Normal
Slots: 6c
Location: Bought at Mideel
Cost: 18000
Other: Magic +20

Weapon Name: White M-Phone
Attack: 35
Attack %: 102
Growth: Double
Slots: 3s
Location: Found in Gongaga, Bought at Junon on Disc2
Cost: 2300
Other: Magic +8

Weapon Name: Black M-Phone
Attack: 31
Attack %: 104

Growth: Double
Slots: 4s
Location: Cave of Gi, Bought at Junon on Disc2
Cost: 2800
Other: Magic +10

Weapon Name: Silver M-Phone
Attack: 28
Attack %: 106
Growth: Normal
Slots: 8s
Location: Shinra Mansion, Bought at Junon on Disc2
Cost: 3300
Other: Magic +14

Weapon Name: Trumpet Shell
Attack: 68
Attack %: 118
Growth: None
Slots: None
Location: Temple of the Ancients, Bought in Junon on disc2
Cost: 3000
Other: Magic +2

Weapon Name: Gold M-Phone
Attack: 58
Attack %: 103
Growth: Normal
Slots: 8c
Location: Bought at Costa Del Sol on Disc2
Cost: 15000
Other: Magic +28

Weapon Name: Battle Trumpet
Attack: 95
Attack %: 95
Growth: None
Slots: 6c
Location: Junon Reactor
Cost: can not buy
Other:

Weapon Name: Starlight Phone
Attack: 88
Attack %: 102
Growth: Normal
Slots: 8c
Location: Sector 8 underground Midgar Disc2
Cost: can not buy

Other: Magic +31, Vitality +30

Weapon Name: HP Shout

Attack: 95

Attack %: 110

Growth: None

Slots: 8c

Location: 64th floor of the Shinra Building, Disc2 only

Cost: can not buy

Other: Magic +44, the higher your HP, the more damage you do.

Vincent

Weapon Name: Quicksilver

Attack: 38

Attack %: 110

Growth: Normal

Slots: 2c 2s

Location: Vincent Starts with this, Bought in Junon on disc2

Cost: 1000

Other: Long Range Weapon, Magic +10

Weapon Name: Shotgun

Attack: 48

Attack %: 112

Growth: Normal

Slots: 4c

Location: Bought in Rocket Town

Cost: 3100

Other: Long Range Weapon, Magic +12

Weapon Name: Shortbarrel

Attack: 51

Attack %: 118

Growth: Normal

Slots: 4c 1s

Location: Bought in Wutai

Cost: 6400

Other: Long Range Weapon, Magic +14

Weapon Name: Lariat

Attack: 64

Attack %: 120

Growth: Normal

Slots: 4c 2s

Location: Bought in Icicle

Cost: 12000

Other: Long Range Weapon, Magic +16

Weapon Name: Winchester
Attack: 73
Attack %: 120
Growth: Normal
Slots: 6c
Location: Bought In Mideel
Cost: 18000
Other: Long Range Weapon, Magic +18

Weapon Name: Peacemaker
Attack: 38
Attack %: 118
Growth: Double
Slots: 3s
Location: Chest in Kalm, Bought in Junon on Disc2
Cost: 3500
Other: Long Range Weapon, Magic +8

Weapon Name: Buntline
Attack: 48
Attack %: 124
Growth: Double
Slots: 4c
Location: Bought at Junon on Disc2
Cost: 6800
Other: Long Range Weapon, Magic +18

Weapon Name: Long Barrel R
Attack: 66
Attack %: 255
Growth: Normal
Slots: 8c
Location: Bought in Costa Del Sol on Disc2
Cost: 13000
Other: Long Range Weapon, Magic +14

Weapon Name: Silver Rifle
Attack: 62
Attack %: 120
Growth: None
Slots: None
Location: Temple of the Ancients, Bought in Junon on Disc2
Cost: 3000
Other: this is a damn water gun! Long Range Weapon

Weapon Name: Sniper CR
Attack: 42

Attack %: 255
Growth: Normal
Slots: 4c
Location: Mt. Nibel Caves, Bought in Junon on Disc2
Cost: 3300
Other: Long Range Weapon, Magic +7

Weapon Name: Supershot ST
Attack: 97
Attack %: 120
Growth: None
Slots: 6c
Location: Ancient Forest
Cost: can not buy
Other: Long Range Weapon, Magic +54!

Weapon Name: Outsider
Attack: 80
Attack %: 120
Growth: Normal
Slots: 4c 4s
Location: Gelnika
Cost: can not buy
Other: Long Range Weapon, Magic +48

Weapon Name: Death Penalty
Attack: 99
Attack %: 115
Growth: None
Slots: 8c
Location: Get from Lucrecia at Vincent's Waterfall, Visit her after getting the submarine. Fight ten battles and then return
Cost: can not buy
Other: Long Range Weapon, Magic +34, Powers up as Vincent kills more enemies.

Cid

Weapon Name: Spear
Attack: 44
Attack %: 97
Growth: Normal
Slots: 2c 2s
Location: Cid Starts with this, buy from Junon on disc2
Cost: 1200
Other: Magic +8

Weapon Name: Slash Lancer
Attack: 56

Attack %: 98
Growth: Normal
Slots: 4c 1s
Location: Wutai
Cost: 6500
Other: Magic +10

Weapon Name: Trident
Attack: 60
Attack %: 105
Growth: Normal
Slots: 6s
Location: Temple of the Ancients, Bought at Junon on disc2
Cost: 7500
Other: Magic +12

Weapon Name: Mast Ax
Attack: 64
Attack %: 99
Growth: Normal
Slots: 4c 2s
Location: Bought at Icicle
Cost: 13000
Other: Magic +15

Weapon Name: Partisan
Attack: 78
Attack %: 100
Growth: Normal
Slots: 6c
Location: Bought at Mideel
Cost: 19000
Other: Magic +17

Weapon Name: Viper Halberd
Attack: 58
Attack %: 102
Growth: Double
Slots: 4s
Location: Corral Valley, bought at Junon on Disc2
Cost: 7000
Other: Magic +13

Weapon Name: Javelin
Attack: 62
Attack %: 104
Growth: Double
Slots: 4c 1s
Location: Gaea's Cliff
Cost: Can not buy

Other: Magic +12

Weapon Name: Grow Lance

Attack: 78

Attack %: 102

Growth: Normal

Slots: 6c

Location: Shinra Building, disc2 only

Cost: can not buy

Other: Magic +31

Weapon Name: Mop

Attack: 68

Attack %: 118

Growth: None

Slots: None

Location: bought at Junon on disc2, may be dug in the bone village.

Cost: 3200

Other: Magic +3

Weapon Name: Dragoon Lance

Attack: 66

Attack %: 100

Growth: Normal

Slots: 8s

Location: Mountains in Wutai, bought in Junon on disc2

Cost: 6200

Other: Magic +7

Weapon Name: Scimitar

Attack: 86

Attack %: 102

Growth: Triple

Slots: 2c

Location: Junon Reactor

Cost: can not buy

Other: Magic +20

Weapon Name: Spirit Lance

Attack: 92

Attack %: 112

Growth: Normal

Slots: 4c

Location: Gelnika

Cost: can not buy

Other: Magic +43

Weapon Name: Flayer

Attack: 100
Attack %: 100
Growth: Normal
Slots: 6c
Location: Speed Square
Cost: can not buy
Other: Magic +20

Weapon Name: Venus Gospel
Attack: 97
Attack %: 103
Growth: None
Slots: 8c
Location: Talk to the old man in rocket town after the disc2 space events
Cost: can not buy
Other: Magic +42, more damage when you have more MP

viii) Materia & Magic

If you see any errors please email me at sinenomine@gmail.com with them :P.
The basic magic damage formula is, $6 * [\text{Level} + \text{Magic Attack}]$. The resulting damage in this section is called BDmg, or Base damage. If something says, for instance, 1 1/4x BDmg, it would do the result of the formula above times 1.25, get it? If not... there's a better explanation in the spell listing. Also, in order to save space I sometimes put [Par] or [Pet] after a spells effect, it symbolizes a chance the spell may inflict that particular element.

MAGIC MATERIA

Name: Barrier

Levels	AP	Skill	MP	Effect
Level 1	0	Barrier	16 MP	1/2 physical damage
Level 2	5000	MBarrier	24 MP	1/2 magical damage
Level 3	15000	Reflect	30 MP	Reflects certain spells
Level 4	30000	Wall	58 MP	Barrier + MBarrier to one target
Level 5	45000	--		

Found: Bought in Rocket Town for 10,000 Gil.

Stat: Str -2, Vit -1, Magic +2, MagDef +1, MaxHP -5%, MaxMP +5%

Price for master: 600,000 Gil

Name: Comet

Levels	AP	Skill	MP	Effect
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Level 1	0	Comet	70 MP	3 3/4x BDmg to one opponent
Level 2	12000	Comet2	110 MP	1 7/8x BDmg to random opponents [4]
Level 3	60000	--		

Non-Elemental

Found: Forgotten Capital, top of the central building.

Stat: Str -2, Magic +2, Vit -1, MagDef +1, MaxHP -5%, MaxMP +5%

Price for master: 1,4000,000 Gil

Name: Contain

Levels	AP	Skill	MP	Effect
Level 1	0	Freeze	82 MP	5 15/16x BDmg to one opponent [Par]
Level 2	5000	Break	86 MP	6 1/4x BDmg to one opponent [Pet]
Level 3	10000	Tornado	90 MP	7x BDmg to one opponent [Confu]
Level 4	15000	Flare	100 MP	7 13/16x BDmg to one opponent
Level 5	60000	--		

Found: A white chocobo in Mideel. Feed it a Mimett [Samoloen] green and when asked, scratch him behind his ears. This can be done before OR after the Mideel destruction.

Stat: Str -4, Vit -2, Magic +4, MagDef +2, MaxHP -10%, MaxMP +10%

Price for master: 1 Gil

Name: Destruct

Levels	AP	Skill	MP	Effect
Level 1	0	DeBarrier	12 MP	Removes Barrier/MBarrier/Wall
Level 2	6000	DeSpell	20 MP	Removes positive statuses
Level 3	10000	Death	30 MP	Kills one opponent
Level 4	45000	--		

Found: Sephiroth Throws this at you in the Shinra Mansion. It can also be bought from Fort Condor on Disc 2 for 9,000 Gil.

Stat: Str -2, Vit -1, Magic +2, MagDef +1, MaxHP -5%, MaxMP +5%

Price for master: 630,000 Gil

Name: Earth

*Special thanks to lolo26 for noting that I omitted this spell from the list.

Levels	AP	Skill	MP	Effect
Level 1	0	Quake	6 MP	11/16x Earth BDmg to one opponent
Level 2	6000	Quake2	28 MP	1 1/2x Earth BDmg to one opponent

Level 3 22000 Quake3 68 MP 4 3/8x Earth BDmg to one opponent
Level 4 40000 --

Found: First bought in Kalm town.

Stat: Str -2, Vit -1, Magic +2, MagDef +1, MaxHP -5%, MaxMP +5%

Price for master: 105,000 gil

Name: Exit

Levels	AP	Skill	MP	Effect
Level 1	0	Escape	16 MP	Run fromt battle
Level 2	10000	Remove	99 MP	Removes opponents from battle
Level 3	30000	--		

Found: Bought in Rocket Town for 10,000 Gil.

Stat: Str -1, Magic +1, MaxHP -2%, MaxMP +2%

Price for master: 700,000 Gil

(*)- By using "Remove" you earn EXP and AP but you won't gain any Gil by killing an enemy.

Name: Fire

Levels	AP	Skill	MP	Effect
Level 1	0	Fire	4 MP	1/2x Fire BDmg to one opponent
Level 2	2000	Fire2	22 MP	1 1/4x Fire BDmg to one opponent
Level 3	18000	Fire3	52 MP	4x Fire BDmg to one opponent
Level 4	35000	--		

Found: Bought in most any materia shop in the first half of the game. Red XIII comes equipped with one for 600 Gil.

Stat: Str -1, Magic +1, MaxHP -2%, MaxMP +2%

Price for master: 42,000 Gil

Name: Full Cure

Levels	AP	Skill	MP	Effect
Level 1	0	--		
Level 2	3000	FullCure	99 MP	Restores all of the lost HP
Level 3	100000	--		

Found: Cosmo Canyon Item shop, late disc 2. Sneak around where the rope used to be and grab it in the back room.

Stat: Str -4, Vit -2, Magic +4, MagDef +2, MaxHP -10%, MaxMP +10%

Price for master: 1 Gil

Name: Gravity

Levels	AP	Skill	MP	Effect
Level 1	0	Demi	14 MP	Gravity Damage = 1/4 current HP
Level 2	10000	Demi2	33 MP	Gravity Damage = 1/2 current HP
Level 3	20000	Demi3	48 MP	Gravity Damage = 3/4 current HP
Level 4	40000	--		

Found: Cave of Gi after beating Gi Nattak. Can also be bought by 8,000 Gil in Mideel.

Stat: Str -1, Magic +1, MaxHP -2%, MaxMP +2%

Price for master: 560,000 Gil

Name: Heal

Levels	AP	Skill	MP	Effect
Level 1	0	Poisona	3 MP	Cures Poison status
Level 2	1200	Esuna	15 MP	Cures negative statuses
Level 3	5200	Resist	120 MP	Made immune to status ailments
Level 4	60000	--		

Found: Buy for 1,500 Gil in Kalm and most any other town on the world map.

Stat: Str -1, Magic +1, MaxHP -2%, MaxMP +2%

Price for master: 105,000 Gil

Name: Ice

Levels	AP	Skill	MP	Effect
Level 1	0	Ice	4 MP	1/2x Ice BDmg to one opponent
Level 2	2000	Ice2	22 MP	1 1/4x Ice BDmg to one opponent
Level 3	18000	Ice3	52 MP	4x Ice BDmg to one opponent
Level 4	35000	--		

Found: Cloud starts the game with one. You can buy them in most towns in the first half of the game for the modest price of 600 Gil.

Stat: Str -1, Magic +1, MaxHP -2%, MaxMP +2%

Price for master: 42,000 Gil

Name: Lightning

Levels	AP	Skill	MP	Effect
Level 1	0	Bolt	4 MP	1/2x Lightning BDmg to one opponent
Level 2	2000	Bolt2	22 MP	1 1/4x Light. BDmg to one opponent
Level 3	18000	Bolt3	52 MP	4x Lightning BDmg to one opponent
Level 4	35000	--		

Found: Cloud starts the game with one. This materia can also be bought for 600 Gil in most towns, during the first half of the game.

Stat: Str -1, Magic +1, MaxHP -2%, MaxMP +2%

Price for master: 42,000 Gil

Name: Mystify

Levels	AP	Skill	MP	Effect
Level 1	0	Confu	18 MP	Confu on one enemy
Level 2	12000	Berserk	28 MP	Berserk on one enemy
Level 3	25000	--		

Found: Bought in Gongaga or Cosmo Canyon for 6,000 Gil.

Stat: Str -1, Magic +1, MaxHP -2%, MaxMP +2%

Price for master: 420,000 Gil

Name: Poison

Levels	AP	Skill	MP	Effect
Level 1	0	Bio	8 MP	*5/8x Poison BDmg to one opponent
Level 2	5000	Bio2	36 MP	*1 5/16x BDmg to one opponent
Level 3	20000	Bio3	80 MP	*4 1/2x BDmg to one opponent
Level 4	38000	--		

Found: Found on the 66th Floor of the Shinra Building. Can also be bought in Kalm and other towns on the world map for 1,500 Gil.

Stat: Str -1, Magic +1, MaxHP -2%, MaxMP +2%

Price for master: 105,000 Gil

(*)- When using a Bio spell there's the possibility that it also inflicts the Poison status effect on an enemy.

Name: Restore

Levels	AP	Skill	MP	Effect
Level 1	0	Cure	5 MP	Restores lost HP (some)
Level 2	2500	Cure2	24 MP	Restores lost HP (Medium)

Level 3	17000	Regen	30 MP	Constantly gain 1/32 of HP
Level 4	25000	Cure3	64 MP	Restores lost HP (Big)
Level 5	40000	--		

Found: Found in the Sector 8 reactor, also sold in most every materia shop in the first half of the game for 1,500 Gil.

Stat: Str -1, Magic +1, MaxHP -2%, MaxMP +2%

Price for master: 210,000 Gil

Name: Revive

Levels	AP	Skill	MP	Effect
Level 1	0	Life	34 MP	Brings one target back to life
Level 2	45000	Life2	100 MP	Brings one target back to life with
Level 3	55000	--		full health

Found: Bought in Junon, Costa Del Sol, and Gongaga for 3,000 Gil.

Stat: Str -2, Vit -1, Magic +2, MagDef +1, MaxHP -5%, MaxMP +5%

Price for master: 210000 Gil

(*)- Both "Life" and "Life2" are ideal to kill undead enemies.

Name: Seal

Levels	AP	Skill	MP	Effect
Level 1	0	Sleepel	8 MP	Sleep on one enemy
Level 2	10000	Silence	24 MP	Silence on one enemy
Level 3	20000	--		

Found: Bought in Junon or Costa Del Sol for 3,000 Gil.

Stat: Str -1, Magic +1, MaxHP -2%, MaxMP +2%

Price for master: 210,000 Gil

Name: Shield

Levels	AP	Skill	MP	Effect
Level 1	0	--		
Level 2	10000	Shield	180 MP	Inflicts Shield status on target
Level 3	100000	--		

Found: N.Crater, Left Path, Upper Path, Second screen near the back left.

Stat: Str -4, Vit -2, Magic +4, MagDef +2, MaxHP -10%, MaxMP +10%

Price for master: 1 Gil

Name: Time

Levels	AP	Skill	MP	Effect
Level 1	0	Haste	18 MP	Speeds up target
Level 2	8000	Slow	20 MP	Slows down target
Level 3	24000	Stop	34 MP	Target can take no actions.
Level 4	42000	--		

Found: Bought in Gongaga or Rocket Town for 6,000 Gil.

Stat: Str -2, Vit -1, Magic +2, MagDef +1, MaxHP -5%, MaxMP +5%

Price for master: 420,000 Gil

Name: Transform

Levels	AP	Skill	MP	Effect
Level 1	0	Mini	10 MP	Small on one enemy.
Level 2	8000	Toad	14 MP	Frog on one enemy.
Level 3	24000	--		

Found: Mt. Corel, Cait Sith Comes with one. Bought at many locations on the world map as well for 5,000 Gil.

Stat: Str -1, Magic +1, MaxHP -2%, MaxMP +2%

Price for master: 350,000 Gil

Name: Ultima

Levels	AP	Skill	MP	Effect
Level 1	0	--		
Level 2	5000	Ultima	130 MP	6 9/16x Non-Elemental BDmg all ene.
Level 3	100000	--		

Found: North Corel, you will be given this for stopping the train. If you fail to stop the train you can still buy this from the little kid in town for 50,000 Gil.

Stat: Str -4, Magic +4, MagDef +2, Vit -2, MaxHP -10%, MaxMP+10%

Price for master: 1 Gil

Name: Master Magic

Master Magic enables every Magic materia spells.

Found: Give the Earth Harp to the traveller in Kalm Town (Disc 2 or 3 only).
You can also bring the Huge Green materia to Cosmo Canyon and then master all
Magic materia. Once done, you can touch the Huge Materia by going to
Bugenhagen's observatory.

Price for master: 1 Gil

SUMMON MATERIA

Name: Alexander

Levels	AP	MP	Effect (*)
Level 1	0	120	Casts □Judgment□ x1 per battle
Level 2	25000	120	Casts □Judgment□ x2 per battle
Level 3	65000	120	Casts □Judgment□ x3 per battle
Level 4	100000	120	Casts □Judgment□ x4 per battle
Level 5	150000	120	Casts □Judgment□ x5 per battle

Found: Great Glacier. Touch the Hot Springs and then talk to and battle the
boss 'Snow'.

Stat: Magic +1, MagDef +1, MaxHP -5%, MaxMP +5%

Price for master: 1 Gil

(*)- "Judgment" deals Holy based damage

Name: Bahamut

Levels	AP	MP	Effect (*)
Level 1	0	100	Casts "Mega Flare" x1 per battle
Level 2	20000	100	Casts □Mega Flare□ x2 per battle
Level 3	50000	100	Casts □Mega Flare□ x3 per battle
Level 4	80000	100	Casts □Mega Flare□ x4 per battle
Level 5	120000	100	Casts □Mega Flare□ x5 per battle

Found: The Temple of the Ancients after defeating the Red Dragon.

Stat: Magic +1, MagDef +1, MaxHP -5%, MaxMP +5%

Price for master: 1 Gil

(*)- "Mega Flare" deals Non-Elemental Damage

Name: Bahamut Zero

Levels	AP	MP	Effect (*)
Level 1	0	180	Casts "Tera Flare" x1 per battle
Level 2	35000	180	Casts □Tera Flare□ x2 per battle
Level 3	120000	180	Casts □Tera Flare□ x3 per battle
Level 4	150000	180	Casts □Tera Flare□ x4 per battle

Level 5 250000 180 Casts □Tera Flare□ x5 per battle

Found: Made from a materia blend at Cosmo Canyon on disc 2 or later. You will need: Bahamut, Neo Bahamut, and the BLUE Huge Materia to do this.

Stat: Magic +4, MagDef +4, MaxHP -10%, MaxMP +15%

Price for master: 1 Gil

(*)- "Tera Flare" deals Non-Elemental Damage

Name: Choco/Mog

Levels	AP	MP	Effect (*)
Level 1	0	14	Casts "Deathblow!" or "Fat Chocobo" x1 per battle
Level 2	2000	14	Casts □Deathblow!" or "Fat Chocobo" x2 per battle
Level 3	14000	14	Casts □Deathblow!" or "Fat Chocobo" x3 per battle
Level 4	25000	14	Casts □Deathblow!" or "Fat Chocobo" x4 per battle
Level 5	35000	14	Casts □Deathblow!" or "Fat Chocobo" x5 per battle

Found: Chocobo farm. Talk to the Chocobo at the left side of the fence and reply with 'Wark', it will do a dance and spit out the materia.

Stat: Magic +1, MaxHP -2%, MaxMP +2%

Price for master: 1 Gil

(*)- The summon says in game that it is a 'wind' attack. This is NOT true as Choco/Mog is a Non-Elemental attack. Can also cast "Stop" randomly on an enemy.

Name: Hades

Levels	AP	MP	Effect (*)
Level 1	0	150	Casts "Cauldron" x1 per battle
Level 2	35000	150	Casts □Cauldron" x2 per battle
Level 3	120000	150	Casts □Cauldron" x3 per battle
Level 4	150000	150	Casts □Cauldron" x4 per battle
Level 5	250000	150	Casts □Cauldron" x5 per battle

Found: Gelnika in the cargo room with the helicopter.

Stat: Magic +4, MagDef +4, MaxHP -10%, MaxMP +15%

Price for master: 1 Gil

(*)- Damages opponents and causes the □Poison□, □Confusion□, □Sleep□, □Silence□, □Mini□, □Frog□, □Slow□, and □Paralysis□ status elements.

Name: Ifrit

Levels	AP	MP	Effect (*)
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Level 1	0	34	Casts "Hellfire" x1 per battle
Level 2	5000	34	Casts □Hellfire" x2 per battle
Level 3	20000	34	Casts □Hellfire" x3 per battle
Level 4	35000	34	Casts □Hellfire" x4 per battle
Level 5	60000	34	Casts □Hellfire" x5 per battle

Found: Gotten after beating Jenova Birth [Shinra Boat].

Stat: Magic +1, MaxHP -2%, MaxMP +2%

Price for master: 1 Gil

(*)- "Hellfire" deals Fire based damage

Name: Kjata

Levels	AP	MP	Effect (*)
Level 1	0	110	Casts "Tetra Disaster" x1 per battle
Level 2	22000	110	Casts □Tetra Disaster" x2 per battle
Level 3	60000	110	Casts □Tetra Disaster" x3 per battle
Level 4	90000	110	Casts □Tetra Disaster" x4 per battle
Level 5	140000	110	Casts □Tetra Disaster" x5 per battle

Found: Sleeping Forest. On the first screen you will see a red dot move from time to time along the sides, grab it and Kjata is yours.

Stat: Magic +1, MagDef +1, MaxHP -5%, MaxMP +5%

Price for master: 1 Gil

(*)- "Tetra Disaster" inflicts Fire, Ice, and Lightning damage.

Name: Knights of the Round

Levels	AP	MP	Effect
Level 1	0	250	Casts "Ultimate End" x1 per battle
Level 2	50000	250	Casts □Ultimate End" x2 per battle
Level 3	200000	250	Casts □Ultimate End" x3 per battle
Level 4	300000	250	Casts □Ultimate End" x4 per battle
Level 5	500000	250	Casts □Ultimate End" x5 per battle

Found: Materia Cave on Round Island, you will need a Gold Chocobo to reach it.

Stat: Magic +8, MagDef +8, MaxHP -10%, MaxMP +20%

Price for master: 1 Gil

Name: Leviathan

Levels	AP	MP	Effect (*)
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Level 1	0	78	Casts "Tidal Wave" x1 per battle
Level 2	18000	78	Casts □Tidal Wave" x2 per battle
Level 3	38000	78	Casts □Tidal Wave" x3 per battle
Level 4	70000	78	Casts □Tidal Wave" x4 per battle
Level 5	100000	78	Casts □Tidal Wave" x5 per battle

Found: Complete the Pagoda side quest and you will get this as a prize.

Stat: Magic +1, MagDef +1, MaxHP -5%, MaxMP +5%

Price for master: 1 Gil

(*)- "Tidal Wave" inflicts Water based damage.

Name: Neo Bahamut

Levels	AP	MP	Effect (*)
Level 1	0	140	Casts "Giga Flare" x1 per battle
Level 2	30000	140	Casts "Giga Flare" x2 per battle
Level 3	80000	140	Casts "Giga Flare" x3 per battle
Level 4	140000	140	Casts "Giga Flare" x4 per battle
Level 5	200000	140	Casts "Giga Flare" x5 per battle

Found: Whirlwind Maze just before the first save point in this area.

Stat: Magic +1, MagDef +1, MaxHP -5%, MaxMP +5%

Price for master: 1 Gil

(*)- "Giga Flare" deals Non-Elemental damage.

Name: Odin

Levels	AP	MP	Effect (*)
Level 1	0	80	"Steel Bladed Sword" or "Grunge Lance" x1 per battle
Level 2	16000	80	"Steel Bladed Sword" or "Grunge Lance" x2 per battle
Level 3	32000	80	"Steel Bladed Sword" or "Grunge Lance" x3 per battle
Level 4	65000	80	"Steel Bladed Sword" or "Grunge Lance" x4 per battle
Level 5	80000	80	"Steel Bladed Sword" or "Grunge Lance" x5 per battle

Found: Safe inside of the Shinra Mansion.

Stat: Magic +1, MagDef +1, MaxHP -5%, MaxMP +5%

Price for master: 1 Gil

(*)- "Steel Bladed Sword" will attempt to instantly kill enemies. It does not often work on stronger enemies. "Grunge Lance" deals damage to one target.

Name: Phoenix

Levels	AP	MP	Effect (*)
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Level 1	0	180	Casts "Phoenix Flame" x1 per battle
Level 2	28000	180	Casts "Phoenix Flame" x2 per battle
Level 3	70000	180	Casts "Phoenix Flame" x3 per battle
Level 4	120000	180	Casts "Phoenix Flame" x4 per battle
Level 5	200000	180	Casts "Phoenix Flame" x5 per battle

Found: Gotten from the Fort Condor Huge Materia quest. You MUST win the battle there or defeat the boss or else you won't get this.

Stat: Magic +1, MagDef +1, MaxHP -5%, MaxMP +5%

Price for master: 1 Gil

(*)- "Phoenix Flame" inflicts Fire damage on all enemies and casts □Life 2□ on all allies.

Name: Ramuh

Levels	AP	MP	Effect (*)
Level 1	0	40	Casts "Judgment Bolt" x1 per battle
Level 2	10000	40	Casts "Judgment Bolt" x2 per battle
Level 3	25000	40	Casts "Judgment Bolt" x3 per battle
Level 4	50000	40	Casts "Judgment Bolt" x4 per battle
Level 5	70000	40	Casts "Judgment Bolt" x5 per battle

Found: Chocobo Jockey Room just after Corel Prison Sequence (Only chance, so don't miss it!).

Stat: Magic +1, MaxHP -2%, MaxMP +2%

Price for master: 1 Gil

(*)- "Judgement Bolt" deals Lightning based damage.

Name: Shiva

Levels	AP	MP	Effect (*)
Level 1	0	32	Casts "Diamond Dust" x1 per battle
Level 2	4000	32	Casts "Diamond Dust" x2 per battle
Level 3	15000	32	Casts "Diamond Dust" x3 per battle
Level 4	30000	32	Casts "Diamond Dust" x4 per battle
Level 5	50000	32	Casts "Diamond Dust" x5 per battle

Found: Priscilla gives this to Cloud after you defeat Bottomswell.

Stat: Magic +1, MaxHP -2%, MaxMP +2%

Price for master: 1 Gil

(*)- "Diamond Dust" deals Ice based damage.

Name: Titan

Levels	AP	MP	Effect (*)
Level 1	0	46	Casts "Anger of the Land" x1 per battle
Level 2	15000	46	Casts "Anger of the Land" x2 per battle
Level 3	30000	46	Casts "Anger of the Land" x3 per battle
Level 4	60000	46	Casts "Anger of the Land" x4 per battle
Level 5	80000	46	Casts "Anger of the Land" x5 per battle

Found: Inside the Ruined Gongaga Reactor.

Stat: Magic +1, MaxHP -2%, MaxMP +2%

Price for master: 1 Gil

(*)- "Anger of the Land" inflicts Earth based damage.

Name: Typhoon

Levels	AP	MP	Effect
Level 1	0	160	Casts "Disintegration" x1 per battle
Level 2	35000	160	Casts "Disintegration" x2 per battle
Level 3	120000	160	Casts "Disintegration" x3 per battle
Level 4	150000	160	Casts "Disintegration" x4 per battle
Level 5	250000	160	Casts "Disintegration" x5 per battle

Found: Ancient Forest.

Stat: Magic +4, MagDef +4, MaxHP -10%, MaxMP +15%

Price for master: 1 Gil

Name: Master Summon

Master Summon enables every Summon materia spells.

Found: Give the Earth Harp to the traveller in Kalm Town (Disc 2 or 3 only). You can also bring the Huge Red materia to Cosmo Canyon and then master all Summon materia. Once done, you can touch the Huge Materia by going to Bugenhagen's observatory.

Price for master: 1 Gil

COMMAND MATERIA

Name: Deathblow

Levels	AP	Skill	Effect (*)
Level 1	0	Deathblow	Attempts to do a critical blow on an enemy
Level 2	40000	--	--

Found: Gongaga. Can also be bought in Rocket Town on Disc 2 for 10,000 Gil.

Stat: Luck +1

Price for master: 700,000 Gil

(*)- Works better if it is used by a character with a high accuracy rate.

Name: Double Cut

Levels	AP	Skill	Effect
Level 1	0	2x-Cut	Hit twice per attack to one target.
Level 2	100000	4x-Cut	Hit four times per attack to random targets.
Level 3	150000	--	--

Found: Crashed Gelnika.

Stat: Dex +2

Price for master: 1 Gil

Name: Enemy Skill

For Spell effects, see the spell section below, for a VERY detailed report of enemy skills, see my enemy skill faq at www.gamefaqs.com

Found: 67th floor of the Shinra Building, Junon Intermediate Training Hall, Forgotten Capital [Ancient City] and Chocobo Sages' House [From the Chocobo]

Price for master: 1 Gil

Name: Manipulate

Levels	AP	Skill	Effect
Level 1	0	Manipulate	Control an enemy to use its attacks
Level 2	40000	--	--

Found: Cait Sith comes with one, Can also be bought from Rocket Town on Disc 2 or 3 for 10,000Gil.

Price for master: 700,000 Gil

Name: Mime

Levels	AP	Skill	Effect
Level 1	0	Mime	Copy the previous action taken by your party
Level 2	100000	--	--

Found: Special Materia Cave on the western most continent. You will need a

Green, Black, or Gold chocobo to get it.

Price for master: 1 Gil

Miming actions which took MP, does not require MP.

Name: Morph

Levels	AP	Skill	Effect (*)
Level 1	0	Morph	Turn enemy into an item if killed
Level 2	100000	--	--

Found: The Temple of the Ancients, near the purple pool.

Price for master: 1 Gil

(*)- When used, you'll perform an attack that hits with very low damage, yet if the strike kills the enemy, it will morph into an item.

Name: Sense

Levels	AP	Skill	Effect(*)
Level 1	0	Sense	View enemies stats
Level 2	40000	--	--

Found: Playground in Midgar Sector 6 and Red XIII also comes with one when he joins the party. Can be bought in Kalm Town and Junon for 1,000 Gil.

Price for master: 70,000 Gil

(*)- If you press Select in battle to bring up the command window, once you cast "Sense" on an enemy, it'll show his remaining HP. You can get "Sense" to work on all enemies at the same time with a Mega-All materia.

Name: Slash-All

Levels	AP	Skill	Effect(*)
Level 1	0	Slash-All	Attack all enemies
Level 2	130000	Flash	Instantly kill all enemies
Level 3	150000	--	--

Found: Ancient Forest.

Price for master: 1 Gil

(*)- Flash deals automatic death to any enemy who is not immune to it.

Name: Steal

Levels	AP	Skill	Effect (*)
Level 1	0	Steal	Steal an item from an enemy
Level 2	40000	Mug	Steal and attack simultaneously
Level 3	50000	--	--

Found: Sewers in Midgar, can be bought in Kalm for 1,000 Gil.

Stat: Dex +2

Price for master: 84,000 Gil

(*)- You can get "Steal" to work on all enemies at the same time with a Mega All materia.

Name: Throw

Levels	AP	Skill	Effect (*)
Level 1	0	Throw	Throw an item for damage
Level 2	45000	Coin	Throw Gil for damage
Level 3	60000	--	--

Found: Yuffie Comes equipped with one.

You can buy it in Rocket Town on Disc 2, for 10,000 Gil.

Stat: Vit +1

Price for master: 700,000 Gil

(*)- When Coin is enabled, it appears that Throw is disabled. Actually, in the command menu, Throw and Coin alternate (switch off) so you can actually use either one. Coin allows you to throw your gil to do damage. It does 1000 points of damage for every 10000 gil thrown; the maximum amount you can throw at one time is 60,000 Gil.

Name: W-Item

Levels	AP	Skill	Effect (*)
Level 1	0	W-Item	Use two Items at a time
Level 2	250000	--	--

Found: Midgar Raid [Disc 2] You'll need to head down several screens to get this.

Price for master: 1 Gil

(*)- You may have heard of the W-item duplication trick. Here's how it works if you care. First, it may only be used on items which you can use in battle and you must have at least one of those in your inventory. Due to confusion with my approach to explaining this, we will use Defcon999s:

Move your cursor to the W-ITEM command. Press confirm. Move your cursor to an item. Press confirm. Now press it again. You will now be back in the item menu. Now go to any other battle-usable item and press confirm. Now the hand will be

out to select a target. Press cancel. Now press confirm. Now cancel again. Just continue doing this repeatedly until you get 99 of the item you are duplicating. The glitch will cause the first item to be duplicated. Contrary to popular belief, it is not necessary to have two of the item in order to duplicate it.

Name: W-Magic

Levels	AP	Skill	Effect
Level 1	0	W-Magic	Cast two magic spells at a time
Level 2	250000	--	--

Found: Crater, Left path, upper path. In the third room of this area it is hidden up by the green leaves at the top of the screen.

Price for master: 1 Gil

Name: W-Summon

Levels	AP	Skill	Effect
Level 1	0	W-Summon	Cast two summon spells at a time
Level 2	250000	--	--

Found: Win this at the Battle Square, in disk 2/3, after earning 64,000 Battle Points.

Price for master: 1 Gil

SUPPORT MATERIA

Name: Added Cut

Levels	AP	Effect (*)
Level 1	0	Attacks simultaneously when paired Materia is used
Level 2	200000	--

Found: In the great glacier. It is in the middle of a path. Refer to the great glacier section of the walkthrough for exact directions

Price for master: 1 Gil

(*)- When whichever materia linked to this is used, you'll follow with a normal attack. In other words, do not pair this with restore O_o.

Name: Added Effect

Levels	AP	Effect(*)
Level 1	0	Adds Materia status to equipped weapon or armor

Level 2 100000 --

Found: Cave of Gi

Price for master: 1 Gil

(*)- Works with: All status casting Magic [Green] materia, Contain, Hades, and Choco/Mog.

Name: All

Levels	AP	Effect (*)
Level 1	0	Use All x1 per battle
Level 2	1500	Use All x2 per battle
Level 3	6000	Use All x3 per battle
Level 4	18000	Use All x4 per battle
Level 5	35000	Use All x5 per battle

Found: Sector 7 Slums, 63rd Floor Shinra, Red XIII has one, Shinra Boat, Mt. Nibel, Great Glacier, can be bought from Fort Condor on Disc 2 for 20,000 Gil.

Price for master: 1,400,000 Gil

(*)- All one target Magic [Green] Materia except for: Contain, Fullcure, Shield, and Comet.

Name: Counter

Levels	AP	Effect (*)
Level 1	0	30% chance of countering.
Level 2	20000	40% chance of countering.
Level 3	40000	60% chance of countering.
Level 4	60000	80% chance of countering.
Level 5	100000	100% chance of countering.

Found: N. Crater, if you take the left path, and then the upper path, Counter is in the third screen of this area near a large ball of light at the center of the screen.

Price for master: 1 Gil

(*)- Counter attacks with paired Command when damage is incurred and works with all yellow materia except for Enemy Skill, w-item, w-magic, w-summon, slashall, and double cut.

Note: When paired with master command, one of the functions will randomly counter attack.

Name: Elemental

Levels	AP	Effect (*)
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Level 1	0	Half elemental damage (armor only).
Level 2	10000	Nullifies elemental damage (armor only).
Level 3	40000	Absorbs elemental damage (armor only).
Level 4	80000	--

Found: Prize from Mayor Domino [Shinra Building], Mount Nibel, Tifa's Piano.

