

that are a nuisance to the board, and an annoyance to the vets. Hey, but the Rumors FAQ is now gone...OK, I guess that's it then, I hope this FAQ will help you (yes, you) understand the game for what it really is: an deep, enjoyable RPG....with an outstanding replay value!

WARNING: THIS DOCUMENT CONTAINS MAJOR SPOILERS, SO READ AT YOUR OWN RISK...

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: Font Spacing Check

Check please if the numbers and dots align. If not, then switch to a monospaced font to properly view this document.

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The default Wordpad font (Courier New) is most suited for viewing this document, as it is the font that was used during the writing and editing.

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: Keyword System

As of Version 1.1, a new keyword system has been included in this document, with its purpose being to allow users to search for specific information using the (Ctrl+F) function with relative ease. In addition to the conventional Find function, this keyword system is used at the start of chapters and subsections. Check the "Contents" section for a list of keywords, corresponding to the aligned chapters/subsections. To make use of this keyword system, press (Ctrl+F), then type in the ff. string:

^[Keyword]

Where [Keyword] is replaced with the corresponding keyword of the chapter or subsection of your choice. Then, press Enter, and Wordpad will bring you to the weapon list for Yuffie. Note that you shouldn't drop the "^" symbol or your search will end up in the "Contents" section or in some other part of the FAQ.

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: Version History

- 1.4 - A few minor corrections (thanks to SineNomine).
 - Redid a few ascii art titles.
 - Removed individual character ascii arts.

- 1.3 - MAJOR formatting changes (79 character width).
 - Removed Damage Calculations section (too inaccurate).
 - Added Defense Calculations section (thanks to Terence).
 - Added a few new themed Materia setups.
 - Took out GameFAQs FF7 Message Board Posting Tips (off topic).
 - Deleted Rumors FAQ (sorry guys, but off topic).

- 1.2 - Updated Yuffie's Quick-Morphing Materia Combo (now even more useful).
 - Updated "Speed Square" section with more secret targets.
 - Added a few tidbits of info to the "Quick Guide" section.
 - Updated stuff on gaining new Limit Breaks (many thanks to GideonD).
 - Document uploading permission included in Disclaimer.
 - Added a Speed Square challenge in "Game Challenges" section.

- Updated information on the Northern Crater item duping trick.
 - Fixed numerous typos (Including Beast Dance to Berserk Dance O_o).
- 1.1
- More complete "Quick Guide" section.
 - Implemented a new "Keyword" system (for easier searching).
 - Included more technical info. on Cait Sith's Dice Limit Break.
 - Modified line spacing between sections (for easier reading).
 - Fixed numerous typos.
 - Updated Status Effects section.
 - Added a few basic Materia combos.
 - Moved "Game Challenges" subsection to "Replay" section.
 - Added "Themed" Materia setups.
 - Added "Replay" section (Side-Quests, Mini-Games).
 - Included new info on Vincent's Chaos Manual/Death Penalty.
 - Included Sephiroth's weapon info.
 - Added "Armor Listing" section. \
 - Added "Accessory Listing" section. |-----"Appendix" section.
 - Added "Item Listing" section. /
 - Included more stuff in the "FAQ" section of the Newbie FAQ.
- 1.0
- First Version
 - Finished (11/30/01)

The very LATEST version may be found at the ff. sites:

GameFAQs (www.gamefaqs.com)
 GameWinners (www.gamewinners.com)
 The Dungeoneers Guild (www.vaix.net/~gideon)
 The Death Corps Home Base (deathcorps.hypermart.net)

I can guarantee that these sites are always up to date with this FAQ, so always check those sites for the latest updates.

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: Story <^SY>

The main plot of Final Fantasy VII focuses on a member of an elite military organization known as SOLDIER, named Cloud Strife. He struggles with his past and his memories, constantly getting tangled in a web of confusion over himself. He later leaves SOLDIER and joins a terrorist group called AVALANCHE, who fight against the Shinra Conglomerate, the organization responsible for SOLDIER. Shinra uses powerful reactors to suck Mako energy, a new cheap efficient energy source, from the planet, which is actually the life source of all living things, thus, destroying life near the reactors. AVALANCHE is headed by a gruff man named Barret Wallace, who despises the Shinra and swears at them with the gun-implant in his arm. Biggs, Wedge, Jessie and Tifa (Cloud's childhood friend, has strong feelings for him) are also members of the rebel group. As the game progresses, you meet characters such as Red XIII, a lab specimen of Professor Hojo, the head of science of Shinra. Cid, a pilot and mechanic who dreams of flying into space. Aeris, a girl from the race of Ancients, the original inhabitants of the planet Earth, who also has feelings for Cloud, and will play a key part in the final part of the whole plot of this game (I won't spoil it for you). Yuffie, a ninja girl who is obsessed with Materia. Cait Sith, a giant stuffed moogles who has an ulterior motive, and Vincent, a former member of the Turks, an elite sect of Shinra, who apparently blames himself for his dark past. As the game progresses, the fight against Shinra turns into a fight for the very life of the planet, as the game's main villain, Sephiroth, is introduced. He and Cloud share memories of their past, except that Cloud denies them because he considers himself as weak in comparison to his old friend Zack, who was a member of SOLDIER along with Sephiroth. Many surprising and sometimes shocking truths about Cloud's past are revealed as you play the game, and eventually, Cloud finds his true self and frees himself from his illusionary world, created with his own made-up memories. Sephiroth then betrays Cloud and burns Nibelheim, Cloud's hometown, into ashes, destroying all that was left of his past...or so he thought. Cloud, blinded by rage, then defeats Sephiroth and plunges him into a basin of pure Mako energy. It was recorded that Sephiroth died that day. However, he has now emerged again, with his "mother", Jenova, the "Crisis from the Sky", to assume what he calls his rightful place as God of the world, and to bestow upon Jenova what he claims was rightfully hers. Eventually, a powerful spell is cast upon the Earth, and it is up to you to stop it, save the world, and destroy Sephiroth and all evil once and for all...

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: [Characters] <^CH>

The entire FF7 contains 9 playable characters (8 fully playable until Disc 3). Sephiroth is also playable for a moment in Cloud's flashback (Disc 1). Character info, Limit Breaks, and weapon listings for all the characters are listed here.

: Cloud Strife <^CS>

Age: 21 Years Old
Height: 5'7"
Hometown: Nibelheim
Weapon: Two-Handed Sword

A former soldier of Shinra, currently a member of AVALANCHE. He is basically the main character of the game, who is a permanent member of your three-person main party (except at one point in the game). He initially appears uncaring and unconcerned, only interested in his next job's pay. But later on, he is revealed to be a very different person, whose main purpose becomes the settling of everything with Sephiroth, whom he shared his past with, and the ultimate battle for the fate of the planet. His Buster Sword, previously owned by his friend Zack, can slice anything in two. Cloud is very good at any field. He has very high initial Physical-ATK and MAG-ATK, so you may want to balance his abilities. Personally, I use him as a main physical attacker, but it's up to you.

: Limit Breaks <^CSB>

: Level 1 :

: Braver : Cloud jumps high and slashes one opponent. :
: : :
: Cross-Slash : Cloud dashes and slashes one opponent three times, :
: : sometimes paralyzing the target. Note that this :
: : attack only hits once, only the animation shows 3. :

: Level 2 :

: Blade Beam : Cloud releases a wave of energy to one opponent :
: : with his sword, which then diffuses and hits all :
: : remaining opponents for half the damage of the :
: : initial hit. :
: : :
: Climhazzard : Cloud dashes forward and stabs one opponent, then :
: : jumps up extremely high, causing major damage. :

: Level 3 :

: Meteorain : Cloud spins his sword, then jumps up and releases :
: : a barrage of meteorites at all opponents, causing :
: : multiple hits for moderate damage. :
: : :
: Finishing Touch : Cloud spins his sword at high velocity, creating a :
: : whirlwind, which then hurls at all opponents, :
: : blowing them away from the battle. Any enemies :
: : cannot be instantly killed or eliminated drop back :
: : down to the ground for moderate damage. For bosses :
: : this is not very useful, as they can't be blown. :

: Level 4 :

: Omnislash : Cloud readies himself and his sword, then quickly :
: : rushes at his opponents and delivers 14 seriously :
: : damaging blows at all opponents, then jumps up :

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:           : Braver-style, then slashes once more. 15 hits      :
:           : total for extreme damage each. The highest damage     :
:           : possible if all hit for 9999 damage is 149985HP!!    :
:-----:-----:-----:-----:-----:-----:
: Manual   : Win Cloud's LV4 manual from the Gold Saucer's         :
:           : Battle Square for 64000BP early on in Disc 1,          :
:           : 51200BP later on in Disc 1, and 32000BP in Discs 2   :
:           : and 3.                                                  :
:-----:-----:-----:-----:-----:-----:

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: Weapon Listing <^CSW>

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:-----:-----:-----:-----:-----:-----:
: Weapon Name   : ATK : Slots : MG : Location                                     :
:-----:-----:-----:-----:-----:-----:
: Buster Sword  : 18  : 2c    : x1 : Initially equipped                          :
: Mythril Saber : 23  : 2c, 1s : x1 : Kalm weapon store (1000)                   :
: Hardedge      : 32  : 2c, 2s : x1 : Junon alleyway weapon store (1500)         :
:               :     :         :     : Steal from the SOLDIER:3rd enemies on     :
:               :     :         :     : the 67th and 68th floors of the          :
:               :     :         :     : Shinra Bldg                               :
: Force Stealer : 36  : 3s    : x2 : Given by Rufus at Junon during drill       :
:               :     :         :     : for getting 100+ points. Buy at the       :
:               :     :         :     : North Corel weapon store (2200)          :
: Butterfly Edge : 39  : 4c    : x1 : Cosmo Canyon Tiger Lily weapon store     :
:               :     :         :     : (2800)                                     :
: Rune Blade    : 40  : 4s    : x2 : Chest on first mountain in Mt. Nibel      :
:               :     :         :     : Buy from the Junon alleyway weapon       :
:               :     :         :     : store (Discs 2-3 only, 3800)             :
: Enhance Sword : 43  : 8c    : x1 : Chest in Gaea's Cliff. But at the         :
:               :     :         :     : Junon alleyway weapon store (Discs 2-3:  :
:               :     :         :     : only, 12000)                              :
: Murasame      : 51  : 4c, 1s : x1 : Wutai weapon store (6500)                 :
: Yoshiyuki     : 56  : 2s    : x1 : Given by old man staring up at rocket     :
:               :     :         :     : in Rocket Town. Talk to him several     :
:               :     :         :     : times for him to give it to you.        :
: Organics      : 62  : 4c, 2s : x1 : Icicle inn weapon store (12000)          :
: Nail Bat      : 70  : None  : x0 : Chest in basement of the Temple of the:  :
:               :     :         :     : Ancients after beating both Ancient     :
:               :     :         :     : Dragons. Buy from the 3rd weapon store:  :
:               :     :         :     : in Junon (Discs 2-3 only, 2800)         :
: Crystal Sword : 76  : 6c    : x1 : Mideel weapon store (18000)               :
: Apocalypse    : 88  : 3s    : x3 : Chest near exit of Ancient Forest         :
: Heaven's Cloud : 93  : 6s    : x1 : Chest, hallway in the sunken Gelinka     :
: Ragnarok      : 97  : 6c    : x1 : Win after beating Proud Clod in Midgar:  :
:               :     :         :     : raid at end of Disc 2                    :
:-----:-----:-----:-----:-----:-----:
: Ultima Weapon : 100 : 8c    : x0 : Win after defeating Ultimate Weapon in:  :
:               :     :         :     : Cosmo Canyon near the end of Disc 2     :
:               :     :         :     : (he won't escape, he will die).        :
:-----:-----:-----:-----:-----:-----:
: Power-Up Factor : Powers up if Cloud's HP is at MAX. Damage depends on :
:               : Cloud's HP/Max HP. When Cloud is damaged, attack power :
:               : decreases, but is regained as HP is restored.          :
:-----:-----:-----:-----:-----:-----:

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: Tifa Lockheart <^TL>

Age: 20 Years Old
Height: 5'4"
Hometown: Nibelheim
Weapon: Gloves

Born and raised in the humble town of Nibelheim along with Cloud, Tifa shares her past with him, intertwining their memories during childhood into powerful bond. Cloud promised as a young boy to her that he would protect her when he becomes a member of SOLDIER, and she remembered his promise even until they cross paths once again as comrades in AVALANCHE. She is currently also a member of the rebel group. She owns a bar called 7th Heaven, which is also actually the headquarters of AVALANCHE, in the slums of Sector 7 in Midgar. She has strong feelings for Cloud, but has trouble expressing herself to him. Her father was killed by Sephiroth. She is skilled in martial arts and prefers to fight hand to hand. You can also let her use magic, but her physical capabilities are far superior.

: Limit Breaks <^TLB>

NOTE: Tifa's Limit Break system is based on slots. For every break learned, she gains a new slot. She can perform all her breaks in one go if each slot choice is successful. Each of these slots have the choices "Miss", "Hit", and "Yeah!". If you get a Miss, you do not perform that break. Hit performs that break with normal damage. Yeah! executes the break with increased damage. Each slot added increases the difficulty in getting Hit's and Yeah!'s.