Price for master: 1 Gil

(*)- Pairs with All Elemental Green Materia and all elemental Summon Materia. When paired with a materia which has no elemental properties [such as MP Plus] Elemental will protect against a hidden/glitch element. Attacks of this element include Ultima Beam.

Name: Final Attack

Levels	AP	Effect (*)
Level 1	0	Can use Final Attack x1 per battle
Level 2	20000	Can use Final Attack x2 per battle
Level 3	40000	Can use Final Attack x3 per battle
Level 4	80000	Can use Final Attack x4 per battle
Level 5	160000	Can use Final Attack x5 per battle

Found: Won from the special battle in the Battle Arena in the Gold Saucer.

Price for master: 1 Gil

(*)- If killed, you'll use the attached materia at the highest Level earned before dying. Pairs with all Green, Red, and most Yellow Materia.

Name: HP Absorb

Levels	AP	Effect (*)
Level 1	0	Attacks with paired Materia and absorbs HP at same time.
Level 2	100000	--

Found: Yuffie's House, above the Cat room. Also can be found in the North Crater.

Price for master: 1 Gil

(*)- HP Absorb does not work with regular Command Materia, but will work with a Master Command Materia. However, it affects only Morph, D.blow, and Coin.

Name: Magic Counter

Levels	AP	Effect (*)
Level 1	0	30% chance of countering.
Level 2	20000	40% chance of countering.
Level 3	40000	60% chance of countering.

Level 4 80000 80% chance of countering.
Level 5 300000 100% chance of countering.

Found: N. Crater, left path, down path. On the second screen, this materia will be on the walk way. It is almost impossible to see, but it is there.

Price for master: 1 Gil

(*)- If attacked, the equipped char will respond with the attached Magic or Summon Materia.

Name: MP Absorb

Levels	AP	Effect (*)
Level 1	0	Attacks with paired Materia and absorbs MP at same time.
Level 2	100000	--

Found: Wutai Item Shop during the Wutai Sub quest [disc 1 or 2 ONLY].

Price for master: 1 Gil

(*)- MP Absorb does not work with regular Command Materia, but will work with a Master Command Materia. However, it affects only Morph, D.blow, and Coin.

Name: MP Turbo

Levels	AP	Effect (*)
Level 1	0	Increases linked spell costs and damage by 10%
Level 2	10000	Increases linked spell costs and damage by 20%
Level 3	30000	Increases linked spell costs and damage by 30%
Level 4	60000	Increases linked spell costs and damage by 40%
Level 5	120000	Increases linked spell costs and damage by 50%

Found: Whirlwind Maze, just after fighting Jenova Death.

Price for master: 1 Gil

(*)- The amount of extra MP required and the increased power varies with at least the spell and possibly also the stats of the character.

Name: Quadra Magic

Levels	AP	Effect (*)
Level 1	0	Cast paired spells 4x times at 1/2 power each time x1
Level 2	40000	Cast paired spells 4x times at 1/2 power each time x2
Level 3	80000	Cast paired spells 4x times at 1/2 power each time x3
Level 4	120000	Cast paired spells 4x times at 1/2 power each time x4
Level 5	200000	Cast paired spells 4x times at 1/2 power each time x5

Found: Special Materia Cave near Mideel. You'll need a Blue, Black, or Gold Chocobo to get there. You can also get here using the Highwind Trick.

Price for master: 1 Gil

(*)- Quadra Magic allows you to cast any paired Magic spell or Summon monster four times in a row (Yep, it does work with Summons, except for Knights of the Round.) One useful way to extend the capabilities of a Quadra Magic is to Mime it over and over again.

Name: Sneak Attack

Levels	AP	Effect (*)
Level 1	0	20% chance of pre-emptive attack with paired Materia
Level 2	20000	35% chance of pre-emptive attack with paired Materia
Level 3	60000	50% chance of pre-emptive attack with paired Materia
Level 4	100000	65% chance of pre-emptive attack with paired Materia
Level 5	150000	80% chance of pre-emptive attack with paired Materia

Found: Chocobo Racing Prize, Gold Saucer.

Price for master: 1 Gil

(*)- The paired Materia automatically happens at the beginning of battle. The % chance of it happening increases with each Level. Pairs with ost Magic, Summon, and Command Materia.

Name: Steal as Well

Levels	AP	Effect(*)
Level 1	0	Steal simultaneously when paired Materia is used
Level 2	200000	--

Found: Wutai, In the Statue area which is covered by flames, you will need the Leviathan Scales to get this.

Price for master: 1 Gil

(*)- Pairs with any Command, Magic or Summon Materia

INDEPENDENT MATERIA

Name: Chocobo Lure

Levels	AP	Effect (*)
Level 1	0	Increases Chocobo encounter rate by x2
Level 2	3000	Increases Chocobo encounter rate by x4
Level 3	10000	Increases Chocobo encounter rate by x8
Level 4	30000	--

Found: Buy from Chocobo Billy on disc 1. Find in front of the fences at the chocobo farm on discs 2 and 3.

Stat: Luck +1

Price for master: 1 Gil

(*)- This Materia increases the probability of meeting a Chocobo when walking on a set of Chocobo tracks. Watch out because you can only find TWO of these materias during the entire game, so if you sell them, you're screwed.

Name: Counter Attack

Levels	AP	Effect (*)
Level 1	0	Counter attack rate is 30%
Level 2	10000	Counter attack rate is 40%
Level 3	20000	Counter attack rate is 60%
Level 4	50000	Counter attack rate is 80%
Level 5	100000	Counter attack rate is 100%

Found: Defeat the Materia Keeper [Mount Nibel] You can also win this at the Chocobo Square in the Gold Saucer[Shows up as Counter on the prize screen]

Price for master: 1 Gil

(*)- This Materia is cumulative, so if you have two Counter Attack materias attached to the same character, they will have a chance of being triggered independently of the other. This way, your character will always counter attack twice.

Name: Cover

Levels	AP	Effect (*)
Level 1	0	Cover attempt increases +20%
Level 2	2000	Cover attempt increases +40%
Level 3	10000	Cover attempt increases +60%
Level 4	25000	Cover attempt increases +80%
Level 5	40000	Cover attempt increases +100%

Found: Aeris's Garden. Also bought at the Wall Market for 1,000 Gil

Stat: Vit +1

Price for master: 70,000 Gil

(*)- Cover will only work with physical attacks (meaning magical attacks cannot be covered by someone else). Also, because Cover can cause the same person to be hit repeatedly, it is a fast Limit Break builder.

Name: Enemy Away

Levels	AP	Effect(*)
Level 1	0	1/2 as likely to be attacked

Level 2	10000	1/4 as likely to be attacked
Level 3	50000	--

Found: Racing prize from the Chocobo Square in the Gold Saucer.

Stat: Luck +1

Price for master: 1 Gil

(*)- This Materia lowers the enemy encounter rate for random battles depending of its current APLevel.

Name: Enemy Lure

Levels	AP	Effect(*)
Level 1	0	Increases enemy encounter rate by x1.5
Level 2	10000	Increases enemy encounter rate by x2.0
Level 3	50000	--

Found: Won at the Battle Square in the Gold Saucer.

Stat: Luck -1

Price for master: 1 Gil

(*)- This Materia increases the enemy encounter rate for random battles depending of its current APLevel.

Name: EXP Plus

Levels	AP	Effect (*)
Level 1	0	Earn more EXP x1.5
Level 2	60000	Earn more EXP x2.0
Level 3	150000	--

Found: Bought for 2,000 GP at the Wonder Square in the Gold Saucer.

Stat: Luck +1

Price for master: 1 Gil

(*)- This Materia Increases the amount of EXP earned after each battle.

Name: Gil Plus

Levels	AP	Effect
Level 1	0	Earn 1.5x more gil after a battle(*)
Level 2	80000	Earn 2x more gil after a battle
Level 3	150000	--

Found: Wonder Square of the Gold Saucer, Costs 1,000 GP.

Stat: Luck +1

Price for master: 1 Gil

(*)- due to a glitch, you will always get 2x more gil after a battle, regardless of the level of the materia.

Name: HP Plus

Levels	AP	Effect (*)
Level 1	0	MaxHP +10%
Level 2	10000	MaxHP +20%
Level 3	20000	MaxHP +30%
Level 4	30000	MaxHP +40%
Level 5	50000	MaxHP +50%

Found: Prize from the Rufus Ceremony Dance, bought in Cosmo Canyon or Mideel for 8,000 gil.

Stat: MaxHP UP +xx%

Price for master: 560,000 Gil

(*)- You can equip multiple HP Plus Materias on the same character, for a greater effect, but never exceed a 100% bonus.

Name: HP<->MP

Levels	AP	Effect(*)
Level 1	0	Swaps your Max HP with your Max MP
Level 2	80000	--

Found: Special materia cave near Corel, you will need a Black or Gold chocobo to reach it.

Price for master: 1 Gil

(*)- This Materia switches your HP and MP values, so your max. HP will be 999 and your max. MP will be 9999.

Name: Long Range

Levels	AP	Effect (*)
Level 1	0	Same Attack Power even from the back row
Level 2	80000	--

Found: Right most room of the Mythril Mines.

Price for master: 1 Gil

(*)- This Materia lets you attack from the back row and hit flying enemies even with close-range weapons.

Name: Luck Plus

Levels	AP	Effect (*)
Level 1	0	Luck +10%
Level 2	15000	Luck +20%
Level 3	30000	Luck +30%
Level 4	60000	Luck +40%
Level 5	100000	Luck +50%

Found: Temple of the Ancients.

Price for master: 1,050,000 Gil

(*)- This Materia increases your Luck status depending on its current AP. You can wear multiple copies to increase your luck by as much as 100%

Name: MP Plus

Levels	AP	Effect (*)
Level 1	0	MaxMP +10%
Level 2	10000	MaxMP +20%
Level 3	20000	MaxMP +30%
Level 4	30000	MaxMP +40%
Level 5	50000	MaxMP +50%

Found: Can be bought for 8,000 Gil in Cosmo Canyon and Mideel

Stat: MaxMP UP +xx%

Price for master: 560,000 Gil

(*)- You can equip multiple MP Plus Materias on the same character, for a greater effect, but never increase the stat more than 100%

Name: Magic Plus

Levels	AP	Effect (*)
Level 1	0	Magic +10%
Level 2	10000	Magic +20%
Level 3	20000	Magic +30%
Level 4	30000	Magic +40%
Level 5	50000	Magic +50%

Found: Can be found on Corral Valley.

Stat: Magic +xx%

Price for master: 140,000 Gil.

(*)- There is a maximum 100% bonus from wearing Magic Plus Materias

Name: Mega-All

Levels	AP	Effect (*)
Level 1	0	Can use x1 times per battle
Level 2	20000	Can use x2 times per battle
Level 3	40000	Can use x3 times per battle
Level 4	80000	Can use x4 times per battle
Level 5	160000	Can use x5 times per battle

Found: Crater, left path, down path, on the third screen you will see it suspended in a 'mako fall'. Jump across the fall while pressing the confirm button [circle by default]. It may take a few tries but you'll get it.

Price for master: 1 Gil

(*)- Basically, Mega-All acts like an All materia attached to every spell that character has. Some spells, however, are not compatible with Mega-All. Two of them are Final Attack and Quadra Magic.

Pairs with: All Commands and Magic spells excluding, Comet, Comet2, Shield, Fullcure, Slash-all, and Double Cut.

Name: Pre-Emptive

Levels	AP	Effect (*)
Level 1	0	16% chance of a pre-emptive attack.
Level 2	8000	22% chance of a pre-emptive attack.
Level 3	20000	28% chance of a pre-emptive attack.
Level 4	40000	34% chance of a pre-emptive attack.
Level 5	80000	48% chance of a pre-emptive attack.

Found: Prize in the Battle Square of the Gold Saucer.

Stat: Dexterity +2

Price for master: 1 Gil

(*)- This Materia increases rate of pre-emptive attacks.

Name: Speed Plus

Levels	AP	Effect (*)
Level 1	0	Dexterity +10%
Level 2	15000	Dexterity +20%
Level 3	30000	Dexterity +30%
Level 4	60000	Dexterity +40%
Level 5	100000	Dexterity +50%

Found: Battle Square Prize, Gold Saucer.

Stat: Dexterity +xx%

Price for master: 1,400,000 Gil

(*)- This Materia increases a character's Dexterity. Dexterity can not be increased by more than 100%.

Name: Underwater

Levels	AP	Effect (*)
Level 1	0	Disables clock when fighting Emerald Weapon.

Found: Morph the Ghost Ship in the Junon Reactor into a Guidebook. Trade it to the traveler in Kalm for the Underwater Materia.

Price for master: 1 Gil

(*)- This materia removes the twenty minute time limit from Emerald Weapon, which gives you more time to fight it. Since there are noLevels to gain and you can't master it, there is no way to get more than one Underwater materia. Even if you have more than one Guide Book, the Kalm Traveler only gives you one of these Materias, so don't sell it!

Also, please note this materia can NOT be used to increase the power of Barrets Ultimate Weapon.

=====
Spell List
=====

First, magic damage depends on a few things. The basic magic damage formula is, --- $6 * [\text{Level} + \text{Magic Attack}]$. The resulting number is called the "base" power for magic. All spells have some type of multiplier, save for those which do exactly an amount of damage. For instance, Fire3 does 4x Base. So if your base were 2124 [Level 99 with 255 Magic Attack], your character would do 8496 damage before any defenses are taken into account. Most bosses have around 250 MDefense or so, so spells always seem to do far less damage than against random enemies. Some attacks pierce. Gravity and Restorative for example. These attacks will ignore MDefense entirely. Also, spells designed to hit one enemy, such as fire, will suffer a 2/3 damage penalty if used on all enemies instead of just one.

Spell Name: Barrier
Cost: 16
Materia: Barrier
Level: 1
Does: reduces all physical damage to target by 50%

Spell Name: Berserk
Cost: 28
Materia: Mystify

Level: 2

Does: Target can only attack, 150% power, less accuracy

Spell Name: Bio

Cost: 8

Materia: Poison

Level: 1

Does: Poison Damage, can inflict the status of Poison as well

Power: 5/8x Base

Spell Name: Bio2

Cost: 36

Materia: Poison

Level: 2

Does: Poison Damage, can inflict the status of Poison as well

Power: 1 5/16x Base

Spell Name: Bio3

Cost: 50

Materia: Poison

Level: 3

Does: Poison Damage, can inflict the status of Poison as well

Spell Name: Bolt

Cost: 4

Materia: Lightning

Level: 1

Does: Small lightning damage

Power: 1/2x Base

Spell Name: Bolt2

Cost: 22

Materia: Lightning

Level: 2

Does: moderate lightning damage

Power: 1 1/4x Base

Spell Name: Bolt3

Cost: 55

Materia: Lightning

Level: 3

Does: heavy lightning damage

Power: 4x Base

Spell Name: Break

Cost: 86

Materia: Contain

Level: 3

Does: Extreme Earth Damage [1 target only] can sometimes Petrify an enemy

Power: 6 1/4x Base

Spell Name: Comet

Cost: 70

Materia: Comet

Level: 1

Does: Heavy Non-Elemental damage to one target

Power: 3 3/4x Base [approximate]

Spell Name: Comet2

Cost: 110

Materia: Comet

Level: 2

Does: 4 hits of moderate non-elemental damage to multiple targets

Power: 1 7/8x Base

Spell Name: Confu

Cost: 18

Materia: Mystify

Level: 1

Does: Causes confusion to a target

Spell Name: Cure

Cost: 5

Materia: Restore

Level: 1

Does: Light HP recovery

Power: Base + 110

Spell Name: Cure2

Cost: 24

Materia: Restore

Level: 2

Does: Moderate HP recovery

Power: Base + 770

Spell Name: Cure3

Cost: 64

Materia: Restore

Level: 4

Does: Heavy HP recovery

Power: Base + 2860

Spell Name: Debarrier

Cost: 12

Materia: Destruct

Level: 1

Does: Removes Barrier, Mbarrier, Wall and Reflect status from target

Spell Name: Despell

Cost: 20

Materia: Destruct

Level: 2

Does: removes most positive statuses from a target

Spell Name: Death

Cost: 30

Materia: Destruct

Level: 3

Does: Causes Death Status to a target

Spell Name: Demi

Cost: 14

Materia: Gravity

Level: 1

Does: Removes 1/4 of targets current HP

Spell Name: Demi2

Cost: 33

Materia: Gravity

Level: 2

Does: Removes 1/2 of targets current HP

Spell Name: Demi3

Cost: 48

Materia: Gravity

Level: 3

Does: Removes 3/4 of targets current HP

Spell Name: Escape

Cost: 16

Materia: Exit

Level: 1

Does: Escapes from most battles

Spell Name: Esuna

Cost: 15

Materia: Heal

Level: 2

Does: removes most negative statuses from a target

Spell Name: Fire

Cost: 4

Materia: Fire

Level: 1

Does: Light Fire Damage

Power: 1/2x Base

Spell Name: Fire2

Cost: 22

Materia: Fire

Level: 2

Does: Moderate Fire damage

Power: 1 1/4x Base

Spell Name: Fire3

Cost: 55

Materia: Fire

Level: 3

Does: Heavy Fire Damage

Power: 4x Base

Spell Name: Flare

Cost: 100

Materia: Contain

Level: 4

Does: Extreme [possibly insane] Fire damage to one target

Power: 7 13/16x Base

Spell Name: Freeze

Cost: 82

Materia: Contain

Level: 1

Does: Extreme Ice damage to one target, sometimes causes paralyze.

Power: 5 15/16x Base

Spell Name: Fullcure

Cost: 99

Materia: Fullcure

Level: 2

Does: Raises Current HP to Max HP

Spell Name: Haste

Cost: 18

Materia: Time

Level: 1
Does: ATB gauge fills at double the rate

Spell Name: Ice
Cost: 4
Materia: Ice
Level: 1
Does: Light Ice damage
Power: 1/2x Base

Spell Name: Ice2
Cost: 22
Materia: Ice
Level: 2
Does: Moderate Ice Damage
Power: 1 1/4x Base

Spell Name: Ice3
Cost: 55
Materia: Ice
Level: 3
Does: Heavy Ice Damage
Power: 4x Base

Spell Name: Life
Cost: 34
Materia: Revive
Level: 1
Does: Revives one ally with 1/4 of max HP

Spell Name: Life2
Cost: 100
Materia: Revive
Level: 2
Does: Revives one ally with full HP

Spell Name: Mbarrier
Cost: 24
Materia: Barrier
Level: 2
Does: All incoming magical attacks reduced by 50%

Spell Name: Mini
Cost: 10
Materia: Transform
Level: 1

Does: Causes small status on one character

Spell Name: Poisons

Cost: 3

Materia: Heal

Level: 1

Does: Removes poison status from a target

Spell Name: Quake

Cost: 6

Materia: Earth

Level: 1

Does: Light Earth damage

Power: 11/16x Base

Spell Name: Quake2

Cost: 28

Materia: Earth

Level: 2

Does: Moderate Earth damage

Power: 1 1/2x Base

Spell Name: Quake3

Cost: 68

Materia: Earth

Level: 3

Does: Heavy Earth Damage

Power: 4 3/8x Base

Spell Name: Reflect

Cost: 30

Materia: Barrier

Level: 3

Does: Causes certain spells to re-target back at the caster

Spell Name: Regen

Cost: 30

Materia: Restore

Level: 3

Does: Gain 1/32 Max HP every unit of battle time.

Spell Name: Remove

Cost: 99

Materia: Exit

Level: 2

Does: Attempts to remove all enemies from the screen

Spell Name: Resist
Cost: 120
Materia: Heal
Level: 3
Does: prevents ALL status changes

Spell Name: Shield
Cost: 180
Materia: Shield
Level: 2
Does: heavy protection spell. All elemental attack are absorbed, many physical attacks are nullified.

Spell Name: Silence
Cost: 24
Materia: Seal
Level: 2
Does: Target can not use magic

Spell Name: Sleepel
Cost: 8
Materia: Seal
Level: 1
Does: Target takes a nap

Spell Name: Slow
Cost: 20
Materia: Time
Level: 2
Does: ATB gauge fills at 1/2 the normal rate

Spell Name: Stop
Cost: 34
Materia: Time
Level: 3
Does: ATB Gauge stops for several game units

Spell Name: Tornado
Cost: 90
Materia: Contain
Level: 3
Does: Extreme Wind damage to one target, often causes confusion status
Power: 7x Base [approximate value]

Spell Name: Toad

Cost: 14

Materia: Transform

Level: 2

Does: Target turns into a frog! Physical attacks lowered, can only cast frog spells

Spell Name: Wall

Cost: 58

Materia: Barrier

Level: 4

Does: A Barrier and MBarrier built into one. All non special damage is reduced by 50%

Spell Name: Ultima

Cost: 130

Materia: Ultima

Level: 2

Does: Extreme Non-elemental damage to all enemies

Power: 6 9/16x Base

=====
Enemy Skill List
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Frog Song:

Effect - Turns a single target into a frog and puts them too sleep.

Pros - Frogs do minimal damage and may not cast any spell other than toad.

Sleeping enemies are sitting ducks. May also be used to remove toad status from party members.

Cons - Only hits one target. Does not work fully on many enemies.

Mp Cost - 5mp

Can learn from - Touch me [Gongaga area], Toxic frog [Temple of the Ancients], and Christopher [Crater]

L4 Suicide:

Effect - Causes critical damage to enemies with level divisible by four. May also cause 'mini' status as well.

Pros - Critical damage is a HUGE amount of current hp. Hits all enemy targets.

Cons - Many enemies do not have levels divisible by four. This skill can NOT kill an enemy either.

Mp Cost - 10mp

Can learn from - Mu [Chocobo farm area], Trickplay [Icicle area]

Note: Critical damage is defined as [HP * 31 / 32] damage. Furthermore, this spell can be reflected. When reflected the spell only hits one target per

reflect. If your entire party has reflect set up, you can hit a total of three targets once or one target three times. Very effective against bosses.

Magic Hammer:

Effect - Takes up to 100mp from an opponent and gives it to the caster.

Pros - Good way to replenish 97mp per casting. Can drain enemies of MP completely so they have do not have any to cast with.

Cons - This skill can be reflected thus you drain mana from yourself causing a net loss of 3mp. Somewhat timely if being used to remove enemy MPs.

Mp Cost - 3mp

Can learn from - Razor Weed [Wutai Area]

Note: If the enemy has less than 100mp remaining, you will still knock that enemy down 100mp however, you will only gain as much mp as it actually had.

White Wind:

Effect - Heals all allies (or enemies) by the amount of current hp the caster has. Also cures the following status changes: sleep, poison, confusion, silence, slow, stop, frog, mini, slow-numb, petrify, berserk, paralyzed, and darkness, death force and Shield. If shield status is removed, no other status will be removed in that casting.

Pros - This is a healing spell with the built in property of 'all' saving you a materia slot. If you have a lot of life, you can heal your party far cheaper this way than with the standard cure spells, besides, it changes a large amount of status changes.

Cons - When you first get White Wind, you may not have enough HP to make it worth casting. Also changes a lot of unlisted good status such as temporary death immune [death force] back to normal.

Mp Cost - 34mp

Can learn from - Zemzelett [Junon area], Wind Wing [Whirlwind Maze]*

* = White Wind Can not be learned via the manipulation menu from Wind Wing, you will have to confuse it and hope it gets cast on your party. Not exactly a solid method for getting it.

Big Guard:

Effect - Casts Barrier, Magic Barrier and Haste on all allies (or enemies)

Pros - Is a big mana saver from casting them all individually. Also has a built in 'all' saving you many materia slots as well. You will take half damage from physical and magical attacks while getting more turns.

Cons - The Barrier and Magic Barrier drain faster than they would if you were not in Haste mode*

*A bug exists. If you are immune to Slow and Stop, you will also be made immune to haste, thus the barriers will not drain at double speed

Mp Cost - 56mp

Can learn from - Beach plug [Costa del sol beaches]

Angel Whisper:

Effect - Fully revives one dead ally, heals an injured ally to full. Angel

whisper also cures the following status changes: KO, Sleep, poison, confusion, silence, slow, stop, frog, mini, petrify, berserk, darkness and paralyzed.

Pros - This is life2/full cure/semi-Esuna on the same spell, and fairly cheap to cast too.

Cons - Only hits one target

Mp Cost - 50mp

Can learn from - Pollensalta [Crater]

Dragon Force:

Effect - Raises Defense and Magic Defense*

Pros - You take less damage

Cons - Somewhat expensive, targets only one target and seems to be ineffective.

Mp Cost - 19mp

Can learn from - Dark Dragon [Crater]

*Final Fantasy VII has a Magic defense bug. Your magic defense will NOT in fact increase in the game because of the bug. In fact, no magic defense works. The only way to increase your resistance to magic is by raising the 'spirit' stat. Dragon Force will still increase the base spirit stat but the MDef armor stat will not be included, though its multiplier will be.

Death Force:

Effect - Target becomes immune to death

Pros - Protects against sudden death. Will not remove a countdown, but if still active when the timer hits zero, will protect from the dying.

Cons - Only hits on target, very limited use. Easily removed by many friendly spells.

Mp Cost - 3mp

Can learn from - Adamantaimai [Wutai Area]

Flame Thrower:

Effect - Projects a stream of flame at one target

Pros - A source of fire damage which hits one target.

Cons - very weak damage, possibly the most useless of all enemy skills. It is also reflectable, this benefits you in no way though since it is a single target spell, thus, you can reflect it only once per casting.

Mp Cost - 10mp

Can learn from - Arc Dragon [Mithril Mines], Dragon [Mount Nibel]

Power: 7/8x Base

Laser:

Effect - A gravity based attack which takes one half of a single targets current hp away.

Pros - Cheaper than demi2 and has the same effect.

Cons - Only hits one target, most bosses are immune to gravity attacks. Laser is also reflectable, this benefits you in no way though since it is a single target spell, thus, you can reflect it only once per casting.

Mp Cost - 16

Can learn from - Death Claw [Desert Prison], Dark Dragon [Crater]

Matra Magic:

Effect - Light non-elemental damage to all enemies

Pros - Possibly the best early game spell. Very cheap, hits all enemies and does decent damage. Furthermore, this spell can be reflected. When reflected the spell only hits one target per reflect. If your entire party has reflect set up, you can hit a total of three targets once or one target three times.

Cons - Quickly becomes obsolete because of it is low damage.

Mp Cost - 8mp

Can learn from - Custom Sweeper [Midgar area], Bullmotor [Desert Prison], and Death Machine [Desert Prison]

Power: 11/16x Base

Bad Breath:

Effect - Casts confusion, frog, mini, poison silence, and sleepel on all enemies.

Pros - A very large amount of status changes which render many enemies defenseless.

Cons - Does not work on most bosses, somewhat expensive

Mp Cost - 58mp

Can learn from - Malboro [Gaea's Cliff, Crater]

Beta:

Effect - Extreme fire damage to all opponents

Pros - Massive fire damage spell which can be obtained very early. Hits all targets.

Cons - None, unless you cast it on fire absorbing opponents

Mp Cost - 35mp

Can learn from - Midgar Zolom [Chocobo farm area]

Power: 3 3/8x Base

Aqualung:

Effect - Extreme water damage to all opponents

Pros - Can be obtained very early. Not many enemies are well defended against water. Excellent spell against bosses. Furthermore, this spell can be reflected. When reflected the spell only hits one target per reflect. If your entire party has reflect set up, you can hit a total of three targets once or one target three times. Very effective against bosses.

Cons - None, unless you cast it on the very rare water absorbing opponents.

Mp Cost - 34mp

Can learn from - Harpy [Corel area], Jenova Life [City of the Ancients], and Serpent [Gelnika Airplane]

Power: 3 1/4x Base

Trine*:

Effect - Strong lightning damage to all opponents

Pros - Very cheap, hits all targets, good damage

Cons - Not as strong as Beta or Aqualung, bad choice against lightning absorbing opponents.

Mp Cost - 20mp

Can learn from - Materia Keeper [Mount Nibel], Godo [Wutai], and Stilva [Gaea's cliff]

*Note: Trine is ONLY taught by these three enemies and they are all one time only. The Materia Keeper you MUST fight before getting the second and third copies of Enemy skill materia. Stilva's MUST be fought before getting the fourth copy of Enemy skill materia. This means Godo is your ONLY source of Trine after you get the Highwind and the fourth enemy skill materia. If you kill him before this you do so AT YOUR OWN LOSS.

Power: 2 1/8x Base

Magic Breath:

Effect - Extreme fire/lightning/ice damage to all opponents

Pros - Possibly the most powerful all enemy hitting elemental attack in the entire game.

Cons - If an enemy is able to absorb any one of the elements, that enemy will absorb all of the damage. If any one element is nullified the damage to the enemy will be zero.

Mp Cost - 75mp

Can learn from - Stilva [Gaea's Cliff], Parasite [Crater]

Power: 4 13/16x Base

????:

Effect - Does non elemental damage. Casters [max hp - current hp] = damage

Pros - Good damage if you frequently have 1/9999 hp

Cons - not enough damage if you do not have high max hp and

Mp Cost - 3mp

Can learn from - Jersey [Shinra Mansion], Behemoth [Midgar]

Goblin Punch:

Effect - Physical damage to one target based on magical attack. The damage is greater as your level is nearer to an enemy level.

Pros - If you do not want to waste a limit break, this is a good way to do decent damage for no cost.

Cons - Is weak against enemies, especially in the late game as few monsters are above level fifty.

Mp Cost - 0mp

Can learn from - Goblin [Goblin Island]

Power: 3/4x Base

Chocobuckle:

Effect - Non-elemental damage to a single target. Damage is equal to the number of battles you have run from.

Pros - In theory you can do 9,999 damage with this skill. However, better uses are getting it to 1,111 or 2,222 damage to inflict easy Lucky 7's on your party.

Cons - Takes a VERY long time to power up, somewhat of a pain to learn too.

Mp Cost - 3mp

Can learn from - Chocobos [Chocobo Tracks]

L5 Death:

Effect - Casts instant death on any target with a level divisible by 5.

Pros - Targets all enemies, quickly kills them if able

Cons - Does not effect most enemies, does not effect enemies immune to death.

Mp Cost - 22mp

Can learn from - Parasite [Crater]

Death Sentence:

Effect - Creates a sixty second timer above one targets head. When the timer reaches zero Instant death will be cast.

Pros - None

Cons - 60 seconds if forever in this game. Even if it reaches zero, some enemies will still be immune to the death effect.

Mp Cost - 10mp

Can learn from - Gi Spector [Cave of Gi] , Sneaky Step [Cave of Gi], and Boundfat [Bone village area]

Roulette:

Effect - Selects a random target from ALL targets on the battle screen and casts death on that target

Pros - It is somewhat amusing to watch, though it is pretty useless.

Cons - You can kill yourself!

Mp Cost - 6mp

Can learn from - Death Dealer [Crater]

Shadow Flare:

Effect - Extreme non-elemental damage to a single target

Pros - The damage is huge, more powerful than flare.

Cons - Hits only one target, quite expensive to cast. Shadow flare is also reflectable, this benefits you in no way though since it is a single target spell, thus, you can reflect it only once per casting.

Mp Cost - 100mp

Can learn from - Dragon Zombie [Crater], Ultimate Weapon [Cosmo Canyon]

Power: 7 13/16x Base

Pandora's Box:

Effect - Heavy magical damage to all enemies. This attack is piercing, meaning it ignores defense.

Sleep: Immune [Enemy can not be hit with this status]
Poison:
Confusion:
Silence:
Darkness:
Fury:
Sadness:
Stop:
Slow:
Frog:
Small:
Slow-Numb:
Petrify:
Death-Sentence:
Manipulate:
Berserk:
Paralyze:
Seizure:
Positive: [Haste, Peerless, Regen]

+---+---+---+
Preparing
+---+---+---+

Where to find: The area the game menu will say when brought up
Appears with: other types of enemies

+---+---+---+
Attacks
+---+---+---+

Attack Name [Who it hits] [Damage Done] [Element Type - if it exists]
[Status Type[s]]

Gravity suffers no damage from multiple targets, most other spells do.
They only do 2/3 damage if hitting multiple targets. No Reduction
means such an ability does not suffer from it.

+---+---+---+
Notes
+---+---+---+

Tips/Tricks: Boring things I wrote.

+---+---+---+
Name: 1st Ray
+---+---+---+
Level: 4

Information

HP: 18
MP: 0
Atk: 10
Matk: 0
Def: 2
MDef: 0

Def%: 0
Dex: 40
Luck: 0
EXP: 12
AP: 1
Gil: 5
Win: -
Steal: -
Morph: Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: Weakness
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: Immune
Poison: Immune
Confusion: -
Silence: -
Darkness: Immune
Fury: -
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: Immune
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: No. 1 Reactor
Appears with: Grunt

Attacks

Laser Cannon [1 Enemy] [10]

Notes

Tips/Tricks: Always attacks target with highest HP.

Name: 2-Faced

+==+==+==+==+==+==+

Level: 18

Information

HP: 330

MP: 80

Atk: 40

Matk: 25

Def: 38

MDef: 150

Def%: 1

Dex: 48

Luck: 0

EXP: 100

AP: 10

Gil: 156

Win: Hi-Potion

Steal: Phoenix Down

Morph: Hi-Potion

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: Nullifies

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: -

Frog: Immune

Small: -

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: Immune

Berserk: -

Paralyze: Immune

Seizure: -

Positive: -

Preparing

Where to find: Corel Prison, Corel Desert

Appears with: Bandit

Attacks

Cure3 [All Enemies, Yes, Enemies] [3118], Self-Destruct [1 Enemy]
[75% of Target's HP]

Notes

Tips/Tricks: It has no attacks, everything is a Counterattack. Each attack listed has a 1/8th chance of occurring, 3/4's of the time nothing happens. Also, if you cast Berserk on it, nothing will happen, as it has not skill to use.

+---+---+---+---+

Name: 8 Eye

+---+---+---+---+

Level: 30

Information

HP: 500

MP: 220

Atk: 40

Matk: 60

Def: 200

MDef: 400

Def%: 0

Dex: 25

Luck: 0

EXP: 1000

AP: 100

Gil: 720

Win: -

Steal: -

Morph: Magic Source

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: Instant Death

Gravity: Nullifies

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: -
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Temple of the Ancients
Appears with: -

Attacks

Eyesight [1 Enemy] [75% of MP], Eyesight [1 Enemy] [75% of HP],
Eyesight [1 Enemy] [1620], Eyesight [1 Enemy] [Slow] [Darkness]

Notes

Tips/Tricks: These babies hit hard. Eyesight which targets MP is a counter attack to magical abilities. The one which inflicts status changes is a counter to physical abilities.

+---+---+---+---+

Name: Arcophies

+---+---+---+---+

Level: 35

Information

HP: 2400
MP: 220
Atk: 60
Matk: 55
Def: 70
MDef: 160
Def%: 8
Dex: 54
Luck: 1
EXP: 800
AP: 90
Gil: 1200
Win: Noting
Steal: Water Ring
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -

Gravity: Nullifies
Water: Absorbs
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Corral Valley Caves
Appears with: -

Attacks

Big Red Clipper [1 Enemy] [190], Isogin Smog [1 Enemy] [540], Huge
Tidal Wave [All Enemies and All Allies] [237.5] [Water]

Notes

Tips/Tricks: Tidal Wave heals it for about Five times more life than
it does damage.

+---+---+---+---+
Name: Adamantaimai
+---+---+---+---+
Level: 30

Information

HP: 1600
MP: 240
Atk: 71
Matk: 75
Def: 60
MDef: 280
Def%: 1
Dex: 62
Luck: 0

EXP: 720
AP: 100
Gil: 2000
Win: Dragon Scales, Phoenix Down
Steal: Adaman Bangle
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Wutai Area
Appears with: -

Attacks

Light Shell [1 Enemy] [269], Death Force [1 Ally] [Death Force],
Barrier [1 Ally or All Allies] [Barrier], MBarrier [1 Ally or All
Allies] [MBarrier]

Notes

Tips/Tricks: Light Shell will only be used as a counter attack. Death
Force can only be used if manipulated. It will open with Barrier and
MBarrier.

Want to see your game crash? Try this on for size, inflict it with

a Barrier and MBarrier before its first turn. The game will freeze!

+---+---+---+---+

Name: Aero Combatant

+---+---+---+---+

Level: 11

Information [1st Value is while flying in the air. 2nd Value is on foot]

HP: 190
MP: 0
Atk: 22
Matk: 6 [23]
Def: 24
MDef: 24 [48]
Def%: 40 [1]
Dex: 72 [42]
Luck: 22 [1]
EXP: 40
AP: 4
Gil: 110
Win: Potion
Steal: Potion
Morph: Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies [Neutral]
Poison: -
Gravity: Weakness
Water: -
Wind: Weakness [Neutral]
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: -
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Plate Support

Appears with: -

Attacks

Kick [1 Enemy] [29], Propeller [1 Enemy] [43.5], Propeller Sword
[1 Enemy] [29], Sword Rush [1 Enemy] [32.625]

Notes

Tips/Tricks: Aero Combatant will fall to the ground 50% of the time
when hit.

+--+-+--+-+--+-+--+-+

Name: Air Buster [Boss]

+--+-+--+-+--+-+--+-+

Level: 15

Information

HP: 1200

MP: 0

Atk: 24

Matk: 12

Def: 80

MDef: 320

Def%: 3

Dex: 75

Luck: 2

EXP: 180

AP: 16

Gil: 150

Win: Titan Bangle

Steal: -

Morph: -

Elemental Resistance

Fire: Halves

Ice: -

Lightning: Weakness

Earth: Nullifies

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: Immune

Sleep: Immune

Poison: Immune

Confusion: Immune

Silence: Immune

Darkness: Immune

Fury: Immune
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: No. 5 Reactor
Appears with: -

Attacks

Big Bomber [1 Enemy] [109.375], Energy Ball [1 Enemy] [35.625], Rear Gun [1 Enemy] [43.75], Bodyblow [1 Enemy] [87.5]

Notes

Tips/Tricks: You will get an automatic side attack. He will spin around to face both parties as attacked. Once he is below 20% health, he can no longer turn around to counter attack. He will counter attack with Bodyblow if facing the target which struck him and rear gun if facing away from the target which struck him.

+---+---+---+---+

Name: Allemagne

+---+---+---+---+

Level: 48

Information

HP: 8000
MP: 200
Atk: 120
Matk: 88
Def: 90
MDef: 96
Def%: 1
Dex: 85
Luck: 0
EXP: 1300
AP: 100
Gil: 1360
Win: Eye Drop
Steal: Eye Drop
Morph: -

Elemental Resistance

Fire: -

Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: -
Water: -
Wind: Weakness
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Northern Crater
Appears with: Nothing

Attacks

Claw [1 Enemy] [1020], L4 Death [All Enemies or 1 Enemy] [Death],
L3 Flare [All Enemies or 1 Enemy] [5/4 of Target's Current HP] [Fire],
Teardrop [1 Enemy] [1020] [Sadness], Big Breath [1 Enemy or All
Enemies] [816]

Notes

Tips/Tricks: L3 Flare counters magic attacks and will only hurt you
if your level is a multiple of three. Teardrop will counter physical
attacks. L4 death only kills you if your level is a multiple of four.
Each of L3 Flare and L4 Death may only be used once per battle, in
that order.

+--+--+--+--+
Name: Ancient Dragon
+--+--+--+--+
Level: 34

Information

HP: 2400
MP: 450
Atk: 70
Matk: 55
Def: 90
MDef: 280
Def%: 1
Dex: 70
Luck: 10
EXP: 800
AP: 80
Gil: 800
Win: Turbo Ether
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: Weakness
Water: Nullifies
Wind: Weakness
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Temple of the Ancients
Appears with: -

Attacks

Horn [1 Enemy] [328.5], Southern Cross [1 Enemy] [584] [Ice]

+---+---+---+---+

Name: Aps [Boss]

+---+---+---+---+

Level: 18

Information

HP: 1800
MP: 0
Atk: 40
Matk: 40
Def: 36
MDef: 160
Def%: 4
Dex: 63
Luck: 5
EXP: 240
AP: 22
Gil: 253
Win: Phoenix Down
Steal: -
Morph: -

Elemental Resistance

Fire: Weakness
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Sewers

Appears with: -

Attacks

Tail Attack [1 Enemy] [77.5], Lick [1 Enemy] [15.5] [Sadness], Sewer
Tsunami [All Enemies + Allies] [77.5] [Water]

Notes

Tips/Tricks: There are two versions of Sewer Tsunami. One hits the party for double damage, the other hits Aps for double damage. Lick will target the character in the middle [often Aeris], if dead, Aps will randomly choose either of the sides.

+---+---+---+---+

Name: Ark Dragon

+---+---+---+---+

Level: 18

Information

HP: 280

MP: 124

Atk: 56

Matk: 18

Def: 50

MDef: 130

Def%: 5

Dex: 61

Luck: 7

EXP: 84

AP: 10

Gil: 180

Win: Phoenix Down, Ether

Steal: Ether

Morph: Phoenix Down

Elemental Resistance

Fire: Absorbs

Ice: -

Lightning: -

Earth: Nullifies

Poison: -

Gravity: -

Water: -

Wind: Weakness

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Mythril Mines
Appears with: Crawler, Castanets

Attacks

Claw [1 Enemy] [67.5], Flame Thrower [1 Enemy] [189] [Fire]

Notes

Tips/Tricks: Flame Thrower always targets the enemy with the most HP.

+---+---+---+---+
Name: Armored Golem
+---+---+---+---+
Level: 41

Information

HP: 10000
MP: 200
Atk: 110
Matk: 98
Def: 100
MDef: 120
Def%: 1
Dex: 110
Luck: 0
EXP: 2500
AP: 100
Gil: 2680
Win: Echo Screen
Steal: Turbo Ether
Morph: Guard Source

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -

Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: -
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Northern Crater
Appears with: Nothing

Attacks

Snap [1 Enemy] [1675], Megaton Punch [1 Enemy] [1256.25], Golem
Laser [All Enemies - No Reduction] [834]

Notes

Tips/Tricks: Has great Def and MDef in its second form, but can also
not attack while in it.

+---+---+---+---+
Name: Attack Squad
+---+---+---+---+
Level: 34

Information

HP: 1300
MP: 100
Atk: 60
Matk: 20
Def: 66
MDef: 60
Def%: 1
Dex: 55
Luck: 0

EXP: 300
AP: 10
Gil: 420
Win: S-Mine
Steal: 8-inch Cannon
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Wutai
Appears with: -

Attacks

Machine Gun [1 Enemy] [186], Grenade [All Enemies] [232.5], Smoke
Bullet [1 Enemy] [Darkness] [Sleep]

+---+---+---+---+

Name: Bad Rap

+---+---+---+---+

Level: 38

Information

HP: 9000
MP: 120
Atk: 70
Matk: 100
Def: 90
MDef: 90
Def%: 2
Dex: 60
Luck: 3
EXP: 1100
AP: 70
Gil: 2500
Win: Dazers
Steal: Ink
Morph: Luck Source

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: Absorbs
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: The Gelnika
Appears with: Poodler

Attacks

Whip [1 Enemy] [319], Big Fang [1 Enemy] [837.375], Evil Poison [1
Enemy] [239.25] [Poison-Elemental] [Darkness]

Notes

Tips/Tricks: Big Fang will target the enemy with the highest HP.

+---+---+---+---+

Name: Bad Rap Sample

+---+---+---+---+

Level: 34

Information

HP: 11000

MP: 120

Atk: 96

Matk: 100

Def: 120

MDef: 160

Def%: 2

Dex: 89

Luck: 3

EXP: 2000

AP: 150

Gil: 2200

Win: -

Steal: -

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: Immune

Petrify: Immune

Death-Sentence: Immune

Manipulate: Immune

Berserk: Immune

Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: The Mako Cannon
Appears with: Poodler Sample, Hojo

Attacks

Whip [1 Enemy] [504], Big Fang [1 Enemy] [1323], Evil Poison [1
Enemy] [378] [Poison-Elemental] [Darkness]

+---+---+---+---+

Name: Bagnadrana

+---+---+---+---+

Level: 16

Information

HP: 450
MP: 60
Atk: 40
Matk: 23
Def: 40
MDef: 80
Def%: 1
Dex: 43
Luck: 0
EXP: 110
AP: 11
Gil: 120
Win: Hi-Potion
Steal: Diamond Pin
Morph: Guard Source

Elemental Resistance

Fire: Nullifies
Ice: Weakness
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -

Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: -
Paralyze: Immune
Seizure: -
Positive: Immune - Peerless

Preparing

Where to find: Mt. Corel
Appears with: Search Crown, Bloatfloat, Needle Kiss

Attacks

Fang [1 Enemy] [60], Claw [1 Enemy] [60], Horn [1 Enemy] [67.5],
Poison Breath [1 Enemy] [175.5] [Poison-Element] [Poison-Status]

Notes

Tips/Tricks: Yummy, Guard sources... Diamond Pins to steal, also.

+---+---+---+---+

Name: Bagrisk

+---+---+---+---+

Level: 19

Information

HP: 400
MP: 50
Atk: 50
Matk: 39
Def: 44
MDef: 100
Def%: 1
Dex: 45
Luck: 0
EXP: 240
AP: 30
Gil: 275
Win: Soft
Steal: Soft, Vagyrisk Claw
Morph: Remedy

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -

Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Cosmo Area
Appears with: -

Attacks

Tail [1 Enemy] [108], Stone Strike [1 Enemy] [Petrify], Quake2 [1
Enemy or All Enemies] [522] [Earth]

Notes

Tips/Tricks: Do not quote me on this, but Vagyrisk Claws are not possible to steal, especially with a sneak glove, once you are level 78.

+--+-+--+-+--+-+--+-+
Name: Bahba Velamyu
+--+-+--+-+--+-+--+-+
Level: 23

Information

HP: 640
MP: 40
Atk: 40
Matk: 44
Def: 38
MDef: 176
Def%: 1
Dex: 55
Luck: 0
EXP: 285

AP: 20
Gil: 280
Win: Mute Mask
Steal: -
Morph: Mute Mask

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Nibel Area, Rocket Launch Pad Area
Appears with: -

Attacks

Bonecutter [1 Enemy] [68], Jumping Cutter [1 Enemy] [68], Magic
Cutter [1 Enemy] [50.25], Silence [1 Enemy or All Enemies] [Silence],
Slow [1 Enemy or All Enemies] [Slow]

+--+--+--+--+--+
Name: Bandersnatch
+--+--+--+--+--+
Level: 30

Information

HP: 860
MP: 100
Atk: 68
Matk: 25
Def: 46
MDef: 76
Def%: 1
Dex: 55
Luck: 0
EXP: 510
AP: 40
Gil: 600
Win: Hi-Potion
Steal: -
Morph: Ice Crystal

Elemental Resistance

Fire: Weakness
Ice: Halves
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Icicle Area, Great Glacier
Appears with: Snow

Attacks

Bodyblow [1 Enemy] [257], Bite [1 Enemy] [257] [Confusion], Howling
[1 Ally] [Revives Dead Bandersnatch's]

+---+---+---+---+

Name: Bandit

+---+---+---+---+

Level: 17

Information

HP: 360

MP: 0

Atk: 38

Matk: 5

Def: 40

MDef: 96

Def%: 1

Dex: 68

Luck: 0

EXP: 99

AP: 10

Gil: 220

Win: Tent

Steal: X-Potion

Morph: Hi-Potion

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: Immune

Small: -

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: -

Berserk: -

Paralyze: -

Seizure: -

Positive: -

Preparing

Where to find: Corel Prison, Corel Desert

Appears with: 2-Faced

Attacks

Hit [1 Enemy] [58], Hold Up [Takes 340 Gil], Mug [1 Enemy] [58]
[Steals Random Item], Escape [Self] [Run from Battle]

Notes

Tips/Tricks: Don't let it escape after it Mugs something from you.
Kill Bandit to get back any mugged items or gil.

+--+-+--+-+--+-+--+-+

Name: Battery Cap

+--+-+--+-+--+-+--+-+

Level: 24

Information

HP: 640

MP: 58

Atk: 41

Matk: 42

Def: 38

MDef: 150

Def%: 1

Dex: 40

Luck: 0

EXP: 270

AP: 32

Gil: 386

Win: Eye Drop

Steal: Dazers

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: Immune

Silence: -

Darkness: -

Fury: -

Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Rocket Launch Pad Area
Appears with: Valron

Attacks

Seed Shot [1 Enemy] [Darkness], Four Laser [396]

+--+-+--+-+--+-+--+

Name: Beachplug

+--+-+--+-+--+-+--+

Level: 16

Information

HP: 200
MP: 100
Atk: 22
Matk: 8
Def: 36
MDef: 36
Def%: 1
Dex: 52
Luck: 0
EXP: 95
AP: 10
Gil: 155
Win: Hi-Potion
Steal: -
Morph: Turbo Ether

Elemental Resistance

Fire: -
Ice: Halves
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Corel Area, Gold Saucer Area, Gongaga Area
Appears with: -

Attacks

Bite [1 Enemy] [33], Ice [1 Enemy or All Enemies] [72] [Ice],
Big Guard [All Allies] [Haste] [Barrier] [MBarrier]

Notes

Tips/Tricks: Must be manipulated to use Big Guard, one of the best defensive skills in the game.

+---+---+---+---+

Name: Behemoth

+---+---+---+---+

Level: 45

Information

HP: 7000
MP: 400
Atk: 140
Matk: 110
Def: 120
MDef: 200
Def%: 6
Dex: 120
Luck: 20
EXP: 1500
AP: 100
Gil: 2200
Win: Stardust
Steal: Phoenix Down, War Gong
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: -
Paralyze: Immune
Seizure: -
Positive: Immune - Peerless

Preparing

Where to find: Sector 8 Underground
Appears with: Nothing

Attacks

Behemoth Horn [1 Enemy] [1260], Claw [1 Enemy] [1120], ??? [1 Enemy]
[Caster's Max HP - Current HP], Flare [1 Enemy] [6684.375] [Fire]

Notes

Tips/Tricks: Flare is a 100% magical counter attack. ??? can be learned here!

+---+---+---+---+

Name: Bizarre Bug

+---+---+---+---+

Level: 28

Information

HP: 975

MP: 0
Atk: 75
Matk: 24
Def: 50, [0 when flying]
MDef: 160
Def%: 1, [50 when flying]
Dex: 59
Luck: 0
EXP: 420
AP: 40
Gil: 340
Win: X-Potion
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Wutai Area, Da-Chao Statue
Appears with: Tail Vault, Jayjujaye, Foulender

Attacks

Bodyblow [1 Enemy] [270], Scorpion Attack [1 Enemy] [270], Toxic
Powder [All Enemies] [421.875] [Poison-Element] [Poison-Status]

Notes

Tips/Tricks: The second two attacks are only use when flying. Toxic Powder is used only once per battle.

+---+---+---+---+

Name: Bizarro Sephiroth [Boss]

+---+---+---+---+

Level: 61

Information

HP: 60000

MP: 400

Atk: 210

Matk: 144

Def: 220

MDef: 210

Def%: 1

Dex: 140

Luck: 0

EXP: 0

AP: 0

Gil: 0

Win: -

Steal: -

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: Immune

Sleep: Immune

Poison: Immune

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: Immune

Frog: Immune

Small: Immune

Slow-Numb: Immune

Petrify: Immune

Death-Sentence: Immune

Manipulate: Immune

Berserk: Immune

Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless, Haste

Preparing

Where to find: Northern Crater
Appears with: Nothing

Attacks

Sephiroth Shock [1 Enemy] [2131.25], Aurora Fence [All Enemies - No Reduction] [1252] [Restorative] [Removes almost all statuses in the game], Bolt3 [1 Enemy or All Enemies] [4920] [Lightning], Quake3 [1 Enemy or All Enemies] [5381.25] [Earth], Stigma [All Enemies - No Reduction] [2152.5] [Poison-Status] [Slow], Heartless Angel [All Enemies] [HP Reduced to 1], Ice3 [1 Enemy or All Enemies] [4920] [Ice], Fire3 [1 Enemy or All Enemies] [4920] [Fire], Demi3 [1 Enemy or All Enemies] [Target's HP * 3 / 4], Bizarro Eneyg [1 Ally or All Allies - No Reduction] [6840] [Restorative]

Notes

Tips/Tricks: As you can see he has a few attacks. Sephiroth Shock only gets used when a casting of another attack fails due to a part being dead. Aurora Fence is only used when the Head is dead. Bolt3 may only be used when the Right Magic is alive. Quake3 may only be used when the Left Magic is alive. Stigma us only used when the Head and Core are alive. Heartless Angel is used when the Head is alive and the Core is dead. Ice3 is only usable when the Right Magic is alive. Fire3 is only usable when the Left Magic is alive. Demi3 is a counter attack for when the Head dies. Bizarro Eneyg will be used by the Core, when alive, to heal the Body.

+---+---+---+---+

Name: Black Bat

+---+---+---+---+

Level: 25

Information

HP: 550
MP: 0
Atk: 30
Matk: 44
Def: 36
MDef: 180
Def%: 1 [255]
Dex: 52
Luck: 0
EXP: 270
AP: 24
Gil: 80
Win: Vampire Fang
Steal: -
Morph: Vampire Fang

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: -
Water: -
Wind: Weakness
Holy: Weakness

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Shinra Mansion
Appears with: -

Attacks

Blood Suck [1 Enemy] [53] [Absorb]

Notes

Tips/Tricks: There is a 7/8's chance that each turn Black Bat will have 255 Def% instead of 1.

+---+---+---+---+

Name: Bloatfloat

+---+---+---+---+

Level: 18

Information

HP: 240
MP: 0
Atk: 20
Matk: 24
Def: 36

MDef: 40
Def%: 1
Dex: 52
Luck: 0
EXP: 90
AP: 9
Gil: 125
Win: Hi-Potion
Steal: Soft
Morph: Hi-Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: -
Water: -
Wind: Weakness
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Mt. Corel
Appears with: Cokatolis, Bagnadrana

Attacks

Bodyblow [1 Enemy] [31], Vacuum [1 Enemy] [48.4375], Spiky Hell
[1 Enemy] [200] [Piercing]

Notes

Tips/Tricks: Spiky Hell is a 100% Counter attack against magical attacks, it will always hit the character with the highest HP and may

only be used once in the course of the battle.

+---+---+---+---+

Name: Blood Taste

+---+---+---+---+

Level: 8

Information

HP: 72

MP: 0

Atk: 12

Matk: 14

Def: 22

MDef: 24

Def%: 8

Dex: 65

Luck: 6

EXP: 24

AP: 2

Gil: 32

Win: Antidote

Steal: Eye Drop

Morph: Potion

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: -

Small: -

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: -

Berserk: -

Paralyze: -

Seizure: -

Positive: -

Preparing

Where to find: No. 5 Reactor
Appears with: Smogger, Special Combatant

Attacks

Bite [1 Enemy] [12], Tentacle Drain [1 Enemy] [7.5]

+---+---+---+---+

Name: Blue Dragon

+---+---+---+---+

Level: 41

Information

HP: 8800
MP: 500
Atk: 121
Matk: 90
Def: 86
MDef: 240
Def%: 2
Dex: 80
Luck: 10
EXP: 1200
AP: 200
Gil: 100
Win: Dragon Armlet
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: Absorbs
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune

Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Gaea's Cliff
Appears with: Nothing

Attacks

Dragon Fang [1 Enemy] [2240], Tail Attack [1 Enemy] [1120], Blue
Dragon Breath [All Enemies - No Reduction] [687.75] [Ice], Great
Gale [All Enemies] [1680] [Wind] [Darkness], Dragon Force [1 Ally]
[Def + 50%, MDef +50%]

Notes

Tips/Tricks: Dragon Force can only be used to raise stats by 100%.
Sadly, you can not manipulate Blue Dragon to learn this skill.
However, you can win Dragon Armlet's from him, which are great armors.

+---+---+---+---+

Name: Blugu

+---+---+---+---+

Level: 4

Information

HP: 120
MP: 0
Atk: 8
Matk: 24
Def: 180
MDef: 128
Def%: 1
Dex: 52
Luck: 2
EXP: 18
AP: 2
Gil: 35
Win: Potion
Steal: Eye Drop
Morph: Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: Weakness
Earth: Nullifies
Poison: -
Gravity: -
Water: -

Wind: Weakness

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: -

Frog: Immune

Small: -

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: -

Berserk: -

Paralyze: Immune

Seizure: -

Positive: -

Preparing

Where to find: Sector 4 Plate

Appears with: Rocket Launcher, Chuse Tank

Attacks

Bodyblow [1 Enemy] [8], Hell Bubbles [1 Enemy] [Sleep]

+---+---+---+---+

Name: Bomb

+---+---+---+---+

Level: 18

Information

HP: 600

MP: 30

Atk: 24

Matk: 22

Def: 60

MDef: 60

Def%: 1

Dex: 65

Luck: 0

EXP: 150

AP: 20

Gil: 192

Win: Shrapnel

Steal: Right Arm

Morph: Shrapnel

Elemental Resistance

Fire: Nullifies
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Mt. Corel
Appears with: -

Attacks

Bodyblow [1 Enemy] [37], Bodyblow [When very big] [1 Enemy] [92.5],
Fireball [1 Enemy] [240] [Fire], Bomb Blast [1 Enemy] [587.375] [Kills
Bomb]

Notes

Tips/Tricks: Fireball can only be used after Bomb expands at least once. Bomb Blast is a suicide attack, thus, you will get no EXP/AP/Gil if he dies in this way. He will suicide as a counter attack only when below 25% HP but not yet dead.

+--+--+--+--+
Name: Bottomswell
+--+--+--+--+
Level: 23

Information

HP: 2500
MP: 100
Atk: 42
Matk: 30
Def: 36
MDef: 96
Def%: 1
Dex: 69
Luck: 0
EXP: 550
AP: 52
Gil: 1000
Win: Power Wrist
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: Halves
Water: -
Wind: Weakness
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Junon
Appears with: -, spawns Waterpolo's

Attacks

Bodyblow [1 Enemy] [255], Tail Attack [1 Enemy] [127.5],
Moonstrike [1 Enemy] [127.5], Waterball [1 Enemy] [Creates

Waterpolo around Target], Big Wave [All Enemies] [191.25]
[Water]

Notes

Tips/Tricks: Bodyblow hits the enemy with the highest HP. Big Wave is used in its third form, once it is under 50% of its max HP and also when it dies as a final attack. Waterpolo will surround a character and take 1/32 of his/her life away per unit of time. It can only be broken by spell damage.

+---+---+---+---+

Name: Boundfat

+---+---+---+---+

Level: 27

Information

HP: 500

MP: 80

Atk: 55

Matk: 50

Def: 60

MDef: 100

Def%: 1

Dex: 60

Luck: 0

EXP: 420

AP: 40

Gil: 350

Win: Dazers

Steal: Dazers

Morph: Dazers

Elemental Resistance

Fire: -

Ice: Absorbs

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: -

Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Corral Valley
Appears with: Trickplay, Hungry, Malldancer

Attacks

Bodyblow [1 Enemy] [147], Ice2 [1 Enemy or All Enemies] [577.5] [Ice],
Dark Needle [1 Enemy] [147] [Darkness], Death Sentence [1 Enemy]
[Death-sentence]

Notes

Tips/Tricks: Ugh, Bodyblow hits the target with the least HP, Ice2
with the least MDef, Dark Needle with the least def, and Death
Sentence as a final attack against Magic.

+---+---+---+---+

Name: Brain Pod

+---+---+---+---+

Level: 15

Information

HP: 240
MP: 46
Atk: 23
Matk: 6
Def: 26
MDef: 32
Def%: 3
Dex: 48
Luck: 6
EXP: 52
AP: 6
Gil: 95
Win: Deadly Waste
Steal: Antidote
Morph: Deadly Waste

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: Absorbs
Gravity: -
Water: -

Wind: -
Holy: Weakness

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Shinra HQ, Floors 67, 68, 69 [After Capture]
Appears with: Zenene

Attacks

Bodyblow [1 Enemy] [33], Refuse [1 Enemy] [47.25] [Sleep],
Refuse - Variation 2 [1 Enemy] [94.5] [Poison-Status]

+--++--++--++--++

Name: Bull Motor

+--++--++--++--++

Level: 19

Information

HP: 420
MP: 96
Atk: 36
Matk: 8
Def: 40
MDef: 120
Def%: 1
Dex: 61
Luck: 0
EXP: 92
AP: 9
Gil: 140
Win: Ether
Steal: X-Potion
Morph: Turbo Ether

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Corel Desert
Appears with: Death Claw

Attacks

Bodyblow [1 Enemy] [57], Matra Magic [All Enemies - No Reduction]
[111.375]

Notes

Tips/Tricks: If you missed Matra Magic earlier, here is a good place to learn it as it is used 50% of the time.

+---+---+---+---+

Name: Cactuar

+---+---+---+---+

Level: 20

Information

HP: 200
MP: 20

Atk: 30
Matk: 20
Def: 40
MDef: 0
Def%: 20 [255]
Dex: 40
Luck: 40
EXP: 1
AP: 1
Gil: 10000
Win: -
Steal: -
Morph: Hi-Potion

Elemental Resistance

Fire: Nullifies
Ice: Nullifies
Lightning: Nullifies
Earth: Nullifies
Poison: -
Gravity: Nullifies
Water: Nullifies
Wind: -
Holy: Nullifies

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: Immune
Slow: Immune
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: Immune - Regen, Peerless, Haste

Preparing

Where to find: Corel Desert
Appears with: -

Attacks

Mystery Kick [1 Enemy] [144], 1000 Needles [1 Enemy] [1000] [Piercing]

Notes

Tips/Tricks: Nice source of Gil... and aggravation. They like to run away quite often. 7 out of every 8 turns Cactuar will have 255 Def% instead of just 20.

+---+---+---+---+

Name: Cactuer

+---+---+---+---+

Level: 40

Information

HP: 6000

MP: 120

Atk: 63

Matk: 85

Def: 90

MDef: 100

Def%: 1 [255]

Dex: 75

Luck: 0

EXP: 1000

AP: 100

Gil: 1000

Win: -

Steal: -

Morph: Tetra Element

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: -

Berserk: -

Paralyze: -

Seizure: -
Positive: -

Preparing

Where to find: Cactus Island, Corel Area
Appears with: Nothing

Attacks

Mystery Kick [1 Enemy] [891], 1000 Needles [1 Enemy] [1000] [Piercing]

Notes

Tips/Tricks: Great Source of Tetra Elemental's! 7 out of every 8 turns Cactuer will have 255 Def% instead of just one.

+--++--++--++--+

Name: Capparwire

+--++--++--++--+

Level: 15

Information

HP: 210
MP: 20
Atk: 16
Matk: 0
Def: 38
MDef: 10
Def%: 1
Dex: 42
Luck: 0
EXP: 60
AP: 6
Gil: 103
Win: Potion
Steal: Ether
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -

Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Junon Area
Appears with: Nerosuferoth

Attacks

Wire Attack [1 Enemy] [90], Grand Spark [1 Enemy] [135]

Notes

Tips/Tricks: These guys hit hard when you first meet them, great way to build up some limit breaks as they also appear in groups of five on most occasions.

+--+-+--+-+--+-+--+

Name: Captain

+--+-+--+-+--+-+--+

Level: 34

Information

HP: 2000
MP: 90
Atk: 84
Matk: 34
Def: 66
MDef: 80
Def%: 1
Dex: 63
Luck: 0
EXP: 850
AP: 84
Gil: 1050
Win: S-mine
Steal: Shinra Alpha
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -

Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Underwater Reactor, Submarine
Appears with: Underwater MP

Attacks

Machine Gun [1 Enemy] [351], Hand Grenade [1 Enemy] [767.8125]

Notes

Tips/Tricks: Captain can only be forced to use Hand Grenade while Manipulated.

+--+-+--+-+--+-+--+

Name: Carry Armor [Boss], Right Arm, Left Arm

+--+-+--+-+--+-+--+

Level: 45

Information

HP: 24000, 10000, 10000
MP: 200, 100, 100
Atk: 90, 80, 80
Matk: 55
Def: 200
MDef: 300
Def%: 1
Dex: 80

Luck: 0
EXP: 2800, 1400, 1500
AP: 240, 95, 90
Gil: 4000, 0, 0
Win: God's Hand, -----, -----
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: Weakness
Earth: -
Poison: Nullifies
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: Immune
Slow: Immune
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Haste, Peerless

Preparing

Where to find: Underwater Reactor
Appears with: Nothing

Attacks

Lapis Laser [All Enemies - No Reduction] [1875], Damage Attack [1
Enemy] [562.5], Arm Punch [1 Enemy] [624], Arm Grab [1 Enemy]
[Imprisoned]

Notes

Tips/Tricks: Lapis Laser is used by Carry Armor, sometimes as a sneak
attack. This attack is perhaps the most powerful in the game with all
things considered. Arm Punch is used only by the arms. Arm Grab will
pick up a character rendering them useless. The arm will hold the

character until it is defeated. Each time Carry Armor or either arm is hit, Damage Attack will be triggered hitting any characters in their grasp. Characters in arms are considered dead, so do not lose the third.

+---+---+---+---+

Name: Castanets

+---+---+---+---+

Level: 15

Information

HP: 190

MP: 0

Atk: 26

Matk: 2

Def: 76

MDef: 4

Def%: 3

Dex: 49

Luck: 2

EXP: 65

AP: 7

Gil: 113

Win: Potion

Steal: -

Morph: -

Elemental Resistance

Fire: Weakness

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: -

Small: -

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: -

Berserk: -

Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Mythril Mines
Appears with: Ark Dragon, Crawler

Attacks

2-stage Attack [1 Enemy] [38], Scissor Spark [1 Enemy] [52.25]
[Lightning]

+---+---+---+---+

Name: Ceasar

+---+---+---+---+

Level: 11

Information

HP: 120
MP: 0
Atk: 22
Matk: 33
Def: 32
MDef: 18
Def%: 5
Dex: 47
Luck: 10
EXP: 23
AP: 2
Gil: 55
Win: Potion, Tranquilizer
Steal: Tranquilizer
Morph: Potion

Elemental Resistance

Fire: -
Ice: Weakness
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -

Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Sewers
Appears with: Sahagin

Attacks

Bodyblow [1 Enemy] [29], Bubbles [1 Enemy] [21.75] [Water]

Notes

Tips/Tricks: At 25% HP and below, Ceasar will use Bubbles and Bodyblow every turn until it is defeated.

+---+---+---+---+
Name: Chekov [Boss]
+---+---+---+---+
Level: 34

Information

HP: 5000
MP: 210
Atk: 71
Matk: 75
Def: 60
MDef: 280
Def%: 1
Dex: 70
Luck: 0
EXP: 1500
AP: 50
Gil: 0
Win: Ice Ring
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -

Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Wutai Pagoda
Appears with: -

Attacks

Absorb [1 Enemy] [296] [Absorb], Stare Down [1 Enemy] [Paralyze]

+---+---+---+---+

Name: Chocobo

+---+---+---+---+

Level: 13, 16, 19, 22, 29, 30, 33, 36

Information

HP: 130 to 360 [Level * 10]
MP: 13 to 100 [13 for Level 13, 16 for Level 16, 30 for Level
19, 100 for Level 22 and above]
Atk: 13
Matk: 52
Def: 40
MDef: 26
Def%: 1
Dex: 101
Luck: 0
EXP: 10
AP: 1
Gil: 1
Win: -
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: On Chocobo Tracks, all around the world
Appears with: Many Different Enemies.

Attacks

Chocobuckle [1 Enemy] [Number of retreats party has], Chocobo Goes Nuts [1 Enemy] [13]

Notes

Tips/Tricks: Chocobo Goes Nuts has two versions, the second hits all targets, but the Chocobo will never use it. Despite what is constantly rumored, any Chocobo can cast Chocobuckle. First, it needs to be fed a Sylkis or Mimett Greens. After that, it needs to be hit for damage which reduces its HP total between 0 and $[(\text{Max HP} / 32) + 1]$. The reason using Level 16 and 36 Chocobos is so popular is because they can be hit with L4 Suicide, which will reduce them between this range every time. More expensive greens will increase the chance of a Chocobo remaining in the battle. If a Chocobo is the only opponent left, the party will catch it.

Name: Christopher

+--++--++--++--++

Level: 34

Information

HP: 6000

MP: 200

Atk: 70

Matk: 64

Def: 66

MDef: 150

Def%: 5

Dex: 90

Luck: 5

EXP: 1300

AP: 80

Gil: 800

Win: Phoenix Down

Steal: Earth Drum

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: Immune

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: Immune

Berserk: Immune

Paralyze: -

Seizure: -

Positive: -

Preparing

Where to find: Northern Crater

Appears with: Gighee

Attacks

Flutilizer [1 Target] [365], Cure2 [1 Ally or All Allies] [1358]
[Restorative], Bolt3 [1 Enemy or All Enemies] [2352] [Lightning],
Aspil [1 Enemy] [73.5 MP] [Absorb], Frog Song [1 Enemy] [Sleep]
[Frog], High/Low Suit [1 Enemy] [Sadness], Suffocation Song [1
Enemy] [Death], Stardust March [1 Enemy] [292]

Notes

Tips/Tricks: Has Frog Song. Cure2 can be used on All Allies if Gighee has less than 66% of its HP. The following skills require Gighee to be alive in order to use: High/Low Suit, Stardust March. Aspil will be used if Christopher did not have enough MP to do his previous action.

+--+-+--+-+--+-+--+

Name: Chuse Tank

+--+-+--+-+--+-+--+

Level: 6

Information

HP: 36
MP: 0
Atk: 10
Matk: 0
Def: 6
MDef: 66
Def%: 3
Dex: 57
Luck: 5
EXP: 23
AP: 2
Gil: 30
Win: Potion
Steal: Potion
Morph: Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -

Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Sector 4 Plate
Appears with: Blugu, Grashtrike

Attacks

Claw [1 Enemy] [10], Rolling Claw [1 Enemy] [1/8th of Target's HP]

Notes

Tips/Tricks: Rolling Claw always hits the target with the highest HP.

+--+--+--+--+--+--+

Name: CMD. Grand Horn [Boss]

+--+--+--+--+--+--+

Level: 19, 25, 37

Information

HP: 2000, 4000, 8000
MP: 100, 200, 300
Atk: 40, 60, 100
Matk: 20, 50, 95
Def: 30, 50, 70
MDef: 32, 62, 80
Def%: 5, 5, 5
Dex: 57, 67, 79
Luck: 10, 20, 30
EXP: 200, 400, 800
AP: 20, 40, 80
Gil: 2400, 4800, 9600
Win: Vagyrisk Claw [Level 19 Version], Imperial Guard [Final]
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -

Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: -

Preparing

Where to find: Fort Condor
Appears with: - other than an army.

Attacks

Punch [1 Enemy] [560], Poison Breath [1 Enemy] [594] [Poison-Status],
Grand Attack [All Enemies or 1 Enemy] [560]

Notes

Tips/Tricks: Grand attack is a final attack. The stats listed above are for the level 37 CMD. Grand Horn. Other versions have much lower damages, but since they are seldom fought, I felt no need to list them.

+---+---+---+---+
Name: Cokatolis
+---+---+---+---+
Level: 17

Information

HP: 420
MP: 0
Atk: 30
Matk: 24
Def: 36
MDef: 60

Def%: 1
Dex: 55
Luck: 0
EXP: 97
AP: 10
Gil: 168
Win: Soft
Steal: Soft
Morph: Soft

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Mt. Corel
Appears with: Needle Kiss, Bloatfloat

Attacks

Beak [1 Enemy] [45], Bird Kick [1 Enemy] [45], Petrify Smog [1 Enemy]
[Slow-Numb]

+---+---+---+---+

Name: Corneo's Lackey

+---+---+---+---+

Level: 8

Information

HP: 42
MP: 0
Atk: 14
Matk: 10
Def: 12
MDef: 6
Def%: 2
Dex: 48
Luck: 8
EXP: 8
AP: 0
Gil: 10
Win: -
Steal: -
Morph: Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Corneo's Mansion, Floor 2
Appears with: Scotch

Attacks

Hit [1 Enemy] [14], Machine Gun [1 Enemy] [14]

+--+-+--+-+--+-+--+

Name: Corvette

+--+-+--+-+--+-+--+

Level: 36

Information

HP: 3200

MP: 260

Atk: 78

Matk: 68

Def: 68

MDef: 74

Def%: 5

Dex: 69

Luck: 15

EXP: 1050

AP: 60

Gil: 2200

Win: Loco Weed

Steal: Hyper

Morph: Light Curtain

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: Nullifies

Poison: -

Gravity: -

Water: Halves

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: -

Frog: -

Small: -

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: -

Berserk: -

Paralyze: Immune

Seizure: -

Positive: -

Preparing

Where to find: Underwater Tunnel

Appears with: Nothing

Attacks

Bodyblow [1 Enemy] [339], Gash [1 Enemy] [423.75], Spinning Cut [1 Enemy] [635.625], Slap [1 Enemy] [423.75] [Fury]

Notes

Tips/Tricks: Bodyblow can only be used via the Manipulate command.

+--++--++--++--++

Name: Crawler

+--++--++--++--++

Level: 15

Information

HP: 140

MP: 48

Atk: 28

Matk: 38

Def: 10

MDef: 32

Def%: 5

Dex: 36

Luck: 2

EXP: 56

AP: 6

Gil: 65

Win: Potion

Steal: -

Morph: -

Elemental Resistance

Fire: -

Ice: Halves

Lightning: -

Earth: Weakness

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Mythril Mines
Appears with: Ark Dragon, Castanets, Madouge

Attacks

Bite [1 Enemy] [41], Cold Breath [1 Enemy] [19.875] [Ice]

+--++--++--++--++

Name: Crazy Saw

+--++--++--++--++

Level: 44

Information

HP: 3900
MP: 340
Atk: 116
Matk: 96
Def: 100
MDef: 120
Def%: 10
Dex: 80
Luck: 2
EXP: 800
AP: 80
Gil: 1300
Win: Phoenix Down
Steal: Ether
Morph: Turbo Ether

Elemental Resistance

Fire: -
Ice: -
Lightning: Weakness
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: Immune
Poison: Immune
Confusion: -
Silence: -
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: Immune
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Sector 8 Underground, Winding Tunnel
Appears with: Shadow Maker, Cromwell

Attacks

Uppercut [1 Enemy] [911] [Confusion], Rifle [1 Enemy] [911]

+--++--++--++--+

Name: Cripshay

+--++--++--++--+

Level: 8

Information

HP: 100
MP: 0
Atk: 11
Matk: 0
Def: 18
MDef: 26
Def%: 3
Dex: 46
Luck: 2
EXP: 26
AP: 3
Gil: 53
Win: Potion
Steal: Potion
Morph: Potion

Elemental Resistance

Fire: -
Ice: -

Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Train Graveyard
Appears with: Deenglow

Attacks

Scissors [1 Enemy] [11], Dual Spike [1 Enemy] [13.75]

Notes

Tips/Tricks: Counter attacks to physical damage.

+--++--++--++--+

Name: Cromwell

+--++--++--++--+

Level: 42

Information

HP: 3500
MP: 120
Atk: 100
Matk: 75
Def: 110
MDef: 104
Def%: 1
Dex: 70

Luck: 6
EXP: 800
AP: 80
Gil: 1500
Win: 8-inch Cannon
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: Weakness
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: Immune
Poison: Immune
Confusion: -
Silence: -
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: Immune
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Sector 8 Underground
Appears with: Crazy Saw

Attacks

Normal Shell [1 Enemy] [624]

+---+---+---+---+
Name: Crown Lance
+---+---+---+---+
Level: 20

Information

HP: 440
MP: 70
Atk: 34
Matk: 31
Def: 30
MDef: 140
Def%: 1
Dex: 60
Luck: 0
EXP: 225
AP: 23
Gil: 400
Win: Hi-Potion
Steal: -
Morph: Dream Powder

Elemental Resistance

Fire: Weakness
Ice: -
Lightning: Absorbs
Earth: Nullifies
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Cosmo Area, Nibel Area, Rocket Launch Pad Area
Appears with: -

Attacks

Claw [1 Enemy] [55], Sleepel [1 Enemy or All Enemies] [Sleep], Bolt
[1 Enemy or All Enemies] [153] [Lightning] [Deadly Needles] [1 Enemy]

Notes

Tips/Tricks: Deadly Needles is only used if Crown Lance is in the front row with an HP of under 220.