: Level 1 :

: Beat Rush : Tifa dashes at one opponent and delivers a 3-hit :
: : punch combo. Note that this attack only counts as :
: : one hit. :
: Somersault : As the name suggests, Tifa performs a somersault at :
: : one opponent. :

: Level 2 :

: Waterkick : Tifa performs a sweeping kick at one opponent. :
: Meteordrive : Tifa does a reverse-suplex maneuver on one enemy. :

: Level 3 :

: Dolphin Blow : Tifa calls a dolphin out and simultaneously :
: : delivers an uppercut to one opponent. :
: Meteor Strike : Tifa grabs one opponent, leaps high into the air, :
: : then slams it back down for high damage. :

: Level 4 :

: Final Heaven : Tifa charges up her strength, then unleashes a :
: : powerful blast of energy at one opponent. At high :
: : enough levels, with the Premium Heart, you can be :
: : sure this move does 9999 damage when at "Hit". :
:-----: :
: Manual : Get it from the piano in Tifa's House (Nibelheim) :
: : in Discs 2 or 3 by playing the Highwind theme :
: : X, Sq, Tri, R1+Tri, R1+Sq, X, Sq, Tri, R1+X, Cir, :

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:           : X, Sq, Tri. A note from Zangan will pop out,           :
:           : explaining what happened to Nibelheim after the         :
:           : fire, and you will get the Final Heaven Manual.       :
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: Weapon Listing <^TLW>
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Weapon Name	ATK	Slots	MG	Location
Leather Glove	13	1s	x1	Initially equipped
Metal Knuckle	18	2c	x1	Wall Market Gun and Machine shop (320)
Mythril Claw	24	2c, 1s	x1	Kalm weapon store (750). Junon alleyway weapon store (750)
Work Glove	24	None	x0	Path VI of clock in the Temple of the Ancients
Motor Drive	27	3s	x2	Villa basement in Costa Del Sol
Powersoul	28	4s	x2	Chest near Materia Keeper in Mt. Nibel
Platinum Fist	30	4s	x2	Black clone, Tifa's house, Nibelheim
Grand Glove	31	2c, 2s	x1	Junon alleyway weapon store (1200)
Tiger Fang	38	4c	x1	Cosmo Canyon Tiger Lily weapon store (2500)
Master Fist	38	6s	x1	Chest in shop in Shinra Building only openable during the raid in Disc 2
Kaiser Knuckle	44	2c, 6s	x1	Chest in Whirlwind Maze
Diamond Knuckle	51	4c, 1s	x1	Wutai weapon store (5800)
Dragon Claw	62	6c	x1	Icicle Inn weapon store (10000)
Crystal Glove	75	6c	x1	Mideel weapon store (16000)
God's Hand	86	4c	x1	Win after beating Carry Armor in the Junon underwater reactor
Premium Heart	99	8c	x0	Small hut marked "Shop" in Wall Market (the one with a computer glitch trap). Access the computer during the raid in Disc 2 to receive this weapon.
Power-Up Factor	The more full Tifa's Limit Break Gauge is, the more damage this weapon does.			

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: Barret Wallace <^BW>
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Age: 35 Years Old
Height: 6'4"
Hometown: North Corel
Weapon: Gun-Arm Implant

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His hometown destroyed by Shinra, his wife killed as well, Barret seeks revenge against the evil corporation. He fights for the life of the planet as the leader of AVALANCHE. He also struggles to protect his daughter and tries to allow her to live a normal life. He is a stocky man with a mean attitude. However, he later reveals his sensible side. He protects Aeris because she saved his daughter Marlene during an incident with the Shinra. His arm got shot during an encounter with Shinra soldiers, and replaced his prosthetic arm with a gun, waiting to pay Shinra back. Best used as a physical attacker.

: Limit Breaks <^BWB>

: Level 1 :

: Big Shot : Barret charges up his gun and releases a ball of :
: : red energy at one opponent for light HP damage. :
: Mindblow : Barret charges up his gun and releases a ball or :
: : blue energy at one opponent for light MP damage. :

: Level 2 :

: Grenade Bomb : Barret aims his gun and fires a grenade at all :
: : opponents. The explosion hits for medium damage to :
: : all opponents. :
: Hammerblow : Barret dashes at one opponent and slams it with :
: : his arm, knocking it completely out of the battle. :
: : If the opponent cannot be eliminated, it takes no :
: : damage, rendering this move completely useless. :

: Level 3 :

: Sattelite Beam : Barret paints laser targets on his enemies, :
: : calling forth lasers (probably from a sattelite) :
: : from space doing moderate damage to all targets. :
: Ungarmax : Barret goes berserk (just an expression..) and :
: : fires 20 rounds at all random targets. :

: Level 4 :

: Catastrophe : Barret charges energy in his gun-arm, jumps high :
: : and blasts all opponents with a massive beam of :
: : energy hitting random targets 10 times. :

: Manual : After the Corel Huge Materia mission (successful or :
: : not), go to the house that is below the inn where :
: : you wake up, then talk to the person in black to :
: : receive Barret's LV4 manual. :

: Weapon Listing <^BWW>

: Weapon Name : ATK : Slots : MG : Location :

: Gatling Gun* : 14 : 1s : x1 : Initially equipped :
: Assault Gun* : 17 : 2c : x1 : Win after beating Guard Scorpion in :
: : : : Mako Reactor #1 :
: Cannon Ball : 23 : 2c, 1s : x1 : Kalm weapon store (950) :
: W Machine Gun* : 30 : 3s : x2 : Chest in railroad tracks in Mt. Corel :
: Atomic Scissors : 32 : 2c, 2s : x1 : Junon alleyway weapon store (1400) :
: Enemy Launcher* : 35 : 2c, 3s : x1 : Chest in Shinra Mansion in Nibelheim :
: Drill Arm : 37 : 4s : x2 : Chest in Cid's house in Rocket Town :
: Heavy Vulcan* : 39 : 4c : x1 : Cosmo Canyon Tiger Lily weapon store :
: : : : : (2700) :
: Chainsaw : 52 : 4c, 1s : x1 : Wutai weapon store (6300) :
: Solid Bazooka* : 61 : 8c : x1 : Buy from man in the bar in Costa Del :

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:                               :   :   :   : Sol (Discs 2 and 3 only) (16000)   :
: Rocket Punch                 : 62 : None : x0 : Chest in the Temple of the Ancients   :
: Microlaser*                 : 63 : 4c, 2s : x1 : Icicle Inn weapon store (12000)     :
: A*M Cannon*                 : 77 : 6c    : x1 : Mideel weapon store (18000)         :
: Pile Banger                 : 90 : 6c    : x0 : Chest in shop in Shinra Building only :
:                               :   :   :   : openable during the raid in Disc 2   :
: Max Ray*                    : 97 : 6c    : x1 : Chest in Underground, Sector 8 during :
:                               :   :   :   : the raid in Midgar in Disc 2        :

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: Missing Score*              : 98 : 8c    : x0 : Chest in stairway in the Sister Ray   :
:                               :   :   :   : during the raid in Midgar in Disc 2** :

```

```

-----
: Power-Up Factor            : Damage increases with the amount of AP gained on all the :
:                               : Materia equipped on this weapon. The Missing Score can do :
:                               : consistent damage, is by far the most reliable in dealing :
:                               : constant 9999's. Cloud's Ultima Weapon may have more     :
:                               : attack power, but once he gets damaged, his weapon damage :
:                               : goes really low, making less reliable as this weapon.     :

```

```

-----
: * - Long Range Weapon, same attack power in back row.      :
: ** - Barret MUST be in your party for the chest to appear. :

```

```

-----
: Aeris Gainsborough <^AG>

```

```

-----
Age: 22 Years Old
Height: 5'3"
Hometown: Icicle Inn, Currently Sector 5 in Midgar
Weapon: Rod

```

Belonging to a race of people known as the Ancients, or Cetra, Aeris is the sole survivor of her people. Her true mother, Ifalna Gast (wife of Professor Gast), also an Ancient, was captured by the Shinra and used as a lab sample for their experiments on the Ancients. She escaped them, but was already dying. She gave her daughter to Elmyra Gainsborough and asked her to care for her, and then she died. Aeris was raised in Sector 5, therefore, was under the eyes of the Shinra, who were looking for another Ancient test subject to take Ifalna's place. She sells flowers on the streets for a living, and manages to grow them in the dark slums of Midgar's lower plate. The Shinra actually knew about her, and have made several attempts to capture her, but she eluded every time. She carries a white Materia on her neck, but says it serves no purpose whatsoever. However, she will play the most important role in the final battle for the very life of the planet. She uses a rod for her protection, and is much better as a support character and magic user than a physical attacker. This often misleads players into saying that she is useless 'coz she does pathetic damage. My message to all FF7 players: before you judge a character, make sure you are using him/her properly, and know everything there is to know about him/her.

```

-----
: Limit Breaks <^AGB>

```

```

-----
: Level 1

```

```

-----
: Healing Wind                : Aeris concentrates and sends waves of light at all :
:                               : allies, healing them.                               :
: Seal Evil                   : Aeris concentrates and casts a spell on all       :
:                               : enemies, applying Stop and Silence on them.       :
:                               : Extremely effective on heavy magic-using enemies.  :

```

: Level 2 :

: Breath of the Earth : Aeris calls forth light energy and heals all :
: : negative status ailments. :
: Fury Brand : Aeris calls forth the rage of her comrades whilst :
: : sacrificing her own, filling their Limit Break :
: : Gauges. :

: Level 3 :

: Planet Protector : Aeris summons a protective light which serves as a :
: : shield to all party members, preventing all damage :
: : for a limited period of time. :
: Pulse of Life : Aeris prays and light shines on all party members, :
: : fully restores all party members, including KO'd :
: : characters. :

: Level 4 :

: Great Gospel : Aeris prays to heaven, summoning three angels down :
: : to restore all party members to full health, cures :
: : all status ailments, and revives all KO'd party :
: : members to full health. Also, a protective aura :
: : shines on all characters, preventing all damage :
: : for a limited period of time. :

: Manual : You can obtain it after you get the buggy from Dio :
: : after the desert prison events. Drive it to Costa :
: : del Sol, then talk to the sailor near the port, :
: : who offers to sneak you on board the next ride to :
: : Junon for a little gil. When you arrive, drive the :
: : buggy across the rivers and shallows until you get :
: : to a cave on a mountain with a weird entrance (not :
: : the Mythril Mine exit). Enter to find a sleeping :
: : man. Talk to him a few times and he'll tell you :
: : how many battles you've fought. Try to get the :
: : last two digits to match by battling outside. When :
: : the digits match, talk to him and he'll wake up :
: : and give you either a ring or some Mythril. If he :
: : gives you a ring, battle 11 more times outside and :
: : go back. Hopefully, he will give you Mythril. When :
: : he does, return to Junon with the buggy, and board :
: : the ship. When you arrive at Costa del Sol, go to :
: : the world map and go to the area south of the Gold :
: : Saucer. Look for a single house with a blue roof. :
: : Enter it and talk to the blacksmith. Give him the :
: : Myhtril and choose to open the smaller chest in :
: : the upper floor. This chest contains Aeris' LV4 :
: : manual, Great Gospel. This is best done in Disc 1 :
: : (no need to tell you why). :

: Weapon Listing <^AGW>

: Weapon Name : ATK : Slots : MP : Location :

```

: Guard Stick      : 12 : 1s      : x1 : Initially equipped      :
: Mythril Rod      : 16 : 2c      : x1 : Wall Market Gun and Machine shop (370):
: Full-Metal Staff: 22 : 2c, 1s  : x1 : Kalm weapon store (800)  :
: Wizard Staff     : 28 : 3s      : x2 : Below railroad tracks in Mt. Corel   :
: Striking Staff   : 32 : 2c, 2s  : x1 : Junon alleyway weapon store (1300)   :
: Wizer Staff      : 33 : 4s      : x2 : Win from beating the Gi Nataak, Cave :
:                  :    :         :    : of the Gi in Cosmo Canyon           :
: Fairy Tale      : 37 : 7s      : x1 : Win from Reno and Rude in Gongaga Town:
: Prism Staff      : 40 : 4c      : x1 : Cosmo Canyon Tiger Lily weapon store :
:                  :    :         :    : (2600)                               :
: Aurora Rod       : 51 : 4c, 1s  : x1 : Wutai weapon store (5800)           :
: Umbrella         : 58 : None    : x0 : Score 5000+ points at the Speed Square:
:                  :    :         :    : in the Gold Saucer during Disc 1     :

```

```

-----
: Princess Guard   : 52 : 6c, 1s  : x0 : Path IIII of clock in the Temple of   :
:                  :    :         :    : the Ancients                       :
:-----:-----:-----:-----:-----:

```

```

: Power-up Factor : This weapon's damage is actually based on other allies' HP:
:                 : status. If an ally is in critical condition, the damage  :
:                 : factor of this weapon increases. The damage increases even:
:                 : more if an ally is KO'd.                               :
:-----:-----:-----:-----:-----:

```

```

: NOTE            : If you notice, this weapon doesn't have the properties   :
:                 : typical of one. For one thing, it has Normal Materia    :
:                 : growth, while other ultimates have none. Also, the     :
:                 : Princess Guard has 6 connected slots and one single, while:
:                 : other ultimates have eight connected. Actually, damage-  :
:                 : wise, the Umbrella is more powerful, 6 ATK points higher. :
:                 : Probably the only similarity between this weapon and other:
:                 : ultimates is the power-up factor. However, I have never  :
:                 : seen this work significantly yet (if at all...)         :
:-----:-----:-----:-----:-----:

```

```

-----
: Cid Highwind <^CW>
-----

```

```

Age: 32 Years Old
Height: 5'8"
Hometown: Rocket Town
Weapon: Spear/Polearm

```

A man with a dream... That basically describes the Cid of FF7. His dream is to fly into space. He was with the Shinra Space Program as the pilot for a prototype outer space rocket, which was later scrapped upon the discovery of Mako. He blames his companion, Shera, who was also part of the space program, for the failure. He has a really dirty mouth (#\$%^&#^!!!!), which contributes much of the humor in the game. He is a well balanced fighter with equal good magical and physical capabilities. His Limit Breaks are some of the most powerful as well. He prefers long-range melee fighting, using a spear or a polearm.