+---+---+---+---+

Name: Cuahl

+---+---+---+---+

Level: 33

Information

HP: 1300

MP: 60

Atk: 65

Matk: 45

Def: 42

MDef: 70

Def%: 1

Dex: 60

Luck: 0

EXP: 720

AP: 70

Gil: 800

Win: Hi-Potion

Steal: Tranquilizer

Morph: Tranquilizer

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: -

Small: -

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Gaea's Cliff
Appears with: Headbomber

Attacks

Light Shell [1 Enemy] [266], Blaster [1 Enemy] [819]

Notes

Tips/Tricks: Blaster is used only after being struck by a physical attack. Light Shell is used only after being hit by a magical attack.

+--++--++--++--+

Name: Custom Sweeper

+--++--++--++--+

Level: 15

Information

HP: 300
MP: 100
Atk: 30
Matk: 3
Def: 30
MDef: 40
Def%: 1
Dex: 43
Luck: 1
EXP: 63
AP: 7
Gil: 120
Win: Potion
Steal: Atomic Scissors
Morph: Hi-Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: Weakness
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: Immune

Poison: Immune
Confusion: -
Silence: -
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: Immune
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Midgar Area
Appears with: -

Attacks

W Machine Gun [1 Enemy] [77], Smoke Shot [1 Enemy] [66], Matra Magic
[All Enemies - no reduction] [74.25]

Notes

Tips/Tricks: Custom Sweeper's will use Matra Magic 25% of the time.
It is a great enemy skill so be certain to get it. Also, steal from
them to get Barret a good weapon.

+---+---+---+---+

Name: Crysales

+---+---+---+---+

Level: 37

Information

HP: 1500
MP: 100
Atk: 98
Matk: 45
Def: 46
MDef: 84
Def%: 5
Dex: 59
Luck: 8
EXP: 800
AP: 80
Gil: 600
Win: Ether
Steal: -
Morph: Dream Powder

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Mideel Area
Appears with: Nothing

Attacks

Bite [1 Enemy] [550], Sleep Scales [1 Enemy] [Sleep]

+---+---+---+---+
Name: Dark Dragon
+---+---+---+---+
Level: 57

Information

HP: 14000
MP: 600
Atk: 150
Matk: 90
Def: 120
MDef: 240
Def%: 5
Dex: 100
Luck: 3

EXP: 5000
AP: 350
Gil: 2500
Win: Elixir
Steal: Dragon Armlet
Morph: Vaccine

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Weakness
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: Immune
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: -
Manipulate: -
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Northern Crater
Appears with: Nothing

Attacks

Claw [1 Enemy] [1752], Tail Attack [1 Enemy] [2190], Dark Dragon Breath [All Enemies or 1 Enemy] [1102.5] [Darkness], Ultima [All Enemies - No Reduction] [5788.125], Dragon Force [1 Ally] [Def and MDef up 50%, Maximum of 100% increase], Laser [1 Enemy] [50% of Target's HP] [Gravity]

Notes

Tips/Tricks: Ultima is used as a magical counter attack only once per battle. You can learn Laser from Dark Dragon, and if manipulated you can learn Dragon Force From it too.

+---+---+---+---+

Name: Dark Nation

+---+---+---+---+

Level: 15

Information

HP: 140

MP: 80

Atk: 43

Matk: 15

Def: 38

MDef: 94

Def%: 18

Dex: 74

Luck: 3

EXP: 70

AP: 7

Gil: 250

Win: Guard Source

Steal: -

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: Immune

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: -

Small: -

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: -

Berserk: -

Paralyze: -

Seizure: -

Positive: -

Preparing

Where to find: Shinra HQ

Appears with: Rufus

Attacks

Bite [1 Enemy] [63], Bolt [1 Enemy] [90] [Lightning], Barrier [1 Ally] [Barrier], MBarrier [1 Ally] [MBarrier]

Notes

Tips/Tricks: Dark Nation will cast a barrier on Rufus. It could start attacking at this point, but often elects to cast a barrier on itself and then an MBarrier on Rufus before doing so.

+--++--++--++--++

Name: Death Claw

+--++--++--++--++

Level: 19

Information

HP: 400

MP: 120

Atk: 41

Matk: 30

Def: 44

MDef: 100

Def%: 1

Dex: 51

Luck: 0

EXP: 96

AP: 10

Gil: 168

Win: Hi-Potion

Steal: Platinum Bangle

Morph: Hi-Potion

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Corel Desert
Appears with: Bullmotor

Attacks

Claw [1 Enemy] [65], Death Claw [1 Enemy] [65] [Paralyze], Laser
[1 Enemy] [50% of Target's HP] [Gravity] [Piercing], Barrier
[Self or All Allies] [Barrier], MBarrier [Self or All Allies]
[MBarrier]

Notes

Tips/Tricks: Laser gets used about 1/4 of the time, a great enemy
skill to pick up here.

+--++--++--++--++
Name: Death Dealer
+--++--++--++--++
Level: 48

Information

HP: 7000
MP: 400
Atk: 120
Matk: 120
Def: 140
MDef: 140
Def%: 5
Dex: 90
Luck: 0
EXP: 1800
AP: 200
Gil: 1200
Win: Kiss of Death, X-Potion
Steal: Turbo Ether
Morph: -

Elemental Resistance

Fire: -
Ice: -

Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -
Restorative: Nullifies

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: Immune
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Northern Crater
Appears with: Nothing

Attacks

Spin Turn [1 Enemy] [1020], Emperor [1 Ally or All Allies] [1360]
[Restorative], Hidden One [1 Enemy] [Death], Star [1 Enemy] [1020],
Sun [1 Enemy] [Silence] [Darkness], World [1 Enemy] [Stop], Roulette
[Random target, All Allies and All Enemies are valid] [Death]

Notes

Tips/Tricks: Learn Roulette from it! Emperor will restore no HP to
Death Dealer as he nullifies Restorative magic.

+---+---+---+---+
Name: Death Machine
+---+---+---+---+
Level: 35

Information

HP: 2500
MP: 150
Atk: 72

Matk: 25
Def: 58
MDef: 60
Def%: 1
Dex: 66
Luck: 0
EXP: 900
AP: 80
Gil: 1200
Win: -
Steal: W Machine Gun
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Junon Path
Appears with: Nothing

Attacks

W Machine Gun [1 Enemy] [535.5], 100 Needles [1 Enemy] [382.5], Matra
Magic [All Enemies - No Reduction] [247.5]

Notes

Tips/Tricks: This enemy is quite dangerous. As it gets hurt it will begin doing many combo attacks. Matra Magic is part of one of these combos and will not be used until Death Machine's HP is at less than 1/3rd of its maximum.

+---+---+---+---+

Name: Deenglow

+---+---+---+---+

Level: 10

Information

HP: 120

MP: 72

Atk: 22

Matk: 22

Def: 32

MDef: 240

Def%: 6

Dex: 58

Luck: 10

EXP: 35

AP: 4

Gil: 70

Win: Graviball

Steal: Ether

Morph: Phoenix Down

Elemental Resistance

Fire: -

Ice: Absorbs

Lightning: Halves

Earth: Nullifies

Poison: -

Gravity: Nullifies

Water: Nullifies

Wind: Weakness

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: -

Frog: Immune

Small: -

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: -

Berserk: -

Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Train Graveyard
Appears with: Ghost, Cripshay

Attacks

Wing Cutter [1 Enemy] [28], Ice [1 to All Enemies] [96] [Ice],
Demi [1 to All Enemies] [25% of Current HP] [Gravity]

+---+---+---+---+

Name: Demons Gate

+---+---+---+---+

Level: 45

Information

HP: 10000
MP: 400
Atk: 150
Matk: 96
Def: 100
MDef: 450
Def%: 0
Dex: 120
Luck: 0
EXP: 3800
AP: 400
Gil: 4000
Win: Gigas Armlet
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Halves
Poison: Nullifies
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -

Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Temple of the Ancients
Appears with: -

Attacks

Falling Rocks [1 Enemy] [1762.5], Cave-in [All Enemies] [1410] [Ice],
Petrif-Eye [1 Enemy] [Slow-Numb], Demon Rush [All Enemies] [2115]

Notes

Tips/Tricks: Wow, he hits hard. While it may seem elemental damage is the way to go, it is not. Any magical attack without the ability to pierce is a waste of time, as it will do pitiful damage to him.

+---+---+---+---+
Name: Desert Sahagin
+---+---+---+---+
Level: 20

Information

HP: 580
MP: 0
Atk: 46
Matk: 38
Def: 32
MDef: 120
Def%: 1
Dex: 56
Luck: 0
EXP: 230
AP: 21
Gil: 300
Win: Potion
Steal: Potion
Morph: Fire Veil

Elemental Resistance

Fire: Halves
Ice: Weakness
Lightning: -
Earth: -
Poison: -

Gravity: -
Water: Absorbs
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Cosmo Area
Appears with: -

Attacks

Harpoon [1 Enemy] [102], Sandgun [1 Enemy] [Earth] [Darkness]

Notes

Tips/Tricks: There is a small chance every turn Desert Sahagin's defense will be 512, making it rather immune to physical attacks.

+---+---+---+---+

Name: Devil Ride

+---+---+---+---+

Level: 13

Information

HP: 240
MP: 0
Atk: 25
Matk: 4
Def: 40
MDef: 22
Def%: 3
Dex: 56
Luck: 2
EXP: 60

AP: 6
Gil: 100
Win: Potion
Steal: Hi-Potion
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: -
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: Immune
Manipulate: -
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Midgar Area
Appears with: Kalm Fang

Attacks

Wheelie [1 Enemy] [35], Drift Turn [All Enemies] [43.75]

+---+---+---+---+

Name: Diablo

+---+---+---+---+

Level: 41

Information

HP: 4000

MP: 200
Atk: 100
Matk: 86
Def: 80
MDef: 110
Def%: 5
Dex: 75
Luck: 10
EXP: 1100
AP: 70
Gil: 1100
Win: -
Steal: -
Morph: -

Elemental Resistance

Fire: Nullifies
Ice: Nullifies
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Ancient Forest
Appears with: Rilfsak

Attacks

Horn Bomber [1 Enemy] [1147.5], Flame [1 Enemy] [762] [Fire], Cold
[1 Enemy] [762] [Ice]

Notes

Tips/Tricks: His AI script is messed up. Flame **should** counter Ice attacks, E-skills and summons. Instead, flame counters; Fire Fang, Fire Veil, Antarctic Wind and T/S Bomb. He does not counter E-skill or summons. Cold **should** counter Fire attacks, E-Skills and summons. Instead, it counters: Mute Mask, War Gong, Loco Weed, Impaler and Ink. He does properly counter attack ice and fire spells from the magic command.

+---+---+---+---+

Name: Diamond Weapon [Boss]

+---+---+---+---+

Level: 49

Information

HP: 30000

MP: 30000

Atk: 50

Matk: 50

Def: 250

MDef: 250

Def%: 1

Dex: 180

Luck: 0

EXP: 35000

AP: 3500

Gil: 25000

Win: -

Steal: Rising Sun

Morph: -

Elemental Resistance

Fire: Halves

Ice: -

Lightning: Weakness

Earth: -

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: Immune

Sleep: Immune

Poison: Immune

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless, Regen

Preparing

Where to find: Shores of Midgar
Appears with: Nothing

Attacks

Diamond Fire [1 Enemy] [891] [Fire], Foot Stamp [1 Enemy] [1188],
Diamond Flash [All Enemies - No Reduction] [Target's HP * 15 / 16],
[Silence]

Notes

Tips/Tricks: Diamond Weapon is immune to all physical attack aside from limit breaks with the exception of the time between the start of a countdown until it uses Diamond Flash. Foot Stamp is used on the enemy with the highest HP.

+---+---+---+---+

Name: Diver Nest

+---+---+---+---+

Level: 38

Information

HP: 2800
MP: 100
Atk: 60
Matk: 65
Def: 90
MDef: 110
Def%: 6
Dex: 64
Luck: 0
EXP: 1340
AP: 60
Gil: 1250
Win: X-Potion
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: -
Water: Halves

Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Underwater Tunnel
Appears with: Nothing

Attacks

Bodyblow [1 Enemy] [682.5], [Big Wave] [All Enemies] [341.25], Tornado
Wave [1 Enemy] [772.5] [Wind]

+--++--++--++--+

Name: Doorbull

+--++--++--++--+

Level: 35

Information

HP: 2800
MP: 160
Atk: 70
Matk: 50
Def: 66
MDef: 160
Def%: 5
Dex: 80
Luck: 0
EXP: 760
AP: 50
Gil: 680
Win: Hi-Potion
Steal: Hi-Potion
Morph: -

Elemental Resistance

Fire: Absorbs
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: -
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Temple of the Ancients
Appears with: -

Attacks

Claw [1 Enemy] [298], Fang [1 Enemy] [298], Fire Shell [1 Enemy] [298]
[Fire], Light Shell [1 Enemy] [298]

+---+---+---+---+

Name: Dorky Face

+---+---+---+---+

Level: 23

Information

HP: 520
MP: 80
Atk: 50
Matk: 40
Def: 36
MDef: 120
Def%: 30

Dex: 35
Luck: 0
EXP: 300
AP: 35
Gil: 202
Win: Phoenix Down
Steal: Echo Screen
Morph: Mute Mask

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Shinra Mansion
Appears with: Black Bat, Mirage

Attacks

Cutter [1 Enemy] [120], Curses [1 Enemy] [Silence], Funny Breath
[All Enemies] [Confusion]

+---+---+---+---+

Name: Dragon

+---+---+---+---+

Level: 32

Information

HP: 3500
MP: 250
Atk: 90
Matk: 65
Def: 120
MDef: 300
Def%: 20
Dex: 90
Luck: 40
EXP: 900
AP: 110
Gil: 1400
Win: Fire Fang
Steal: Gold Armlet
Morph: -

Elemental Resistance

Fire: Absorbs
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: Immune
Death-Sentence: Immune
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: Immune - Peerless

Preparing

Where to find: Mt. Nibel
Appears with: -

Attacks

Notes

Tips/Tricks: Gold Armlets, good!

+---+---+---+---+
Name: Dragon Rider
+---+---+---+---+
Level: 35

Information

HP: 3500
MP: 180
Atk: 84
Matk: 76
Def: 80
MDef: 120
Def%: 15
Dex: 77
Luck: 30
EXP: 1000
AP: 80
Gil: 690
Win: Hi-Potion
Steal: Hi-Potion
Morph: Mind Source

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: Nullifies
Water: Nullifies
Wind: Weakness
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -

Manipulate: Immune
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Whirlwind Maze
Appears with: Nothing

Attacks

Fang [1 Enemy] [357], Dual Attack [1 Enemy] [446.25], Head Hunting
[1 Enemy] [892.5], Head Hunting 2 [1 Enemy] [1785], Rider Breath
[1 Enemy] [1248.75]

Notes

Tips/Tricks: Rider Breath will randomly counter magic. Great way to
get Mind Sources!

+---+---+---+---+
Name: Dragon Zombie
+---+---+---+---+
Level: 54

Information

HP: 13000
MP: 400
Atk: 160
Matk: 65
Def: 150
MDef: 200
Def%: 1
Dex: 110
Luck: 0
EXP: 4000
AP: 300
Gil: 2800
Win: Cauldron, X-Potion
Steal: Cauldron
Morph: Vaccine

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: Weakness

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Northern Crater
Appears with: Nothing

Attacks

Poison Fang [1 Enemy] [5340] [Poison-Elemental] [Poison-Status],
Body Tail [All Enemies or 1 Enemy] [1780], Abnormal Breath [1 Enemy]
[714] [Poison-Status], Bone [1 Enemy] [1780] [Paralyze], Shadow Flare
[1 Enemy] [5578.125], Pandora's Box [All Enemies - No Reduction]
[Piercing]

Notes

Tips/Tricks: Pandora's Box will only be cast the first time you kill
a Dragon Zombie. Then... NEVER AGAIN. Also a good place to learn
Shadow Flare.

+--+--+--+--+--+--+

Name: Dual Horn

+--+--+--+--+--+--+

Level: 30

Information

HP: 2500
MP: 0
Atk: 68
Matk: 25
Def: 70
MDef: 166
Def%: 1
Dex: 62
Luck: 0
EXP: 550
AP: 45
Gil: 500

Win: Pepio Nut
Steal: Pepio Nut
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Woodlands Area, Cactus Island, Goblin Island
Appears with: -

Attacks

Angle Punch [1 Enemy] [257], Horn Lift [1 Enemy] [257]

+--++--++--++--++

Name: Dyne

+--++--++--++--++

Level: 23

Information

HP: 1200
MP: 20
Atk: 32
Matk: 25

Def: 64
MDef: 250
Def%: 1
Dex: 55
Luck: 0
EXP: 600
AP: 55
Gil: 750
Win: Silver Armlet
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Corel Desert
Appears with: -

Attacks

Needle Gun [1 Enemy] [165], S-Mine [1 Enemy] [171.875], Molotov
Cocktail [All Enemies] [178.75], Fire [1 Enemy to All enemies] [144]
[Fire]

Notes

Tips/Tricks: Dyne will never use Fire. While these damages look like a lot, keep Barret in the back row and most of them get cut in half. He will often use S-Mine or Molotov Cocktail right after Needle Gun, if his HP is low.

+---+---+---+---+

Name: Eagle Gun

+---+---+---+---+

Level: 46

Information

HP: 17000

MP: 50

Atk: 90

Matk: 50

Def: 86

MDef: 100

Def%: 2

Dex: 90

Luck: 1

EXP: 2000

AP: 90

Gil: 1600

Win: X-Potion

Steal: Warrior Bangle

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: Weakness

Earth: Nullifies

Poison: -

Gravity: -

Water: Nullifies

Wind: -

Holy: -

Status Effect Resistance

Death: Immune

Sleep: Immune

Poison: Immune

Confusion: Immune

Silence: Immune

Darkness: Immune

Fury: Immune

Sadness: Immune

Stop: -

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: Immune

Petrify: Immune

Death-Sentence: Immune

Manipulate: Immune

Berserk: Immune

Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Corel Huge Materia Quest
Appears with: Nothing

Attacks

Claw [1 Enemy] [606], Single Wing Fire [1 Enemy] [606], Dual Wing
Fire [All Enemies] [606]

Notes

Tips/Tricks: This is a one time enemy, be sure to steal the Warrior
Bangle!

+---+---+---+---+

Name: Edgehead

+---+---+---+---+

Level: 27

Information

HP: 900
MP: 80
Atk: 60
Matk: 31
Def: 48
MDef: 140
Def%: 1
Dex: 62
Luck: 0
EXP: 370
AP: 36
Gil: 385
Win: X-Potion, Hourglass, Smoke Bomb
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: Absorbs
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -

Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Wutai Area
Appears with: Tail Vault

Attacks

Scissors [1 Enemy] [160], Electric Burst [1 Enemy] [348] [Lightning]

+---+---+---+---+
Name: Elena [Boss]
+---+---+---+---+
Level: 53

Information

HP: 30000
MP: 100
Atk: 75
Matk: 100
Def: 90
MDef: 190
Def%: 5
Dex: 85
Luck: 20
EXP: 6400
AP: 800
Gil: 7000
Win: -
Steal: Minerva Band
Morph: -

Elemental Resistance

Fire: -
Ice: Absorbs
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -

Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Winding Tunnel
Appears with: Rude, Reno

Attacks

Kick [1 Enemy] [1427.5], Bewildered [1 Enemy] [Confusion], Throw
[All Enemies] [1142] [Fire], Throw [1 Enemy] [856.5]

Notes

Tips/Tricks: Throw [The Fire Version] will be the first attack used in the battle, even before your sneak attacks can go off. It will also be used any time she goes into the front row. Bewildered will be used any time she retreats to the back row. Steal the Minerva Band!

+---+---+---+---+

Name: Elfadunk

+---+---+---+---+

Level: 14

Information

HP: 220
MP: 34
Atk: 28
Matk: 6
Def: 40
MDef: 8
Def%: 2
Dex: 55
Luck: 2

EXP: 64
AP: 7
Gil: 140
Win: Potion
Steal: Hi-Potion
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Grasslands
Appears with: Mandragora, Levrikon

Attacks

Bodyblow [1 Enemy] [40], Shower [1 Enemy] [20] [Sadness]

+---+---+---+---+

Name: Eligor

+---+---+---+---+

Level: 12

Information

HP: 300

MP: 67
Atk: 33
Matk: 24
Def: 46
MDef: 110
Def%: 2
Dex: 56
Luck: 7
EXP: 36
AP: 4
Gil: 120
Win: Echo Screen
Steal: Striking Staff
Morph: Mute Mask

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Halves
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Train Graveyard
Appears with: -

Attacks

Sword Attack [1 Enemy] [45], Mono Laser [1 Enemy] [39.375], Silence [1 to All Enemies] [Silence], Sleepel [1 to All Enemies] [Sleep]

+==+==+==+==+

Name: Emerald Weapon [Boss]

+==+==+==+==+

Level: 99

Information

HP: 1000000 [One Million]

MP: 100

Atk: 180

Matk: 180

Def: 180

MDef: 180

Def%: 1

Dex: 230

Luck: 1

EXP: 50000

AP: 50000

Gil: 50000

Win: Earth Harp

Steal: -

Morph: -

Name: Eye

+==+==+==+==+

Level: 50

Information

HP: 25000

MP: 100

Atk: 50

Matk: 50

Def: 2

MDef: 2

Def%: 1

Dex: 254

Luck: 1

EXP: 0

AP: 0

Gil: 0

Win: -

Steal: -

Morph: -

Elemental Resistance

Fire: -, [Weakness Eye]

Ice: Absorbs

Lightning: Weakness, -----

Earth: Nullifies

Poison: -

Gravity: Halves

Water: Absorbs

Wind: -

Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: -

Preparing

Where to find: Underwater, floating around
Appears with: Nothing

Attacks

Foot Stamp [All Enemies] [8677.5], Emerald Shoot [1 Enemy] [9520.875]
[Removes Barrier, MBarrier, Shield, Death Force, Resist], Emerald Beam
[All Enemies - No Reduction] [Target's HP * 21 / 32] [Removes Regen],
Revenge Stamp [All Enemies] [5495.75] [Removes Haste], Aire Tam Storm
[All Enemies - No Reduction] [1111 * Number of Materia's Equipped]
[Removes Haste, Slow, Stop, Regen, Barrier, MBarrier, Reflect, Shield,
Death Force, Resist], Emerald Laser [1 Enemy] [4162.5], Emerald Laser
[712.5 MP]

Notes

Tips/Tricks: Foot Stamp and Emerald Shoot are used when all the Eyes
are dead. Emerald Beam and Aire Tam Storm can only be used when at
least one Eye is alive. Emerald Laser has two attacks, a blue one
and a yellow one, which come from the Eyes. Revenge Stamp is a
counter attack used if at least one Eye is alive.

+---+---+---+---+

Name: Epiolnis

+---+---+---+---+

Level: 36

Information

HP: 1800
MP: 90
Atk: 90
Matk: 50
Def: 58
MDef: 100
Def%: 1

Dex: 86
Luck: 0
EXP: 950
AP: 70
Gil: 1500
Win: -
Steal: Wizard Bracelet
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: Absorbs
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: Immune
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Ancient Forest
Appears with: Rilfsak

Attacks

Bird Kick [1 Enemy] [393], Catapult [1 Enemy] [393], Acid Rain [1
Enemy] [645] [Poison-Element] [Poison-Status]

Notes

Tips/Tricks: Acid Rain hits the target with the highest HP.

Name: Evilhead

+--++--++--++--++

Level: 28

Information

HP: 740

MP: 45

Atk: 80

Matk: 65

Def: 50

MDef: 60

Def%: 1 [25% chance of getting 255]

Dex: 65

Luck: 0

EXP: 650

AP: 50

Gil: 400

Win: Vampire Fang

Steal: -

Morph: Holy Torch

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: -

Small: -

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: -

Berserk: -

Paralyze: -

Seizure: -

Positive: -

Preparing

Where to find: Gaea's Cliff

Appears with: Icicle

Attacks

Blood Suck [1 Enemy] [290] [Absorb], Ultrasound [1 Enemy] [279]
[Silence]

Notes

Tips/Tricks: 25% chance of having 255 Def%. Ultrasound can be quite annoying if you need to use magic to kill it.

+---+---+---+---+

Name: Flapbeat

+---+---+---+---+

Level: 18

Information

HP: 330

MP: 60

Atk: 40

Matk: 32

Def: 36

MDef: 156

Def%: 1

Dex: 50

Luck: 0

EXP: 140

AP: 15

Gil: 186

Win: T/S Bomb

Steal: T/S Bomb

Morph: T/S Bomb

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: Nullifies

Poison: -

Gravity: -

Water: -

Wind: Weakness

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: -

Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Gold Saucer Area
Appears with: Spencer, Joker

Attacks

Tailbeat [1 Enemy] [62], Flying Sickle [1 Enemy] [225] [Wind]

+--++--++--++--++
Name: Flower Prong
+--++--++--++--++
Level: 19

Information

HP: 550
MP: 68
Atk: 40, 42, 44
Matk: 30, 38, 46
Def: 58, 58, 58
MDef: 200, 250, 300
Def%: 0, 0, 0
Dex: 68, 68, 68
Luck: 0, 0, 0
EXP: 240, 220, 200
AP: 24, 22, 20
Gil: 400, 350, 300
Win: Earth Drum
Steal: -
Morph: -

Elemental Resistance

Fire: Weakness
Ice: -
Lightning: -
Earth: Weakness
Poison: Absorbs
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -

Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Jungle
Appears with: -

Attacks

Bio2 [1 Enemy or All Enemies] [385.75] [Poison-Element] [Poison-Status], Seed Bullet [1 Enemy] [66], W Laser [1 Enemy] [Target's HP * 15 / 16], Pollen [All Enemies] [52.5] [Sleep]

Notes

Tips/Tricks: Flower Prong has many attacks which will never be used. It also has three forms, which give reduced EXP, AP and Gil while getting improved stats. There are two versions of Bio2, the second one has a base of 511.875 instead of 385.75.

+---+---+---+---+

Name: Formula

+---+---+---+---+

Level: 16

Information

HP: 240
MP: 100
Atk: 16
Matk: 5
Def: 36
MDef: 32
Def%: 1
Dex: 57
Luck: 0
EXP: 65
AP: 7
Gil: 120
Win: Hi-Potion
Steal: Boomerang

Morph: Speed Drink

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: -
Water: -
Wind: Weakness
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Junon Area
Appears with: Nerosuferoth

Attacks

Air Bomber [1 Enemy] [126] [Wind], Blue Impulse [All Enemies
No-Reduction] [78.75] [Wind], Cross Impulse [All Enemies No-Reduction]
[110.25] [Wind]

Notes

Tips/Tricks: Steal some Boomerangs to throw or sell.

+---+---+---+---+

Name: Foulander

+---+---+---+---+

Level: 27

Information

HP: 800
MP: 100
Atk: 50
Matk: 25
Def: 46
MDef: 100
Def%: 1
Dex: 54
Luck: 0
EXP: 440
AP: 34
Gil: 460
Win: Lunar Curtain, Fire Veil
Steal: -
Morph: -

Elemental Resistance

Fire: Absorbs
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Da-Chao Statue
Appears with: Bizarre Bug, Garuda

Attacks

Claw [1 Enemy] [134], Flame Dance] [All Enemies or 1 Enemy] [390]
[Fire]

Notes

Tips/Tricks: Attacks enemy who last dealt damage to it.

+---+---+---+---+

Name: Frozen Nail

+---+---+---+---+

Level: 28

Information

HP: 1300

MP: 100

Atk: 67

Matk: 65

Def: 52

MDef: 128

Def%: 5

Dex: 60

Luck: 5

EXP: 520

AP: 50

Gil: 800

Win: -

Steal: -

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: -

Small: -

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: -

Berserk: -

Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Great Glacier
Appears with: Shred

Attacks

Continu-claw [1 Enemy] [183], Flying Sickle [1 Enemy] [418.5] [Wind]

+---+---+---+---+

Name: Gagighandi

+---+---+---+---+

Level: 19

Information

HP: 480
MP: 55
Atk: 40
Matk: 25
Def: 38
MDef: 72
Def%: 1
Dex: 45
Luck: 0
EXP: 173
AP: 18
Gil: 220
Win: Soft
Steal: Soft
Morph: Remedy

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -

Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Gongaga Area, Cosmo Area
Appears with: Touch Me

Attacks

Claw [1 Enemy] [63], Stone Stare [1 Enemy] [Slow-Numb]

+---+---+---+---+
Name: Gargoyle
+---+---+---+---+
Level: 43

Information

HP: 2000
MP: 200
Atk: 120
Matk: 64
Def: 140
MDef: 120
Def%: 1
Dex: 90
Luck: 0
EXP: 800
AP: 80
Gil: 2500
Win: Remedy, X-Potion
Steal: -, X-Potion
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -

Sleep: -
Poison: Immune, -----
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Northern Crater
Appears with: Nothing

Attacks

Rock Finger [1 Enemy] [642] [Slow-Numb], Kick [1 Enemy] [925], L4
Death [All Enemies or 1 Enemy] [Death]

Notes

Tips/Tricks: L4 Death only hurts enemies with a level which is a multiple of 4. Rock Finger will be used when the Gargoyle "Wakes up" from an attack, but not if you wait it out.

+--+--+--+--+--+--+

Name: Garuda

+--+--+--+--+--+--+

Level: 29

Information

HP: 1400
MP: 200
Atk: 56
Matk: 35
Def: 52
MDef: 150
Def%: 1
Dex: 59
Luck: 0
EXP: 520
AP: 30
Gil: 520
Win: Ice Crystal, Mute Mask, Bolt Plume, Light Curtain
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: Absorbs
Lightning: Absorbs
Earth: Nullifies
Poison: -
Gravity: -
Water: -
Wind: Weakness
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Da-Chao Statue
Appears with: Jayjujayme, Foulander

Attacks

Rod [1 Enemy] [156], Ice2 [1 Enemy or All Enemies] [480] [Ice], Bolt2
[1 Enemy or All Enemies] [480] [Lightning], Dance [1 Enemy] [192 MP]
[Absorb]

+---+---+---+---+
Name: Gas Ducter
+---+---+---+---+
Level: 42

Information

HP: 3000
MP: 200
Atk: 88
Matk: 80
Def: 76
MDef: 68

Def%: 1
Dex: 85
Luck: 0
EXP: 900
AP: 75
Gil: 1110
Win: -
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: Absorb
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: Immune
Poison: Immune
Confusion: -
Silence: -
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: Immune
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Corel Huge Materia Quest
Appears with: Nothing

Attacks

Punch [1 Enemy] [548], Smog Alert [1 Enemy] [685] [Poison-Status]
[Sadness] [Silence] [Darkness]

+---+---+---+---+
Name: Ghirofelgo
+---+---+---+---+
Level: 26

Information

HP: 1600
MP: 0
Atk: 50
Matk: 35
Def: 100
MDef: 400
Def%: 33
Dex: 120
Luck: 0
EXP: 380
AP: 44
Gil: 300
Win: Phoenix Down
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullify
Poison: -
Gravity: Weakness
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: Immune
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: Immune
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: Immune - Peerless, Haste

Preparing

Where to find: Shinra Mansion
Appears with: -

Attacks

Guillotine [1 Enemy] [325]

Notes

Tips/Tricks: There is a 12.5% chance that any attack will knock him off of his chain for a couple of turns.

+---+---+---+---+

Name: Ghost

+---+---+---+---+

Level: 10

Information

HP: 130

MP: 80

Atk: 25

Matk: 18

Def: 8

MDef: 56

Def%: 10

Dex: 48

Luck: 6

EXP: 30

AP: 3

Gil: 22

Win: Ghost Hand

Steal: Ghost Hand

Morph: Ether

Elemental Resistance

Fire: Weakness

Ice: Halves

Lightning: -

Earth: Nullifies

Poison: -

Gravity: -

Water: Nullifies

Wind: -

Holy: Defeats

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: -

Frog: Immune

Small: -

Slow-Numb: -

Petrify: -
Death-Sentence:
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Train Graveyard
Appears with: Deenglow

Attacks

Scratch [1 Enemy] [32], Fire [1 to All Enemies] [84] [Fire],
Drain [1 Enemy] [63]

Notes

Tips/Tricks: Will vanish from view after taking damage, making it immune to most attacks until it returns to view. Restorative items and spells will cause damage to it as well.

+--++--++--++--++

Name: Ghost Ship

+--++--++--++--++

Level: 44

Information

HP: 6600
MP: 100
Atk: 80
Matk: 68
Def: 70
MDef: 80
Def%: 5
Dex: 80
Luck: 1
EXP: 1600
AP: 60
Gil: 2000
Win: Phoenix Down
Steal: Phoenix Down
Morph: Guide Book

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: Nullifies
Water: Halves
Wind: -
Holy: Weakness

Status Effect Resistance

Death: -
Sleep: Immune
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: Immune
Manipulate: Immune
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Underwater Tunnel
Appears with: Nothing

Attacks

Fight [1 Enemy] [410], St. Elmo's Fire [1 Enemy] [410], Goannai [1 Enemy] [Removes Target from Battle]

Notes

Tips/Tricks: Goannai can only be used twice per battle. It always hits the target with the most HP. Characters removed count as dead so if another is KO'd, it is game over. This is an instant way to lose in the Battle Square. Restorative items and spells hurt Ghost Ship.

+---+---+---+---+

Name: Gi Nattak [Boss]

+---+---+---+---+

Level: 29

Information

HP: 5500
MP: 200
Atk: 70
Matk: 25
Def: 70
MDef: 140
Def%: 1
Dex: 75
Luck: 0
EXP: 1400
AP: 150

Gil: 3000
Win: Wizer Staff
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: Nullifies
Water: Nullifies
Wind: -
Holy: Weakness

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Caves of Gi
Appears with: Soul Fire

Attacks

Spear Attack [1 Enemy] [566.5625], Drain [1 Enemy] [121.5], Aspil
[1 Enemy] [40.5 MP Drain], DeBarrier [All enemies or 1 Enemy]
[Removes Barrier, MBarrier, Reflect, Shield]

Notes

Tips/Tricks: Curative magic will cause damage to Gi Nattak. A
Phoenix Down can cause death, but an x-potion will deal its present
HP to him in damage.

+--++--++--++--++
Name: Gi Spector

+==+==+==+==+

Level: 23

Information

HP: 450
MP: 88
Atk: 45
Matk: 35
Def: 30
MDef: 120
Def%: 1
Dex: 59
Luck: 0
EXP: 260
AP: 20
Gil: 150
Win: Smoke Bomb
Steal: -
Morph: Ghost Hand

Elemental Resistance

Fire: Weakness
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: Weakness

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Caves of the Gi
Appears with: -

Attacks

Skewer [1 Enemy] [109], Hell Spear [1 Enemy] [136.25] [Paralyze],
Death Sentence [1 Enemy] [Death-Sentence]

Notes

Tips/Tricks: Will sometimes use Death Sentence as a counter attack.
Other times will use Skewer as a counter attack. Death Sentence also
targets the enemy with the lowest HP, unless they are already affected
by it.

+---+---+---+---+

Name: Gigas

+---+---+---+---+

Level: 40

Information

HP: 3500

MP: 100

Atk: 100

Matk: 59

Def: 80

MDef: 98

Def%: 8

Dex: 79

Luck: 22

EXP: 840

AP: 84

Gil: 560

Win: Earth Mallet

Steal: Gigas Armlet

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: Immune

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Whirlwind Maze
Appears with: Nothing

Attacks

Squash [1 Enemy] [450] [Earth], Moon Wars [1 Enemy] [600], Quake3
[1 Enemy to All Enemies] [2598.75] [Earth]

Notes

Tips/Tricks: Only source of Earth Mallets in the entire game. As the area they appear in is a one time area, it may be in your best interest to get some.

+--+--+--+--+--+

Name: Gighee

+--+--+--+--+--+

Level: 34

Information

HP: 5500
MP: 100
Atk: 70
Matk: 65
Def: 76
MDef: 190
Def%: 12
Dex: 90
Luck: 3
EXP: 700
AP: 60
Gil: 600
Win: Ether
Steal: Elixir
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -

Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Northern Crater
Appears with: Christopher

Attacks

Guitar Slap [1 Enemy] [438], Petrif-Eye [594] [Petrify], Sun Diver [1 Enemy] [Removes Target from Battle], Voice of Ages [All Enemies or 1 Enemy] [594] [Silence]

Notes

Tips/Tricks: Voice of Ages is a 100% Magical Counter Attack. Sun Diver results as an enemy running away [meaning no game over if a character has been kicked off and the others die]

+--++--++--++--+

Name: Goblin

+--++--++--++--+

Level: 40

Information

HP: 2000
MP: 80
Atk: 58
Matk: 55
Def: 74
MDef: 74
Def%: 1
Dex: 68

Luck: 0
EXP: 20
AP: 20
Gil: 20
Win: Zeio Nut
Steal: Zeio Nut
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Goblin Island
Appears with: Nothing

Attacks

Fight [1 Enemy] [274], Goblin Punch [1 Enemy] [205.5], Sleepel [1
Enemy or All Enemies] [Sleep]

Notes

Tips/Tricks: The Goblin Punch Enemy Skill may only be learned here.
Also, the only source of Zeio Nuts in the game!

Appears with: -

Attacks

Cure2 [1 Ally or All Allies] [1286] [Restorative], Sleepel [1 Enemy of All Enemies] [Sleep], Mini [1 Enemy or All Enemies] [Small], Drain [1 Enemy] [193.5] [Absorb], Bio2 [1 Enemy or All Enemies] [677.25] [Poison-Element] [Poison-Status], Trine [All Enemies] [1096.5] [Lightning], Demi3 [1 Enemy or All Enemies] [75% of Target's HP] [Gravity], Beast Sword [1 Enemy or All Enemies] [337]

Notes

Tips/Tricks: Godo will use cure2 on himself after his HP has been reduced below 4000. Once Yuffie is under 20% of her Maximum HP, he will have a 50% chance of using Cure2 on her. He is one of three enemies in the game with Trine, and also the only one able to give Trine to the Fourth Enemy Skill Materia.

+---+---+---+---+

Name: Golem

+---+---+---+---+

Level: 24

Information

HP: 1000
MP: 0
Atk: 60
Matk: 5
Def: 56
MDef: 100
Def%: 1
Dex: 80
Luck: 0
EXP: 300
AP: 22
Gil: 500
Win: Hi-Potion
Steal: Turbo Ether
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune

Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Cosmo Area
Appears with: -

Attacks

Golem Punch [1 Enemy] [150], Finger Shot [1 Enemy] [187.5], Megaton
Punch [1 Enemy] [281.25]

Notes

Tips/Tricks: Golem's stats go really weird once he starts moving. I
really do not understand what they do and why, but for the most part
they will go somewhat higher as he moves around.

+---+---+---+---+
Name: Gorkill [Boss]
+---+---+---+---+
Level: 30

Information

HP: 3000
MP: 150
Atk: 71
Matk: 75
Def: 60
MDef: 280
Def%: 25
Dex: 70
Luck: 0
EXP: 1500
AP: 50
Gil: 0
Win: X-Potion
Steal: -
Morph: -

Elemental Resistance

Fire: -

Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: Nullifies
Water: -
Wind: Weakness
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Wutai Pagoda
Appears with: -

Attacks

Dive Kick [1 Enemy] [25% of Target's HP], Barrier [1 Ally or All Allies] [Barrier], Reflect [1 Ally or All Allies] [Reflect], Demi2 [1 Enemy or All Enemies] [50% of Target's HP], Regen [1 Ally or All Allies] [Regen]

+---+---+---+---+

Name: Grand Horn

+---+---+---+---+

Level: 19

Information

HP: 460
MP: 43
Atk: 46
Matk: 15
Def: 42
MDef: 90
Def%: 1
Dex: 60

Luck: 0
EXP: 180
AP: 15
Gil: 240
Win: War Gong, Hi-Potion
Steal: -
Morph: Hi-Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Gongaga Area, Cosmo Area
Appears with: -

Attacks

Punch [1 Enemy] [100], Grand Punch [1 Enemy] [306] [Earth]

+---+---+---+---+

Name: Grangalan

+---+---+---+---+

Level: 16

Information

HP: 550
MP: 60
Atk: 40
Matk: 25
Def: 88
MDef: 120
Def%: 1
Dex: 50
Luck: 0
EXP: 88
AP: 10
Gil: 220
Win: Hi-Potion
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: Nullifies
Water: Nullifies
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: Immune
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Corel Area, Gold Saucer Area, Gongaga Area
Appears with: -

Attacks

Darkeye [1 Enemy] [Darkness], Silver Wheel [1 Enemy] [75]

Notes

Tips/Tricks: Will spawn Granagalan Jr, which can spawn three Granagalan Jr. Jr. into the battle. They will all use silver wheel. Darkeye can only be used when the lower class of Granagalan's are defeated and only once per battle. The lesser Granagalan's leave extra EXP/AP/Gil if all killed.

+---+---+---+---+

Name: Grashtrike

+---+---+---+---+

Level: 8

Information

HP: 42

MP: 0

Atk: 12

Matk: 15

Def: 18

MDef: 2

Def%: 3

Dex: 58

Luck: 6

EXP: 20

AP: 2

Gil: 20

Win: Spider Web

Steal: Spider Web

Morph: Spider Web

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: -

Small: -

Slow-Numb: -

Petrify: -

Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Sector 4 Plate
Appears with: Rocket Launcher, Chuse Tank

Attacks

Sickle [1 Enemy] [12], Silk [1 Enemy] [Slow]

+--++--++--++--++

Name: Gremlin

+--++--++--++--++

Level: 36

Information

HP: 1500
MP: 100
Atk: 70
Matk: 55
Def: 60
MDef: 80
Def%: 5
Dex: 62
Luck: 14
EXP: 750
AP: 60
Gil: 750
Win: Shrivel
Steal: Tent
Morph: X-Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -

Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Whirlwind Maze
Appears with: Sculpture

Attacks

Claw [1 Enemy] [304], Bad Mouth [1 Enemy] [912] [Sadness]

+--++--++--++--++

Name: Grenade

+--++--++--++--++

Level: 32

Information

HP: 2000
MP: 0
Atk: 70
Matk: 30
Def: 60
MDef: 64
Def%: 1
Dex: 68
Luck: 0
EXP: 900
AP: 100
Gil: 400
Win: Right Arm
Steal: Right Arm
Morph: Right Arm

Elemental Resistance

Fire: Halves
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Whirlwind Maze
Appears with: Nothing

Attacks

Bodyblow [1 Enemy] [280], Gush [1 Enemy] [525] [Fire], Bomb Blast
[1 Enemy] [4445]

Notes

Tips/Tricks: In its third form, Grenade's Bodyblow has a base 700 damage instead of 280. Bomb Blast is a suicide attack. It can only be used as an attack in the third form. It is a 100% counter attack if Bomb has less than 500 HP left. No EXP/AP/Gil is left when it is used.

+---+---+---+---+

Name: Grenade Combatant

+---+---+---+---+

Level: 10

Information

HP: 130
MP: 0
Atk: 18
Matk: 4
Def: 24
MDef: 30
Def%: 3
Dex: 54
Luck: 3
EXP: 42
AP: 4

Gil: 72
Win: Grenade
Steal: Tranquilizer
Morph: Grenade

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Shinra HQ, Floors 1, 2, 3
Appears with: Mighty Grunt

Attacks

Machine Gun [1 Enemy] [18], Hand Grenade [1 Enemy] [39.375]

Notes

Tips/Tricks: When HP is lower than 97 with Grenades until he runs out.

+---+---+---+---+
Name: Griffin
+---+---+---+---+
Level: 21

Information

HP: 760
MP: 40
Atk: 45
Matk: 35
Def: 42
MDef: 160
Def%: 1
Dex: 58
Luck: 0
EXP: 260
AP: 25
Gil: 350
Win: Phoenix Down
Steal: Phoenix Down
Morph: Phoenix Down

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: Immune
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Cosmo Area
Appears with: -

Attacks

Claw [1 Enemy] [103], Peacock [All Enemies - No Reduction] [84]

Notes

Tips/Tricks: Griffin will be unreachable by non-long range attackers when in the air. Griffin will also gain 30 more Def% while flying.

+---+---+---+---+

Name: Grimguard

+---+---+---+---+

Level: 31

Information

HP: 880

MP: 120

Atk: 60

Matk: 25

Def: 52 [254]

MDef: 510 [180]

Def%: 1

Dex: 58

Luck: 0

EXP: 600

AP: 45

Gil: 560

Win: Shrivel

Steal: Shrivel

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: Immune

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: Immune

Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Corral Valley Caves
Appears with: -

Attacks

Ice2 [1 Enemy or All Enemies] [420] [Ice], Bolt2 [1 Enemy or All Enemies] [420] [Lightning], Grim Rod [1 Enemy] [176]

Notes

Tips/Tricks: It has two defensive modes. The first is strong against magic, the second is strong against physical attacks. It will switch its defense mode based on what it gets hit with.

+---+---+---+---+

Name: Grosspanzer*Big

+---+---+---+---+

Level: 46

Information

HP: 4600
MP: 200
Atk: 140
Matk: 124
Def: 120
MDef: 160
Def%: 1
Dex: 110
Luck: 0
EXP: 800
AP: 80
Gil: 2100
Win: 8-inch Cannon
Steal: -
Morph: -

Name: Grosspanzer*Small

+---+---+---+---+

Level: 42

Information

HP: 2900
MP: 160
Atk: 120
Matk: 90
Def: 100
MDef: 130
Def%: 1
Dex: 136
Luck: 0

Paralyze: Immune
Seizure: -
Positive: Immune - Peerless

Preparing

Where to find: The Mako Cannon
Appears with: Nothing

Attacks

Napalm Attack [1 Enemy] [2490] [Fire], Normal Shell [1 Enemy] [1660],
Normal Shell [1 Enemy] [3112.5], Bodyblow [1 Enemy] [4150], Deadly
Wheel [All Enemies or 1 Enemy] [1660]

Notes

Tips/Tricks: Big and Small have their own attacks, but they are controlled from Mobile, so why bother making three separate enemies? Napalm Attack can be used only if Big is alive. Both Normal Shell attacks can be used only if Small is alive.

+--++--++--++--+

Name: Grunt

+--++--++--++--+

Level: 7

Information

HP: 40
MP: 0
Atk: 12
Matk: 2
Def: 10
MDef: 2
Def%: 4
Dex: 58
Luck: 8
EXP: 22
AP: 2
Gil: 15
Win: Potion
Steal: Grenade
Morph: Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: No. 1 Reactor
Appears with: Sweeper, Mono Drive, 1st Ray

Attacks

Handclaw [1 Enemy] [12], Beam Gun [1 Enemy] [13.5]

+--++--++--++--++
Name: Guard Hound
+--++--++--++--++
Level: 3

Information

HP: 42
MP: 0
Atk: 8
Matk: 2
Def: 4
MDef: 2
Def%: 6
Dex: 64
Luck: 6
EXP: 20
AP: 2
Gil: 12
Win: Potion
Steal: Potion
Morph: Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -

Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: No. 1 Reactor
Appears with: MP

Attacks

Bite [1 Enemy] [8], Tentacle [1 Enemy] [12]

Notes

Tips/Tricks: Bite always hits front row, Tentacle always the back row.
If no target is available, they will each hit the target with the lowest HP.

+---+---+---+---+

Name: Guard Scorpion [Boss]

+---+---+---+---+

Level: 12

Information

HP: 800
MP: 0
Atk: 30
Matk: 15
Def: 40

MDef: 300
Def%: 0
Dex: 60
Luck: 1
EXP: 100
AP: 10
Gil: 100
Win: Assault Gun
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: Weakness
Earth: -
Poison: Nullifies
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: No. 1 Reactor
Appears with: -

Attacks

Search Scope [1 Enemy], Rifle [1 Enemy] [41], Scorpion Tail
[1 Enemy] [71.75], Tail Laser [All Enemies] [123]

Notes

Tips/Tricks: Will counter attack with Tail Laser if tail is raised
when any damage is taken. Def becomes 255 with tail up, MDef becomes

384 with tail up. Its attack pattern is: Search Scope, Attack, Search Scope, Attack, Tail goes up, [wait], Tail goes down, repeat all.

+--+--+--+--+--+
Name: Guard System
+--+--+--+--+--+
Level: 35

Information

HP: 2200
MP: 200
Atk: 55
Matk: 56
Def: 70
MDef: 50
Def%: 0
Dex: 67
Luck: 0
EXP: 110
AP: 80
Gil: 1200
Win: Molotov
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Weakness
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: -
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune

Positive: Immune - Peerless

Preparing

Where to find: Junon Path

Appears with: Quick Machine Gun, Rocket Launcher

Attacks

None

+---+---+---+---+

Name: Guardian

+---+---+---+---+

Level: 40

Information

HP: 4000

MP: 340

Atk: 80

Matk: 66

Def: 76

MDef: 80

Def%: 8

Dex: 67

Luck: 10

EXP: 940

AP: 60

Gil: 500

Win: -

Steal: -

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: Immune

Sleep: Immune

Poison: Immune

Confusion: Immune

Silence: -

Darkness: Immune

Fury: Immune

Sadness: Immune

Stop: Immune

Slow: Immune

Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: -
Paralyze: Immune
Seizure: Immune
Positive: Immune - Haste, Peerless

Preparing

Where to find: Underwater Reactor
Appears with: Nothing

Attacks

Rocket Punch [1 Enemy] [475], W Rocket Punch [1 Enemy] [475], Jumping Blow [1 Enemy] [475]

Notes

Tips/Tricks: This enemy is vulnerable to Berserk and has no Berserk attack. Because of this, when in Berserk mode it will do nothing!

+---+---+---+---+

Name: Gun Carrier

+---+---+---+---+

Level: 39

Information

HP: 3400
MP: 240
Atk: 60
Matk: 45
Def: 76
MDef: 84
Def%: 5
Dex: 59
Luck: 2
EXP: 860
AP: 75
Gil: 1600
Win: S-mine
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: Weakness
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -

Holy: -

Status Effect Resistance

Death: -
Sleep: Immune
Poison: Immune
Confusion: -
Silence: -
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: Immune
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Underwater Reactor
Appears with: Senior Grunt

Attacks

Normal Shell [1 Enemy] [279], Abnormal Shell [1 Enemy] [69.75] [Slow]
[Darkness], Bodyblow [1 Enemy] [697.5]

+---+---+---+---+

Name: Hammer Blaster

+---+---+---+---+

Level: 12

Information

HP: 210
MP: 0
Atk: 18
Matk: 0
Def: 12
MDef: 44
Def%: 3
Dex: 50
Luck: 4
EXP: 43
AP: 5
Gil: 80
Win: Loco Weed
Steal: Echo Screen
Morph: Smoke Bomb

Elemental Resistance

Fire: -
Ice: -
Lightning: Weakness
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Shinra HQ, Floors 63, 64
Appears with: -

Attacks

Hammer Attack [1 Enemy] [18], Muddle Mallet [1 Enemy] [9] [Confusion]

Notes

Tips/Tricks: Hammer Blaster has six other attacks which it will never use under any circumstances.

+--++--++--++--++
Name: Hard Attacker
+--++--++--++--++
Level: 32

Information

HP: 2500
MP: 150
Atk: 80
Matk: 55

Def: 90
MDef: 74
Def%: 3
Dex: 77
Luck: 6
EXP: 750
AP: 58
Gil: 600
Win: Molotov
Steal: -
Morph: -

Elemental Resistance

Fire: Halves
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: Halves
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Underwater Reactor
Appears with: Senior Grunt

Attacks

Bodyblow [1 Enemy] [320], Oil [1 Enemy] [320] [Fire]

+--++--++--++--++
Name: Harpy
+--++--++--++--++

Level: 18

Information

HP: 800
MP: 200
Atk: 50
Matk: 13
Def: 32
MDef: 100
Def%: 1
Dex: 58
Luck: 0
EXP: 148
AP: 14
Gil: 210
Win: Hi-Potion
Steal: Striking Staff
Morph: Elixir

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Halves
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: Immune
Death-Sentence: Immune
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: Immune - Peerless

Preparing

Where to find: Gold Saucer Area
Appears with: -

Attacks

Claw [1 Enemy] [106], Poison Storm [1 Enemy] [Poison-Status],
Aqualung [All Enemies] [604.5] [Water]

Notes

Tips/Tricks: Uses Aqualung every third turn. This is one of the best enemy skills in the game, be sure to get it, but avoid getting killed by it!

+---+---+---+---+

Name: Headbomber

+---+---+---+---+

Level: 35

Information

HP: 1600

MP: 200

Atk: 70

Matk: 40

Def: 60

MDef: 46

Def%: 10

Dex: 60

Luck: 10

EXP: 640

AP: 64

Gil: 460

Win: Hyper

Steal: Tranquilizer

Morph: Tranquilizer

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: -

Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Gaea's Cliff
Appears with: Zolokalter, Cuahl

Attacks

Dorsal Punch [1 Enemy] [298], Extreme Bomber [1 Enemy] [1303.75]
[Fury]

Notes

Tips/Tricks: Will have 120 Dex instead of 60 if all allies are dead.
It will then use only extreme bomber

+---+---+---+---+

Name: Head Hunter

+---+---+---+---+

Level: 30

Information

HP: 2000
MP: 100
Atk: 100
Matk: 58
Def: 60
MDef: 60
Def%: 3
Dex: 67
Luck: 10
EXP: 650
AP: 80
Gil: 1000
Win: Ether
Steal: Tranquilizer
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Mideel
Appears with: Nothing

Attacks

Sickle [1 Enemy] [472], Rising Dagger [1 Enemy] [472]

+---+---+---+---+

Name: Heavy Tank

+---+---+---+---+

Level: 21

Information

HP: 1600
MP: 25
Atk: 49
Matk: 37
Def: 34
MDef: 90
Def%: 1
Dex: 68
Luck: 0
EXP: 340
AP: 45
Gil: 1300
Win: Hi-Potion
Steal: Phoenix Down
Morph: Power Source

Elemental Resistance

Fire: -

Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Meltdown Reactor [Inside Gongaga]
Appears with: -

Attacks

Charge [1 Enemy] [169.5], Wheelie Attack [1 Enemy] [169.5], Big Spiral
[All Enemies] [169.5]

Notes

Tips/Tricks: Great supply of Power Sources from them, as they are the
only enemy which can appear in this area.

+---+---+---+---+
Name: Hedgehog Pie
+---+---+---+---+
Level: 6

Information

HP: 40
MP: 52
Atk: 12
Matk: 4
Def: 18

MDef: 12
Def%: 4
Dex: 42
Luck: 8
EXP: 20
AP: 3
Gil: 25
Win: Potion
Steal: Ether
Morph: Ether

Elemental Resistance

Fire: -
Ice: Weakness
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Sector 5 Slums, Sector 6
Appears with: Whole Eater

Attacks

Bodyblow [1 Enemy] [12], Fire [1 or All Enemies] [30] [Fire]

+---+---+---+---+
Name: Heg
+---+---+---+---+
Level: 22

Information

HP: 400
MP: 0
Atk: 46
Matk: 5
Def: 30
MDef: 64
Def%: 1
Dex: 40
Luck: 0
EXP: 250
AP: 20
Gil: 240
Win: Hi-Potion
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: Weakness
Lightning: -
Earth: -
Poison: Absorbs
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: Immune
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Caves of the Gi
Appears with: Sneaky Step

Attacks

Poison Fang [1 Enemy] [108] [Poison-Status], Halt Whip [1 Enemy]
[94.5] [Paralyze]

+---+---+---+---+

Name: Heli Gunner [Boss]

+---+---+---+---+

Level: 19

Information

HP: 1000

MP: 0

Atk: 55

Matk: 0

Def: 40

MDef: 220

Def%: 15

Dex: 66

Luck: 0

EXP: 250

AP: 25

Gil: 200

Win: Mythril Armlet

Steal: -

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: Weakness

Earth: Nullifies

Poison: -

Gravity: -

Water: -

Wind: Weakness

Holy: -

Status Effect Resistance

Death: Immune

Sleep: Immune

Poison: Immune

Confusion: Immune

Silence: Immune

Darkness: Immune

Fury: Immune

Sadness: Immune

Stop: Immune

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: Immune

Petrify: Immune

Death-Sentence: Immune

Manipulate: Immune

Berserk: Immune

Paralyze: Immune

Seizure: -
Positive: -

Preparing

Where to find: Shinra HQ
Appears with: -

Attacks

AB Cannon [1 Enemy] [119] [Sleep], C Cannon [1 Enemy] [119]
[Poison-Status], Firing Line [All Targets] [141.3125] [Sleep]
[Poison-Status], Spinning Bodyblow [1 Enemy] [148.75], Flying Drill
[1 Enemy] [178.5]

Notes

Tips/Tricks: Starts spinning once HP is less than 25% of max HP.
Gains 50 Def and MDef at that point. Can't Reach enemy, only Barret
will be able to use standard attacks in this battle. Spinning
Bodyblow and Flying Drill are only used in the second form. The other
attacks are only used in the first form.

+--++--++--++--+

Name: Hell House

+--++--++--++--+

Level: 11

Information

HP: 45
MP: 0
Atk: 24
Matk: 20
Def: 2
MDef: 48
Def%: 0
Dex: 52
Luck: 2
EXP: 44
AP: 6
Gil: 250
Win: Potion
Steal: -
Morph: Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Sector 6
Appears with: -

Attacks

Erupt [1 Enemy] [32] [Darkness], Hell Bomber [1 Enemy] [48],
Suicide Drop [All Enemies] [32] [Earth], Bodyblow [1 Enemy] [107.5],
Suicide Drop - Version 2 [All Enemies] [43] [Earth], Lunattack
[1 Enemy] [75.25], Hell Press [1 Enemy] [64.5]

Notes

Tips/Tricks: When Hell House is reduced to less than 337 HP, he will have a 50% chance each turn to transform into another mode. His stats will increase when this occurs. Att: 32, MAtk: 24, Def: 2, MDef: 64, Def%: 3, Dex: 59, Luck: 4. Also, he will be able to use the rest of his attacks. Lunattack is a counter attack which is used 25% of the time once his HP is 112 or less.

+---+---+---+---+
Name: Hell Rider VR2
+---+---+---+---+
Level: 18

Information

HP: 350
MP: 50
Atk: 78
Matk: 5
Def: 46
MDef: 60
Def%: 1
Dex: 60
Luck: 0

EXP: 72
AP: 8
Gil: 130
Win: Potion
Steal: Hi-Potion
Morph: Hi-Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Halves
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: -
Paralyze: Immune
Seizure: -
Positive: Immune - Peerless

Preparing

Where to find: Junon Area
Appears with: -

Attacks

Iron Mallet [1 Enemy] [207], Ballistic [1 Enemy] [310.5],
Electromag [All Enemies] [Change Row]

Notes

Tips/Tricks: In case it is not clear, Electromag causes characters in the front row to move to the back while characters in the back row move to the front row.

Name: Hellitic Hojo [Boss]

+---+---+---+---+

Level: 55

Information

HP: 26000

MP: 200

Atk: 80

Matk: 60

Def: 140

MDef: 200

Def%: 6

Dex: 68

Luck: 0

EXP: 0

AP: 0

Gil: 0

Win: -

Steal: -

Morph: -

Name: Right Arm

+---+---+---+---+

Level: 55

Information

HP: 5000

MP: 300

Atk: 150

Matk: 80

Def: 120

MDef: 130

Def%: 1

Dex: 95

Luck: 0

EXP: 0

AP: 0

Gil: 0

Win: -

Steal: -

Morph: -

Name: Left Arm

+---+---+---+---+

Level: 55

Information

HP: 24000

MP: 400

Atk: 46

Matk: 100

Def: 150

MDef: 150

Def%: 1

Dex: 90

Luck: 0

EXP: 0

AP: 0
Gil: 0
Win: -
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies, -----, Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune, -----, Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: Immune, Immune, -----
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune, -----, Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless, Haste, Immune - Peerless, Haste, Immune - Peerless

Preparing

Where to find: The Mako Cannon
Appears with: Nothing

Attacks

Pile Banger [1 Enemy] [1962.5], Bio Gas [1 Enemy] [690] [Poison-Status], Confu [1 Enemy or All Enemies] [Confusion], Sleepel [1 Enemy or All Enemies] [Sleep], Silence [1 Enemy or All Enemies] [Silence]

Notes

Tips/Tricks: Sleepel is used when the right arm is dead. Silence is used when the left arm is dead. Confu is used when both arms are alive. Bio Gas is used when both arms are alive. Pile Banger is used when the right arm is alive.

+---+---+---+---+

Name: Hippogriff

+---+---+---+---+

Level: 37

Information

HP: 3000
MP: 280
Atk: 90
Matk: 98
Def: 80
MDef: 120
Def%: 1 [31]
Dex: 80
Luck: 20
EXP: 800
AP: 80
Gil: 1500
Win: Echo Screen
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: Immune
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Mideel Area
Appears with: Nothing

Attacks

Beak [1 Enemy] [402], ??? [1 Enemy] [1206], L2 Confu [1 Enemy or All Enemies] [Confusion]

Notes

Tips/Tricks: L2 Confu will always be used on Hippogriff's first turn. It confuses targets with an even numbered level. Hippogriff can fly which gives it an additional 30 Def%. There are two variations of beak though they have identical stats, one is for the air, the other for the ground. ??? is not to be confused with the enemy skill ????.

+---+---+---+---+

Name: Ho-Chu

+---+---+---+---+

Level: 39

Information

HP: 4300
MP: 290
Atk: 96
Matk: 86
Def: 68
MDef: 94
Def%: 1
Dex: 95
Luck: 20
EXP: 750
AP: 70
Gil: 2500
Win: -
Steal: Circlet
Morph: Ribbon

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: Absorbs
Gravity: Nullifies
Water: Weakness
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: -
Silence: -

Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: -
Paralyze: Immune
Seizure: -
Positive: Immune - Peerless

Preparing

Where to find: Battle Square
Appears with: Nothing

Attacks

Whip String [1 Enemy] [564] [Paralyze], Big Pollen [All Enemies or 1 Enemy] [750] [Sleep]

Notes

Tips/Tricks: Was supposed to be able to be found in the Ancient Forest. Instead, it can only be found in the Battle Square.

+--++--++--++--+

Name: Hojo [Boss]

+--++--++--++--+

Level: 50

Information

HP: 13000
MP: 250
Atk: 60
Matk: 60
Def: 130
MDef: 150
Def%: 5
Dex: 78
Luck: 6
EXP: 0
AP: 0
Gil: 0
Win: -
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -

Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: Immune
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: The Mako Cannon
Appears with: Poodler Sample, Bad Rap Sample

Attacks

Capsule [All Allies - No Reduction] [Targets Max HP] [Restorative]

Notes

Tips/Tricks: All he does is revive allies.

+--++--++--++--+

Name: Hundred Gunner [Boss]

+--++--++--++--+

Level: 18

Information

HP: 1600
MP: 0
Atk: 52
Matk: 0
Def: 46
MDef: 240
Def%: 1
Dex: 63
Luck: 0

EXP: 330
AP: 35
Gil: 300
Win: -
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: Weakness
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Shinra HQ
Appears with: -

Attacks

Aux Artillery [1 Enemy] [110], Hidden Artillery [1 Enemy] [137.5],
Main Artillery [All Enemies] [123.75], Wave Artillery [All Enemies]
[185.625], Sub Artillery [1 Enemy] [151.25]

Notes

Tips/Tricks: Aux and Hidden Artillery are used in the first form, when its HP is above 67% of its max HP. Main Artillery is used in the second form, when its HP is between 33% and 67% of its max HP. Wave Artillery is used in the third form, when its HP is lower than 33% of its max HP and the Sensor Cannon is charged. Sub Artillery is never

used. Also, no EXP/AP/GIL is given from this battle, as the next one starts immediately.

+--+-+--+-+--+-+--+

Name: Hungry

+--+-+--+-+--+-+--+

Level: 33

Information

HP: 2000

MP: 100

Atk: 60

Matk: 45

Def: 64

MDef: 130

Def%: 5

Dex: 62

Luck: 30

EXP: 700

AP: 60

Gil: 600

Win: Ether

Steal: -

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: Immune

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: Immune

Berserk: -

Paralyze: -

Seizure: -

Positive: -

Preparing

Where to find: Corral Valley, Great Glacier

Appears with: Boundfat

Attacks

Bodyblow [1 Enemy] [182], Mini [1 Enemy or All Enemies] [Small],

Eat [1 Enemy] [Eats target]

Notes

Tips/Tricks: A target must be Mini to be eaten. When eaten, it is removed from the battlefield and counted as dead. A sadly embarrassing way to get a game over.

+--+-+--+-+--+-+--+

Name: Ice Golem

+--+-+--+-+--+-+--+

Level: 40

Information

HP: 4000

MP: 300

Atk: 100

Matk: 70

Def: 80

MDef: 100

Def%: 10

Dex: 75

Luck: 0

EXP: 1000

AP: 70

Gil: 1500

Win: Hi-Potion

Steal: Hi-Potion

Morph: -

Elemental Resistance

Fire: -

Ice: Absorbs

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: Immune

Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Great Glacier
Appears with: -

Attacks

Golem Punch [1 Enemy] [600], Cold Snap [1 Enemy] [600] [Ice], Wide
Grazer [All Enemies - No Reduction] [618.75] [Lightning]

Notes

Tips/Tricks: Ice Golems pack a strong punch for little guys. They
also have an attack they will never use.

+--++--++--++--+

Name: Icicle

+--++--++--++--+

Level: 30

Information

HP: 3000
MP: 300
Atk: 73
Matk: 63
Def: 64
MDef: 96
Def%: 0
Dex: 60
Luck: 2
EXP: 500
AP: 0
Gil: 0
Win: -
Steal: -
Morph: -

Elemental Resistance

Fire: Weakness
Ice: Absorbs

Lightning: -
Earth: Weakness
Poison: -
Gravity: Weakness
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Gaea's Cliff
Appears with: Evilhead

Attacks

Icicle Drop [1 Enemy] [831]

Notes

Tips/Tricks: Icicle Drop is used only as a counter attack. If the Icicle is killed before the Evilheads they appear with, the Evilheads will not leave any EXP/AP/Gil.

+---+---+---+---+

Name: Ironite

+---+---+---+---+

Level: 30

Information

HP: 2400
MP: 100
Atk: 65
Matk: 50
Def: 58
MDef: 40

Def%: 2
Dex: 70
Luck: 0
EXP: 900
AP: 48
Gil: 680
Win: Hi-Potion
Steal: Phoenix Down
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Whirlwind Maze
Appears with: Wind Wing

Attacks

Bodyblow [1 Enemy] [185], Flying Upper [1 Enemy] [555], Sleepel [1
Enemy or All Enemies] [Sleep]

+---+---+---+---+
Name: Iron Man
+---+---+---+---+
Level: 46

Information

HP: 20000
MP: 100
Atk: 180
Matk: 160
Def: 240
MDef: 400
Def%: 1
Dex: 200
Luck: 0
EXP: 10000
AP: 150
Gil: 600
Win: Phoenix Down
Steal: Elixir
Morph: Escort Guard

Elemental Resistance

Fire: Halves
Ice: Halves
Lightning: -
Earth: Halves
Poison: -
Gravity: -
Water: Weakness
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Northern Crater
Appears with: Nothing

Attacks

Heavy Sword [1 Enemy] [2482.5], Grand Sword [All Enemies or 1 Enemy]
[1986], Adrenaline [Self] [Haste] [Barrier]

Notes

Tips/Tricks: Adrenaline can be used only four times per battle and only when Iron Man is under 25% of his maximum HP.

+---+---+---+---+

Name: Jayjujajyme

+---+---+---+---+

Level: 28

Information

HP: 640

MP: 20

Atk: 52

Matk: 35

Def: 46

MDef: 160

Def%: 1

Dex: 45

Luck: 0

EXP: 410

AP: 35

Gil: 350

Win: Remedy, Deadly Waste, X-Potion

Steal: Grenade

Morph: Potion

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: -

Small: -

Slow-Numb: -

Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Da-Chao Statue
Appears with: Bizarre Bug, Garuda

Attacks

Bite [1 Enemy] [142], Confu-scales [1 Enemy] [283.5] [Confusion],
Silk [1 Enemy] [Slow], Thread [1 Enemy] [Stop]

Notes

Tips/Tricks: Confu-scales will only be used if manipulated. Thread
can only be used if the target is already under the influence of slow.

+--++--++--++--+

Name: Jemnezmy

+--++--++--++--+

Level: 24

Information

HP: 800
MP: 80
Atk: 55
Matk: 34
Def: 58
MDef: 80
Def%: 1
Dex: 60
Luck: 25
EXP: 510
AP: 50
Gil: 400
Win: -
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: Nullifies
Lightning: -
Earth: -
Poison: Instant Death
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: Immune
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Temple of the Ancients
Appears with: Toxic Frog

Attacks

Toad [1 Enemy or All Enemies] [Frog], Poisona [1 Enemy or All Enemies], Fascination [1 Enemy] [Confusion], Cold Breath [1 Enemy] [130.5] [Ice]

Notes

Tips/Tricks: Fascination hits only male targets. Cold Breath hits only female targets which are not Frogs. Poisona is a counter attack to the attacker if afflicted by Poison. Toad is a counter attack to the attacker if afflicted by Toad.

+--+--+--+--+--+--+
Name: Jenova*BIRTH
+--+--+--+--+--+--+
Level: 25

Information

HP: 4000
MP: 110
Atk: 38
Matk: 30
Def: 56
MDef: 180
Def%: 1
Dex: 60
Luck: 10
EXP: 680
AP: 64
Gil: 800

Win: White Cape
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Cargo Ship
Appears with: -

Attacks

Laser [1 Enemy] [201], Gas [1 Enemy] [201], W-Laser [1 Enemy] [201],
Tail Laser [All Enemies] [201], Stop [1 Enemy or All Enemies] [Stop]

+---+---+---+---+
Name: Jenova*DEATH
+---+---+---+---+
Level: 55

Information

HP: 25000
MP: 800

Atk: 140
Matk: 70
Def: 90
MDef: 320
Def%: 1
Dex: 150
Luck: 0
EXP: 6000
AP: 400
Gil: 5000
Win: Reflect Ring
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Whirlwind Maze
Appears with: Nothing

Attacks

Red Light [1 Enemy] [843.75] [Fire], Tropic Wind [1 Enemy] [750]
[Fire/Wind], Silence [1 Enemy or All Enemies] [Silence]

Notes

Tips/Tricks: All of her attacks are fire based, if fire can not hurt you, the only way to lose is by killing yourself.

+---+---+---+---+

Name: Jenova*LIFE

+---+---+---+---+

Level: 50

Information

HP: 10000

MP: 300

Atk: 128

Matk: 40

Def: 110

MDef: 290

Def%: 10

Dex: 140

Luck: 40

EXP: 4000

AP: 350

Gil: 1500

Win: Wizard Bracelet

Steal: -

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: Weakness

Poison: -

Gravity: Nullifies

Water: Absorbs

Wind: -

Holy: -

Status Effect Resistance

Death: Immune

Sleep: Immune

Poison: Immune

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: Immune

Petrify: Immune

Death-Sentence: Immune

Manipulate: Immune

Berserk: Immune

Paralyze: -

Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Forgotten City
Appears with: A heavy heart... sort of.

Attacks

Blue Light [1 Enemy] [472.5] [Water], Blue Flame [1 Enemy] [540]
[Water], Aqualung [All Enemies - No Reduction] [1755] [Water],
Reflect [1 Ally or All Allies] [Reflect]

Notes

Tips/Tricks: Aqualung is a great enemy skill, pick it up here. Oh, you may have noticed all of her attacks are water based, if you can make yourself not take damage [hint: Water Ring], the only way you will be able to lose is by killing yourself in some manner.

+---+---+---+---+

Name: Jenova*SYNTHESIS [Boss]

+---+---+---+---+

Level: 61

Information

HP: 60000 [Arms have 10000 HP and 8000 HP respectively, but otherwise have identical stats]
MP: 600
Atk: 150
Matk: 120
Def: 100
MDef: 180
Def%: 1
Dex: 120
Luck: 0
EXP: 60000
AP: 500
Gil: 0
Win: -
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: Absorbs
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: Immune
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Haste, Peerless

Preparing

Where to find: Northern Crater
Appears with: Nothing

Attacks

Absorb [1 Enemy] [1357.5] [Sadness] [Absorb], Repeating Slap [1 Enemy] [2325] [Fury], Bio2 [All Enemies or 1 Enemy] [1425.375] [Poison-Elemental] [Poison-Status], Cure3 [All Allies or 1 Ally] [3946] [Restorative], [Stop] [1 Enemy or All Enemies] [Stop], Ultima [All Enemies - No Reduction] [7126.875]

Notes

Tips/Tricks: Jenova can also revive either of the arms in any given turn.

+---+---+---+---+

Name: Jersey

+---+---+---+---+

Level: 25

Information

HP: 500
MP: 100
Atk: 55
Matk: 15
Def: 40
MDef: 144
Def%: 5
Dex: 60
Luck: 10
EXP: 320
AP: 30
Gil: 384
Win: Turbo Ether

Steal: Turbo Ether
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Shinra Mansion
Appears with: Mirage

Attacks

Spin Attack [1 Enemy] [139], ??? [1 Enemy] [Difference between its
Max HP and Current HP]

Notes

Tips/Tricks: Jersey starts the battle immune to all magic. In this
for it can cast ????. The second form, which is triggered as a
counter attack to physical attacks, is immune to all physical attacks.

+---+---+---+---+

Name: Joker

+---+---+---+---+

Level: 18

Information

HP: 370
MP: 0
Atk: 45
Matk: 31
Def: 32
MDef: 162
Def%: 1
Dex: 60
Luck: 0
EXP: 150
AP: 30
Gil: 260
Win: Hi-Potion
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: -
Water: -
Wind: Weakness
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Gold Saucer Area
Appears with: Flapbeat

Attacks

Spinning Card [1 Enemy] [70], Spade [1 Enemy] [105], Heart [1 Enemy] [514] [Restorative], Club [1 Enemy] [220.5] [Earth], Diamond [1 Enemy] [18.375], Joker [1 Enemy] [Death]

Notes

Tips/Tricks: 12.5% chance of all cards except spade which is 25% chance. Spinning Card also has a 25% chance.

+---+---+---+---+

Name: Jumping

+---+---+---+---+

Level: 24

Information

HP: 999

MP: 0

Atk: 30

Matk: 15

Def: 40

MDef: 50

Def%: 15

Dex: 74

Luck: 10

EXP: 400

AP: 30

Gil: 50

Win: Hi=Potion

Steal: -

Morph: Antarctic Wind

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: -

Small: -

Slow-Numb: -

Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Icicle Area, Great Glacier
Appears with: -

Attacks

Dive Kick [1 Enemy] [65], Club Sword [1 Enemy] [650]

+---+---+---+---+

Name: Kalm Fang

+---+---+---+---+

Level: 10

Information

HP: 160
MP: 0
Atk: 24
Matk: 16
Def: 30
MDef: 14
Def%: 14
Dex: 57
Luck: 6
EXP: 53
AP: 5
Gil: 92
Win: Potion
Steal: Ether
Morph: X-Potion

Elemental Resistance

Fire: Weakness
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -

Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Midgar Area
Appears with: Prowler, Devil Ride

Attacks

Fang [1 Enemy] [31], Bodyblow [1 Enemy] [31]

Notes

Tips/Tricks: Morphing them once you get the Morph materia is an easy way to stock up on X-Potions.