```

-----
: Limit Breaks <^CWB>
-----

```

```

: Level 1 :
:-----:-----:-----:-----:-----:

```

```

: Boost Jump      : Cid jumps in the air and stabs one enemy with his :
:                 : spear/polearm/lance (hmm, dragoons, anyone?)      :

```

: Dynamite : Cid lights a stick of dynamite with his cigarette, :
: : then tosses it at your foes, causing damage to all :
: : targets. :

: Level 2 :

: Hyper Jump : Just like a Boost Jump on steroids. Cid jumps even :
: : higher, then lands on the ground, causing a big :
: : explosion (probably combination of Boost Jump and :
: : Dynamite), damaging all enemies. :

: Dragon : Cid summons a dragon (!?!) as it blasts one enemy :
: : for a bit less than Hyper Jump, but gains that :
: : target's current MP as his own HP and MP. Pretty :
: : good for a LV2. :

: Level 3 :

: Dragon Dive : Another variation of Boost Jump.... :
: : Cid jumps up and dives at a random target, causing :
: : a beam of energy to shoot upward. He then repeats :
: : this five more times for a total of six (6) hits. :

: Big Brawl : Cid dashes into the crowd of enemies, and dishes :
: : out 8 physical attacks at considerably lower :
: : strength than his normal attacks. :

: Level 4 :

: Highwind : Cid signals the Highwind (hidden from view) above, :
: : which then rains 18 missiles on all enemies. This :
: : break is really fast, but is the 2nd most powerful :
: : in the game. It hits 1/5 more than Omnislash, but :
: : the per hit damage of Highwind is only around half :
: : or so. :

: Manual : Can be obtained after you complete the Junon Huge :
: : Materia mission, and obtained the submarine. If you :
: : check the world map, you will notice the curved :
: : peninsula from the central continent sticking out :
: : into the center of the map. The space formed in :
: : between that peninsula and the central continent :
: : is where the sunken plane, the Gelinka is located. :
: : Use your sub to dive in the port near Junon. You :
: : will see Emerald Weapon here too. Fight him if you :
: : wish, but I wouldn't recommend it now. Avoid him :
: : and steer towards that space mentioned earlier and :
: : you will find the Gelinka. If Emerald is standing :
: : guard here, surface and dive back down. Ram it to :
: : enter. After climbing down, head to the left door. :
: : You will battle Reno and Rude of the Turks here. :
: : After the fight, head forward to the door, then go :
: : down the stariway. The left chest nearest the :
: : screen holds the Highwind manual. :

: Weapon Listing <^CWW>

: Weapon Name : ATK : Slots : MG : Location :

```

-----
: Spear           : 44 : 2c, 1s : x1 : Initially equipped           :
: Slash Lance    : 56 : 4c, 1s : x1 : Wutai weapon store (6500)   :
: Viper Halberd  : 58 : 4s      : x2 : Chest in big spiral shell area near :
:                :    :         :    : exit (start of Disc 2) in Forgotten :
:                :    :         :    : Capital                       :
: Trident        : 60 : 6s      : x1 : Chest in area full of stariways in :
:                :    :         :    : the Temple of the Ancients     :
: Javelin        : 62 : 4c, 1s : x2 : Chest in Gaea's Cliff        :
: Mast Axe       : 64 : 4c, 2s : x1 : Icicle Inn weapon store (13000)   :
: Dragoon Lance  : 66 : 8s      : x1 : Chest in Da Chao Mountains, Wutai. :
:                :    :         :    : Put out the fire in one of the caves :
:                :    :         :    : with the Leviathan Scales from the :
:                :    :         :    : Junon underwater reactor to access :
:                :    :         :    : the part of the room with the chest. :
: Mop            : 68 : None    : x0 : In Bone Village, dig on the "X" mark :
:                :    :         :    : on the lower part once to get this :
:                :    :         :    : item. Or, you can buy it in the 3rd :
:                :    :         :    : weapon store in Junon during Discs 2 :
:                :    :         :    : or 3 (3200)                   :
: Partisan       : 78 : 6c      : x1 : Mideel weapon store (19000)     :
: Grow Lance     : 78 : 6c      : x1 : Item bag in the 63rd floor of the :
:                :    :         :    : Shinra building during the raid on :
:                :    :         :    : Midgar in Disc 2              :
: Scimitar       : 86 : 2c      : x3 : Chest near the sub in the underwater :
:                :    :         :    : reactor during the Junon Huge Materia :
:                :    :         :    : mission                       :
: Spirit Lance   : 92 : 4c      : x1 : Chest on the upper railway of the :
:                :    :         :    : Research Room in the sunken Gelinka :
: Flayer         : 100 : 6c     : x1 : Score 5000+ points at the Speed Square:
:                :    :         :    : in the Gold Saucer during Disc 2 or 3 :
-----

```

```

: Venus Gospel   : 97 : 8c      : x0 : After the Rocket Town Huge Materia :
:                :    :         :    : event, go back to Rocket Town. Talk to:
:                :    :         :    : the same old man who gave you Cloud's :
:                :    :         :    : Yoshiyuki. You have to talk to him :
:                :    :         :    : several times to get him to give it. :
:-----:-----:-----:-----:-----:

```

```

: Power-up Factor : The damage of this weapon depends on Cid's MP/Max MP. It :
:                : powers up if Cid's MP is at MAX. Try to stick to physical :
:                : attacking as much as possible to save on MP.             :
-----

```

```

-----
: Red XIII <^R13>
-----

```

```

Age: 48 Years Old
Height: 3'9"
Hometown: Cosmo Canyon
Weapon: Comb/Clip

```

Red XIII is part of the warrior tribe of Cosmo Canyon, with a lifespan of several hundred years. His race is unknown, but looks very much like a big cat. As the game progresses, you will find out that this is not his real name. Captured and used as a lab experiment by Hojo of the Shinra, he was given the test subject codename "Red XIII". He was kept at the 67th floor of the Shinra Building, where Hojo conducted his experiments. When you rescue Aeris from the Shinra, Red XII escapes from Midgar with you, homeward-bound. He is the son of the warrior Seto, whom he misunderstands, and is ashamed of him, but later

finds out the truth. He uses combs or clips in his mane to battle. He is best used as an offensive magic attacker, because his physical capability's usefulness is overshadowed by the likes of Cloud, Barret, Cid and Tifa.

: Limit Breaks <^R13B>

: Level 1 :

: Sled Fang : Red charges at an opponent, gradually gaining speed:
: : and quickly lunges right through the target. :
: Lunatic High : Red howls and shoots beams at all allies, putting :
: : all in Haste status, and adds EVA+50% temporarily. :

: Level 2 :

: Blood Fang : Charges at one opponent Sled Fang-style, but hits :
: : for higher damage, and absorbs HP and MP at the :
: : same time. :
: Stardust Ray : Sparks of light shoot down from the sky and strike :
: : random targets for a total of 10 times. This break :
: : is MUCH better than Red's LV4 Cosmo Memory, since :
: : it is a multi-hit combo. Plus, it is much easier to:
: : charge up for, since it is only a LV2 break!! :

: Level 3 :

: Howling Moon : As the name suggests, Red jumps up and howls in the:
: : full moon, putting himself in Haste and Berserk :
: : status, and temporarily increases ATK PWR. :
: Earth Rave : Much like Kjata's elemental attacks, Red attacks :
: : all opponents a total of 5 times. Not suitable for :
: : many bosses due to the various elemental damage :
: : dealt (some bosses absorb certain elements). :

: Level 4 :

: Cosmo Memory : Red gathers power, then fires a HUGE ray at all :
: : opponents. It almost always does 9999 due to the :
: : massive power of the break. However, the downside :
: : that it only hits once, and 9999HP is pretty much :
: : useless against most of the later bosses. I prefer :
: : Stardust Ray to this, or even Earth Rave. However, :
: : the latter is riskier to use. :

: Manual : You can obtain this manual from the Shinra Mansion :
: : in Nibelheim. When you enter, go to the upper-left :
: : room to find a safe. Enter this combination: :
: : [Right-36][Left-10][Right-59][Right-97] :
: : If you turn the dial too far, you must repeat the :
: : sequence. There is a time limit to entering the :
: : code, so make it quick. The actual clues to the :
: : code lie within the mansion: :
: : - Read the note in the room with the piano. :
: : - Look around beside the bed on the room in the :
: : other side of the 2nd floor for the 1st number. :
: : - Check around the piano for the 2nd number. :
: : - In the chest in the greenhouse in the upper-right:
: : side of the mansion, there is the 3rd number. :

```

:           :   Open the chest and check the lid for the number. :
:           : - If you scroll down to the bottom when you read   :
:           : the note on the safe, there is a fourth choice   :
:           : which is hidden. Read it and it will reveal the  :
:           : 4th and final number written in invisible ink!  :
:           : After the safe is opened, you will have to fight  :
:           : Lost Number, a fairly easy boss. When his 2 halves :
:           : are still intact, use any form of attack you want. :
:           : If his red half gets blown away, he will use strong:
:           : physical attacks. If his purple half dies first, he:
:           : will use level 2 spells more often. He only has   :
:           : 7000 HP, so he's not much of a challenge, really. :
:           : When the battle is over, you will get the Cosmo   :
:           : Memory manual.                                     :

```

: Weapon Listing <^R13W>

Weapon Name	ATK	Slots	MG	Location
Mythril Clip	24	2c, 1s	x1	Initially equipped
Diamond Pin	33	2c, 2s	x1	Junon alleyway weapon store (1300)
Magic Comb	37	3s	x2	Win from 1st Fort Condor battle in Disc 1. You must repel the enemy during the actual mini-game.
Plus Barrette	39	4s	x2	Chest on top of Mt. Nibel
Silver Barrette	40	4c	x1	Cosmo Canyon Tiger Lily weapon store (2500)
Gold Barrette	50	4c, 1s	x1	Wutai weapon store (6000)
Hairpin*	57	None	x0	Chest in secret passage in Godo's House, Wutai
Centclip	58	8s	x1	Buy from man in the bar in Costa Del Sol (Discs 2 and 3 only) (14000)
Adaman Clip	60	4c, 2s	x1	Icicle Inn weapon store (11000)
Seraph Comb	68	4s	x1	Received after events in Cave of the Gi, and meeting with Seto
Crystal Comb	76	6c	x1	Mideel weapon store (17000)
Spring Gun Clip	87	6c	x1	Item Bag in first screen of Ancient Forest
Behemoth Horn	91	6s	x1	Stairway in 64th floor of the Shinra HQ during the raid in Disc 2

```

: Limited Moon : 93 : 8c : x0 : Revisit Cosmo Canyon in Disc 3 and go :
:              :   :   :   : to Bugenhagen's house. Make sure you :
:              :   :   :   : bring Red XIII. Go to the bedroom and :
:              :   :   :   : talk to Bugenhagen. He says a few :
:              :   :   :   : words to Red, then gives him this :
:              :   :   :   : weapon.                               :

```

```

: Power-up Factor : The damage of this weapon depends on Red's MP/Max MP. It :
:                 : powers up if Red's MP is at MAX. Try to stick to physical :
:                 : attacking as much as possible to save on MP (same as Venus:
:                 : Gospel).                                         :

```

```

: * - Long Range Weapon, same attack power in back row. :

```

: Cait Sith <^CA>

Age: Unknown
Height: 3'2"
Hometown: He's a stuffed moogle, what's to hear?
Weapon: Megaphone

At first glance, Cait Sith may look like an ordinary everyday talking cat on a giant stuffed moogle. But there's more to this character than meets the eye. For instance, he is actually a robot, controlled by a Shinra executive. He joins Cloud and his party undercover for Shinra, but soon changes his motives. His eyes open to the destruction Shinra is causing, and decides to assist Cloud and his friends in their mission to save the planet...in the form of Cait Sith. The cat above gives commands to the stuffed moogle robot via his megaphone. Not really a balanced character, he does have fairly high HP in the early parts of the game, and that would be a major help. Use this factor to your advantage by equipping him with a high-level Cover Materia (preferably mastered) to take damage while other party members dish out their attacks. His offensive capabilities are a bit bent on physical, rather than magic.

: Limit Breaks <^CAB>

: Level 1

: Dice : Cait tosses 2-6 dice on the ground, and the :
: : resulting sum of the numbers is multiplied by 100 :
: : and is equal to the damage dealt to the enemy. If :
: : 2 or more numbers are the same, then the total :
: : damage is multiplied by the most number of :
: : similar numbers of the same kind. For example, you :
: : get the ff. rolls: :
: : :
: : 3,3,2,5,1,4 :
: : The formula to calculate the damage for this roll :
: : would be --> (3+3+2+5+1+4) (2) (100) = DMG :
: : 2 is the number of similar numbers there are, and :
: : 100 is the basic damage multiplier. So the actual :
: : damage would be 3600. :
: : :
: : 6,6,6,4,2,3 :
: : There are 3 similar numbers here, so the formula :
: : will be --> (6+6+6+4+2+3) (3) (100) = DMG :
: : The resulting damage would be 8100. :
: : :
: : 1,2,3,4,5,6 :
: : Heh, maybe hard to get this roll (all different), :
: : but the damage would be very little. The formula :
: : would be --> (1+2+3+4+5+6) (100) = DMG :
: : The damage is really low, since there is no :
: : secondary multiplier, 2100. :
: : :
: : 2,2,3,3,4,5 :
: : In this roll, there are 2 pairs of same numbers. :
: : But the rule still applies, meaning the maximum :
: : number of dice with the same number OF THE SAME :
: : TYPE will be the multiplier, which will still be :

```

:           : 2 (only a pair of 2's, and a pair of 3's). The           :
:           : formula would be --> (2+2+3+3+4+5) (2) (100) = DMG           :
:           : And the resulting damage would be 3800.                       :

```

```

: Level 2

```

```

: Slots           : Much like the Battle Arena handicap slots, or the           :
:                 : slots in performing Tifa's breaks, these slots will:         :
:                 : determine the attack used on the target(s) by this           :
:                 : break. The slowdown technique may also be applied           :
:                 : here as well. Note that these slots are not as               :
:                 : random as you may think they are. Once you get, say:         :
:                 : a Heart, the next slot always shows the possible           :
:                 : follow-ups to a Heart, and the only legitimate           :
:                 : combination with a Heart is 3 Hearts. The attacks       :
:                 : are listed below:                                             :
:                 : - 3 Hearts: A girl in a costume shows up and makes           :
:                 : every character have a 255% PHYS/MAG-ATK hit           :
:                 : rate, ensuring no misses.                                     :
:                 : - 3 Bars: Out of your current Summon Materia, a           :
:                 : random one is used for no MP cost.                       :
:                 : - 3 Moogles: Cait Sith combines all 3 party members:       :
:                 : into one giant Cait Sith, with the total HP max       :
:                 : of all the members combined. Damage DOES increase:     :
:                 : when this break is in effect. Also, after the         :
:                 : battle, Cait gains all the EXP and AP without     :
:                 : sharing with the other two characters. Everyone's:   :
:                 : HP's are also reduced to 3333 and MP's to 333   :
:                 : afterwards.                                         :
:                 : - 3 Stars: A moogle appears and restores most of       :
:                 : the party's HP and MP.                                     :
:                 : - 3 Crowns: Several toy soldiers march at all     :
:                 : opponents and attack at random.                       :
:                 : - 3 Cait Sith: Instantly win the battle. All         :
:                 : enemies are instantly killed. Only possible       :
:                 : exception is Ruby before he inserts his tentacles:  :
:                 : into the ground (Peerless).                         :
:                 : - 2 Cait Sith, 1 Bar: Instant death to all party   :
:                 : members, meaning instant game over. This cannot   :
:                 : be guarded against by a Ribbon, Safety Bit, etc.,:
:                 : meaning that once you get this, kiss your recent :
:                 : unsaved playtime goodbye...                       :
:                 : - No Valid Combination: A random object drops from :
:                 : a toy box on all enemies.                         :

```

```

: Weapon Listing <^CAW>

```

```

: Weapon Name      : ATK : Slots : MG : Location
:
: Silver M-Phone   : 28  : 8s    : x1  : Chest in Shinra Mansion in Nibelheim
: Black M-Phone    : 31  : 4s    : x2  : Chest in Cave of the Gi, Cosmo Canyon
: White M-Phone    : 35  : 3s    : x2  : Chest in old man's house in Gongaga
:                 :      :       :     : Village
: Yellow M-Phone   : 36  : 2c, 2s : x1  : Initially equipped
: Green M-Phone    : 41  : 4c    : x1  : Cosmo Canyon Tiger Lily weapon store
:                 :      :       :     : (2400)

```