+--++--++--++--++
Name: Kelzmelzer
+--++--++--++--++
Level: 30

Information

HP: 800
MP: 0
Atk: 50
Matk: 35
Def: 56
MDef: 90
Def%: 14
Dex: 53
Luck: 1
EXP: 410
AP: 35
Gil: 400
Win: Potion
Steal: Antidote
Morph: Antidote

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -

Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Woodlands Area, Temple of the Ancients
Appears with: Toxic Frog

Attacks

Claw [1 Enemy] [142], Liquid Poison [1 Enemy] [Poison-Elemental]
[Poison-Status]

+---+---+---+---+

Name: Killbin

+---+---+---+---+

Level: 30

Information

HP: 3200
MP: 380
Atk: 90
Matk: 85
Def: 64
MDef: 126
Def%: 12
Dex: 68
Luck: 25
EXP: 700
AP: 150
Gil: 1000
Win: Ether

Steal: Turbo Ether
Morph: Mind Source

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Whirlwind Maze
Appears with: Nothing

Attacks

X [1 Enemy] [342], Cure2 [1 Ally or All Allies] [1460], Fire2 [1 Enemy or All Enemies] [862.5] [Fire], Ice2 [1 Enemy or All Enemies] [862.5] [Ice], Aspil [1 Enemy] [86.25 MP] [Absorb], Slow [1 Enemy or All Enemies] [Slow]

Notes

Tips/Tricks: Cure2 is only used when Killbin has less than 1/3 of its Maximum HP. Aspil is only used if Killbin does not have enough MP to use its previous spell selection.

+--++--++--++--++
Name: Kimara Bug
+--++--++--++--++

Level: 19

Information

HP: 700
MP: 25
Atk: 37
Matk: 5
Def: 40
MDef: 180
Def%: 1
Dex: 61
Luck: 0
EXP: 190
AP: 19
Gil: 278
Win: Hi-Potion
Steal: Spider Web
Morph: Hourglass

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Jungle
Appears with: -

Attacks

Butterfly Attack [1 Enemy] [58], Stop Web [1 Enemy] [Stop], Spider
Attack [1 Enemy] [123.25]

+---+---+---+---+

Name: King Behemoth

+---+---+---+---+

Level: 60

Information

HP: 18000

MP: 560

Atk: 150

Matk: 65

Def: 140

MDef: 256

Def%: 1

Dex: 90

Luck: 0

EXP: 2000

AP: 250

Gil: 950

Win: X-Potion

Steal: Phoenix Down

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: Gravity

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: -

Small: -

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: -

Berserk: -

Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Northern Crater
Appears with: Nothing

Attacks

Behemoth Horn [1 Enemy] [2065.5], Flare [1 Enemy] [5390.625] [Fire],
King Teel [1 Enemy] [1836], Bite [1 Enemy] [1836], Comet2 [Four total
hits, all enemies are valid targets] [1406.25 per hit]

Notes

Tips/Tricks: Flare will only be used if you select it via manipulate
menu. Comet2 is a counter attack to all magical attacks.

+---+---+---+---+

Name: Kyuvilduns

+---+---+---+---+

Level: 24

Information

HP: 800
MP: 0
Atk: 48
Matk: 40
Def: 42
MDef: 64
Def%: 1
Dex: 56
Luck: 0
EXP: 340
AP: 34
Gil: 368
Win: Hi-Potion
Steal: -
Morph: Hi-Potion

Elemental Resistance

Fire: Weakness
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -

Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Mt. Nibel, Rocket Launch Pad Area
Appears with: Twin Brain

Attacks

Lay Flat [1 Enemy] [300]

+--++--++--++--+

Name: Land Worm

+--++--++--++--+

Level: 22

Information

HP: 1500
MP: 80
Atk: 60
Matk: 42
Def: 80
MDef: 230
Def%: 1
Dex: 68
Luck: 0
EXP: 400
AP: 40
Gil: 256
Win: Ether
Steal: Turbo Ether
Morph: Fire Fang

Elemental Resistance

Fire: Halves
Ice: Weakness
Lightning: -
Earth: Absorbs
Poison: -
Gravity: Nullifies

Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Corel Desert
Appears with: -

Attacks

Earthquake [All Enemies - No Reduction] [Earth], Sandstorm [All
Enemies] [Earth] [Darkness]

+---+---+---+---+
Name: Lessaloploth
+---+---+---+---+
Level: 34

Information

HP: 2000
MP: 400
Atk: 65
Matk: 67
Def: 74
MDef: 190
Def%: 12
Dex: 77
Luck: 20
EXP: 920
AP: 65
Gil: 1000
Win: Phoenix Down
Steal: Phoenix Down
Morph: -

Elemental Resistance

Fire: -
Ice: Nullifies
Lightning: -
Earth: Nullifies
Poison: -
Gravity: Nullifies
Water: Nullifies
Wind: Weakness
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Great Glacier
Appears with: Snow

Attacks

Wing Cut [1 Enemy] [272], Scorpion's Tail [1 Enemy] [272] [Poison-Status], Avalanche [All Enemies or 1 Enemy] [1020] [Ice]

+---+---+---+---+

Name: Levrikon

+---+---+---+---+

Level: 14

Information

HP: 200
MP: 0
Atk: 38
Matk: 6
Def: 40
MDef: 12

Def%: 5
Dex: 60
Luck: 4
EXP: 65
AP: 7
Gil: 128
Win: Hi-Potion
Steal: Ether
Morph: Hi-Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Grasslands
Appears with: Mandragora, Elfadunk, Mu

Attacks

Bird Kick [1 Enemy] [54], Flaming Peck [1 Enemy] [108] [Fury]

+---+---+---+---+

Name: Lifeform-Hojo N

+---+---+---+---+

Level: 58

Information

HP: 30000
MP: 100
Atk: 100
Matk: 90
Def: 120
MDef: 180
Def%: 5
Dex: 100
Luck: 6
EXP: 25000
AP: 2500
Gil: 6000
Win: Power Source
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: Immune
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: The Mako Cannon
Appears with: Nothing

Attacks

Absorb [1 Enemy] [555], Silence [1 Enemy or All Enemies] [Silence],
Slow [1 Enemy or All Enemies] [Slow], Combo [1 Enemy] [257.5] [618]
[Poison - Status] [360.5] [Darkness] [824] [Sleep]

Notes

Tips/Tricks: Combo is a long string of attacks. Silence is a 100%
Counter Attack to any magic skills used against him.

+---+---+---+---+

Name: Lost Number [Boss]

+---+---+---+---+

Level: 35

Information

HP: 7000
MP: 300
Atk: 80, 80, 140
Matk: 35, 55, 5
Def: 120, 40, 400
MDef: 280, 440, 200
Def%: 1
Dex: 82
Luck: 1
EXP: 2000
AP: 80
Gil: 2000
Win: Cosmo Memory
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune

Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Shinra Mansion
Appears with: -

Attacks

1st Form: Punch [1 Enemy] [341], Bolt2 [1 Enemy or All Enemies] [525]
[Lightning]

2nd Form: Tentacle [1 Enemy] [852.5], Aspil [1 Enemy] [40.5]
[Absorbs MP], Bolt [1 Enemy or All Enemies] [270] [Lightning], Bolt2
[1 Enemy or All Enemies] [675] [Lightning], Quake [1 Enemy or All
Enemies] [371.25] [Earth] Quake2 [1 Enemy or All Enemies] [810]
[Earth], Bio [1 Enemy or All Enemies] [337.5] [Poison-Element]
[Poison-Status], Bio2 [1 Enemy or All Enemies] [708.75] [Poison
-Element] [Poison-Status]

3rd Form: Punch [1 Enemy] [905], Lost Blow [1 Enemy] [2828.125]

Notes

Tips/Tricks: If a Magical Attack brings him below 3498 HP, he will split into Form 2. If it is a Physical Attack which does it, he will split into form three. He can not change forms if afflicted by any status which stops his ATB bar. There is also a chance it will take one to three additional hits to cause the split. His stats also change depending on which mode he goes into. Lost Blow will likely kill you at this stage of the game, even in the back row and a barrier on.

+---+---+---+---+

Name: Madouge

+---+---+---+---+

Level: 16

Information

HP: 220

MP: 0

Atk: 36

Matk: 4

Def: 22

MDef: 26

Def%: 6

Dex: 56

Luck: 3

EXP: 70

AP: 8

Gil: 150

Win: Potion

Steal: Grand Glove

Morph: Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Mythril Mines
Appears with: Crawler

Attacks

Ironball [1 Enemy] [67.5], Swamp Shoot [1 Enemy] [13.5] [Darkness]

Notes

Tips/Tricks: Grand Glove is a nice weapon for Tifa at this stage in the game, make sure to steal one.

+---+---+---+---+

Name: Magic Pot

+---+---+---+---+

Level: 41

Information

HP: 4096

MP: 128
Atk: 64
Matk: 64
Def: 64
MDef: 64
Def%: 8
Dex: 64
Luck: 16
EXP: 8000
AP: 1000
Gil: 8500
Win: Turbo Ether
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Northern Crater
Appears with: Nothing

Attacks

Has none

Notes

Tips/Tricks: Can not be hurt until it is fed an elixir.

+--+--+--+--+--+

Name: Magnade

+--+--+--+--+--+

Level: 35

Information

HP: 1000

MP: 100

Atk: 134

Matk: 60

Def: 70

MDef: 48

Def%: 5 [255]

Dex: 50

Luck: 10

EXP: 980

AP: 50

Gil: 1200

Win: X-Potion

Steal: Phoenix Down

Morph: -

Elemental Resistance

Fire: Weakness

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: Weakness

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: Immune

Sleep: Immune

Poison: Immune

Confusion: Immune

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: Immune

Frog: Immune

Small: Immune

Slow-Numb: Immune

Petrify: Immune

Death-Sentence: -

Manipulate: Immune

Berserk: Immune

Paralyze: Immune

Seizure: Immune

Positive: Immune - Haste, Peerless

Preparing

Where to find: Great Glacier

Appears with: -

Attacks

Shield Throw [1 Enemy] [324], W-Shield Throw [1 Enemy] [648], Strong Kick [1 Enemy] [540]

Notes

Tips/Tricks: Strong Kick is used when he runs out of shields to throw at you. His Def% will stay at 255 until his shields are gone, which happens at most after 24 actions have been taken by all characters in battle combined.

+---+---+---+---+

Name: Malboro

+---+---+---+---+

Level: 44

Information

HP: 4400

MP: 900

Atk: 70

Matk: 50

Def: 110

MDef: 120

Def%: 15

Dex: 80

Luck: 5

EXP: 1000

AP: 100

Gil: 100

Win: M-Tentacles

Steal: M-Tentacles, Echo Screen

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: Absorbs

Gravity: Nullifies

Water: Weakness

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: Immune

Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Gaea's Cliff, Northern Crater
Appears with: -

Attacks

Frozen Beam [1 Enemy] [1057.5] [Ice], Bio2 [1 Enemy or All Enemies]
[Poison-Element] [Poison-Status], Bad Breath [All Enemies] [Small]
[Poison] [Confusion] [Stop] [Sleep] [Silence] [Frog]

Notes

Tips/Tricks: Bad Breath can be used a maximum of three times per battle and a minimum of zero, so if you are not getting it as an enemy skill, get into another Malboro battle.

+---+---+---+---+

Name: Malldancer

+---+---+---+---+

Level: 32

Information

HP: 600
MP: 100
Atk: 61
Matk: 50
Def: 58
MDef: 96
Def%: 10
Dex: 60
Luck: 0
EXP: 500
AP: 56
Gil: 700
Win: Hi-Potion
Steal: Phoenix Down
Morph: X-Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: -
Water: Nullifies
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Corral Valley
Appears with: Boundfat

Attacks

Claw [1 Enemy] [183], Dance [All Enemies] [183] [Slow] [Darkness]

+---+---+---+---+
Name: Mandragora
+---+---+---+---+
Level: 10

Information

HP: 120
MP: 0
Atk: 22
Matk: 53
Def: 12
MDef: 450
Def%: 2
Dex: 49
Luck: 2

EXP: 55
AP: 6
Gil: 135
Win: Lasan Nut
Steal: Lasan Nut
Morph: Ether

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Grasslands
Appears with: Levrikon, Elfadunk

Attacks

Grass Punch [1 Enemy] [28], Slow Dance [1 Enemy] [17.5] [Slow]

Notes

Tips/Tricks: Mandragora will never attack. Grass Punch will counter any magic damage and Slow Dance will counter any physical damage. EVERY Mandragora on the battle field will respond with the said attack when one is hit, so it is not technically a counter attack.

Where to find: Sector 8 Underground

Appears with: Nothing

Attacks

Rockbreaker [1 Enemy] [536], Ice2 [All Enemies or 1 Enemy] [787.5]
[Ice], Fire2 [All Enemies or 1 Enemy] [787.5] [Fire]

Notes

Tips/Tricks: Look at all of those status immunities!

+--++--++--++--++

Name: Marine

+--++--++--++--++

Level: 16

Information

HP: 300

MP: 20

Atk: 36

Matk: 5

Def: 30

MDef: 60

Def%: 10

Dex: 59

Luck: 0

EXP: 75

AP: 8

Gil: 150

Win: Eye Drop

Steal: Shinra Beta

Morph: X-Potion

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Cargo Ship
Appears with: -

Attacks

Machine Gun [1 Enemy] [54], Grenade [All Enemies] [67.5], Smoke Bullet
[1 Enemy] [Sleep] [Darkness]

Notes

Tips/Tricks: Shinra Beta's may come in handy, steal a few.

+---+---+---+---+

Name: Master Tonberry

+---+---+---+---+

Level: 77

Information

HP: 44444
MP: 100
Atk: 150
Matk: 130
Def: 136
MDef: 150
Def%: 1
Dex: 70
Luck: 0
EXP: 6000
AP: 200
Gil: 6800
Win: Megalixir
Steal: Elixir
Morph: Ribbon

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Absorbs
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Northern Crater
Appears with: Nothing

Attacks

Everyone's Grudge [1 Enemy] [Character's Kills * 10], Knife [1
Enemy] [Death]

Notes

Tips/Tricks: Everyone's Grudge is a counter attack, which will be used
if he is hit by two separate attacks between turns.

+--+-+--+-+--+-+--+

Name: Materia Keeper [Boss]

+--+-+--+-+--+-+--+

Level: 38

Information

HP: 8400
MP: 300
Atk: 90
Matk: 12
Def: 100
MDef: 280
Def%: 10
Dex: 90
Luck: 10
EXP: 3000
AP: 200
Gil: 2400
Win: Jem Ring

Steal: -
Morph: -

Elemental Resistance

Fire: Absorbs
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Mt. Nibel
Appears with: -

Attacks

Keyclaw [1 Enemy] [514], Big Horn [1 Enemy] [514], Hell Combo [1
Enemy] [899.5], Trine [All Enemies] [637.5] [Lightning] Cure2 [1 Ally
or All Allies] [1070] [Restorative]

Notes

Tips/Tricks: One of only three enemies in the game capable of casting
Trine, which is perhaps the best Damage per MP spent spell in the
game. The Materia Keeper is a tough cookie, do not use Vincent's
level one limit break on it, or you will just heal it every few turns.

+--++--++--++--++

Name: Maximum Kimaira

+--++--++--++--++

Level: 49

Information

HP: 4000
MP: 350
Atk: 120
Matk: 100
Def: 140
MDef: 126
Def%: 5
Dex: 90
Luck: 6
EXP: 1200
AP: 90
Gil: 3800
Win: -
Steal: -
Morph: Guard Source

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: -
Paralyze: Immune
Seizure: -
Positive: Immune - Peerless

Preparing

Where to find: The Mako Cannon
Appears with: Nothing

Attacks

Claw [1 Enemy] [1035], Freeze [1 Enemy] [5308.125] [Ice] [Stop],
Northern Cross [1 Enemy] [Poison-Status]

Notes

Tips/Tricks: Maximum Kimaira likes to hit the enemy who just hit it.

+---+---+---+---+

Name: Midgar Zolom

+---+---+---+---+

Level: 26

Information

HP: 4000

MP: 348

Atk: 120

Matk: 40

Def: 90

MDef: 70

Def%: 2

Dex: 54

Luck: 1

EXP: 250

AP: 25

Gil: 400

Win: -

Steal: -

Morph: X-Potion

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: Immune

Sleep:

Poison:

Confusion: Immune

Silence: Immune

Darkness:

Fury:

Sadness:

Stop: Immune

Slow:

Frog: Immune

Small: Immune

Slow-Numb: Immune

Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure:
Positive:

Preparing

Where to find: Grasslands [In the Swamp]
Appears with: -... minus a big appetite.

Attacks

Bite [1 Enemy] [508], Blown Away [1 Enemy] [Target is removed from the battle, counts as a run away], Beta [All Enemies] [1336.5] [Fire]

Notes

Tips/Tricks: Blown Away may only be used twice per battle. Beta is a counter attack which can be used only once per battle. In order to cast it, the Zolom must be standing up. After this, it will need to be hit again and again. Eventually, it will use Blown Away on a target. After this, it will need to be hit one more time [provided that hit brings it under 1500 HP], then it will cast Beta.

+--++--++--++--++
Name: Mighty Grunt
+--++--++--++--++
Level: 12

Information [1st number indicate stats with armor, 2nd number without it]

HP: 230
MP: 0
Atk: 20 [28]
Matk: 6
Def: 100 [4]
MDef: 64 [8]
Def%: 0 [33]
Dex: 40 [55]
Luck: 0 [12]
EXP: 50
AP: 5
Gil: 98
Win: Tranquilizer
Steal: Tranquilizer, Grenade
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -

Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune [Vulnerable]
Petrify: Immune [Vulnerable]
Death-Sentence: Immune [Vulnerable]
Manipulate: Immune [Vulnerable]
Berserk: Immune [Vulnerable]
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Shinra HQ, Floors 2, 3, 59
Appears with:

Attacks

Machine Gun [1 Enemy] [27], Double Shot [1 Enemy] [50.625],
Roller Dash [1 Enemy] [38], Physical Attack [1 Enemy] [66.5]

Notes

Tips/Tricks: Loses armor cover once HP is reduced below 50%. Double Shot hits the opponent with the most HP.

+--+-+--+-+--+-+--+

Name: Mirage

+--+-+--+-+--+-+--+

Level: 24

Information

HP: 570
MP: 0
Atk: 50
Matk: 45
Def: 36
MDef: 100
Def%: 1
Dex: 50
Luck: 0
EXP: 290

AP: 22
Gil: 180
Win: Mirror
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Shinra Mansion
Appears with: Jersey, Dorky Face

Attacks

Swing Attack [1 Enemy] [124]

Notes

Tips/Tricks: Always is under the status of reflect mode, so be careful when attacking with magic, because most of it will come back.

+---+---+---+---+
Name: Mono Drive
+---+---+---+---+
Level: 2

Information

HP: 28
MP: 28
Atk: 3
Matk: 3
Def: 6
MDef: 4
Def%: 6
Dex: 49
Luck: 2
EXP: 18
AP: 3
Gil: 8
Win: Potion, Ether
Steal: -
Morph: Ether

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: -
Water: -
Wind: Weakness
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: No. 1 Reactor, Sector 7 Station
Appears with: MP, Grunt

Attacks

Drilldrive [1 Enemy] [3], Fire [1 to All Enemies] [15] [Fire]

Notes

Tips/Tricks: Fire will be used on back row targets, or the target with the lowest MDef. Drilldrive will be used on front row targets, or the target with the lowest Def.

+---+---+---+---+

Name: Moth Slasher

+---+---+---+---+

Level: 13

Information

HP: 260

MP: 0

Atk: 31

Matk: 0

Def: 28

MDef: 58

Def%: 4

Dex: 59

Luck: 0

EXP: 46

AP: 5

Gil: 75

Win: -

Steal: Carbon Bangle

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: Lightning

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: Immune

Poison: Immune

Confusion: -

Silence: -

Darkness: Immune

Fury: Immune

Sadness: Immune

Stop: -

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: -

Petrify: -
Death-Sentence: Immune
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Shinra HQ, Floors 67, 68 [Before capture]
Appears with: Soldier: 3rd

Attacks

Verbal Assault [1 Enemy] [43], Speed Slash [1 Enemy] [77.9375]

+---+---+---+---+

Name: Motor Ball [Boss]

+---+---+---+---+

Level: 19

Information

HP: 2600
MP: 120
Atk: 44
Matk: 17
Def: 32
MDef: 34
Def%: 10
Dex: 67
Luck: 1
EXP: 440
AP: 45
Gil: 350
Win: Star Pendant
Steal: -
Morph: -

Elemental Resistance

Fire: Halves
Ice: -
Lightning: Weakness
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune

Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Midgar Highway
Appears with: -

Attacks

Highway [All Enemies] [70], Deadly Wheel [All or 1 Enemies] [70],
Twin Burner [All or 1 Enemy] [135] [Fire], Rolling Fire [All Enemies
- No Reduction] [216] [Fire], Arm Attack [1 Enemy] [87.5]

Notes

Tips/Tricks: Highway is the opening hit it will get on the party.
There are two versions of Deadly Wheel, one for each form, but they do
identical damage. Twin Burner is only used in the second form,
Rolling Fire and Arm Attack only used in the first form. Arm Attack
always hits the target with the most HP.

+---+---+---+---+

Name: Mover

+---+---+---+---+

Level: 59

Information

HP: 3000
MP: 120
Atk: 100
Matk: 98
Def: 150
MDef: 250
Def%: 10
Dex: 200
Luck: 50
EXP: 0
AP: 800
Gil: 30000
Win: Turbo Ether
Steal: Turbo Ether
Morph: Protect Ring

Elemental Resistance

Fire: Halves
Ice: Halves
Lightning: Halves
Earth: Halves
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: Immune
Confusion: -
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Northern Crater
Appears with: Nothing

Attacks

Bodyblow [1 Enemy] [836], Triangle Attack [1 Enemy] [836]

Notes

Tips/Tricks: Great source of AP and Gil.

+--++--++--++--+

Name: MP

+--++--++--++--+

Level: 2

Information

HP: 30
MP: 0
Atk: 6
Matk: 0

Def: 4
MDef: 0
Def%: 0
Dex: 50
Luck: 4
EXP: 16
AP: 2
Gil: 10
Win: Potion
Steal: Grenade
Morph: Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: No. 1 Reactor
Appears with: Guard Hound, Mono Drive

Attacks

Machine Gun [1 Enemy] [6], Tonfa [1 Enemy] [9]

+--++--++--++--++
Name: Mu
+--++--++--++--++

Level: 12

Information

HP: 210
MP: 52
Atk: 23
Matk: 27
Def: 30
MDef: 32
Def%: 7
Dex: 59
Luck: 14
EXP: 54
AP: 6
Gil: 130
Win: Hi-Potion
Steal: -
Morph: Hi-Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: -
Manipulate: Immune
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Grasslands
Appears with: Levrikon

Attacks

Rock Toss [1 Enemy] [31], Sewer [1 Enemy] [234] [Water], Sinking
[1 Enemy] [73.625] [Earth], Hot Springs [1 Enemy] [388] [Restorative],
L4 Suicide [All Enemies] [Target's HP * 31 / 32] [Small]

Notes

Tips/Tricks: L4 suicide will if the target's level is not a multiple
of four. This is a good enemy skill to pick up, be careful not to die
trying to get it!

+--++--++--++--++

Name: Mystery Ninja

+--++--++--++--++

Level: 17, 22, 27, 32, 37, 42

Information

HP: 600, 800, 1120, 1500, 1950, 2400

MP: 117, 150, 190, 234, 280, 325

Atk: 50, 57, 64, 69, 74, 80

Matk: 30, 38, 43, 48, 54, 58

Def: 56, 60, 68, 72, 78, 82

MDef: 30, 34, 40, 46, 54, 58

Def%: 9, 10, 11, 13, 14, 15

Dex: 50, 62, 64, 80, 90, 100

Luck: 20, 21, 23, 23, 24, 24

EXP: 160, 240, 320, 480, 640, 720

AP: 20, 40, 60, 80, 100, 120

Gil: 400, 800, 1200, 1600, 2000, 2400

Win: -

Steal: -

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: Immune

Sleep: Immune

Poison: -

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: -

Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Any forest, Encounter Ratios below
Junon Area: 32/256
Gongaga Area: 64/256
Nibel Area: 64/256
Rocket Town Area: 255/256
Woodlands Area: 128/256
Mideel Area: 128/256
Isles Areas: 128/256
Will not appear after Yuffie joins your party.
Appears with: -

Attacks

Physical Attack [1 Enemy], Spider Web [1 Enemy] [Slow], Impaler
[1 Enemy] [Frog], Fire Fang [All Enemies or 1 Enemy] [Fire], Fire
Veil [All Enemies or 1 Enemy] [Fire], Dragon Scales* [All Enemies
or 1 Enemy] [Water], Swift Bolt [All Enemies or 1 Enemy] [Lightning]

* = The attack is actually Leviathan Scales, but as that is a key
item in this game and the attack most closely resembles Dragon
Scales, I feel the urge keep them separate.

Notes

Tips/Tricks: Answer the questions in the correct order after winning
this fight to get Yuffie as a character. They are listed in both
Sections i and ii of this guide.

Note: Depending on which Mystery Ninja level you are fighting will determine
the damage from the attacks listed above. Because I do not feel the need to
write them six different ways, I will not do them at all. If she beats you in
a fight... well... no offense, but you should quit playing.

+---+---+---+---+
Name: Needle Kiss
+---+---+---+---+
Level: 17

Information

HP: 180
MP: 40
Atk: 26
Matk: 25
Def: 38
MDef: 60

Def%: 1
Dex: 47
Luck: 0
EXP: 75
AP: 8
Gil: 130
Win: Bolt Plume
Steal: Soft
Morph: Remedy

Elemental Resistance

Fire: -
Ice: -
Lightning: Nullifies
Earth: Nullifies
Poison: -
Gravity: -
Water: -
Wind: Weakness
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Corel Area, Mt. Corel
Appears with: Cokatolis, Search Crown, Bagnadrana

Attacks

Chute Attack [1 Enemy] [39], Thunder Kiss [1 Enemy] [189] [Lightning]

+---+---+---+---+
Name: Neurosuferoth
+---+---+---+---+
Level: 16

Information

HP: 150
MP: 20
Atk: 23
Matk: 5
Def: 34
MDef: 24
Def%: 1
Dex: 53
Luck: 0
EXP: 53
AP: 5
Gil: 146
Win: Hi-Potion
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Junon Area
Appears with: Capparwire, Zemzelett, Formula

Attacks

+---+---+---+---+

Name: Nibel Wolf

+---+---+---+---+

Level: 23

Information

HP: 700

MP: 0

Atk: 50

Matk: 5

Def: 36

MDef: 160

Def%: 1

Dex: 57

Luck: 0

EXP: 265

AP: 24

Gil: 260

Win: Luchille Nut

Steal: Luchille Nut

Morph: Hi-Potion

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: -

Small: -

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: -

Berserk: -

Paralyze: -

Seizure: -

Positive: -

Preparing

Where to find: Nibel Area, Rocket Launch Pad Area

Appears with: Velcher Task, Valron

Attacks

Bodyblow [1 Enemy] [120], Fang [1 Enemy] [120], Howling [Revives dead Nibel Wolves]

Notes

Tips/Tricks: Howling can be used only three times per battle, revived wolves give EXP and Gil, but no AP.

+--+-+--+-+--+-+--+-+

Name: Palmer [Boss]

+--+-+--+-+--+-+--+-+

Level: 38

Information

HP: 6000

MP: 240

Atk: 100

Matk: 25

Def: 100

MDef: 200

Def%: 50

Dex: 60

Luck: 0

EXP: 1800

AP: 98

Gil: 5000

Win: Edincoat

Steal: -

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: Immune

Sleep: Immune

Poison: -

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: Immune - Peerless

Preparing

Where to find: Rocket Town
Appears with: -

Attacks

Fire2 [1 Enemy or All Enemies] [472.5] [Fire], Ice2 [1 Enemy or All Enemies] [472.5] [Ice], Bolt2 [1 Enemy or All Enemies] [472.5] [Lightning]

Notes

Tips/Tricks: He will often take a turn to do nothing.

+---+---+---+---+

Name: Parasite

+---+---+---+---+

Level: 51

Information

HP: 6000
MP: 300
Atk: 120
Matk: 100
Def: 150
MDef: 140
Def%: 1
Dex: 90
Luck: 0
EXP: 1100
AP: 100
Gil: 1100
Win: Remedy
Steal: Remedy
Morph: Remedy

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies

Poison: -
Gravity: -
Water: -
Wind: Weakness
Holy: Weakness

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Northern Crater
Appears with: Pollensalta

Attacks

Head Attack [1 Enemy] [1075], L5 Death [All Enemies] [Death], Magic
Breath [All Enemies - No Reduction] [4360.125] [Fire/Ice/Lightning],
Para Tail [1 Enemy] [1075] [Sadness], Magic Extinguish [1 Enemy]
[Silence]

Notes

Tips/Tricks: Level 5 Death will kill you if you are unprotected from
death and are of a level which is a multiple of five. Look at all of
those enemy skills! Magic Extinguish is a 100% magical counter
attack.

+--++--++--++--++

Name: Pollensalta

+--++--++--++--++

Level: 51

Information

HP: 4000
MP: 222
Atk: 110
Matk: 90

Def: 60
MDef: 136
Def%: 1
Dex: 85
Luck: 0
EXP: 1000
AP: 100
Gil: 1000
Win: X-Potion
Steal: Hyper
Morph: -

Elemental Resistance

Fire: Absorbs
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Northern Crater
Appears with: Parasite

Attacks

Fire3 [1 Enemy or All Enemies] [3144] [Fire], Fascination [1 Enemy]
[Confusion], Cold Breath [1 Enemy] [294.75] [Ice], Angel Whisper
[1 Ally] [Target's Maximum HP] [Restorative]

Notes

Tips/Tricks: She's hot. No really, she absorbs fire, making her hot.
Angel Whisper is probably the best restorative spell... ever. Make
sure to manipulate her to get it.

+---+---+---+---+

Name: Poodler

+---+---+---+---+

Level: 42

Information

HP: 6000

MP: 220

Atk: 98

Matk: 85

Def: 110

MDef: 200

Def%: 2

Dex: 86

Luck: 0

EXP: 900

AP: 70

Gil: 2500

Win: X-Potion

Steal: Turbo Ether

Morph: Speed Source

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: Immune

Sleep: -

Poison: -

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: Immune

Petrify: Immune

Death-Sentence: Immune

Manipulate: Immune

Berserk: Immune

Paralyze: -

Seizure: -
Positive: -

Preparing

Where to find: The Gelnika
Appears with: Bad Rap

Attacks

Bodyblow [1 Enemy] [610], Fire [1 Enemy or All Enemies] [381] [Fire]

Notes

Tips/Tricks: Fire is used only as a counter attack and only when
Poodler has low HP.

+--++--++--++--+

Name: Poodler Sample

+--++--++--++--+

Level: 42

Information

HP: 10000
MP: 200
Atk: 93
Matk: 55
Def: 100
MDef: 130
Def%: 1
Dex: 80
Luck: 0
EXP: 2000
AP: 150
Gil: 2000
Win: -
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: Immune

Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: The Mako Cannon
Appears with: Hojo, Bad Rap Sample

Attacks

Bodyblow [1 Enemy] [581], Fire2 [1 Enemy or All Enemies] [727.5]
[Fire]

Notes

Tips/Tricks: Fire2 is used only as a counter attack and only when
Poodler Sample has low HP.

+--+-+--+-+--+-+--+

Name: Proud Clod [Boss] [Jamar Armor]

+--+-+--+-+--+-+--+

Level: 53, 62

Information

HP: 60000, 20000
MP: 320, 300
Atk: 102, 130
Matk: 120, 109
Def: 170, 200
MDef: 300, 330
Def%: 1, 1
Dex: 88, 110
Luck: 0, 0
EXP: 7000, 8000
AP: 1000, 1500
Gil: 10000, 10000
Win: Ragnarok, -----
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -

Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: - [Immune, Jamar Armor]
Fury: - [Immune, Jamar Armor]
Sadness: - [Immune, Jamar Armor]
Stop: Immune
Slow: Immune
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Haste, Peerless

Preparing

Where to find: The Mako Cannon
Appears with: Nothing

Attacks

Big Hand Clash [1 Enemy] [774], Wrist Laser [1 Enemy] [774], Knee Fire [1 Enemy] [774], Knee Blend [1 Enemy] [774], W Machine Gun [1 Enemy] [1354.5], Beam Cannon [All Enemies - No Reduction] [1297.5], Matiera-jammer [1 Enemy] [Reflect]

Notes

Tips/Tricks: Jamar Armor will never attack. As you can see, most of Proud Clod's attacks are really weak. The only real challenge to this battle is the unnecessary length of time it takes.

+--++--++--++--++

Name: Proto Machine Gun

+--++--++--++--++

Level: 4

Information

HP: 100
MP: 0
Atk: 12
Matk: 0

Def: 2
MDef: 128
Def%: 0
Dex: 45
Luck: 0
EXP: 16
AP: 2
Gil: 15
Win: -
Steal: -
Morph: Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: Weakness
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: Immune
Poison: Immune
Confusion: -
Silence: -
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: Immune
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: No. 5 Reactor
Appears with: Smogger, Special Combatant

Attacks

Machine Gun [1 Enemy] [12]

Notes

Tips/Tricks: Always attacks target with the lowest HP.

+---+---+---+---+

Name: Prowler

+---+---+---+---+

Level: 12

Information

HP: 150

MP: 0

Atk: 23

Matk: 0

Def: 28

MDef: 28

Def%: 12

Dex: 66

Luck: 8

EXP: 55

AP: 5

Gil: 160

Win: Potion

Steal: Ether

Morph: Hi-Potion

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: Immune

Small: -

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: -

Berserk: -

Paralyze: -

Seizure: -

Positive: -

Preparing

Where to find: Midgar Area

Appears with: Kalm Fang

Attacks

Hit [1 Enemy] [31], Steal [1 Enemy] [Randomly Steals an Item],
Grind [1 Enemy] [Randomly Steals an Item], Seize [1 Enemy] [31],
Escape [Self] [Run from Battle]

Notes

Tips/Tricks: Try not to have anything stolen by them! Prowler will never use Hit unless manipulated.

+--+-+--+-+--+-+--+-+

Name: Quick Machine Gun

+--+-+--+-+--+-+--+-+

Level: 20

Information

HP: 1000

MP: 0

Atk: 130

Matk: 15

Def: 50

MDef: 30

Def%: 0

Dex: 69

Luck: 0

EXP: 600

AP: 60

Gil: 300

Win: -

Steal: -

Morph: Hi-Potion

Elemental Resistance

Fire: -

Ice: -

Lightning: Weakness

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: Immune

Poison: Immune

Confusion: Immune

Silence: -

Darkness: Immune

Fury: Immune

Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Junon Path
Appears with: Guard System, Rocket Launcher

Attacks

Machine Gun [1 Target] [454]

+--++--++--++--++
Name: Rapps [Boss]
+--++--++--++--++
Level: 39

Information

HP: 6000
MP: 300
Atk: 90
Matk: 55
Def: 58
MDef: 400
Def%: 1
Dex: 120
Luck: 0
EXP: 3200
AP: 33
Gil: 20000
Win: Peace Ring
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Da-Chao Statue
Appears with: -

Attacks

Wing Cut [1 Enemy] [526], Scorpion's Tail [1 Enemy] [526] [Poison-Status] Aero3 [1 Target] [1762.5] [Wind]

Notes

Tips/Tricks: As you will probably be fighting this battle without any materia at all, it would be wise to have every limit break ready to go when you enter it. Barret's Mind Blow is a nice way to remove his MP, making it so Rapps can not cast Aero3.

+---+---+---+---+

Name: Razor Weed

+---+---+---+---+

Level: 27

Information

HP: 1000
MP: 145
Atk: 58
Matk: 25
Def: 50
MDef: 100
Def%: 1
Dex: 60
Luck: 0
EXP: 375
AP: 30
Gil: 350
Win: Tranquilizer, Hi-Potion, Loco Weed

Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Wutai Area, Da-Chao Statue
Appears with: Tail Vault

Attacks

Glasscutter [1 Enemy] [154], Spaz Voice [1 Enemy] [Fury], Magic Hammer [1 Enemy] [100 MP] [Absorb]

Notes

Tips/Tricks: Magic Hammer will not be used, you must manipulate Razor Weed to learn it. Spaz Voice is a counter attack for all physical attacks.

+---+---+---+---+

Name: Red Dragon [Boss]

+---+---+---+---+

Level: 39

Information

HP: 6800
MP: 300
Atk: 95
Matk: 85
Def: 80
MDef: 260
Def%: 5
Dex: 90
Luck: 5
EXP: 3500
AP: 200
Gil: 1000
Win: Dragon Armlet
Steal: -
Morph: -

Elemental Resistance

Fire: Absorbs
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Temple of the Ancients
Appears with: -

Attacks

Dragon Fang [1 Enemy] [1387.5], Tail Attack [1 Enemy] [693.75], Red
Dragon Breath [1 Enemy] [930] [Fire]

+--+-+--+-+--+-+--+

Name: Reno [Boss] [1]

+--+-+--+-+--+-+--+

Level: 17

Information

HP: 1000

MP: 0

Atk: 32

Matk: 20

Def: 52

MDef: 62

Def%: 6

Dex: 50

Luck: 15

EXP: 290

AP: 22

Gil: 500

Win: Ether

Steal: -

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: Halves

Earth: -

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: Immune

Sleep: -

Poison: -

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: Immune

Petrify: Immune

Death-Sentence: Immune

Manipulate: Immune

Berserk: Immune

Paralyze: Immune

Seizure: Immune

Positive: -

Preparing

Where to find: Plate Support

Appears with: -

Attacks

Short Staff [1 Enemy] [61.25], Pyramid [1 Enemy] [Imprisoned],

Electro-mag Rod [1 Enemy] [73.5] [Lightning]

Notes

Tips/Tricks: Pyramids will hold a player hostage. While inside they can do nothing. They have 10 HP, so most any attack will break out the character, including Gravity which will cause Instant Death. Characters inside of a Pyramid are considered KO'd if the all other characters are KO or also imprisoned. He will target anyone who hit him with a Lightning spell on his next turn. Oddly, this includes Ice Crystal, Bolt Plume, and Swift Bolt items as well.