```

: Blue M-Phone      : 48 : 4c, 1s : x1 : Wutai weapon store (5500)      :
: Gold M-Phone     : 58 : 8c      : x1 : Buy from man in the bar in Costa Del :
:                   :    :          :    : Sol (Discs 2 and 3 only) (15000)    :
: Red M-Phone      : 60 : 4c, 2s : x1 : Icicle Inn weapon store (12000)    :
: Trumpet Shell    : 68 : None    : x0 : Path VII of clock in the Temple of  :
:                   :    :          :    : the Ancients                       :
: Crystal M-Phone  : 74 : 6c      : x1 : Mideel weapon store (18000)        :
: Starlight Phone  : 88 : 8c      : x1 : Chest in Underground, Sector 8 during :
:                   :    :          :    : the raid in Midgar in Disc 2       :
: Battle Trumpet   : 95 : 6c      : x0 : Chest near the sub in the underwater :
:                   :    :          :    : reactor during the Junon Huge Materia :
:                   :    :          :    : mission.                            :

```

```

-----
: HP Shout         : 95 : 8c      : x0 : Inside one of the lockers in the left-:
:                   :    :          :    : hand area of the row, in the 64th    :
:                   :    :          :    : floor in the Shinra Building during  :
:                   :    :          :    : the raid in Midgar in Disc 2.       :

```

```

-----
: Power-Up Factor : Powers up if Cait's HP is at MAX. Damage depends on Cait's:
:                   : HP/Max HP. When Cait is damaged, attack power decreases, :
:                   : but is regained as HP is restored. This factor is similar :
:                   : to that of Cloud's Ultma Weapon.      :

```

```

-----
: Yuffie Kisaragi <^YK>

```

```

-----
Age: 16 Years Old
Height: 5'2"
Hometown: Wutai
Weapon: Shuriken

```

At first sight, you'll know she means trouble...and she is! She comes from a long line of ninjas, possessing lightning fast skills that you will find pretty useful in battle. She is just what the game needs to add a bit of life and humor into the plot. She does get a bit greedy at some part, though, and steals all your Materia, but this time, takes the fall from Cloud and his gang. She is one of the 2 optional characters in the game, who do not really have anything to do with the main plot. She is very useful as a physical attacker, especially when she gets the Conformer. I cannot stress how useful she is against Emerald and Ruby Weapon. Equip her with either Slash-All or Double Cut and keep her at the back (long range weapons) to make full use of her strengths.

```

-----
: Limit Breaks <^YKB>

```

```

-----
: Level 1

```

```

-----
: Greased Lightning : Yuffie dashes at one opponent and slashes once so :
:                   : fast, that the flash and the damage counter are   :
:                   : delayed.                                           :
: Clear Tranquil    : Yuffie causes all party members to glow blue light,:
:                   : restoring 1/2 of every character's Max HP.       :

```

```

-----
: Level 2

```

```

-----
: Landscaper        : Yuffie smashes the ground, sending shockwaves to  :
:                   : all opponents (wave pattern like L4 Suicide). No,  :

```

```

:                               : it does not do Earth damage, just normal damage.   :
: Bloodfest                     : Yuffie attacks random targets for a total of 10       :
:                               : times at around half-strength.                          :

```

```

-----
: Level 3                               :

```

```

: Gauntlet                       : Yuffie shoots out an energy ball, hitting all foes   :
:                               : and ignoring defense values (even on Ruby Weapon).   :
: Doom of the Living             : Similar to Bloodfest, but with 5 additional hits,    :
:                               : and a bit more damage. Energy shoots out as each    :
:                               : hit lands.                                           :

```

```

-----
: Level 4                               :

```

```

: All Creation                   : Yuffie charges up a gigantic beam of energy, then   :
:                               : shoots it at all enemies for a huge amount of HP.   :
:                               : The negative side is that it only hits once, which  :
:                               : is not particular of a LV4 break (except Red XIII's :
:                               : Cosmo Memory).                                       :

```

```

-----
: Manual                         : After Yuffie steals your Materia, and you get it   :
:                               : back, go challenge the Pagoda of 5 Gods in the     :
:                               : upper part of Wutai. Beat these opponents in this  :
:                               : order:                                             :
:                               : 1st. Gorky (LV30) - 3000 HP 150 MP                 :
:                               : 2nd. Shake (LV32) - 4000 HP 180 MP                 :
:                               : 3rd. Chekhov (LV34) - 5000 HP 210 MP              :
:                               : 4th. Staniv (LV36) - 6000 HP 240 MP                :
:                               : FINAL Godo (LV41) - 10000 HP 1000 MP              :
:                               : Just use Magic Hammers if you have trouble with    :
:                               : Godo's Cure3 spell. Fairly easy to win, and netting:
:                               : you the All Creation Manual and the Leviathan     :
:                               : summon Materia. Oh, and don't forget to learn    :
:                               : the Enemy-Skill Trine from him (check "Side-Quests":
:                               : under the Replay section of the General Info FAQ   :
:                               : for strategy on the pagoda).                       :

```

```

-----
: Weapon Listing <^YKW>

```

```

-----
: Weapon Name      : ATK : Slots : MG : Location                               :
-----
: 4-pt Shuriken*  : 23  : 2c, 1s : x1 : Initially equipped                     :
: Wind Slash*     : 30  : 3s     : x2 : Chest in Shinra Cargo ship in Disc 1  :
: Boomerang*      : 30  : 2c, 2s : x1 : Junon alleyway weapon store (1400)    :
: Twin Viper*     : 36  : 4s     : x2 : Chest in Shinra Mansion in Nibelheim  :
: Pinwheel*       : 37  : 4c     : x1 : Cosmo Canyon Tiger Lily weapon store  :
:                 :     :         :    : (2600)                                 :
: Razor Ring*     : 49  : 4c, 1s : x1 : Wutai weapon store (6000)             :
: Hawk Eye*       : 61  : 4c, 2s : x1 : Icicle Inn weapon store (12000)       :
: Magic Shuriken* : 64  : 3s     : x1 : Chest in secret passage in Godo's     :
:                 :     :         :    : House, Wutai                           :
: Superball*      : 68  : None   : x0 : Win from Fort Condor battles          :
: Rising Sun*     : 68  : 4c     : x2 : Steal from Diamond Weapon in Disc 2   :
: Spiral Shuriken*: 68  : 2c, 6s : x1 : Buy from man in the bar in Costa Del  :
:                 :     :         :    : Sol (Discs 2 and 3 only) (14000)     :
: Crystal Cross*  : 74  : 6c     : x1 : Mideel weapon store (18000)          :

```

: Oritsuru* : 90 : 4c, 4s : x1 : Chest in Da Chao Mountains, Wutai. :
: : : : : Put out the fire in one of the caves :
: : : : : with the Leviathan Scales from the :
: : : : : Junon underwater reactor to access :
: : : : : the part of the room with the chest. :

: Conformer* : 96 : 8c : x0 : Can be obtained after you complete the:
: : : : : Junon Huge Materia event, and obtained:
: : : : : the submarine. If you check the world :
: : : : : map, you will notice the curved :
: : : : : peninsula from the central continent :
: : : : : sticking out into the center of the :
: : : : : map. The space formed in between the :
: : : : : peninsula and the central continent is:
: : : : : where the sunken plane, the Gelinka is:
: : : : : located. Use the sub to dive in the :
: : : : : port near Junon. You will see Emerald :
: : : : : Weapon here too. Fight him if you :
: : : : : wish. Steer towards that space :
: : : : : mentioned earlier and you will find :
: : : : : the Gelinka. If Emerald is standing :
: : : : : guard here, surface and dive back :
: : : : : down. Ram it to enter. After climbing :
: : : : : down, head to the door going north. :
: : : : : Walk right the railing, then climb :
: : : : : down the stairs. Go to the north-west :
: : : : : corner of the room and press Circle. :
: : : : : A hidden treasure chest will open :
: : : : : containing the Conformer. :

: Power-Up Factor : This weapon's power-up damage depends on the enemy LV. The:
: : higher the LV of the enemy, the more damage this weapon :
: : does. :

: * - Long Range Weapon, same attack power in back row. :

: Vincent Valentine <^VV>

Age: 27 Years Old
Height: 6'0"
Hometown: Unknown
Weapon: Pistols

Vincent is a man shrouded in mystery. No one knows about his past. And he sleeps, atoning for past sins, as he says. A former member of the Turks of the Shinra, he struggles to repent for what he has done, and what he has become. He is awakened by Cloud from his sleep at the Shinra mansion in Nibelheim, where he has remained until now. He wishes to see Hojo of the Shinra, and so joins Cloud, hoping for a meeting with the enigmatic scientist...and perhaps, a lost love...

Keep Vincent in the back row, as he is a long range attacker, and does the same damage as in front. Use his breaks wisely, as you lose control over him.

: Limit Breaks <^VVB>

NOTE: Vincents Limit Breaks (just one in each level) transform him into various beasts. He stays in this transformation throughout the battle. His Max-HP increases, along with EVA%, DEF and DEX, and his status, HP and MP are restored. His attacks also vary with the break used. And, the most important thing about using his breaks, he is uncontrollable! You have totally no control over his actions/turns while he is in a transformed state.

: Level 1 :

: Galian Beast : Vincent transforms into a somewhat small version of:
: : a Behemoth, with different attacks. :
: : +EVA% +DEX :
: : - Berserk Dance: Galian Beast launches a barrage of:
: : swipes at one enemy. :
: : - Beast Flare: Galian Beast launches huge blasts of:
: : energy at all opponents for Fire-based damage. :

: Level 2 :

: Death Gigas : Vincent transforms into a heavy muscular Franken- :
: : style monster. :
: : +DEF -DEX -MAG-DEF :
: : - Gigadunk: Death Gigas jumps up and pounds one :
: : enemy from the top. :
: : - Livewire: Death Gigas unleashes huge bolts of :
: : electricity at all opponents for Lightning-based :
: : damage. :

: Level 3 :

: Hellmasker : Vincent transforms into a masked, chainsaw-wielding:
: : wacko. :
: : +DEF -ATK PWR :
: : - Splattercombo: Hellmasker slashes one enemy with :
: : his chainsaw 5 times. You would expect a multi- :
: : hitting attack to do a ton of damage, but this :
: : one does PATHETIC damage! Don't pray for this :
: : move. :
: : - Nightmare: Hellmasker casts Confusion, Sleep, :
: : Poison, Mini, Toad and Silence on one opponent. :

: Level 4 :

: Chaos : Vincent transforms into a devil, much like Satan. :
: : +DEF +ATK PWR +DEX +MAG DEF :
: : - Chaos Saber: Chaos slashes once, hitting all :
: : opponents. Damage is independent of Vincent's :
: : weapon factors. :
: : - Satan Slam: A giant skull-shape is embossed out :
: : of the ground under all opponents, instantly :
: : killing all possible foes. Any left standing will:
: : be hit by flying skulls, which hit all enemies :
: : for about the same damage as a Chaos Saber. :

: Manual : In Disc 2, after obtaining either the submarine or :
: : a Green Chocobo, it is possible to obtain the Chaos:
: : Manual. If you prefer the sub, dive down near the :
: : Junon dock and head towards the western continent. :
: : Stick to the western coast, and you will find a :

```

:           : cave-like opening near the gap between the western :
:           : and northern continent, say under the river running:
:           : near the Nibel Mountains. Enter it and keep going :
:           : until the end, then surface and get off the sub.   :
:           : A Green Chocobo can accomplish this task much more :
:           : quickly by simply flying the Highwind to Nibelheim,:
:           : then using the Chocobo to cross the mountains   :
:           : toward the crater lake. When there, head toward the:
:           : waterfall-like structure to the north. Make sure :
:           : Vincent is in your party. When inside, head up to :
:           : meet Lucrecia, Sephiroth's biological mother, who :
:           : obviously knows Vincent from her past. You can get :
:           : nothing here for now, so leave the waterfall. Fight:
:           : 10 battles outside, then go back inside, still with:
:           : Vincent. Everything will be the same, but Lucrecia :
:           : will not be there. On the ground where she stood, :
:           : you will pick up Vincent's ultimate weapon, the  :
:           : Death Penalty, and the Chaos Manual.             :
-----

```

```

-----
: Weapon Listing <^VWV>

```

```

-----
: Weapon Name      : ATK : Slots : MG : Location      :
-----
: Quicksilver      : 38  : 2c, 2s : x1 : Initially equipped :
: Peacemaker       : 38  : 2c, 1s : x2 : Chest, 2nd Flr. of house 2nd nearest :
:                   :     :         :    : house to the inn (spiral staircase) :
: Sniper CR        : 42  : 4c     : x1 : Chest in cave in Mt. Nibel           :
: Shotgun          : 48  : 4c     : x1 : Rocket Town weapon store (3100)      :
: Buntline         : 48  : 4c     : x2 : Dig from upper level of Bone Village :
:                   :     :         :    : (Good Treasure), near ladder, or buy :
:                   :     :         :    : it from the 2nd weapon store in Junon :
:                   :     :         :    : (Discs 2 and 3) (6800)              :
: Shortbarrel      : 51  : 4c, 1s : x1 : Wutai weapon store (6400)            :
: Silver Rifle     : 62  : None   : x0 : Chest in room, winding stairways area, :
:                   :     :         :    : Temple of the Ancients              :
: Lariat           : 64  : 4c, 2s : x1 : Icicle Inn weapon store (12000)      :
: Long Barrel R    : 66  : 8c     : x1 : Buy from man in the bar in Costa Del :
:                   :     :         :    : Sol (Discs 2 and 3 only) (13000)    :
: Winchester       : 73  : 6c     : x1 : Mideel weapon store (18000)          :
: Outsider         : 80  : 4c, 4s : x1 : Chest on the lower area of the       :
:                   :     :         :    : Research Room in the sunken Gelinka  :
: Supershot ST     : 97  : 6c     : x0 : Item bag in the first area of the    :
:                   :     :         :    : Ancient Forest                      :
-----
: Death Penalty    : 99  : 8c     : x0 : Given by Lucrecia in the waterfall   :
:                   :     :         :    : in the crater lake near Mt. Nibel   :
:                   :     :         :    : (See above Chaos LV4 Manual...)     :
:-----
: Power-Up Factor : The Death Penalty's attack increases in DMG in comparison :
:                   : to the number of enemies Vincent has slain since joining :
:                   : your party. He should strike the killing blow to the enemy:
:                   : to be the one who slays it. The amount of enemies required:
:                   : is really high (in the thousands!) for it to increase DMG :
:                   : significantly. You will have to take down a few          :
:                   : thousands to get a steady 9999.      :
-----

```

: Sephiroth <^SPH>

Age: Unknown
Hometown: Unknown (probably Nibelheim??)
Weapon: Masamune

A former member of SOLDIER, infused with Mako and possessing the fighting skills of a raging demon, Sephiroth is the main villain of Final Fantasy VII. He used to be the greatest member of SOLDIER, due to his finely honed sword skills and unmatched strength and power. As a boy, Cloud idolized him, and is the very reason for Cloud joining Shinra Inc. During a mission in the reactor at Nibelheim, he witnesses members of SOLDIER transformed into hideous monsters, encased in incubators. Thinking of himself as being one of those, he was enraged, not knowing the truth. He researches about his past, and finds out about Jenova, the "Crisis from the Sky", and makes her his mother-figure. He then goes back to the reactor, being the twisted self that he is at present, blames Cloud for his "traitorous" ancestors, burns down Nibelheim, slays Tifa's father, and proceeds to free his "mother" Jenova. He is then stopped by an enraged Cloud, who then succeeds in apparently killing him and throwing him into a Mako pit. Records have marked him as "Dead" since then. But now, strange occurrences are happening, with the reappearance of Jenova, and the appearance of Sephiroth "clones". Sephiroth has awakened once again, and is off to pursue his unknown mission...He is a playable character during Cloud's flashback in Kalm. He cannot use any Limit Breaks, and he cannot be damaged. The computer controls him throughout the flashback. The only weapon he can equip is the Masamune (not Masamune Blade, as this is a replica).

--- WARNING: SPOILERS AHEAD IN NEXT PARAGRAPH (DISC 2/3) ---

Hometown Note: I guess it was Nibelheim, since in one of the cut-scenes in the game (involving Vincent/Lucrecia), Hojo and Lucrecia (Sephiroth's actual biological mother) were seen in Nibelheim, and the pregnant Lucrecia was seen in the second floor of the Inn. So, one may assume that Nibelheim was actually Sephiroth's birthplace.

--- END OF SPOILER WARNING ---

: Weapon Listing <^SPHW>

: Weapon Name : ATK : Slots : MG : Location :

: Masamune : 99 : 6c : x1 : Initially equipped :

NOTES:

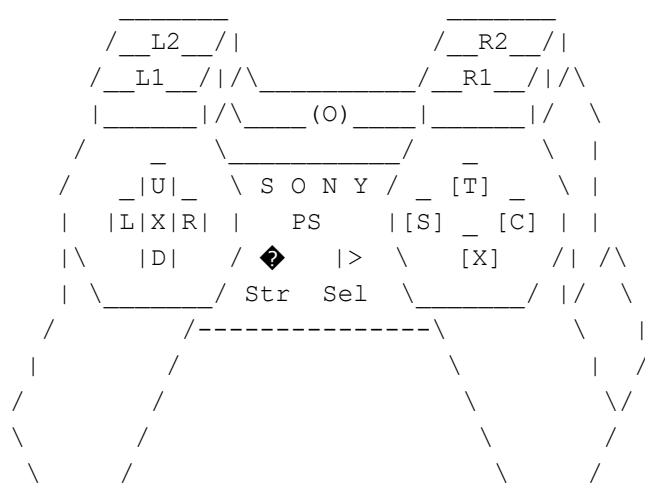
- If you use a GameShark to get this item in your inventory, it will have a gun icon, as if it were a weapon for Vincent.
- This is one of the few weapons in the game with a 255% Hit Rate.

=====
: [Mechanics] <^MCH>

Ever wonder how defense is calculated? How Materia affects your stats? Status Effects? Well, this part of the FAQ contains the technical aspects of the game. This will help you understand fully how the game works, and what those new terms mean. In this version, I have already made approximate formulae for Damage calculation, as well as basic terminology, such as status effects and understanding Materia. One thing unclear to me, is if PWR and STR are the same, or differ in damage calculation, with the addition of the equipped weapon's ATK PWR. I put up a temporary formula for basic damage calculation, in relation to enemy DEF. It may be correct, but I will try out other experiments on it first to be sure

: Basic Control Layout <^CTRL>

The basic controls that will be mentioned in this FAQ, and in others are as follows. This layout is based on a standard PlayStation controller.



- Directional Buttons = Movement Control.
- Square = Varies (No permanent function).
- Circle = Examine/OK Button.
- X = Cancel Button.
- Triangle = Menu Button.
- L1 = Change Perspective (World Map), Rotate Angle.
- L2 = Change Perspective (World Map).
- R1 = Change Perspective (World Map), Rotate Angle.
- R2 = Change Perspective (World Map).
- Start = Change Map View (World Map).
- Select = Change Map View (World Map).

World Map Chocobo Controls:

- Directional Buttons = Movement Control.
- Triangle = Main Menu.
- Circle = Ride Chocobo.
- X = Dismount from the Chocobo.
- Start = Toggle world map view.
- Select = Toggle world map view.

Buggy Controls:

- Directional Buttons = Movement Control.
- Triangle = Main Menu.

Buttons Legend (see figure above):

- U = Up directional button.
- L = Left directional button.
- R = Right directional button.
- D = Down directional button.
- T = Triangle (Tri) button.
- S = Square (Sq) button.
- C = Circle (O) button.
- X = X (X) button.
- Str = Select button.
- Sel = Start button.
- L1 = L1 button.
- L2 = L2 button.

X = Exit the buggy. R1 = R1 button.
 Circle = Ride the buggy. R2 = R2 button.
 L1 = Rotate camera left.
 R1 = Rotate camera right.
 L2 = Switch from rear view to top view.
 R2 = Switch from rear view to top view.
 Select = Toggle world map view.
 Start = Toggle world map view.

Highwind Controls:

Left, Right = X-Axis Control.
 Up, Down = Altitude Control.
 Square = Directional controls become flat-level movement controls when held.
 Circle = Move airship forward, board ship when outside.
 X = Land airship.
 Triangle = View airship cockpit.
 Start = Change Map View (World Map).
 Select = Change Map View (World Map).
 R1 = Rotate airship.

Submarine Controls:

Directional Buttons = Movement Control.
 Square = Fire Torpedo when you have locked on and enemy sub.
 Triangle = Move Forward.
 X = Move Backward.
 R1 = Change Perspective.
 R2 = Adjust Zoom (Near, Overhead, Cockpit).
 Control Pad = Up/Down: Y-Axis, Left/Right: X-Axis.
 Start = Pause Game.

: Legend <^LG>

In this FAQ, as well as in the game, many abbreviations will be used. Check them up here if you have trouble understanding them. Also listed are the type of the stat mentioned.

: Abb.	: Meaning	: Type	:
: HP	: Hit Points	: Character Stat	:
: MP	: Mana/Magic Points	: Character Stat	:
: LV	: Level	: Character Stat	:
: EXP	: Experience Points	: Character Stat	:
: STR/PWR	: Strength/Power	: Character Stat	:
: DEX	: Dexterity	: Character Stat	:
: VIT	: Vitality	: Character Stat	:
: SPR	: Spirit	: Character Stat	:
: LCK	: Luck	: Character Stat	:
: MAG	: Magic Attack	: Character Stat	:
: DMG	: Damage	: Damage Type	:
: MAG DMG	: Magic Damage	: Damage Type	:
: KO	: Knocked Out	: Status Effect	:
: PSN	: Poison Status	: Status Effect	:
: CNF	: Confusion Status	: Status Effect	:

```

: SIL      : Silence Status      : Status Effect      :
: SLP      : Sleep Status           : Status Effect      :
: SAD      : Sadness Status        : Status Effect      :
: FURY     : Fury Status           : Status Effect      :
: STOP     : Stop Status           : Status Effect      :
: BSRK     : Berserk Status        : Status Effect      :
: PET      : Petrify Status        : Status Effect      :
: PAR      : Paralysis Status      : Status Effect      :
: DRK      : Darkness Status       : Status Effect      :
: CND      : Condemned Status      : Status Effect      :
: DTH      : Instant Death         : Status Effect      :
: NRDTH    : Near-Death/Critical   : Status Effect      :
: TOAD     : Toad Status           : Status Effect      :
: MINI     : Minimum Status        : Status Effect      :
: SLOW     : Slow Status           : Status Effect      :
: SLWPET   : Slow Petrify Status   : Status Effect      :
: HASTE    : Haste Status          : Status Effect      :
: PEER     : Peerless Status       : Status Effect      :
: RFL      : Reflect Status        : Status Effect      :
: REGEN    : Regeneration Status   : Status Effect      :
: MAG DEF  : Magic Defense         : Armor Stat         :
: DEF      : Physical Defense      : Armor Stat         :
: EVA%     : Physical Evade %     : Armor Stat         :
: MAG EVA% : Magic Evade %        : Armor Stat         :
: ATK      : Weapon Attack         : Weapon Stat        :
: HIT      : Hit Rate              : Weapon Stat        :
: BAR      : Barrier               : Magic Effect       :
: MBAR     : Magic Barrier         : Magic Effect       :
: AP       : Ability Points       : Materia Stat       :
: ATB      : Active-Time Battle    : Battle System      :
: Gil      : Monetary Unit of FF7 : Currency           :

```

```

-----
: Character Stats <^CHST>

```

When you open the game menu, and choose "Status" on a character, you will see that character's stats on the left-hand side of the screen. These stats are basically what make up the character, and what make each and every character unique, defining their innate strengths and weaknesses (except for range, of course). At first, you may not know what these stats mean, or what they're for, even if every action you do in battle involves calculations including these numbers. Specific formulae are listed in the sections to follow. This part of the FAQ is generally the run down info on the character stats, and what they do.

```

-----
: Stat      : Function                                     :
-----
: HP        : This value states how much damage a character can take :
:           : before getting KO'd.                             :
: MP        : Every spell cast takes up MP. This value is how much  :
:           : more mana a character has. Spells cannot be cast     :
:           : with less than the required amount of MP.           :
: EXP       : For every enemy slain, EXP is gained. If a character  :
:           : reaches a certain amount of EXP, he/she levels up.   :
: LV        : This is the level of the character. The maximum level :
:           : that can be reached is LV99.                         :
: STR/PWR   : Damage Calculation.                                 :

```

```

: DEX      : Turn selection in ATB during battle. The higher the DEX:
:          : a character has, the sooner his/her turns come. Also   :
:          : affects character's evasion.                             :
: VIT      : Physical DEF Calculation.                             :
: SPR      : Magic DEF Calculation.                             :
: LCK      : Random battle encounter rates. Critical hit rates. :
: MAG      : Magic Damage Calculation.                         :
-----

```

NOTES:

- A character gets KO'd when his/her HP reaches zero. The character is then unable to have turns in battle and must be revived using either a Phoenix Down, the Revive Materia spells, or the Phoenix summon. The newly revived character has then lost all the content of his Limit Break bar, and starts with 1/10th of his/her MAX HP, unless the Phoenix Materia is used.
- At the end of every battle, the total gained EXP is divided equally among party members, except when an EXP-Plus Materia is equipped. KO'd allies at the end of the battle will NOT receive any EXP. Characters not in the current 3-member party will receive an amount of EXP equal to 1/6th of the total EXP gain.
- For each increase in level, the character's stats increase significantly. The total amount of EXP that an individual character can gain is unlimited, but once that character hits LV99, any additional EXP that he/she gains will be disregarded, because it is not possible to level up further.
- During the event of a character attacking an enemy, the attacker's STR/PWR and ATK-PWR are pitted against the target's SPR and DEF. The resulting value is the damage dealt.
- DEF/MAG-DEF is disregarded if an enemy's attack ignores defense, such as Emerald Weapon's Aire Tam Storm attack.
- Certain enemy attacks eliminate a character from battle without actually putting them into KO status, such as Midgar Zolom's tail whip attack, or the Ghost Ship's Goannai attack. In the event of an ally being eliminated, and the rest being KO'd, the battle doesn't result in a Game Over. The screen returns to field mode, with the eliminated character retaining the damage taken before being taken out of the battle. The rest remain KO'd until revived.

```

-----
: Status Effects <^STEF>

```

Many attacks in FF7 cast abnormal status on their targets. These adversely affect the character's performance, and are almost always noticeable from the moment they are cast. Some status effects are cured after the battle, while others remain until remedied with the appropriate item/spell. Some status effects affect the character in positive ways, such as increasing speed, granting temporary invincibility, etc.