+---+---+---+---+

Name: Reno [Boss] [2]

+---+---+---+---+

Level: 22

Information

HP: 2000

MP: 80

Atk: 35

Matk: 35

Def: 66

MDef: 164

Def%: 1

Dex: 69

Luck: 0

EXP: 660

AP: 60

Gil: 1500

Win: Fairy Tale

Steal: -

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Jungle
Appears with: Rude

Attacks

Short Staff [1 Enemy] [73.75], Turk Light [1 Enemy] [256.5],
Electropod [1 Enemy] [177] [Lightning]

Notes

Tips/Tricks: He will target anyone who hit him with a Lightning spell on his next turn. Oddly, this includes Ice Crystal, Bolt Plume, and Swift Bolt items as well.

+---+---+---+---+

Name: Reno [Boss] [3]

+---+---+---+---+

Level: 42

Information

HP: 15000
MP: 230
Atk: 100
Matk: 85
Def: 100
MDef: 96
Def%: 12
Dex: 85
Luck: 20
EXP: 5000
AP: 300
Gil: 4000
Win: -
Steal: Tough Ring
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: The Gelnika
Appears with: Rude

Attacks

Short Staff [1 Enemy] [780], Neo Turk Light [1 Enemy] [Confusion],
Electroprod 2 [1 Enemy] [2652] [Lightning]

Notes

Tips/Tricks: He will target anyone who hit him with a Lightning spell on his next turn. Oddly, this includes Ice Crystal, Bolt Plume, and Swift Bolt items as well. Steal a Tough Ring and watch out for Neo Turk Light!

+---+---+---+---+

Name: Reno [Boss] [4]

+---+---+---+---+

Level: 50

Information

HP: 25000
MP: 200
Atk: 100
Matk: 105
Def: 120
MDef: 106
Def%: 5
Dex: 80
Luck: 20
EXP: 4500
AP: 450
Gil: 3000
Win: Elixir
Steal: Tough Ring
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: Absorbs
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Winding Tunnel
Appears with: Rude, Elena

Attacks

Short Staff [1 Enemy] [905], Turk Light [1 Enemy] [697.5], Electropod

Notes

Tips/Tricks: Steal the Tough Ring.

+---+---+---+---+

Name: Rilfsak

+---+---+---+---+

Level: 40

Information

HP: 2000

MP: 500

Atk: 60

Matk: 100

Def: 90

MDef: 170

Def%: 2

Dex: 58

Luck: 5

EXP: 1000

AP: 70

Gil: 900

Win: X-Potion

Steal: -

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: Nullifies

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: -

Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Ancient Forest
Appears with: Diablo, Epiolnis

Attacks

Blood Suck [1 Enemy] [285] [Absorb], Autumn Leaves [All Enemies]
[356.25] [Darkness]

Notes

Tips/Tricks: Autumn Leaves will counter magic attacks when Rilfsak is below 1/3rd of its maximum HP. Rilfsak gets a 7/8th's chance per turn to have 255 Def% instead of 2.

+---+---+---+---+
Name: Rocket Launch
+---+---+---+---+
Level: 20

Information

HP: 1000
MP: 0
Atk: 130
Matk: 15
Def: 50
MDef: 30
Def%: 0
Dex: 69
Luck: 0
EXP: 600
AP: 60
Gil: 300
Win: -
Steal: -
Morph: Hi-Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: Hi-Potion
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -

Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: -
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Junon Path
Appears with: Quick Machine Gun, Guard System

Attacks

Rocket Launching [1 Target] [681], Confu Missile [1 Target] [567.5]
[Confusion]

+---+---+---+---+

Name: Rocket Launcher

+---+---+---+---+

Level: 5

Information

HP: 50
MP: 0
Atk: 30
Matk: 0
Def: 2
MDef: 200
Def%: 0
Dex: 50
Luck: 0
EXP: 13
AP: 3
Gil: 7
Win: -
Steal: -
Morph: Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: Weakness
Earth: -

Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: Immune
Poison: Immune
Confusion: -
Silence: -
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: Immune
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Sector 4 Plate
Appears with: Blugu

Attacks

Rocket Launcher [1 Enemy] [51]

Notes

Tips/Tricks: Always hits target with the lowest HP

+--+-+--+-+--+-+--+

Name: Roulette Cannon

+--+-+--+-+--+-+--+

Level: 38

Information

HP: 3000
MP: 200
Atk: 80
Matk: 60
Def: 60
MDef: 50
Def%: 1
Dex: 55
Luck: 20
EXP: 1200

AP: 100
Gil: 1600
Win: X-Potion
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: Weakness
Earth: -
Poison: Nullifies
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: -
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Junon Path
Appears with: Soldier: 2nd

Attacks

Fire Roulette [1 Enemy] [684.375]

Notes

Tips/Tricks: Its only attack is a counter attack against ANY ability which targets it, including helpful ones.

+---+---+---+---+

Name: Ruby Weapon [Boss]

+---+---+---+---+

Level: 59

Information

HP: 800000
MP: 2560
Atk: 100
Matk: 200
Def: 480
MDef: 500
Def%: 100
Dex: 253
Luck: 10
EXP: 45000
AP: 50000
Gil: 30000
Win: Desert Rose
Steal: -
Morph: -

Name: Ruby's Tentacle

+---+---+---+---+

Level: 37

Information

HP: 40000
MP: 1000
Atk: 100
Matk: 150
Def: 100
MDef: 100
Def%: 100
Dex: 253
Luck: 10
EXP: 0
AP: 0
Gil: 0
Win: -
Steal: -
Morph: -

Elemental Resistance

Fire: Absorbs, -
Ice: Absorbs, -
Lightning: Absorbs, -
Earth: Absorbs, -
Poison: -
Gravity: Nullifies
Water: Nullifies
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune, -
Confusion: Immune
Silence: Immune

Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Gold Saucer Area, after Ultimate Weapon is defeated
Appears with: Nothing

Attacks

Big Claw [1 Enemy] [5/8's of Target's Maximum HP], Big Swing [1 Enemy] [5225] [Paralyze] [Does Double Dmg], Comet2 [4 Hits, All Enemies are valid targets] [2913.75], Whirlsand [1 Enemy] [Removes Target from Battle], Ruby Flame [1 Enemy] [5439] [Fire], Ultima [All Enemies - No Reduction] [10198.125], Ruby Ray [1 Enemy] [4662] [Confusion], Right Revenge [1 Enemy] [Target's HP * 15 / 32] [Frog] [Small], Right Thrust [1 Enemy] [Target's HP * 15 / 16] [Frog] [Small], Left Revenge [1 Enemy] [Target's HP * 15 / 32] [Slow-Numb] [Poison-Status], Left Thrust [1 Enemy] [Target's HP * 15 / 16] [Slow-Numb] [Poison-Status], Shadow Flare [1 Enemy] [12140.625]

Notes

Tips/Tricks: Ugh. Where to start. Big Claw and Big Thrust are only used when there are no tentacles. Until the Tentacles go down the first time, Ruby Weapon can not be damaged.

+--++--++--++--++

Name: Rude [Boss] [1]

+--++--++--++--++

Level: 23

Information

HP: 2000
MP: 135
Atk: 40
Matk: 35
Def: 100
MDef: 200
Def%: 1
Dex: 65
Luck: 0
EXP: 720
AP: 70
Gil: 2000

Win: X-Potion
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Jungle
Appears with: Reno

Attacks

Shoulder Attack [1 Enemy] [204], Fire [1 Enemy or All Enemies] [174]
[Fire], Cure [1 Ally or All Allies] [174]

Notes

Tips/Tricks: Rude will never use Fire on Tifa. Rude will sometimes cover Reno. Rude has an attack Grand Spark, but will never use it. Rude will only hit Tifa if all other characters are KO'd, and then only 1/3 of the time. Sucks to have the hots for her I guess <_<.

+--++--++--++--+

Name: Rude [Boss] [2]

+--++--++--++--+

Level: 42

Information

HP: 9000
MP: 240
Atk: 60
Matk: 30
Def: 60
MDef: 160
Def%: 5
Dex: 70
Luck: 9
EXP: 3400
AP: 80
Gil: 3000
Win: Hi-Potion
Steal: Ziedrich
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Rocket Town Huge Materia Quest
Appears with: Some sort of Shinra Troops.

Attacks

Bolt2 [1 Enemy or All Enemies] [540] [Lightning], Cure2 [1 Ally or All Allies] [1202] [Restorative], MBarrier [1 Ally or All Allies] [MBarrier], Shoulder Attack [1 Enemy] [882], Grand Spark [1 Enemy] [648]

Notes

Tips/Tricks: Steal the Ziedrich from him. He will again avoid hitting Tifa some of the time. He will never hit her with Grand Spark.

+---+---+---+---+

Name: Rude [Boss] [3]

+---+---+---+---+

Level: 49

Information

HP: 20000

MP: 280

Atk: 110

Matk: 75

Def: 120

MDef: 160

Def%: 0

Dex: 79

Luck: 5

EXP: 5500

AP: 360

Gil: 5000

Win: Elixir

Steal: Ziedrich

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: Immune

Sleep: Immune

Poison: -

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: The Gelnika
Appears with: Reno

Attacks

Shoulder Attack [1 Enemy] [2346], Bolt2 [1 Enemy or All Enemies] [930]
[Lightning], Fire2 [1 Enemy or All Enemies] [930] [Fire], Ice2 [1
Enemy or All Enemies] [930] [Ice], Cure2 [1 Ally or All Allies] [1514]
[Restorative]

Notes

Tips/Tricks: Rude will not target Tifa with any spells. He has only
a 2/3rds chance of attacking her with Shoulder Attack. Steal his
Ziedrich.

+---+---+---+---+

Name: Rude [Boss] [4]

+---+---+---+---+

Level: 51

Information

HP: 28000
MP: 250
Atk: 110
Matk: 83
Def: 130
MDef: 190
Def%: 0
Dex: 70
Luck: 20
EXP: 5500
AP: 600
Gil: 5000
Win: Elixir
Steal: Ziedrich
Morph: -

Elemental Resistance

Fire: Absorbs
Ice: -
Lightning: -
Earth: -

Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Winding Tunnel
Appears with: Reno, Elena

Attacks

Shoulder Attack [1 Enemy] [2955], Grand Spark [1 Enemy] [1206]

Notes

Tips/Tricks: Rude will not hit Tifa unless all other party members are dead. Even then, he will do nothing 2/3's of the time instead. Steal the Ziedrich.

+--+--+--+--+--+
Name: Rufus [Boss]
+--+--+--+--+--+
Level: 21

Information

HP: 500
MP: 0
Atk: 35
Matk: 0
Def: 32
MDef: 160
Def%: 14
Dex: 72

Luck: 8
EXP: 240
AP: 35
Gil: 400
Win: Protect Vest
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Shinra HQ
Appears with: Dark Nation

Attacks

Shotgun [1 Enemy] [57]

+---+---+---+---+

Name: Safer Sephiroth [Boss]

+---+---+---+---+

Level: 87

Information

HP: 80000
MP: 680
Atk: 230
Matk: 100
Def: 100
MDef: 180
Def%: 1
Dex: 160
Luck: 0
EXP: 0
AP: 0
Gil: 0
Win: -
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Northern Crater
Appears with: Nothing

Attacks

Wing Slash [1 Enemy] [8782.5] [Darkness] [Paralyze], Deen [All Enemies] [1753.125], Wall [All Allies or 1 Ally] [Barrier]

[MBarrier], Pale Horse [1 Enemy] [2454.375] [Sadness] [Frog] [Small],
Shadow Flare [1 Enemy] [8765.625], DeSpell [1 Enemy or All Enemies]
[Removes most positive Statuses], Heartless Angel [All Enemies]
[HP is reduced to 1], Break [1 Enemy] [7012.5] [Earth] [Petrify],
Super Nova [All Enemies - No Reduction] [Target's HP * 15 /16] [Slow]
[Silence] [Confusion]

Notes

Tips/Tricks: The numbers listed are Sephiroth's default stats. At full power they will be another 18% or so stronger.

+--++--++--++--++

Name: Sahagin

+--++--++--++--++

Level: 10

Information

HP: 150

MP: 0

Atk: 23

Matk: 8

Def: 32

MDef: 64

Def%: 2

Dex: 59

Luck: 12

EXP: 30

AP: 3

Gil: 89

Win: Potion, Hyper

Steal: Hyper

Morph: Potion

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: Absorbs

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Sewers
Appears with: Ceasar

Attacks

Harpoon [1 Enemy] [30], Physical Attack [1 Enemy] [41.25]

Notes

Tips/Tricks: Sahagin has a small chance of activating a shell defense, which will bring its physical defense up to 512.

+---+---+---+---+

Name: Sample:H0152 [Boss]

+---+---+---+---+

Level: 19

Information

HP: 1000
MP: 120
Atk: 40
Matk: 35
Def: 60
MDef: 64
Def%: 1
Dex: 65
Luck: 1
EXP: 300
AP: 30
Gil: 250
Win: Talisman
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: Halves
Earth: -
Poison: Absorbs
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Shinra HQ
Appears with: Sample:H0152-opt

Attacks

Keyclaw [1 Enemy] [63], Shady Breath [All Enemies] [Poison-Status],
Reanimagic [All Allies] [Cure "Death"]

+--+-+--+-+--+-+--+

Name: Sample:H0152-opt

+--+-+--+-+--+-+--+

Level: 7

Information

HP: 300
MP: 48
Atk: 22
Matk: 18
Def: 46
MDef: 32
Def%: 4
Dex: 45
Luck: 2
EXP: 20
AP: 2
Gil: 0
Win: Tranquilizer
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Shinra HQ
Appears with: Sample:H0152

Attacks

Bodyblow [1 Enemy] [22], Fire [1 to All Enemies] [75] [Fire],
Ice [1 to All Enemies] [75] [Ice], Rolling Attack [1 Enemy] [66]

Notes

Tips/Tricks: They leave no EXP, AP, or GIL if Sample:H0152 is killed before them.

+--++--++--++--++

Name: Schizo (Left) [Boss]

+--++--++--++--++

Level: 43

Information

HP: 18000
MP: 350
Atk: 57
Matk: 40

Def: 52
MDef: 94
Def%: 1
Dex: 72
Luck: 0
EXP: 2200
AP: 120
Gil: 1500
Win: Dragon Fang
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: Absorbs
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: Immune
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Haste, Peerless

Preparing

Where to find: Gaea's Cliff
Appears with: Schizo (Right)

Attacks

Left Breath [1 Target] [1089.75] [Ice], Double Breath [1 Enemy]
[1711.875] [Ice/Fire], Tremor [All Enemies - No Reduction] [778.125]
[Earth], Left Breath 2 [All Enemies - No Reduction] [1400.625]
[Lightning]

Notes

Tips/Tricks: Double Breath can only be used if Schizo (Right) is alive and it will use Left Breath if the right side is dead. Tremor is a counter attack against every sixth attack. Left Breath 2 is a final attack. If both sides die at the same time, Left Breath 2 and Right Breath 2 will hit at the same time.

+--++--++--++--+

Name: Schizo (Right) [Boss]

+--++--++--++--+

Level: 43

Information

HP: 18000

MP: 350

Atk: 57

Matk: 40

Def: 52

MDef: 94

Def%: 1

Dex: 72

Luck: 0

EXP: 2200

AP: 120

Gil: 1500

Win: -

Steal: Protect Ring

Morph: -

Elemental Resistance

Fire: Absorbs

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: Immune

Sleep: Immune

Poison: Immune

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: Immune

Frog: Immune

Small: Immune

Slow-Numb: Immune

Petrify: Immune

Death-Sentence: Immune

Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Haste, Peerless

Preparing

Where to find: Gaea's Cliff
Appears with: Schizo (Left)

Attacks

Right Breath [1 Target] [1089.75] [Fire], Double Breath [1 Enemy]
[1711.875] [Ice/Fire], Tremor [All Enemies - No Reduction] [747]
[Earth], Right Breath 2 [All Enemies - No Reduction] [1400.625]
[Lightning]

Notes

Tips/Tricks: Double Breath can only be used if Schizo (Left) is alive and it will use Right Breath if the left side is dead. Tremor is a counter attack against every fifth attack. Right Breath 2 is a final attack. If both sides die at the same time, Left Breath 2 and Right Breath 2 will hit at the same time.

+---+---+---+---+

Name: Scissors

+---+---+---+---+

Level: 33

Information

HP: 2900
MP: 88
Atk: 72
Matk: 65
Def: 58
MDef: 80
Def%: 1
Dex: 70
Luck: 0
EXP: 1000
AP: 90
Gil: 1400
Win: X-Potion
Steal: Ether
Morph: -

Name: Scissors (Upper)

+---+---+---+---+

Level: 33

Information

HP: 2900
MP: 88
Atk: 72
Matk: 65

Def: 58
MDef: 80
Def%: 1
Dex: 60
Luck: 0
EXP: 1200
AP: 90
Gil: 1400
Win: X-Potion
Steal: Ether
Morph: -

Name: Scissors (Lower)

+--+-+--+-+--+-+--+-+

Level: 33

Information

HP: 2900
MP: 88
Atk: 72
Matk: 65
Def: 58
MDef: 80
Def%: 1
Dex: 60
Luck: 0
EXP: 1200
AP: 90
Gil: 1400
Win: X-Potion
Steal: Ether
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: Immune
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: Immune
Frog: Immune
Small: Immune

Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Haste, Peerless

Preparing

Where to find: Northern Crater
Appears with: Nothing

Attacks

Cross Scissor [1 Enemy] [294], Scissor Kick [1 Enemy] [294], Scissor Attack [18.375] [Death], Bloody Nail [1 Enemy] [294] [Absorb], Scissor Tornado [1 Enemy] [Remove target from battle], Confu [1 Enemy or All Enemies] [Confusion], Cure3 [1 Ally or All Allies] [3448] [Restorative]

Notes

Tips/Tricks: Scissor Attack is a counter attack once Scissors HP falls below 50%. Will split into Upper and Lower parts immediately after. Scissor Tornado is used by Scissors (upper) and counts as a run away from battle. Bloody Nail is also used by the top part. Confu is used by the lower part as well as cure3.

+---+---+---+---+

Name: Scotch

+---+---+---+---+

Level: 11

Information

HP: 150
MP: 0
Atk: 22
Matk: 33
Def: 32
MDef: 18
Def%: 5
Dex: 44
Luck: 10
EXP: 22
AP: 0
Gil: 60
Win: -
Steal: -
Morph: Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -

Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Corneo Mansion, Floor 2
Appears with: Corneo's Lackey

Attacks

Hit [1 Enemy] [29], Machine Gun [1 Enemy] [29]

+---+---+---+---+

Name: Screamer

+---+---+---+---+

Level: 26

Information

HP: 800
MP: 40
Atk: 67
Matk: 40
Def: 44
MDef: 120
Def%: 1
Dex: 68
Luck: 0
EXP: 400
AP: 33
Gil: 400
Win: Earth Drum
Steal: -

Morph: Power Source

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Mt. Nibel
Appears with: Twin Brain

Attacks

Ironball [1 Enemy] [218.75], Iron Attack [1 Enemy] [437.5], War Cry
[1 Enemy] [Sadness]

Notes

Tips/Tricks: Morph them for Power Sources, though they are a bit out
of the way and infrequent encounters.

+--++--++--++--++
Name: Scrutin Eye
+--++--++--++--++
Level: 15

Information

HP: 240
MP: 60
Atk: 20
Matk: 5
Def: 20
MDef: 96
Def%: 16
Dex: 36
Luck: 0
EXP: 80
AP: 8
Gil: 120
Win: Ether
Steal: Ether
Morph: Turbo Ether

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: -
Water: Nullifies
Wind: Weakness
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Cargo Ship
Appears with: -

Attacks

Drilldrive [1 Enemy] [29], Ice2 [1 Enemy or All enemies] [150] [Ice],
Fire2 [1 Enemy or All Enemies] [150] [Fire]

Notes

Tips/Tricks: Always appear in groups of four.

+---+---+---+---+

Name: Sculpture

+---+---+---+---+

Level: 32

Information

HP: 1700

MP: 100

Atk: 56

Matk: 48

Def: 40

MDef: 68

Def%: 2

Dex: 53

Luck: 0

EXP: 860

AP: 60

Gil: 640

Win: Tranquilizer

Steal: -

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: Instant Death

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: -

Small: -

Slow-Numb: Immune

Petrify: Immune

Death-Sentence: -

Manipulate: -

Berserk: -

Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Whirlwind Maze
Appears with: Gremlin

Attacks

Bodyblow [1 Enemy] [168], Fire Shell [1 Enemy] [504] [Fire]

+---+---+---+---+

Name: Sea Worm

+---+---+---+---+

Level: 22

Information

HP: 9000
MP: 200
Atk: 60
Matk: 42
Def: 80
MDef: 230
Def%: 1
Dex: 68
Luck: 0
EXP: 1300
AP: 200
Gil: 5000
Win: Turbo Ether
Steal: Dragon Scales
Morph: Dragon Scales

Elemental Resistance

Fire: Halves
Ice: Weakness
Lightning: -
Earth: Absorbs
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: Immune
Fury: -
Sadness: -
Stop: Immune

Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Mideel Area, Corel Area
Appears with: Nothing

Attacks

Earthquake [All Enemies - No Reduction] [144] [Earth], Sandstorm
[All Enemies] [284] [Earth] [Darkness], Crush [1 Enemy] [426]

+---+---+---+---+
Name: Search Crown
+---+---+---+---+
Level: 16

Information

HP: 150
MP: 30
Atk: 20
Matk: 30
Def: 26
MDef: 70
Def%: 1
Dex: 40
Luck: 0
EXP: 80
AP: 8
Gil: 111
Win: Hi=Potion
Steal: Turbo Ether
Morph: Hi-Potion

Elemental Resistance

Fire: Halves
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Mt. Corel
Appears with: Needle Kiss, Bagnadrana

Attacks

Seed Shot [1 Enemy] [30], Four Laser [1 Enemy] [120.75]

+---+---+---+---+
Name: Senior Grunt
+---+---+---+---+
Level: 35

Information

HP: 2600
MP: 245
Atk: 75
Matk: 80
Def: 70
MDef: 90
Def%: 12
Dex: 69
Luck: 5
EXP: 930
AP: 90
Gil: 800
Win: -
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -

Poison: -
Gravity: -
Water: Halves
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Gun Carrier, Hard Attacker
Appears with: Underwater Reactor

Attacks

Handclaw [1 Enemy] [321], Harrier Beam [1 Enemy] [401.25], Water
Wave [1 Enemy] [401.25]

+---+---+---+---+

Name: Serpent

+---+---+---+---+

Level: 40

Information

HP: 14000
MP: 290
Atk: 140
Matk: 80
Def: 120
MDef: 324
Def%: 1
Dex: 110
Luck: 0
EXP: 1400
AP: 70
Gil: 2500
Win: Dragon Scales, Stardust

Steal: Water Ring
Morph: Mind Source

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: Nullifies
Water: Absorbs
Wind: Weakness
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: Immune - Peerless

Preparing

Where to find: The Gelnika
Appears with: Nothing

Attacks

Viper Breath [1 Enemy] [900] [Ice/Water], Aqualung [All Enemies]
[2340] [Water], Huge Tidal Wave [All Enemies and All Allies] [1268.75]
[Water], Dragon Dance [1 Enemy] [1268.75]

Notes

Tips/Tricks: Serpent will use Viper Breath until it gets below 80% of all enemies average HP, not counting KO'd ones. Aqualung is used when Serpent's HP is between 40% and 80% of the enemies average HP. Huge Tidal Wave is used between 20% and 40% of that number, and will heal Serpent too. Dragon Dance is used when Serpent's HP is less than 20% of the enemies average HP.

Appears with: Crazy Saw

Attacks

Support Beam [1 Enemy] [Slow]

Notes

Tips/Tricks: This is the most annoying enemy ever. All it does is use slow and it takes a week to do it.

+--++--++--++--+

Name: Shake [Boss]

+--++--++--++--+

Level: 32

Information

HP: 4000

MP: 180

Atk: 71

Matk: 75

Def: 60

MDef: 280

Def%: 1

Dex: 68

Luck: 0

EXP: 2200

AP: 50

Gil: 0

Win: Turbo Ether

Steal: -

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: Nullifies

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: Immune

Sleep: Immune

Poison: -

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: Immune

Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Wutai Pagoda
Appears with: -

Attacks

Beak [1 Enemy] [284], Rage Bomber [1 Enemy] [710] [Fury]

Notes

Tips/Tricks: Rage Bomber is used as a counter attack or when Shake is under the influence of poison.

+--++--++--++--++

Name: Shred

+--++--++--++--++

Level: 32

Information

HP: 900
MP: 100
Atk: 70
Matk: 55
Def: 66
MDef: 120
Def%: 1
Dex: 55
Luck: 0
EXP: 500
AP: 40
Gil: 950
Win: Ether
Steal: -
Morph: -

Elemental Resistance

Fire: Weakness
Ice: Nullifies
Lightning: -
Earth: Nullifies
Poison: -
Gravity: -
Water: Nullifies
Wind: Weakness
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Great Glacier
Appears with: Frozen Nail

Attacks

Tail [1 Enemy] [280], Crazy Claw [1 Enemy] [17.5] [Berserk], Cure3
[1 Ally or All Allies] [3382] [Curative]

Notes

Tips/Tricks: Cure3 is a counter attack which will be used when Shred is under 25% of its HP, but only once per battle. Before using this spell, Shred always attacks the character with the most HP. After it, always the one with the least.

+--+--+--+--+--+--+

Name: Skeeskee

+--+--+--+--+--+--+

Level: 20

Information

HP: 540
MP: 0
Atk: 45
Matk: 33
Def: 40
MDef: 120
Def%: 1
Dex: 55
Luck: 0
EXP: 222
AP: 22
Gil: 222

Win: Hyper
Steal: Tranquilizer
Morph: Hyper

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Cosmo Area
Appears with: Griffin

Attacks

Physical Attack [1 Enemy] [101], Rage Bomber [1 Enemy] [252.5] [Fury]

Notes

Tips/Tricks: Rage Bomber is used only when Skeeskee is poisoned or has less than or equal to 50% of its maximum HP.

+---+---+---+---+
Name: Slalom
+---+---+---+---+
Level: 37

Information

HP: 1600
MP: 30
Atk: 70
Matk: 45
Def: 74
MDef: 80
Def%: 10
Dex: 60
Luck: 12
EXP: 700
AP: 70
Gil: 1500
Win: Deadly Waste
Steal: Smoke Bomb
Morph: Hi-Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: Halves
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: Immune
Poison: Immune
Confusion: -
Silence: -
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: Immune
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Junon Path
Appears with: Soldier: 2nd

Attacks

Punch [1 Enemy] [310], Smog [1 Enemy] [232.5] [Poison-Status], Smog

Notes

Tips/Tricks: The second smog will be used only after the poison smog.

+---+---+---+---+

Name: Slaps

+---+---+---+---+

Level: 29

Information

HP: 900

MP: 50

Atk: 46

Matk: 34

Def: 42

MDef: 66

Def%: 1

Dex: 56

Luck: 0

EXP: 370

AP: 30

Gil: 450

Win: Hi-Potion

Steal: -

Morph: Hyper

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: Nullifies

Poison: -

Gravity: -

Water: -

Wind: Weakness

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: Immune

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: Immune

Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Woodlands Area
Appears with: -

Attacks

Bug Needle [1 Enemy] [23.625] [Sadness] [Poison-Status], Berserk
Needle [1 Enemy] [23.625] [Berserk], Paralyzer Needle [1 Enemy]
[23.625] [Paralyze]

Notes

Tips/Tricks: Paralyzer Needle is used once per battle, to the target
with the lowest HP.

+---+---+---+---+

Name: Smogger

+---+---+---+---+

Level: 8

Information

HP: 90
MP: 0
Atk: 22
Matk: 8
Def: 24
MDef: 64
Def%: 1
Dex: 47
Luck: 1
EXP: 32
AP: 3
Gil: 60
Win: Deadly Waste
Steal: Smoke Bomb
Morph: Hi-Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: Absorbs
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -

Sleep: Immune
Poison: Immune
Confusion: -
Silence: -
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: Immune
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: No. 5 Reactor
Appears with: Blood Taste, Proto Machinegun,
Special Combatant

Attacks

Punch [1 Enemy] [22], Smog [1 Enemy] [16.5] [Poison-Status] [Darkness]

+---+---+---+---+
Name: Sneaky Step
+---+---+---+---+
Level: 21

Information

HP: 600
MP: 65
Atk: 52
Matk: 25
Def: 30
MDef: 130
Def%: 1
Dex: 62
Luck: 0
EXP: 270
AP: 24
Gil: 330
Win: M-Tentacles
Steal: -
Morph: Ghost Hand

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -

Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Caves of the Gi
Appears with: Heg

Attacks

Triple Attack [1 Enemy] [120], Death Sentence [1 Enemy] [Death-Sentence]

Notes

Tips/Tricks: Will use Enemy Skill Death-Sentence 25% of the time.

+---+---+---+---+

Name: Snow

+---+---+---+---+

Level: 32

Information

HP: 4000
MP: 160
Atk: 50
Matk: 80
Def: 66
MDef: 138
Def%: 1
Dex: 70
Luck: 10

EXP: 500
AP: 42
Gil: 700
Win: Ice Crystal
Steal: Circlet
Morph: -

Elemental Resistance

Fire: Weakness
Ice: Absorbs
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Great Glacier
Appears with: Lessaloploth

Attacks

Ice2 [1 Enemy or All Enemies] [840] [Ice], Fascination [1 Enemy]
[Confusion], Cold Breath [1 Enemy] [252] [Ice]

Notes

Tips/Tricks: She has attacks which she will never use. Despite the fact she is weak to fire, she is hot! Ice2 is used only as a counter attack and Circlets are great items, steal some!

Name: Soldier: 1st

+--++--++--++--++

Level: 44

Information

HP: 5000

MP: 400

Atk: 100

Matk: 85

Def: 94

MDef: 120

Def%: 4

Dex: 90

Luck: 20

EXP: 960

AP: 90

Gil: 2400

Win: -

Steal: Shinra Alpha

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: -

Small: -

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: Immune

Berserk: -

Paralyze: -

Seizure: -

Positive: -

Preparing

Where to find: The Mako Cannon

Appears with: Nothing

Attacks

Fight [1 Enemy] [648], Silence [1 Enemy or All Enemies] [Silence],
Sword of Doom [1 Enemy] [1944], Quadra Cut [1 Enemy] [1944]

Notes

Tips/Tricks: Silence is a 100% magical counter attack. Sword of Doom is a counter attack for certain things once Soldier: 1st is under 25% of its HP. Quadra-Cut is a similar counter attack, but us used when it has less than 75% of its HP.

+---+---+---+---+
Name: Soldier: 2nd
+---+---+---+---+
Level: 35

Information

HP: 4000
MP: 340
Atk: 80
Matk: 60
Def: 58
MDef: 60
Def%: 4
Dex: 70
Luck: 8
EXP: 1000
AP: 85
Gil: 750
Win: X-Potion
Steal: Remedy
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -

Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Junon Path
Appears with: Roulette Cannon, Slalom

Attacks

Fight [1 Enemy] [341]. Sword of Doom [1 Enemy] [1023]

Notes

Tips/Tricks: Sword of Doom will counter any magical attack.

+---+---+---+---+
Name: Soldier: 3rd
+---+---+---+---+
Level: 13

Information

HP: 250
MP: 40
Atk: 27
Matk: 8
Def: 38
MDef: 72
Def%: 12
Dex: 60
Luck: 8
EXP: 54
AP: 6
Gil: 116
Win: Loco Weed
Steal: Hardedge
Morph: Bolt Plume

Elemental Resistance

Fire: Weakness
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -

Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Shinra HQ, Floors 67, 68 [Before Capture]
Appears with:

Attacks

Split [1 Enemy] [37], Bolt2 [1 to All Enemies] [157.5] [Lightning],
Ice2 [1 to All Enemies] [157.5] [Ice], Sleepel [1 to All Enemies]
[Sleep], Flying Sickle [1 Enemy] [94.5] [Wind]

Notes

Tips/Tricks: Steal a Hardedge to give Cloud a good early game weapon!

+--+--+--+--+--+--+

Name: Sonic Speed

+--+--+--+--+--+--+

Level: 26

Information

HP: 750
MP: 50
Atk: 52
Matk: 44
Def: 52
MDef: 96
Def%: 1
Dex: 60
Luck: 0
EXP: 370
AP: 28
Gil: 330

Win: Hi-Potion
Steal: Ether
Morph: Speed Drink

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: -
Water: -
Wind: Weakness
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Mt. Nibel
Appears with: Twin Brain

Attacks

Sonic Attack [1 Enemy] [136] [Wind], Harrier [1 Enemy] [272]

Notes

Tips/Tricks: Will attack the opponent who attacked it last with Harrier.

+---+---+---+---+

Name: Soul Fire [Boss]

+---+---+---+---+

Level: 21

Information

HP: 1300
MP: 220
Atk: 16
Matk: 16
Def: 130
MDef: 10
Def%: 1
Dex: 60
Luck: 0
EXP: 200
AP: 10
Gil: 100
Win: Phoenix Down
Steal: -
Morph: -

Elemental Resistance

Fire: Absorbs
Ice: -
Lightning: -
Earth: Nullifies
Poison: Nullifies
Gravity: Nullifies
Water: Nullifies
Wind: Weakness
Holy: Weakness

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Caves of the Gi
Appears with: Gi Nattak

Attacks

Fire2 [1 or All enemies] [277.5] [Fire]

Notes

Tips/Tricks: Two of these appear with Gi Nattak. They do not leave EXP/AP/Gil if Gi Nattak is killed first. They can not be hit after using the takeover command until coming back to a resting position in front of Gi Nattak. They will heal themselves with fire while in a resting mode.

+---+---+---+---+

Name: Special Combatant

+---+---+---+---+

Level: 9

Information

HP: 60

MP: 0

Atk: 15

Matk: 2

Def: 24

MDef: 32

Def%: 5

Dex: 58

Luck: 12

EXP: 28

AP: 3

Gil: 40

Win: Antidote, Grenade

Steal: Eye Drop

Morph: Hi-Potion

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: -

Small: -

Slow-Numb: -

Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: No. 5 Reactor
Appears with: Smogger, Blood Taste, Proto Machinegun

Attacks

Handclaw [1 Enemy] [15], Beam Gun [1 Enemy] [16.875], Wave [1 Enemy]
[30]

Notes

Tips/Tricks: Wave always hits the target with the lowest HP.

+---+---+---+---+
Name: Spencer
+---+---+---+---+
Level: 17

Information

HP: 250
MP: 0
Atk: 42
Matk: 30
Def: 22
MDef: 120
Def%: 1
Dex: 48
Luck: 0
EXP: 110
AP: 11
Gil: 175
Win: Saraha Nut
Steal: Saraha Nut
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Gold Saucer Area
Appears with: Flapbeat

Attacks

Swordblade [1 Enemy] [64], Upper Cutter [1 Enemy] [80]

+---+---+---+---+

Name: Spiral

+---+---+---+---+

Level: 39

Information

HP: 2800
MP: 100
Atk: 80
Matk: 80
Def: 80 [320]
MDef: 80 [320]
Def%: 2
Dex: 65
Luck: 8
EXP: 700
AP: 80
Gil: 1300
Win: Hi-Potion
Steal: X-Potion
Morph: Guard Source

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -

Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Mideel Area
Appears with: Nothing

Attacks

Angle Punch [1 Enemy] [371], Spin [1 Enemy] [463.75]

Notes

Tips/Tricks: Spiral will start spinning in place randomly after attacked. It will receive improved defensive stats while in this mode, which lasts at most four turns at a time. The attack, Spin, may only be used in the second form, Angle Punch in the first.

+---+---+---+---+
Name: Staniv [Boss]
+---+---+---+---+
Level: 36

Information

HP: 6000
MP: 240
Atk: 71
Matk: 75
Def: 60
MDef: 280
Def%: 1

Dex: 72
Luck: 0
EXP: 3600
AP: 50
Gil: 0
Win: Elixir
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: Wutai Pagoda
Appears with: -

Attacks

Ironball [1 Enemy] [385], Iron Attack [1 Enemy] [770], War Cry
[1 Enemy] [Sadness]

+---+---+---+---+

Name: Stilva

+---+---+---+---+

Level: 40

Information

HP: 2000
MP: 300
Atk: 75
Matk: 55
Def: 60
MDef: 120
Def%: 0
Dex: 80
Luck: 5
EXP: 1000
AP: 110
Gil: 1100
Win: Tent
Steal: -
Morph: Holy Torch

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Gaea's Cliff
Appears with: Nothing

Attacks

Big Red Clipper [1 Enemy] [354], Big Horn [1 Enemy] [354], Jump
Attack [1 Enemy] [442], Trine [All Enemies - No Reduction] [1211.25]
[Lightning], Magic Breath [All Enemies - No Reduction] [2743.125]
[Fire/Ice/Lightning]

Notes

Tips/Tricks: Trine... yes. If you have killed Godo, this represents your final chance to get the spell. You must manipulate is to get it. Stilva also has Magic Breath, which can easily kill your entire party if not protected to one of the three elements it uses. Be careful of this enemy if you are very weak.

+---+---+---+---+

Name: Stinger

+---+---+---+---+

Level: 25

Information

HP: 2200
MP: 60
Atk: 60
Matk: 40
Def: 56
MDef: 100
Def%: 1
Dex: 68
Luck: 0
EXP: 290
AP: 25
Gil: 358
Win: Hi-Potion
Steal: Ether
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -

Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: Immune
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Caves of the Gi
Appears with: -

Attacks

Sting [1 Enemy] [152], Sting Bomb [1 Enemy] [75% of Target's HP],
Rabbit Gouge [1 Enemy] [304]

Notes

Tips/Tricks: Sting Bomb is sometimes used as a counter attack.

+---+---+---+---+

Name: Submarine Crew

+---+---+---+---+

Level: 32

Information

HP: 1500
MP: 85
Atk: 75
Matk: 25
Def: 56
MDef: 74
Def%: 1
Dex: 55
Luck: 0
EXP: 850
AP: 80
Gil: 500
Win: S-Mine, Shinra Beta
Steal: 8-inch Cannon
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Junon Path, Submarine
Appears with: Captain

Attacks

Machine Gun [1 Enemy] [390], Hand Grenade [1 Enemy] [656.25]

Notes

Tips/Tricks: Submarine Crew can only use Hand Grenade if Manipulated due to a bug.