```

-----
: Stat : Effect                                     : Cure                                     :
-----
: KO   : Character is unable to take action. If     : Phoenix Down, Life,                     :
:       : all 3 characters are in KO status, the   : Life2, Phoenix                          :
:       : game is over, unless you have the Final  :                                         :
:       : Attack Materia paired with useful       :                                         :
:       : Materia such as Revive, or Phoenix.      :                                         :
: PSN  : Character takes damage periodically,     : Antidote, Remedy,                       :
:       : until either the effect is cured or      : Poisona, Esuna                          :
:       : wears off, or if he/she is KO'd.         :                                         :

```

: CNF	: The character is uncontrollable in this	: Physical Attack,	:
:	: state, and takes actions at random.	: Remedy, Esuna	:
: SIL	: Character is unable to cast spells,	: Echo Screen,	:
:	: because he/she cannot recite	: Remedy, Esuna	:
:	: enchantments, sealing magic.	:	:
: SLP	: Character cannot take action, because	: Physical Attack,	:
:	: he/she dozes off. Temporary.	: Remedy, Esuna	:
: SAD	: Character DEF increases, but your	: Hyper, Remedy,	:
:	: Limit Break bar fills much slower.	: Esuna	:
: FURY	: Character hit rate decreases, but your	: Tranquilizer,	:
:	: Limit Break bar fills much quicker.	: Remedy, Esuna	:
: STOP	: Character's time bar does not fill,	: Remedy, Esuna	:
:	: and he/she is unable to do turns.	:	:
:	: Similar to PAR.	:	:
: BSRK	: Character becomes uncontrollable, and	: Remedy, Esuna	:
:	: spends all turns doing regular physical	:	:
:	: attacks. Attacks become Slash-All,	:	:
:	: Flash, or 2x/4x-Cut if the specified	:	:
:	: Materia are equipped.	:	:
: PET	: Character becomes rock solid, unable to	: Soft, Remedy,	:
:	: do turns. Petrified characters are	: Esuna	:
:	: considered out of battle, so if the	:	:
:	: last character gets petrified, the game	:	:
:	: is over.	:	:
: PAR	: Character is unable to take turns, as	: Remedy, Esuna	:
:	: the time bar is frozen. The game is not	:	:
:	: over when the last character is	:	:
:	: paralyzed, as the effect is only	:	:
:	: temporary.	:	:
: DRK	: Character is blinded, decreasing hit	: Eye Drops, Remedy, Esuna	:
:	: rating greatly.	:	:
: CND	: Character is under Death Sentence. A	: Death Force	:
:	: timer runs above the affected	:	:
:	: character's head. When the timer	:	:
:	: reaches zero, the character instantly	:	:
:	: dies.	:	:
: DTH	: Character gets KO'd instantly.	: Death Force	:
: NRDTH:	Character has very little HP left, and	: All curative magic/items	:
:	: is marked in yellow.	:	:
: TOAD	: Character becomes a frog, considerably	: Maiden's Kiss, Toad,	:
:	: rendering him/her pretty less useful.	: Remedy, Esuna	:
: MINI	: Character shrinks, and his/her physical	: Cornucopia, Mini,	:
:	: attacks are reduced to 1 HP damage	: Remedy, Esuna	:
:	: each.	:	:
: SLOW	: Character's time bar fills much slower,	: Haste, Remedy, Esuna	:
:	: increasing the gap between turns,	:	:
:	: slowing down the character.	:	:
:SLWPET:	A timer appears above the affected	: Soft, Remedy, Esuna	:
:	: character. When the timer reaches zero,	:	:
:	: he/she becomes petrified.	:	:
: HASTE:	Reverse of Slow. Character's time bar	: N/A	:
:	: fills much quicker, and turns come much	:	:
:	: quicker.	:	:
: PEER	: Character is invincible, immune to all	: N/A	:
:	: physical and magic attacks. Character	:	:
:	: becomes resistant to status ailments as	:	:
:	: well (much like Resist).	:	:
: RFL	: If a spell is cast on the affected	: N/A	:
:	: character, the spell is bounced back at	:	:
:	: the caster (with some exceptions). You	:	:

```

:      : can use this spell to do the 3x-Magic      :
:      : trick (6x with W-Magic Materia), as        :
:      : explained below.                          :
: REGEN: Character's HP gradually refills as the   : N/A
:      : battle goes on.                          :
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NOTES:

- The 3x-Magic trick is basically casting 3 magic spells of the same type in one turn. This only works on some spells, mainly from the Fire, Ice, Lightning and Restore Materia orbs. The selected Materia should be paired with an All Materia. Just set up Reflect on all 3 characters, then cast the spell of choice on all 3 characters (via the All Materia). It will be reflected back to the enemy 3 times! Have the W-Magic Materia equipped and you can cast 6 spells on the enemy in one turn!!
- Peerless status is cast by the Shield spell. You are *totally* invincible for a while, but as with all positive status effects, the effect is only temporary. Any negative status effects you are currently affected with will be uncurable until the Peerless status wears off.
- There is a good trick you can do with Regen status. First, get someone to cast the Regen spell on another character, then use any other spell. While the character is doing his spell-casting animation, open the lid of your Playstation. The game will be unable to load the spell animation (not the spell-casting animation), and will freeze. However, the Regen status will still be on and not wear off, so your HP will keep refilling. When your HP is at full, close the lid of your PSX. The game will slow down for a while, but it will start running at normal speed after a while and load the spell you cast, but your HP is now filled!
- I personally like keeping characters in Fury status, especially if their weapon's Hit Rate is more than 200 (special notes: Tifa's God's Hand, Vincent's Long Barrel R and Sniper CR, Sephiroth's Masamune, each with a 255 Hit Rate). This really helps a lot when you are learning 2nd Limit Breaks in any level.
- Magic attacks on character affected by Sleep or Confusion will take damage but not snap out of it. Only physical attacks count. The problem is waking them up without killing them with your attack.

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: Defense Calculations <^DEFC>

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Many thanks to Terence for this info. The ff. formulae show how defense works when dealing with both physical and magic attacks. Defense reduces sustained damage, and is one of the basic variables of a character. DEF and MAG DEF use 2 factors each. DEF MOD, which is set to 0 at default, is increased when using DEF-boosting abilities/items such as Dragon Force and Hero Drinks. The MAX value DEF MOD can reach is 100 (repetitive use of DEF-boosting abilities/items).

- Physical Defense -

$$DNUM = [DEF \times (100 + DEF \text{ MOD}) / 100]$$

DNUM = Temporary value which actually reduces damage.

DEF = Armor DEF value.

DEF MOD = Extra Defense (Usually raised by DEF-boosting abilities/items).

- Magic Defense -

$DNUM = [MAG DEF \times (100 + DEF MOD) / 100]$

DNUM = (Read above physical DEF).

MDEF = Armor MAG DEF value.

DEF MOD = (Read above physical DEF).

- Actual Damage Received -

$Actual\ DMG = [DMG \times (512 - DNUM) / 512]$

Actual DMG = DMG dealt after reduction.

DMG = Raw DMG value before reduction.

DNUM = (Read above physical DEF).

NOTE: Attacks with the "Piercing" factor ignore DEF or MAG DEF, so:

Actual DMG = DMG

: Understanding Evade % and Defense <^EVA>

In Diablo II, the term "Defense" means the chance to evade attacks. In FF7, however, it is the factor that decreases damage from attacks, and the factor for evasion is either EVA % or MAG EVA %. To prevent confusion between the two, just remember that DEF and MAG DEF are used in damage reduction (see formulae above), whereas EVA %, MAG EVA % are the evasion factors, allowing some attacks to miss. SPR and VIT are also factors to consider in attack evasion, but the main factors are contained in the equipped armor: the evade percentages. When reading these values, you have a pretty good idea how much of a chance an attack has of connecting. If you know the enemy's EVA %/MAG EVA %, then you will know if physical attacks will hit most of the time, or will magic attacks be best suited for the battle. Just change your attack patterns if you notice that your attacks keep on missing. That is what makes the Mystile the best armor in the game. The Ziedrich may have a higher DEF and MAG DEF rating, and may also halve damage, but with the Mystile, you evade physical attacks 50% of the time, and magic attacks 60% of the time!!

: Materia Stat Effects <^MAST>

If you notice in the Materia tutorial at the 7th Heaven bar, Cloud mentions that Materia can affect your stats, and are like double-edged swords due to their negative and positive stat effects. I have here a list of all the Materia orbs in alphabetical/type order and their effects on your stats. If you need an explanation of the abbreviations, read "Legend" above.

: Materia	: STR	: MAG	: MAXHP	: MAXMP	: MDEF	:D/S**	: DEX	: VIT	: LCK	:
: - MAGIC -	:	:	:	:	:	:	:	:	:	:
: Barrier	: +2	: +2	: -5%	: +5%	: +1	: 0	: 0	: -1	: 0	:
: Comet	: +2	: +2	: -5%	: +5%	: +1	: 0	: 0	: -1	: 0	:
: Contain	: -4	: +4	: -10%	: +10%	: +2	: 0	: 0	: -2	: 0	:
: Destruct	: +2	: +2	: -5%	: +5%	: +1	: 0	: 0	: -1	: 0	:
: Earth	: -1	: +1	: -2%	: +2%	: 0	: 0	: 0	: 0	: 0	:
: Exit	: -1	: +1	: -2%	: +2%	: 0	: 0	: 0	: 0	: 0	:
: Fire	: -1	: +1	: -2%	: +2%	: 0	: 0	: 0	: 0	: 0	:

: [Quick Guide] <^WK>

In your first time through the game, I'm sure there were some parts that stumped you, if you weren't reading an FAQ, or course. This part of the guide will help you get out of dead ends in the game, and to get you back on track. Also, this guide will help you in making decisions as the plot progresses. This is kinda like a quick walkthrough on some more obvious parts of the game, but it really isn't, because it is not step-by-step. Don't worry, any spoilers are already marked to warn you.

- Disc One -

Midgar, Sector 1 Reactor - Scorpion Duel <^1-A>

The Guard Scorpion boss is really easy, as it is the first boss of the game. It's weakness is your lightning, so use that Bolt spell you came equipped with. Use Limit Breaks as often as possible. If you have learned Cross-Slash or anything higher, then good for you, but it really isn't necessary. Don't worry about it's Search Scope attack, it doesn't do any damage. That attack only tells you which character it is going to attack next. The only thing to watch out for is when the boss raises its tail up. Cloud will warn you of this by telling you not to attack while it's up, as it will counter with it's Tail Laser attack, which can be really damaging. It only has 800 HP, so it should fall pretty quick. You win an Assault Gun (weapon for Barret) from it.

Midgar, Sector 5 Reactor - Beat the Air Buster! <^1-B>

This battle is really advantageous, since you have two sides in which to attack the boss. Plus, it has a very obvious weakness: Lightning. Use Bolt (or Bolt2, if you have it) more often than physical attacks for now. Use Limit Breaks when you have the chance (Tifa's Limit Break chain comes in handy in this fight). The Air Buster will use a machine gun counter-attack move when hit from behind. It also has a very annoying Big Bomber attack, which can really disrupt your rhythm if you don't cure fast. When it DOES use this move, your Limit Break bars will most likely be maxed, so unleash your own counter-attack wave. The main key to this fight is distraction, as it draws attention away from ailing party members, and gives them time to heal themselves. It has 1200 HP, so don't stop your attack pattern until the boss stops working. The prize for this fight is a Titan Bangle.

Midgar, Wall Market - Choosing Don Corneo's Date <^1-C>

If you want Cloud to be chosen, you need all the best items for the disguise. Here's how to get them:

- From the entrance to Wall Market, go right one screen (on the lower-right) to see the Honeybee Inn. Talk to the fat gray-haired guard and ask where Tifa is. He tells you that she is at Don Corneo's mansion.
- Go back to Wall Market, and head up two screens through the mansion entrance. Talk to the guard here, and he says that the Don is only interested in girls, so Aeris tells you secretly to dress up as one.
- Go back down two screens, then enter the shop with the clothes racks outside. Talk to the clerk in the counter. You find out about her father, and his drinking problem.
- Go back up one screen, and enter a door to the left, which leads to a bar. Talk to the man sitting close to the exit alone. He is actually the drunk

father of the clerk at the clothes shop. When Aeris tells him of your plan, he immediately accepts the job, and interrogates you about the design. Choose the answers in these orders to get specific dresses:

2-2 = Silk Dress (Best)

2-1 = Satin Dress (Still not good...)

1-1/2 = Cotton Dress (Worst)

- After Cloud tries it on in the fitting room, go up one screen, and talk to the small person near the ring (Big Bro). You must choose to challenge someone in a squatting match. When you have understood the rules explained, and the actual match starts, just press the Square, X and O burrons in order, rapidly. Do this with equal timing between all three. You cannot go so fast, as Cloud will stop and rest, wasting valuable time. Occasionally, your opponent will take a break, so take those chances to get a high lead. There are three possible results, and 3 types of wigs:

Cloud Wins = Blonde Wig (Best)

Draw = Dyed Wig (Still not good...)

Cloud Loses = Wig (Worst)

- Go back out of the gym, and down one screen. Go to the upper-right door in the screen to enter the Materia store. The guy in the counter is curious about the drink they sell at the inn, and he asks you to buy him one. Agree, then spend a night at the Inn (lower-left door). In the middle of the night Cloud wakes up, and you have to buy a drink from the vending machine. After your sleep, head out and back into the Materia store. There are once again three drinks, and 3 items the Materia seller can give:

Item 200 Gil = Diamond Tiara (Best)

Item 100 Gil = Ruby Tiara (Still not good...)

Item 50 Gil = Glass Tiara (Worst)

- Leave the Materia store, and enter the long, narrow hut in the middle of the screen, which is a restaurant. Order any food item you want. After eating, say that the food was all right, and you'll receive a Pharmacy Coupon. Leave the store, then go to the shop shaped like a giant cat. Talk to the guy at the counter, and present your Pharmacy Coupon. He will offer three choices:

Disinfectant (Worst)

Deodorant (Still not good...)

Digestive (Best)

- Leave the pharmacy, then head back to the bar. Walk over to the stage area, then open the door near here to reveal a woman in the bathroom. Give her the item you received from the pharmacy to receive one of 3 items for the disguise:

Disinfectant = Cologne (Worst)

Deodorant = Flower Cologne (Still not good...)

Digestive = Sexy Cologne (Best)

- When out of the bar, go back down one screen, then notice the fat man in a vest walking in the lower-right corner of the screen. Talk to him, and he'll give you the Membership Card. This allows you to enter the Honeybee Inn. Go then, and talk to the guard. When he sees the card, he'll let you in immediately. Aeris will stay behind outside. When inside, choose to stay in either the top-left or bottom-left rooms. Play out the events as they happen in any of the 2 rooms. The items you may receive are:

Upper-Left Room = Lingerie (Best)

Lower-Left room = Bikini Briefs (Best)

- Go to the lower-left room, talk to one of the girls there, and she will put make-up on you.
- OK, now for the last and most important item. Get out of the Honeybee Inn, and head left one screen. Go back to the clothes shop, and put on your dress. Aeris gets a new dress as well.
- Go back to Don Corneo's mansion, and the guard will lead you in. Another person is in the main hall. He instructs you to wait for him to return, and leaves. Go through the lower-left door and down the stairs. Tifa will be there, dressed in odd-looking clothes as well.
- Play the events as they come, until the man in the counter leads you all to Don Corneo's room, where he chooses one girl to be his date for the night. If you have all the best items, he'll pick Cloud (gross-ness!!!!). If you have all the best required items, and the Lingerie/Bikini Briefs, but missed at least one of the best items among the optional accessories, he will pick Aeris. Lastly, he will pick Tifa if you did really bad and got mostly the worst items.

Midgar, Sewers - Defeat Aps! <^1-D>

This boss is one of the most ridiculous I've ever seen! It has 2 attacks that actually deal damage to itself! So, while you're busy healing or attacking, Aps will be attacking and be doing extra damage to itself as well! Anyway, this boss also has a weakness against fire-based damage, so use Fire and Fire2. Again, Limit Breaks come in handy. This time, however, Aeris' Healing Wind is the most useful (for that extra boost of HP). As I have said earlier, it has 2 attacks that damage itself, namely the Sewer Tsunami and the Reverse Sewer Tsunami. The first attack does more damage to the boss and less to our party, whereas the second attack deals more to you than to the boss. If you learned it already (but I doubt you did if this is your first time), Cloud's Blade Beam is a major damage factor in this fight. You will receive a Phoenix Down after depleting all of Aps' 1800 HP and winning the battle.

Midgar, Sector 7 Pillar - Reno/Pyramid Strategy <^1-E>

Those pyramids that Reno dishes out to trap characters is pretty annoying. If you've played this game before, you would know how to remove them, but just in case, I'll tell you how. It would help if you pressed the Select button first to see the target name. Launch a single physical attack at a Pyramid (check the target name to make sure you don't attack a fellow character). The pyramid should then disappear, and the affected character can then play turns as he normally would. As for defeating Reno himself, he's not much of a challenge, so keep using your best magic spells on him until you deplete his 1000 HP. If your physical attacks do enough damage, then use them instead to save on MP, which in turn could be used for extra castings of Cure, if needed.

Midgar, Wall Market - Climbing the Long Wire <^1-F>

There are 3 points here where there are unpowered machines that have a box near them. Before climbing the wire, make sure to buy 3 Batteries from the Machine & Gun Shop in the Wall Market (300 Gil total). Use these batteries to activate machines, which allow you to continue upward. The third one opens a box containing an Ether. Also in your way, is a swinging pipe. The trick to jumping on it is to listen to the screeching sound. When the sound reaches its peak, press the O button to jump off and into the pipe.

Midgar, Shinra Building - To go, or not to go? <^1-G>

Whoever's path you take (Tifa's or Barret's) will not affect actual gameplay, but it will affect who will become your date during the Gold Saucer/Keystone events later.

Midgar, Shinra Building - A Few Neat Items <^1-H>

You can steal a Hardedge from the SOLDIER:3rd enemies in the 67th and 68th floors. You can steal Carbon Bangles from the Moth Slasher enemies in the 67th and 68th floors. You can morph the Sword Dance enemies on the 65th floor into Light Curtains (casts Barrier on one ally).

Imagine having Barrier at this point of the game ^_^

Midgar, Shinra Building - Coupon Maze <^1-I>

To get all 3 item coupons in the 63rd floor, follow these directions:

- After accessing the computer, go out the door, head right, then up, then left at the very top.
- Open the first door you bump into in the top row of doors.
- Open another door to your left, then head down, right, and into the room with Coupon A.
- Climb in the ventilation duct, then head for the middle room, where Coupon B lies.
- Grab the 2nd coupon, then head out the door.
- Open the door to the right which is blocking the entrance to Coupon C.
- Enter the room with the 3rd coupon, then grab it.
- Head back to the 2nd coupon room, and enter the ventilation duct again.
- Take the other path which heads to the computer room.
- Exchange your 3 coupons for the following prizes:
 - Coupon A: Star Pendant
 - Coupon B: Four Slots
 - Coupon C: All Materia

Midgar, Shinra Building - Midgar Model Puzzle <^1-J>

The Midgar model on the 65th floor is incomplete. It has 5 parts missing on the sides, and each of these parts are contained within the various treasure chests in this floor. There is a proper order required to open all the chests. The required order of chests you must open are:

- Lower chest in the upper-left room, then place it on any incomplete side of the Midgar model.
- Upper chest in the upper-left room, then do the same by placing it on the Midgar model.
- Left chest in the lower-left room, then do the same.
- Upper chest in the lower-left room, then do the same.
- The single chest in the upper-right room, then do the same.
- The chest near the staircase contains the Keycard 66, which allows you to advance to the next floor.

Midgar, Shinra Building - Beat the Lab Experiment! <^1-K>

The boss in this fight is Hojo's Sample:HO512, and its Sample:HO512-OPT small-fry. For the first time, you are battling a boss without a specific weakness, so you'll have to get used to randomizing your attack pattern, or using various other spells, such as the Ice spells. You'll really have to watch out for this guy's poison attacks. Make sure you have the Star Pendant you won earlier (63rd floor item coupon A). Just focus all your attack on the big guy,

and just ignore the small ones, as they are merely distractions, and the boss can create more to replace those killed. Also, you'll have to get used to Red XIII in this fight, since this will be your first time with him. This boss has only 1000 HP, but is harder than the likes of the Aps or the Air Buster. You'll win a Talisman from this boss, as well as a number of Grenades equal to the number of OPT enemies you killed. Good luck, and keep those Antidotes handy!

Midgar, Shinra Building - Trouble at the Elevator! <^1-L>

When you board the glass-tubed elevator assign your secondary party (after leaving Cloud with Rufus), and you will be attacked by a large, machine-gun toting machine. This is the first of a series of 2 bosses you will have to fight in this battle. The first one, which breaks the glass, is the Hundred Gunner (1600 HP). Get rid of that Poison Materia, as it will be of no use in this fight. Instead, use those Bolt spells (Bolt2, if learned). Like in your first 2 boss fights, this boss is made of metal and is hence weak against lightning-based attacks. Only Barret will be able to attack physically, because the boss is very far away. Aeris' Healing Wind break is very useful, especially after the boss uses its Main Artillery attack (is that the exact name?? totally forgot...). Use Barret's Big Shot whenever possible. Red's Sled Fang break will still hit the boss, as it counts as a long-range attack. As your attacks continue, the boss' attack patterns will gradually change. After defeating all its forms, don't expect the battle to be over. This boss will be demolished, and will be replaced by yet another boss! This newcomer is the Heli Gunner (1000 HP). As you can see, it has less HP, but its attacks damage even more than its predecessor. Just continue your attack pattern from the last boss, and make good use of Aeris' Healing Wind and you should be fine. As I have found, the best way to use it most effectively is by equipping Aeris with the least amount of Materia possible (to save on Max HP), and equipping her with the Cover Materia (LV3 at least for a good effect). Her Limit Break bar fills really fast with the boss' strong attacks, and she doesn't need to cure that often (more Max HP). You get a Mythril Armlet after the battle. Be sure to fully equip Cloud with his Materia after this fight, because up next is...

Midgar, Shinra Building - Cloud VS Rufus <^1-M>

This is not a one on one fight, as you may expect. It is rather a 2 on 1 fight, as Rufus brings his pet panther (Dark Nation, 140 HP) for the fight. Rufus himself is fairly capable of himself, and is bad enough without his pet casting Barrier on him. Since it's Barrier, then now's your chance to test out your Poison Materia. Use Bio, along with your best spells. The poison status on him, and the little extra damage you do each turn is very effective and time saving. Use Cure or Potions only when necessary, as you waste one turn of attacking. Defeating Rufus alone will ensure victory, but I personally like defeating the panther first, to make it one on one. Rufus' Shotgun attack is not at all dangerous (more like pathetic), so show him what you, a supposedly failed experiment, can do. Once he is defeated, he will escape via helicopter (damn!), and you get a Protect Vest and a Guard Source.

Midgar - Highway Rush! <^1-N>

The controls for this mini-game chase sequence are the following:

Sq. - Slash left
O - Slash right
Tri. - Menu
X - Switch party members
Start - Resume Game

Before playing, be sure to switch the rows of your party members (front row

goes to back row, and vice versa), and equip Elemental + Lightning on Cloud's weapon. Also have Aeris in your party if you want a good healer, and have every character in your battle party have a Lightning Materia equipped. You'll have to protect the truck from the Shinra soldiers on motorbikes. Have Cloud slash in the direction of the enemy (left or right). There are 2 kinds of enemies, but they fight much the same way. Be very cautious about your HP's in this sequence, because it will affect your next boss encounter at the end of the highway...

Midgar - Defeat the Motor Ball! <^1-O>

This boss is really cheap. Not only do you start with less HP (due to the bike chase event), but the boss also gets a free sneak attack on all party members! Your first objective must be to restore the party to full health. This boss is once again weak against lightning, so make full use of those Bolt spells! Cloud's Cross-Slash (or anything higher at this point) will be really powerful if you stole a Hardedge earlier (see above). And again, it is critical to have Aeris in your party, so you have a more than able healer to support your party. Do not use Bio for this fight, as it is useless against mechanical enemies. If you're disoriented by your weird position, then use the "Change" command to switch from the front to back row. This boss has 2600 HP, which is the highest you've encountered so far. Just keep using those Bolt spells and you'll do fine. It would be best to have purchased 2 additional Lightning Materia earlier, so everyone would get a chance to attack effectively. The prize for winning this battle is a Star Pendant.

Midgar Area - Stealing Items <^1-P>

Steal, Custom Sweeper = Atomic Scissors (Weapon for Barret)
Morph, Custom Sweeper = X-Potion (Restores all HP of one ally)
Steal, Kalm Fang = Ether (Restores 100 MP of one ally)

- You can also steal Hi Potions from the Devil Ride enemies in the same area.

Kalm Town - A Few Free Items <^1-Q>

Here's a checklist of items you can find around town, and where to get them:

3 Ether

- Door under stairway in the house to the right of the Inn.
- Cabinet on 2nd floor in the house 2nd to the right from the Inn.
- Door in 1st floor in the house of the Kalm traveler (house to the right of the shops).

1 Guard Source - Cabinet on 2nd floor (1st staircase) of the house 3rd to the right of the Inn.

1 Megalixir - Cabinet on 2nd floor of the Inn (examine it repeatedly to knock it down).

1 Peacemaker - Chest in the 2nd floor (spiral staircase) of the house 3rd to the right of the Inn.

Chocobo Farm - Getting the Choco/Mog Materia <^1-R>

Talk to the Chocobo nearest the entrance of the farm, and choose option one. You'll be treated to a short Chocobo dance sequence. The Choco/Mog Materia is then given by the Chocobo after the performance.

Grasslands Area - Catching a Chocobo <^1-S>

To encounter Chocobo battles, you must have the Chocobo Lure Materia equipped on one character (get it from Choco Billy in the Chocobo Farm). Walk around the

Chocobo tracks near the farm until you encounter a fight. If the battle music is the usual theme, then try again. The battle music should be a kind of cheery, Chocobo-ish theme. Once you DO encounter one, you must kill all the enemies guarding it without the Chocobo itself escaping. To make it hang around longer, you must feed it some greens, which can be bought from Choco Billy in the stables. I've found that greens best suited for the job are Tantal Greens. The Chocobo often stays longer with these (they only cost 400 Gil). The Mimett Greens may cost the most (1500 Gil), but the Chocobo often stays not longer than one turn after eating it up at once (wasting you a ton of Gil). After defeating all the enemies (except the Chocobo itself, of course), a message saying "You caught a Chocobo!" will appear, assuming the Chocobo is still there. After the fight, you will find yourself riding the Chocobo. You cannot encounter random battles while riding one. Do not dismount until you're done with it, as it will run away and you'll have to catch another one all over again. Now you can cross the swamp without getting attacked by the Midgar Zolom! If you bump into it though, you will still have to battle it.

Marsh Area - Beat Midgar Zolom, learn Beta in Disc One <^1-T>

Just have one character with a LV2+ Elemental Materia (from the 62nd Flr., Shinra Bldg.) paired to a Fire Materia, both equipped on the character's armor. Also have that same character equip an Enemy-Skill Materia (from the 67th Flr., Shinra Bldg.). Steal at least one Graviball from the Deenglow enemies in the Train Graveyard for use in the fight. But of course, two or more will be much better (as it casts Demi). Use it on Zolom as a first attack, and a couple more if you have them, then just let Cloud pound on the boss with Climhazzard or Blade Beam (or Cross-Slash if you haven't learned them yet). Using the Bio spell and poisoning the boss will greatly increase the amount of damage you do each turn. After a while, Midgar Zolom will eliminate a character from the battle. If it removes the character with the Elemental+Fire/Enemy-Skill Materia orbs, reset and try again. Try not to make that character attack much (so don't let it be Cloud), because Midgar Zolom removes the character who is the most threatening to it. After eliminating one character, it will use the Beta spell after a while. The other character would most probably die, but the other one will be unaffected because of the Elemental Materia. Now, just use your best magic and finish Zolom off. Stealing a Hardedge for Cloud from the SOLDIER:3RD enemies in the Shinra Bldg., as well as Atomic Scissors for Barret from the Custom Sweepers outside Midgar will also help greatly in terms of added damage.

Fort Condor - Invasion!! <^1-U>

This mini game is really easy, but I would recommend losing in the main battle, so you can fight their commander. Never mind the Magic Comb you were supposed to get for winning, because you can grab a Vagyrisk Claw from this enemy. Yeah, all it does is cast 'Petrify' on one enemy, but it's one-of-a-kind! No where else in the game can you get this item. If you prefer to win, though, then just build a *lot* of Defenders, and you'll be OK. Just make sure to have a couple of Shooters in the back to handle the Wyverns.

Junon Town - Bottomswell/Waterpolo Strategy <^1-V>

This bubble is not unlike Reno's Pyramid attack, but this one constantly drains HP from the affected character. To break it, cast any magic-damage spell such as Fire, Ice or Bolt. Don't worry, the affected character will not be damaged by your spell. The boss itself is weak against Wind-based magic, so use Choco/Mog as much as possible. Besides that, a simple pummeling with your best spells (except Earth-based attacks) and Limit Breaks will make short work of this boss. Bottomswell has a total of 2000 HP. You'll receive a Power Wrist if you win the battle.

Junon Town - Jumping Dolphins! <^1-W>

There is an easy way to get on the platform above in just 2 jumps. To achieve this, just call the dolphin to the spot where you start, and order it to jump. When you land, stay in that spot and call the dolphin again and jump again. You should land exactly on the platform.

Junon Town - Marching Parade <^1-X>

This event could land you a few Potions, Ethers, 5000 Gil, or even a Grenade! Just move to the back of the platoon when the commanding officer says so, then get into position, making sure to move your gun when the others do so, to get higher TV ratings.

Junon Town - Platoon Display <^1-Y>

In this scene, you and your platoon must impress Rufus by showing him your facing and gun holding skills. Just follow the commanding officer's commands. Just remember, any button can be pressed to trigger the special pose. After the demonstration, you can still control Cloud's actions, although it won't affect Rufus' mood. The controls to control Cloud are:

X = SOLDIER-like leg posing
Square = Scratch your back with the gun
Triangle = Cloud sighs
Control Pad = Facing

Just follow the commanding officer, then do Cloud's special move at the end, when the officer orders it. The best you can win here is a Force Stealer for Cloud. Also at stake are an HP Plus Materia and Silver Glasses.

Shinra Boat - Item Checklist <^1-Z>

Ok, another item checklist. Here's a list of items you can get from the Shinra Boat. Don't miss them!