+---+---+---+---+

Name: Sweeper

+---+---+---+---+

Level: 8

Information

HP: 140
MP: 0
Atk: 18
Matk: 0
Def: 20
MDef: 4
Def%: 0
Dex: 48
Luck: 1
EXP: 27
AP: 3
Gil: 30
Win: -
Steal: -

Morph: Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: Weakness
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: Immune
Poison: Immune
Confusion: -
Silence: -
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: Immune
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: No. 1 Reactor
Appears with: Grunt

Attacks

Machine Gun [1 Enemy] [18], W Machine Gun [1 Enemy] [31.5],
Smoke Shot [1 Enemy] [27]

Notes

Tips/Tricks: Machine Gun hits target with lowest HP, W Machine Gun hits target with highest HP.

+--++--++--++--++
Name: Sword Dance
+--++--++--++--++
Level: 11

Information

HP: 160
MP: 0
Atk: 22
Matk: 0
Def: 24
MDef: 32
Def%: 5
Dex: 52
Luck: 0
EXP: 39
AP: 6
Gil: 90
Win: Loco Weed
Steal: Hyper
Morph: Light Curtain

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Shinra HQ, Floors 63, 64
Appears with: -

Attacks

Bodyblow [1 Enemy] [29], Slap [1 Enemy] [36.25] [Fury], Sawback
[All Enemies] [29], Gash [1 Enemy] [36.25], Spinning Cut [1 Enemy]

Notes

Tips/Tricks: Spinning Cut will never be used. Gash can not be used without manipulating Sword Dance. Sword Dance can counter attack once its HP is less than 50% of its maximum value.

+---+---+---+---+

Name: Tail Vault

+---+---+---+---+

Level: 28

Information

HP: 960

MP: 0

Atk: 69

Matk: 25

Def: 46

MDef: 120

Def%: 1

Dex: 60

Luck: 0

EXP: 440

AP: 36

Gil: 380

Win: Phoenix Down

Steal: -

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: -

Small: -

Slow-Numb: -

Petrify: -

Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Wutai Area
Appears with: Bizarre Bug, Thunderbird

Attacks

Bite [1 Enemy] [249], Somersault [1 Enemy] [249]

Notes

Tips/Tricks: Somersault is used as a counter attack to every third physical attack, but hits every party member.

+---+---+---+---+

Name: Thunderbird

+---+---+---+---+

Level: 28

Information

HP: 800
MP: 80
Atk: 70
Matk: 32
Def: 40
MDef: 100
Def%: 1
Dex: 45
Luck: 0
EXP: 385
AP: 36
Gil: 420
Win: Bolt Plume, Hi-Potion, Echo Screen
Steal: Bolt Plume
Morph: Swift Bolt

Elemental Resistance

Fire: -
Ice: -
Lightning: Absorbs
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -

Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Wutai Area
Appears with: Bizarre Bug, Tail Vault

Attacks

Stab [1 Enemy] [253], Lightning [All Enemies - No Reduction] [450]
[Lightning]

+--++--++--++--+

Name: Tonadu

+--++--++--++--+

Level: 30

Information

HP: 1600
MP: 0
Atk: 54
Matk: 55
Def: 52
MDef: 150
Def%: 5
Dex: 66
Luck: 0
EXP: 600
AP: 45
Gil: 600
Win: Bird Wing
Steal: Bird Wing
Morph: -

Elemental Resistance

Fire: -
Ice: -

Lightning: -
Earth: Nullifies
Poison: -
Gravity: -
Water: Nullifies
Wind: Weakness
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Woodlands Area, Icicle Area, Corel Area
Appears with: -

Attacks

Claw [1 Enemy] [308], Great Gale [All Enemies] [288.75] [Wind]
[Darkness], Big Sound [All Enemies or 1 Enemy] [192.5] [Wind]

Notes

Tips/Tricks: Big Sound is only able to be used from the Manipulate
Menu.

+---+---+---+---+

Name: Tonberry

+---+---+---+---+

Level: 25

Information

HP: 15000
MP: 250
Atk: 100
Matk: 65
Def: 50
MDef: 60

Def%: 1
Dex: 80
Luck: 0
EXP: 999
AP: 99
Gil: 999
Win: Phoenix Down
Steal: Turbo Ether
Morph: Elixir

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Battle Square
Appears with: Nothing

Attacks

Time Damage [1 Enemy] [(Hours Played * 100) + Minutes Played], Knife
[1 Enemy] [Death]

Notes

Tips/Tricks: Only uses Time attack if attacked three times since its last turn. This enemy should have been able to be fought in the Whirlwind Maze, but it can not.

+---+---+---+---+

Name: Touch Me

+---+---+---+---+

Level: 18

Information

HP: 300

MP: 74

Atk: 30

Matk: 28

Def: 20

MDef: 100

Def%: 1

Dex: 68

Luck: 0

EXP: 170

AP: 23

Gil: 180

Win: Maiden's Kiss

Steal: Impaler

Morph: Remedy

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: -

Berserk: -

Paralyze: -

Seizure: -

Positive: -

Preparing

Where to find: Gongaga Area, Jungle

Appears with: Gagighandi

Attacks

Frog Jab [1 Enemy] [5.75] [Frog], Frog Song [1 Enemy] [Sleep] [Frog]

Notes

Tips/Tricks: 20% of the time, Frog Jab will counter a physical attack and 20% of the time Frog Song will counter a magical attack. Both of these skills toggle the frog ability, making one constantly change forms when hit! Frog Song is a decent enemy skill, pick it up.

+--++--++--++--++

Name: Toxic Frog

+--++--++--++--++

Level: 26

Information

HP: 500

MP: 100

Atk: 56

Matk: 35

Def: 30

MDef: 120

Def%: 1

Dex: 74

Luck: 0

EXP: 420

AP: 30

Gil: 260

Win: Impaler

Steal: Impaler

Morph: Remedy

Elemental Resistance

Fire: -

Ice: Weakness

Lightning: -

Earth: -

Poison: Poison

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -
Sadness: -
Stop: -
Slow: Immune
Frog: Immune
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Temple of the Ancients
Appears with: Kelzmelzer, Jemnezmy

Attacks

Frog Jab [1 Enemy] [18.25] [Frog], Frog Song [1 Enemy] [Frog] [Sleep],
Poisona [1 Ally or All Allies] [Remove Poison]

Notes

Tips/Tricks: Toxic Frog does not use Poisona unless you select it while it is manipulated. Frog Jab and Frog Song both put enemies into or out of Frog status. Frog Song is an Enemy Skill.

+--++--++--++--+

Name: Trickplay

+--++--++--++--+

Level: 24

Information

HP: 1500
MP: 100
Atk: 100
Matk: 45
Def: 40
MDef: 96
Def%: 0
Dex: 53
Luck: 20
EXP: 480
AP: 35
Gil: 800
Win: Hi-Potion
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -

Earth: Absorbs
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: -
Manipulate: Immune
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Icicle Area, Corral Valley
Appears with: Boundfat

Attacks

Rock Toss [1 Enemy] [325], Magma [1 Enemy] [325] [Fire], Sewer [1
Enemy [414] [Water], Sinking [1 Enemy] [325] [Earth], Hot Springs [1
Enemy [568] [Restorative], Gold Mountain [1 Enemy] [Adds 800 gil to
Battle once won] [325], L4 Suicide [All Enemies] [96.875% of Target's
HP] [Small]

Notes

Tips/Tricks: L4 Suicide can be learned here.

+---+---+---+---+
Name: Twin Brain
+---+---+---+---+
Level: 25

Information

HP: 400
MP: 20
Atk: 45
Matk: 25
Def: 44

MDef: 96
Def%: 1
Dex: 48
Luck: 0
EXP: 340
AP: 32
Gil: 320
Win: Ether
Steal: Ether
Morph: Turbo Ether

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Mt. Nibel
Appears with: Sonic Speed, Screamer, Kyuvilduns

Attacks

Absorb [1 Enemy] [115] [Absorb], Stare Down [1 Enemy] [Paralyze]

+---+---+---+---+

Name: Ultimate Weapon [Boss]

+---+---+---+---+

Level: 61

Information

HP: 100000
MP: 400
Atk: 100
Matk: 170
Def: 120
MDef: 100
Def%: 3
Dex: 120
Luck: 50
EXP: 35000 [0 for all battles except the final]
AP: 3500 [0 for all battles except the final]
Gil: 25000 [0 for all battles except the final]
Win: Ultima Weapon [Nothing for all battles except the final]
Steal: Curse Ring [First Encounter], Reflect Ring [All land battles after the first], Circlet [All air battles before the final one]
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Nullifies
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless, Regen

Preparing

Where to find: First Encounter - Mideel, Second Encounter - Hole in the Ground where the Junon Forests once were, Final Encounter - Hovering near Cosmo Canyon, All Others - Random Towns across the

world map after bumping into him and forcing him to one.
Appears with: Nothing

Attacks

Quake2 [All Enemies or 1 Enemy] [2079] [Earth], Claw [1 Enemy] [2100],
Ultima Beam [All Enemies - No Reduction] [2079] [Hidden Elemental],
Thunderball [1 Enemy] [2945.25] [Lightning], Shadow Flare [1 Enemy]
[10828.125]

Notes

Tips/Tricks: Claw and Quake2 are only used during land battles.
Thunderball is only used during air battles. Ultima Beam can be
protected against by pairing Elemental to one of Ultima, Bahamut,
Neo Bahamut or Bahamut Zero in your armor. Shadow Flare is Ultimate
Weapons final attack in the final battle [Near Cosmo Canyon]. This is
one of three enemies who can use this spell, so stack all of your
Enemy Skill Materias in need of this skill onto the character you
intend to deal the final blow. Ultimate Weapon has 100,000 HP but
does NOT regain any of it between battles. Once Ultimate Weapon is
below 20,000 HP it will go to the final battle location.

*Terence notes that any materia which does not have a specified
elemental property will work for negating the damage of Ultima Beam.
For example, HP Plus=Elemental will work.

+--+--+--+--+--+
Name: Under Lizard
+--+--+--+--+--+
Level: 29

Information

HP: 1400
MP: 140
Atk: 70
Matk: 50
Def: 50
MDef: 130
Def%: 1
Dex: 66
Luck: 0
EXP: 440
AP: 45
Gil: 420
Win: Remedy
Steal: Remedy
Morph: Remedy

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -

Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Woodlands Area, Temple of the Ancients, Cactus
Island, Goblin Island
Appears with: Toxic Frog

Attacks

Bodyblow [1 Enemy] [259], Petrified Frog [1 Enemy] [Frog] [Slow-numb]

+---+---+---+---+
Name: Underwater MP
+---+---+---+---+
Level: 34

Information

HP: 1000
MP: 100
Atk: 70
Matk: 65
Def: 80
MDef: 124
Def%: 4
Dex: 62
Luck: 2
EXP: 820
AP: 80
Gil: 600
Win: Grenade
Steal: Shinra Alpha
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Underwater Reactor
Appears with: Captain

Attacks

Machine Gun [1 Enemy] [292], Hand Grenade [1 Enemy] [638.75]

Notes

Tips/Tricks: Machine Gun will be used three straight times in a combo.

+--++--++--++--+

Name: Unknown

+--++--++--++--+

Level: 50

Information

HP: 11000
MP: 100
Atk: 110
Matk: 110

Def: 110
MDef: 110
Def%: 1
Dex: 110
Luck: 10
EXP: 1500
AP: 150
Gil: 5000
Win: Light Curtain
Steal: Fire Armlet
Morph: Power Source

Elemental Resistance

Fire: Absorbs
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: The Gelnika
Appears with: Nothing

Attacks

Bite [1 Enemy] [965], Tongue [1 Enemy] [2895], Blaster [1 Enemy]
[1680]

+---+---+---+---+

Name: Unknown 2

+--+-+--+-+--+-+--+-+

Level: 51

Information

HP: 13000
MP: 130
Atk: 130
Matk: 130
Def: 130
MDef: 130
Def%: 1
Dex: 150
Luck: 13
EXP: 900
AP: 300
Gil: 1000
Win: Lunar Curtain
Steal: Aurora Armlet
Morph: Guard Source

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: Absorbs
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: Immune
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: The Gelnika
Appears with: Nothing

Attacks

Tentacle [1 Enemy] [3495], ? Needle [1 Enemy] [Paralyze], Abnormal Breath [1 Enemy] [Confusion]

Notes

Tips/Tricks: Abnormal Breath is its first attack and is used as a physical counter attack while its HP is between 1/2 and 1/4. Once it is below 1/4, ? Needle will replace it as the counter attack.

+---+---+---+---+

Name: Unknown 3

+---+---+---+---+

Level: 52

Information

HP: 15000

MP: 150

Atk: 150

Matk: 150

Def: 150

MDef: 150

Def%: 1

Dex: 130

Luck: 12

EXP: 900

AP: 200

Gil: 7500

Win: Holy Torch

Steal: Bolt Armlet

Morph: Magic Source

Elemental Resistance

Fire: -

Ice: -

Lightning: Absorbs

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: Immune

Sleep: -

Poison: -

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: -

Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: Immune
Positive: Immune - Peerless

Preparing

Where to find: The Gelnika
Appears with: Nothing

Attacks

Poison Fang [1 Enemy] [4374] [Poison-Elemental] [Poison-Status], Bolt2
[1 Enemy or All Enemies] [1515] [Lightning], Slap [1 Enemy] [4374]
[Fury], Creepy Touch [1 Enemy] [Sadness]

Notes

Tips/Tricks: Creepy Touch is a counter attack. Poison Fang and Slap
are used only on characters who are not poisoned.

+--+--+--+--+--+--+
Name: Vagrid Police
+--+--+--+--+--+--+
Level: 9

Information

HP: 140
MP: 28
Atk: 12
Matk: 24
Def: 16
MDef: 20
Def%: 5
Dex: 48
Luck: 2
EXP: 44
AP: 7
Gil: 40
Win: Phoenix Down
Steal: Tranquilizer
Morph: Tranquilizer

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -

Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Shinra HQ, Floors 67, 68, 69 [After Capture]
Appears with: Zenene

Attacks

Needle [1 Enemy] [.75] [Paralyze], Suicide [1 Enemy] [3/16h's of Target's Current HP]

Notes

Tips/Tricks: You get no EXP, AP or GIL if Vagrid Police decides to Suicide.

+--+-+--+-+--+-+--+

Name: Valron

+--+-+--+-+--+-+--+

Level: 24

Information

HP: 950
MP: 80
Atk: 50
Matk: 45
Def: 50
MDef: 180
Def%: 1
Dex: 49
Luck: 0
EXP: 300

AP: 30
Gil: 300
Win: Hi-Potion
Steal: -
Morph: Hi-Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Nibel Area, Rocket Launch Pad Area
Appears with: Battery Cap, Nibel Wolf

Attacks

Speed Punch [1 Enemy] [124], Jump Kick [1 Enemy] [155], Dive Kick [1 Enemy] [25% of Target's Maximum HP], DeSpell [All Enemies or 1 Enemy] [Removes most positive statuses], MBarrier [1 Ally or All Allies] [MBarrier], Demi3 [All Enemies or 1 Enemy] [75% of HP] [Gravity]

Notes

Tips/Tricks: When Valron flies it can only be reached by long range attacks and magic. It also gets a Def% of 21 while in the air.

+---+---+---+---+
Name: Velcher Task
+---+---+---+---+
Level: 26

Information

HP: 900
MP: 28
Atk: 50
Matk: 45
Def: 50
MDef: 130
Def%: 1
Dex: 58
Luck: 0
EXP: 320
AP: 31
Gil: 350
Win: Hi-Potion
Steal: Remedy
Morph: Remedy

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: Absorbs
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Rocket Launch Pad Area
Appears with: Nibel Wolf

Attacks

Claw [1 Enemy] [130], Poison Blow [1 Enemy] [Poison-Status]

+---+---+---+---+

Name: Vice

+---+---+---+---+

Level: 7

Information

HP: 68

MP: 0

Atk: 14

Matk: 0

Def: 14

MDef: 0

Def%: 16

Dex: 62

Luck: 6

EXP: 24

AP: 3

Gil: 80

Win: Potion

Steal: Speed Drink

Morph: Potion

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: -

Wind: -

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: -

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: -

Slow: -

Frog: Immune

Small: -

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Sector 5 Slums
Appears with: -

Attacks

Hit [1 Enemy] [14], Steal [Takes Random Item], Grind [Takes Random Item from Inventory and Destroys it], Seize [1 Enemy] [14], Escape [Self] [Runs from Battle]

Notes

Tips/Tricks: Vice will never use Seize, but beware for all of the item stealing. You will only get the item[s] back if you kill Vice.

+---+---+---+---+

Name: Vlakorados

+---+---+---+---+

Level: 33

Information

HP: 33333
MP: 333
Atk: 60
Matk: 57
Def: 60
MDef: 48
Def%: 10
Dex: 73
Luck: 15
EXP: 510
AP: 40
Gil: 460
Win: Carob Nut
Steal: Carob Nut
Morph: Elixir

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Halves
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: -
Manipulate: Immune
Berserk: Immune
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Icicle Area
Appears with: -

Attacks

Tail Attack [1 Enemy] [227.5], Violent Advance [1 Enemy] [182], Bolt
Ball [1 Enemy] [540] [Lightning]

+--++--++--++--++
Name: Warning Board
+--++--++--++--++
Level: 12

Information

HP: 270
MP: 0
Atk: 10
Matk: 0
Def: 10
MDef: 14
Def%: 0
Dex: 40
Luck: 0
EXP: 38
AP: 4
Gil: 75
Win: -
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: Nullifies

Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: -
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: -
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: -

Preparing

Where to find: Shinra HQ, Floors 67, 68 [before capture]
Appears with: -

Attacks

None

Notes

Tips/Tricks: Warning Board will be defended by one of Laser Canon or Machine Gun. Both have 1 Enemy attacks which do 18 to 20 base damage. Laser Cannon may also inflict paralyze.

+---+---+---+---+

Name: Whole Eater

+---+---+---+---+

Level: 9

Information

HP: 72
MP: 0
Atk: 30
Matk: 0
Def: 14
MDef: 80
Def%: 2

Dex: 58
Luck: 4
EXP: 24
AP: 2
Gil: 70
Win: -
Steal: Potion
Morph: Potion

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Sector 5 Slums, Sector 6
Appears with: Hedgehog Pie

Attacks

Sickle [1 Enemy] [38]

+---+---+---+---+
Name: Wind Wing
+---+---+---+---+
Level: 36

Information

HP: 1900
MP: 350
Atk: 75
Matk: 45
Def: 60
MDef: 64
Def%: 3
Dex: 65
Luck: 20
EXP: 800
AP: 60
Gil: 500
Win: Phoenix Down
Steal: Hi-Potion
Morph: Phoenix Down

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Whirlwind Maze
Appears with: Ironite

Attacks

Tailbeat [1 Enemy] [327], Sham Seal [1 Enemy] [715.3125], Aero3
[1 Enemy] [1518.75] [Wind], White Wind [All Allies - No Reduction]

[Heals HP Equal to Present HP while removing most status effects]

Notes

Tips/Tricks: You will only be able to get White Wind from Wind Wing in the event you confuse it. White Wind will only be used if Wind Wing has less than its maximum HP.

+--++--++--++--++

Name: Wolfmeister

+--++--++--++--++

Level: 43

Information

HP: 10000

MP: 200

Atk: 140

Matk: 100

Def: 100

MDef: 240

Def%: 1

Dex: 124

Luck: 0

EXP: 10000

AP: 100

Gil: 600

Win: -

Steal: -

Morph: -

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: -

Poison: -

Gravity: -

Water: Weakness

Wind: -

Holy: -

Status Effect Resistance

Death: Immune

Sleep: -

Poison: -

Confusion: Immune

Silence: Immune

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: Immune

Petrify: Immune

Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: Immune - Peerless

Preparing

Where to find: Corel Huge Materia Quest
Appears with: Nothing

Attacks

Big Punch [1 Enemy] [1080], Heavy Sword [1 Enemy] [1350], Atomic Ray
[1 Enemy] [965.25], Big Guard [All Allies] [Barrier] [MBarrier]
[Haste]

+--+-+--+-+--+-+--+

Name: XCannon

+--+-+--+-+--+-+--+

Level: 46

Information

HP: 20000
MP: 100
Atk: 80
Matk: 60
Def: 120
MDef: 400
Def%: 1
Dex: 80
Luck: 0
EXP: 2000
AP: 90
Gil: 3000
Win: Turbo Ether
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: Weakness
Earth: -
Poison: -
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune

Silence: --
Darkness: Immune
Fury: Immune
Sadness: Immune
Stop: Immune
Slow: Immune
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: --
Paralyze: Immune
Seizure: --
Positive: Immune - Haste

Preparing

Where to find: The Mako Cannon
Appears with: Nothing

Attacks

Dragon Cannon [All Enemies] [425]

Notes

Tips/Tricks: Wow, what a pansy enemy. It uses Dragon Cannon once every six of its turns... and it is its only attack! If you berserk it, it can not do anything aside from tell you it does not have enough mp to use its attack.

+---+---+---+---+

Name: Yang

+---+---+---+---+

Level: 1200

Information

HP: 1200
MP: 220
Atk: 5
Matk: 32
Def: 50
MDef: 420
Def%: 1
Dex: 75
Luck: 0
EXP: 300
AP: 40
Gil: 400
Win: -
Steal: -
Morph: -

Elemental Resistance

Fire: -

Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Halves
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: Immune
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: Immune - Peerless, Haste

Preparing

Where to find: Shinra Mansion
Appears with: Ying

Attacks

Bolt2 [1 Enemy or All Enemies] [420] [Lightning], Ice2 [1 Enemy or All Enemies] [420] [Ice], Suicide Yang [1 Enemy] [96.875% of Target's HP]

Notes

Tips/Tricks: Suicide Yang will be used if Yang has under 12.5% of its maximum HP or out of MP. During the battle Yang will get happy or excited every time it is hit. Happy gives it +10 Atk, Excited +10 Matk, to a maximum of 255.

+---+---+---+---+

Name: Ying

+---+---+---+---+

Level: 24

Information

HP: 1200
MP: 0
Atk: 75

Matk: 5
Def: 420
MDef: 50
Def%: 1
Dex: 75
Luck: 0
EXP: 400
AP: 30
Gil: 400
Win: -
Steal: -
Morph: -

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: -
Poison: -
Gravity: Halves
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: Immune
Sleep: Immune
Poison: Immune
Confusion: Immune
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: Immune
Frog: Immune
Small: Immune
Slow-Numb: Immune
Petrify: Immune
Death-Sentence: Immune
Manipulate: Immune
Berserk: Immune
Paralyze: Immune
Seizure: -
Positive: Immune - Peerless, Haste

Preparing

Where to find: Shinra Mansion
Appears with: Yang

Attacks

Ying Punch [1 Enemy] [243], Sadistic Attack [1 Enemy] [303.75]

Notes

Tips/Tricks: Only using Ying Punch if Yang is alive. Sadistic attack

always targets the opponent with the lowest HP.

+---+---+---+---+

Name: Zemzelett

+---+---+---+---+

Level: 17

Information

HP: 285

MP: 36

Atk: 30

Matk: 30

Def: 50

MDef: 50

Def%: 1

Dex: 58

Luck: 0

EXP: 70

AP: 7

Gil: 165

Win: Hi-Potion

Steal: -

Morph: Hi-Potion

Elemental Resistance

Fire: -

Ice: -

Lightning: -

Earth: Nullifies

Poison: -

Gravity: Nullifies

Water: Nullifies

Wind: Weakness

Holy: -

Status Effect Resistance

Death: -

Sleep: -

Poison: -

Confusion: Immune

Silence: -

Darkness: -

Fury: -

Sadness: -

Stop: Immune

Slow: -

Frog: Immune

Small: Immune

Slow-Numb: -

Petrify: -

Death-Sentence: -

Manipulate: -

Berserk: Immune

Paralyze: Immune

Seizure: -

Positive: -

Preparing

Where to find: Junon Area
Appears with: Nerosuferoth

Attacks

Clap [All Enemies] [45], Thunderbolt [1 Enemy] [264.375] [Lightning],
White Wind [All Allies - No Reduction] [Heals HP Equal to Present HP
while removing most status effects]

Notes

Tips/Tricks: You will need to Manipulate it to gain White Wind. Also,
when it flies only attackers with Long Range are able to strike it.
Its defense will drop to 20, but will have a Def% of 60.

+--+-+--+-+--+-+--+-+

Name: Zenene

+--+-+--+-+--+-+--+-+

Level: 14

Information

HP: 250
MP: 93
Atk: 26
Matk: 16
Def: 20
MDef: 20
Def%: 8
Dex: 60
Luck: 5
EXP: 58
AP: 6
Gil: 60
Win: Ether
Steal: Deadly Waste
Morph: Remedy

Elemental Resistance

Fire: Halves
Ice: -
Lightning: -
Earth: -
Poison: Absorbs
Gravity: -
Water: -
Wind: -
Holy: Weakness

Status Effect Resistance

Death: -
Sleep: -
Poison: Immune
Confusion: -

Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Shinra HQ, Floors 68, 69 [After Capture]
Appears with: Brain Pod, Vagrid Police

Attacks

Fang [1 Enemy] [37], Piazzo Shower [1 Enemy] [90] [Poison-Status],
Ghenghana [1 Enemy] [112.5] [Fire]

Notes

Tips/Tricks: They are hurt by restorative spells and items.

+--++--++--++--+

Name: Zolokalter

+--++--++--++--+

Level: 30

Information

HP: 950
MP: 90
Atk: 70
Matk: 50
Def: 58
MDef: 80
Def%: 3
Dex: 58
Luck: 9
EXP: 700
AP: 60
Gil: 700
Win: X-Potions
Steal: -
Morph: Antidote

Elemental Resistance

Fire: -
Ice: -
Lightning: -

Earth: -
Poison: Absorbs
Gravity: -
Water: -
Wind: -
Holy: -

Status Effect Resistance

Death: -
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: -
Slow: -
Frog: -
Small: -
Slow-Numb: -
Petrify: -
Death-Sentence: -
Manipulate: -
Berserk: -
Paralyze: -
Seizure: -
Positive: -

Preparing

Where to find: Gaea's Cliff
Appears with: Headbomber

Attacks

Bite [1 Target] [265], Toxic Barf [1 Enemy] [Poison] [Slow]

Notes

Tips/Tricks: Uses Toxic Barf on any target other than itself as a counter attack. It will also bite any poisoned target which may exist, including allies and itself.

+---+---+---+---+

Name: Zuu

+---+---+---+---+

Level: 27

Information

HP: 1200
MP: 40
Atk: 55
Matk: 40
Def: 50
MDef: 150
Def%: 1

Dex: 64
Luck: 0
EXP: 450
AP: 38
Gil: 430
Win: Bird Wing
Steal: Bird Wing
Morph: Bird Wing

Elemental Resistance

Fire: -
Ice: -
Lightning: -
Earth: Nullifies
Poison: -
Gravity: Nullifies
Water: -
Wind: Weakness
Holy: -

Status Effect Resistance

Death: Immune
Sleep: -
Poison: -
Confusion: -
Silence: -
Darkness: -
Fury: -
Sadness: -
Stop: Immune
Slow: -
Frog: Immune
Small: Immune
Slow-Numb: -
Petrify: -
Death-Sentence: Immune
Manipulate: Immune
Berserk: -
Paralyze: Immune
Seizure: -
Positive: Immune - Peerless

Preparing

Where to find: Mt. Nibel
Appears with: -

Attacks

Claw [1 Enemy] [294], Great Gale [All Enemies] [275.625] [Darkness]

Notes

Tips/Tricks: Zuu's fought in certain areas can only be hurt by long range attacks and spells.

x) Frequently Asked Questions

1) I could not find the second enemy skill materia, where is it?

If you enter Junon [from the world map], pay the man 10 gil to go up the elevator. You will be on a screen with a save point, exit into the town [lower left center exit]. Hit the select button to show the door entrances better. It is the last door on this screen [fourth arrow I think].

Enter this building and there will be stairs to your right, walk past them and turn right on the opposite end of the wall. You will see a Shinra soldier guarding a door, talk to him.

He will call you a know it all and move, follow him. You will now find yourself at the bottom of a ladder, go to the bottom of this room and you will see the glowing yellow enemy skill materia.

2) What do the 1/35 soldiers (tissues, masamune blades, etc) do?

These items do nothing. They are merely items you can hold onto. There are in fact an unlimited amount of shinra soldiers, not just 12. The rumors about getting free men in the Fort Condor fights, displaying them in your Costa Del Sol home, are entirely FALSE.

3) Can I use the Analog function?

Not with a standard controller. Some controllers, Mad Catz for example, will allow you to use the analog feature.

4) Can I save on a PS2 memory card?

While you may play FFVII on your playstation 2, you must save the game on a PSX formatted memory card.

5) What's the safe Combo?

The combination is Right to 36, left to 10, right to 59, right to 97. If at any point you overshoot a number, you will fail, just like on a real lock.

6) Where did the buggy and the bronco go?

upon getting the highwind, you will notice the old vehicles are gone. This is because the Highwind and Submarine use the same data values as your old modes of transportation.

7) What's the rocket Combo?

The combination for getting the huge materia from the rocket ship is Circle, Square, X, X

8) I lost the sub game. What do I do?

First, kick yourself in the ass for being stupid. If you do not care about the materia and just want another sub, head back to junon and into the underwater reactor. Remember the door which a dog was guarding before? Go in there and get the red submarine!

9) Where is W-Item?

During the raid on midgar in disc2, when you enter the underground subway system [where you fight the turks] head as far back [walk towards yourself] as you can. After about sixteen screens you will see the W-Item materia along with a save point! If you miss it here, you may dig it up later.

10) My chocobos are too young to breed, what's wrong?

The game does not care how many hours have passed since they bred, the trick is fighting battles. Simply fight ten battles [Battle Square does NOT count].

11) Do some attacks ignore defense and magic defense?

Yes, they are known as piercing attacks. There are several of these attacks in the game. Yuffies Gauntlet is a good example of a piercing attack. Bahamut, Neo Bahamut, Bahamut Zero, Knights of the Round and Pandora's Box are all magic piercing attacks. Something such as Chocobuckle, which does do full damage against high spirit enemies, is not a piercing attack since it depends on a set formula [how many times you have run away] rather than an offensive number versus a defensive one.

12) Do characters not in my party get exp?

Yes, characters not in the active party [yet still selectable on other screens] get 50% of the exp your active party characters get. They do NOT get AP on materia though.

13) What accessory do you recommend?

While it depends greatly on what armor and defensive materias you use, the best accessory is generally the Ribbon. Offering a great deal of status defenses. Other popular choices include the cursed ring with offers a great stat boost at the cost of a 60 second death timer every battle. Circlets, Tough Rings and Championship offer greater boosts in two stats each with no penalty. Sprint shoes automatically put a character in haste which can be very useful as well. As a general rule, status defenses are better than stat boosts as the boosts have a small effect on damage calculation [+Magic and +Spirit are exceptions].

14) What is the best armor?

This is one of the most debated issues. If you are heavy into materia, an armor with many slots and decent boosts would be preferable. The Wizard Bracelet is obtained relatively early in the game and has eight materia slots. In addition it has a +20 Magic bonus. While its MDefense looks good, remember a glitch exists causing this not to factor in. With no evasion bonuses and low physical defense it is easily replaced later. If you are in love with physical attacks, consider the Gigas Armlet early, as it gives +30 strength. The down side to this armor is it has no materia growth and somewhat poor stats. It may be replaced later with the Warrior Bangle though.

The most functional armor is the Mystile. With its phenomenal evasion rates many hits which can be dodged will be dodged, even with low dexterity. The Mystile has six slots for a solid amount of materia combos.

The best defensive armor is the Ziedrich. The Ziedrich halves most elements, Fire, Ice, Lightning, Earth, Poison, Holy, Gravity, Water, Wind and MOST types of physical damage [Most 'physical attacks' are Punch, Shoot, Hit, Cut and Shout. The only one of these which is not halved is Shout, which is also the least common.] While it has no materia slots, it gives +20 strength and +20 magic. It also has the highest physical defense and strong magic defense [this

is useless] While its evasion is substantially less than that of the Mystile, it is still very high and when you do get hit it will be for less damage in almost all instances.

If you use a Ziedrich you pretty much condemn yourself to wearing a ribbon as an accessory. If you use a Mystile you can use Added Effect=Hades in the armor and allow your accessory options to be more open.

15) Ultimate Weapons or Alternative Weapons?

Ultimate Weapons make 9999 damage with a physical attack a very common thing even with a low level. If you are just playing the game to beat it, use the UW as you will get far more benefit. If you have maxed your stats you will do about 8983 pre-defense damage, which will do a 9999 most every time when you strike with a critical. In this case it is generally better to use weapons large growth for all random battles.

16) What is in the opened chest in the prison?

It is test zero, a monster. It can not be encountered without the use of a gameshark. It was originally used to try out the battle system, we think. It looks like the little dog/cats [similar to Dark Nation]. They had mad evasion skills but could not attack, at least can not now.

17) What's in the locked chest in Kalm?

When I figure out how to unlock it I will let you know.

18) How do I do the W-item trick, I did not read both times you already posted it in here.

First, it may only be used on items which you can use in battle and you must have at least one of those in your inventory. Due to confusion with my approach to explaining this, we will use Defcon999s:

Move your cursor to the W-ITEM command. Press confirm. Move your cursor to an item. Press confirm. Now press it again. You will now be back in the item menu. Now go to any other battle-usable item and press confirm. Now the hand will be out to select a target. Press cancel. Now press confirm. Now cancel again. Just continue doing this repeatedly until you get 99 of the item you are duplicating. The glitch will cause the first item to be duplicated. Contrary to popular belief, it is not necessary to have two of the item in order to duplicate it.

19) I HEAR YOU HAVE SOME SUPER DUPER GIL GETTING METHOD!!!!

As a matter of a fact, I do. There is a monster called trickplay which appears in the grasses near the excavation site/bone village. Trickplay looks like a Muu. It has a few attacks, the most notable is L4 suicide. So, before doing this trick make sure you're not on a level which that spell can hit.

The actual trick works with it's gold rush attack, which does non-elemental damage but also gives you 800 gil every time it is used. Trickplay's attacks all do pitiful damage, and three of them can be absorbed. Their elements are water, fire and earth. Trickplay also has an "attack" which will heal you. Since none of these skills require MP, as long as you can avoid being killed, you can gain an unlimited amount of gil. While there are many better ways to get gil, this one does not require you to be at your Playstation, nor does it take any effort what so ever. Go away for several hours and come back to hundreds of thousands, if not millions of gil. Remember, anyway to absorb

Fire, Earth and Water attacks will work wonders. If you can absorb two, and at least halve the third, you *should* be able to survive as well. This will enable you to do this trick near the end of disc 1 with relative ease. If you are trying this at a low level, it may also be helpful to stack some HP Plus's on the one character you are trying to keep alive, just in case.

xi) Disclaimer (Legal stuff)

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xii) Version History

7/20/03 - Began the Guide

7/28/03 - Completed the Main Walk through, Weapons List, Armor List, Accessory List, most of the item lists, all of the materia list, Ultimate Weapon and Limit Break list and most of the optional areas and characters of the game. Complete with ASCII Maps and Shopping lists for hard to navigate areas of the game. Stat Maxing, Bone Village work.

8/12/03 Began Enemy list 20% done, updated several other small details around the guide.

8/18/03 Enemy List done

1/8/04 - Added Status effects sections, fixed multiple spelling errors in the first 13 subsections of the walkthrough. Added many Q&A's to section 12. Added a [sad excuse for a] Character section. Began a Fort Condor Section, Added a lost forever item section, laid out room for date sequence guide. Added all of the Disc1 fort condor battles. This is the only guide you are going to find online with ALL of them. That is about all I did today. Added the Date Mechanics section. Added Stats for mystery ninja as well.

3/3/04 Changed the entire order of the guide, greatly expanded the FAQ section.

3/12/04 - Updated specific sections are the request of the FFVII board, there are more coming I would suspect.

6/20/04 - I updated my email address... oh and some other things I forgot all

about.

7/21/04 - 2 new fort condor battles [thanks Terence!]

9/2/2004 - Added a lot of information to sections one and two. Attempted to proofread for obvious mistakes. Sections 3-10 are coming soon, along with a greatly expanded enemy section with an entirely different format, as well as many other useful changes to section one. Began re-formatting the enemy list. Sections 3-6 redone.

9/6/2004 - Enemy List is DONE. Well, all the data is there. Now I need to go back at some point and remove excess crap information. Battle Square section updated a bit too, as are all bosses throughout the guide. Checklist of things which need to get done:

10/16/04: 56k friendly, I think.

12/13/04: Good, it was more friendly. Changed the materia section, thanks to Death Sin for doing a lot of the work on that.

8/26/05: Fixed a few minor errors.

9/14/06: Fixed several minor errors.

6/27/07: updated copyrights and fixed a few statistical typos.

xiii) Credits

Terence - specific game data including but not limited to the *exact* Ultimate Weapon Power up factors and several Bone Village Items. Thanks more for allowing me to use all of his date mechanics information [BIG BIG HELP]. Two hard to reach fort condor battles. Not to mention the huge use of his enemy mechanics guide.

Defcon999 - for giving me a list of many frequently asked questions for section XII. Confirming many if not all of the Fort Condor Battles, enemies, and items won. A few numbers in the battle square chart. Small items in obscure locations. Many corrections and clarifications of sections.

SomeRandomGuy - Enemy chart for all enemies located in the Disc2 Midgar Raid including those found on the first 66 floors of the Shinra Building. Also provided me with many corrections all throughout the guide.

Death Sin - For giving me the text for the Aeris, Tifa and Yuffie dates. Help with Materia chart.

Shadow666 - Suggestions, small corrections and publicity O_o

Arctic - Allowing me to use his item chart for reference

CJayC - For being the one person on my AIM list having nearly as strange of a sense of humor as I.

Sailor Bacon - Well, why not, he is the one posting the update after all. Remember kids, only Sailor Bacon can defeat vending machines short a dime.

Final Fantasy VII GameFAQs Message Boards - For many minor additions and changes to make the guide more accessible to them, the people it is written