1 Ether = Chest in main room of cargo ship.
1 All Materia = On top of crate in cargo ship (Get it later if Yuffie is in the way)
1 Wind Slash = Secure room in the ground floor (Get it after removing your disguises)

Shinra Boat - Sephiroth and JENOVA*Birth <^1-AA>

After the chain of events on the boat (check a full walkthrough for more detailed information) and getting all the items on the boat, go to the secure room (previously guarded) to see a guard. Examine the guard and you'll see that he is dead. You'll then see Sephiroth (??) rise from the floor. He then warps away and leaves you to battle Jenova*BIRTH. This boss has the same amount of HP as the Midgar Zolom (4000 HP), but her attacks are less damaging (but often hit the entire party). Again, do not use the Poison Materia for this fight. Instead, use your regular spells to attack. The only attack you really have to watch out for is the Terror Laser attack, which hits all allies. Aeris is very important for this fight as well, as long as you know how and when to use Healing Wind effectively. Jenova*BIRTH can also cast Stop on an ally, so be prepared. Make sure your other party members have All + Restore in case Aeris gets stopped (so you can still cure injured party members). Use your Choco/Mog and Shiva summons to deal a lot of damage. If your physical attacks are damaging enough, then by all means use them to save on MP. After winning, you'll get a White Cape accessory.

Costa del Sol - Cloud's Villa, Free Stuff! <^1-AB>

Just a little tip, so you know. In the room above the archway in the second screen of Costa del Sol is a hotel-type bedroom, kitchen, and bath. You'll see a man sleeping on the bed. Talk to him and he will offer to sell you the house and everything in it for the low, low price of 300000 Gil. It has no real purpose actually, but it gives you a place where you can sleep for free permanently. Oh, and you can check the stairway going to the basement. Enter there and you'll find yet another man sleeping. He'll let you get all the stuff in the basement for free. Grab here a Motor Drive (weapon for Tifa), a Power Source, and a Fire Ring (accessory).

Costa del Sol - Returning to Junon <^1-AC>

You may always return to the other continent if you want (and you need to in order to get Aeris' LV4 break manual). All you have to do is to talk to the sailor near the ship, and he'll offer to sneak you on board for 100 Gil. Enter the ship and you will sail back to Junon harbor. You may leave Junon at any time (use the helicopter service to save time).

Mt. Corel - Treasure Nest <^1-AD>

On the path above the bridge area in the train tracks, there is a part of the wall that can be climbed up. To find it, just go near the old shack with the controls to the bridge, then move toward the wall. Press the O button and Cloud will grab the wall as he would a ladder. Just climb up, and choose to take the treasure (10 Phoenix Downs). You will then fight a mini-boss in the form of a Cockatrice. Really easy to kill even at low levels. If your physical attacks do around 100+ HP damage, then they'll do. If not, then just use your best summons and it'll fall before you even get warmed up.

Mt. Corel - (Partly) Hidden Area <^1-AE>

This one comes right after lowering the bridge. Cross the bridge using the lower path, then follow the tracks until you reach a part where it splits up, with one track going the opposite direction. Just follow that path all the way up until the screen fades. In this room, you can get a few items (sources) before you leave.

Gold Saucer - Cait's Fortune <^1-AF>

The third fortune Cait Sith gives you tells about you getting what you seek, but losing something dear. This statement alone gives a LOT of spoilers if you interpret it right. It's like this:

--- WARNING: SPOILERS AHEAD IN NEXT PARAGRAPH (DISC 1) ---

Cloud is seeking revenge against Sephiroth, or, rather, he finds out that Sephiroth was SUMMONING him...calling him for the failed experiment that he (Cloud) was. In the end, Cloud finally finds Sephiroth, and, if the player wins, defeats him in the final battle. However, in the events that progress before that battle, Aeris dies, and is the "something dear" that the fortune tells of.

--- END OF SPOILER WARNING ---

This is the ONLY fortune Cait Sith tells that is actually true ("I've never gotten anything like this before!"). Just so you know ^_^

Desert Prison - Open Treasure Chest, Test Zero <^1-AG>

In the first area of the Desert Prison, you will see a ladder leading down a metal tube. At the bottom, there is an open treasure chest. This is another glitch that Square failed to take out from the Japanese version. This is also the room where you were supposed to fight Test Zero, an enemy that was supposed to give a ton of EXP. Too bad it was removed in the US version.

Desert Prison - Dyne VS Barret <^1-AH>

Although this is a one-on-one fight, it is not too difficult. Equip either the Elemental + Fire combo on Barret's armor, or use a Fire Ring/Armllet. Save on MP and use regular attacks, as you'll need all you can get to cure yourself (equip a Restore Materia). Use Big Shot often, because you get many chances in this fight. Actually, using any higher Limit Break will do fine, just as long as you do not use Mindblow and Hammerblow. Using summons is probably useful if your attacks are not very damaging. If you do so, then using Hi Potions to cure would be wiser, so you need not balance MP usage. Dyne leaves you with a Silver Armllet if you win.

Gold Saucer - Ramuh Materia, Chocobo Racing! <^1-AI>

First of all, get the Ramuh Materia in the jockeys' room after you go up from the desert prison with Ester. The controls for the race are the following:

Sq. - Speed up
O - Use stamina to dash
X - Slow down
R1+R2 - Refill stamina
Select - Toggle control system (Manual or Automatic).

Manual = You control every aspect of your Chocobo.

Automatic = Allows the computer to take control of your racer. If you are having a hard time winning, then switch to this mode and you'll win eventually.

Gold Saucer Area - Buggy Controls <^1-AJ>

Directional Buttons - Movement Control

Tri. - Main Menu
X - Exit the buggy
O - Ride the buggy
L1 - Rotate camera left
R1 - Rotate camera right
L2 - Switch from rear view to top view
R2 - Switch from rear view to top view
Select - Toggle world map view
Start - Toggle world map view

NOTE: Once you get the buggy, you now have the chance to learn Aqualung and Big Guard (since you got Manipulate from Cait Sith). Also, you can now learn White Wind in the other continent. To get across, just drive the buggy to Costa del Sol (do not exit the buggy). Then head for the docks and pay the sailor who is in front of the docking bridge. You'll have to pay him 200 Gil to let you stow away to Junon...along with the buggy.

Gongaga Town - Reno...and Rude! <^1-AK>

Since there are 2 targets, either choose which one to attack, or use attacks that hit all targets (summons are very effective). In my cae, I just chose to

attack Rude, since he can heal any one of them. Watch out for Reno's new version of his Electro-Mag Rod, however. Not that much to worry about, but they have 2000 HP each. You win Aeris' Fairy Tale and an X-Potion in this battle.

Gongaga Town - Titan Materia, Power Sources <^1-AL>

This one's pretty obvious. At the spot near the ruined reactor where Scarlet takes a look lies the Titan Materia ("junk materia..."). After she leaves with Tseng, take a peek in it and reach for the object to grab it.

There are enemies in this area called Heavy Tanks, which look like big green triceratops with rollers for feet. You can morph these enemies into Power Sources (+1 to STR).

Cosmo Canyon - Broken Buggy <^1-AM>

If you try to get past Cosmo Canyon with the buggy without actually entering it yet, the buggy will malfunction and refuse to run any longer. It will be repaired after you have finished with the Cosmo Canyon/Cave of the Gi events.

Cave of the Gi - No slipping on Oil Slicks! <^1-AN>

To go over oil slicks without slipping into the spikes, just release the X (run) button and WALK over the oil. You should not slip if you walk slowly without running.

Cave of the Gi - Beat Gi Nataak in one hit! <^1-AO>

As you may know, most of the enemies in the Cave of the Gi are undead, and one Phoenix Down will kill them. Well, surprisingly, this same trick works on the boss, Gi Nataak! Just make sure it works, as it misses often. An X-Potion is MUCH better though, since it never misses, and it deals 9999 to him, so he still dies instantly.

Nibelheim - Tifa's Piano, Clones <^1-AP>

If you enter Tifa's House in Nibelheim, go to the second floor into her room. There is a piano here, same one in the flashback (if you entered her house then). Choose "I remember", then play the Highwind theme on it:

X, Sq, Tri, R1+Tri, R1+Sq, X, Sq, Tri, R1+X, O, X, Sq, X

Don't worry about rests and spacing, it doesn't really matter. You can get from the piano 1 gil, an Elemental Materia, and later in the game, Tifa's Final Heaven LV4 Manual. There are many Sephiroth clones scattered throughout Nibelheim. Talking to some of them will often yield items, so what have you got to lose? Talk to them!

Nibelheim - The Secret Safe and the Basement <^1-AQ>

If you go into the upper-left wing, you will see a locked safe. Use the following combination to open it:

[Right-36] [Left-10] [Right-59] [Right-97]

A red summon Materia will then drop to the floor (Odin), the Cosmo Memory LV4 Manual, and the "Key to the Basement". But before you have the chance to do anything, a boss appears to do battle with you (See "Cosmo Memory Manual, Red XIII" for more information). Use the key to open a locked door in the basement (via the secret staircase in the master bedroom). Open the coffin in the center, and Vincent will appear. Talk to him and answer his questions

appropriately, and when you are leaving, he will offer to join your party.

Mt. Nibel - Down the Pipes, Trine/Materia Keeper <^1-AR>

At the top of the room with the Materia Keeper (boss), you will notice 5 pipes. Head down the 2nd pipe to net you an All Materia, and the 4th pipe to get the Powersoul, a weapon for Tifa. Oh, make sure you learn the Enemy Skill "Trine" from the Materia Keeper, as it is one of only 3 enemies that can cast it (Materia Keeper, Stilva, Godo), so don't miss the opportunity! Just make sure not to attack it with fire (absorb, and don't use Vincent's Galian beast, because of Beast Flare). Materia Keeper has 8400 HP, and you get a Jem Ring for winning the fight.

Gold Saucer - Battle for the Keystone! <^1-AS>

As Dio said, you must fight in the Battle Square in order to get the Keystone. He said "fight", not "win". But that doesn't mean you cannot win, for if you do, he'll throw in a Choco Feather and a Protect Vest. Just try to get good handicaps for now, as you really don't need to save on BP quite yet. Press the Square button repeatedly as the slots turn to slow it down a bit, making it easier to get what handicap you want.

Gold Saucer - On a Date! <^1-AT>

When you return to the Gold Saucer, the tram malfunctions and you are stuck. A person will ask you on a date that night, and that person will depend on your attitude towards your party members during the events before that. Most often, Aeris will ask you. Oftentimes, it will be Tifa. But rarer still, you can get Yuffie to be your date too! Just be awfully mean to Aeris and Tifa, and always put Yuffie in your party and be really nice to her. Heh, and weirder still, you can even get Barret to be your date!

Reference - Check out TFergusson's Date Mechanics Guide for more detailed info.

Gold Saucer - Catch that Spy! <^1-AU>

If you don't want to chase Cait Sith around all over the place, just head over to the Chocobo Square, and he'll be inside. Just chase him outside and he'll hand over the Keystone to Tseng, ending the supposedly long chase sequence.

Temple of the Ancients - Old Man Running <^1-AV>

This puzzle is pretty challenging at first, as you need to head him off as he exits one of the tunnels. I don't know exactly where each one leads (don't have my copy of FF7 right now), but once you find out, remember where he enters, and you enter the tunnel where he will exit. Note that you can jump off the ledges too to access tunnels below. Once you catch him, he will do the same stuff for you he always does (HP/MP Restored, Save).

Temple of the Ancients - The Three Guardians <^1-AW>

Ancient Dragons: These bosses are easy. Packing 2400 HP each, all you need to be concerned about is their Southern Cross attack. The only obvious problem in this battle is that you are attacked from both sides. They are weak against Gravity, so use Demi to lower their HP's, and have Cloud keep using physical attacks. If you have Kjata, use it to deal significant damage. And also, you can Manipulate them, so this isn't actually a boss fight.

WIN: Turbo Ether

Red Dragon: Do NOT use Kjata on this boss (heals 2000+ HP). This boss is

actually easy if you have learned any mid-level spells (except Fire-based spells). Keep that Beta spell away for now, and use physical attacks instead. Aeris should stay healing and reviving any dead party members. Equip her with the Cover Materia so she gets her Limit Break more often. Equip the Elemental+Fire combo on the armors of as many characters as possible, or equip Fire Rings (if you have any). Do NOT waste Aeris' MP on offensive magic (let your 3rd character be the magic attacker). You only have to worry about the Red Dragon Breath attack (Bite and Tail are not that damaging). This boss has 6800 HP, but this boss should be a breeze if you're going to face...

WIN: Dragon Armlet

Demon's Gate: If you have low levels, then this boss is HARD. Unleash your newly obtained Bahamut Materia to deal 2000+ HP damage. Kjata also works well against this boss, and Odin may do a bit (around 500+ HP worth) of damage, but other summons are just a waste of MP as they do crap to this boss. Aeris should once again keep healing. Cloud should have Climhazzard (or Meteorain if you have it). Your 3rd character should be the summoner, and switch to becoming a secondary physical attacker when Kjata, Bahamut and Odin have been used up. Just keep your HP's up, and try not to have any characters stay KO'd for long. Casting Big Guard and Regen (if you learned it) on all characters is also a big help. If you bought a few HP Plus Materia in Cosmo Canyon, then equip them to increase your MAX HP's as much as possible (trust me, you'll need all the HP's you can get). If you still can't beat it, then LV up in the room with murals where you fought Red Dragon. After a hard and lengthy battle (short if you have extremely high levels ^_^) depleting his total 10000 HP, you can finally breathe, as this is the last boss of this difficult area.

WIN: Gigas Armlet

Forgotten City - JENOVA*Life <^1-AX>

No, not really about JENOVA*Life, because she's really easy if you have one character with a Water Ring. Even if you don't, her attacks will only do a fair amount of damage. Another key event happens here, but I'm not telling you what it is ^_^

- Disc Two -

Icicle Inn - Snowboarding <^2-A>

In this course, don't worry about getting balloons yet, because they have no use now, except for the Gold Saucer Snowboarding game. Just remember the controls the lady tells you, and use the L1 and R1 buttons often on sharp curves. Remember, it's better to brake than to bump into something, because you lose more time bumping and falling (a little training for the GS Snowboarding game Time Trial).

Gaea's Cliff - Maze of Ice....and Materia <^2-B>

Whew! This part is really tough, and boring. But the rewards of this place lay hidden...in the form of the Alexander and Added Cut Materia. To get the Added Cut, you should go to the right-most part of the map, to the screen with 2 paths leading to each of the upper corners, one leading left, and another leading south. Take the upper-right path, and keep moving along the screens. As you move on, check the ground for a blue Materia (hard to spot because of the snow). This Materia is the Added Cut, which, as its name suggests, adds a physical attack after the paired Materia is used. To get the Alexander Materia, you must first go to the screen with the hot springs. Move toward the lake and touch the water, which is warm. Now, go to the top of the map. When you are at the snowfield area (where you can place markers), keep heading west (west before the first rotation), and follow your path as necessary. If you want, go

to the cave in the middle to get an All Materia. Once the screen fades as you reach the end of the snowfield, make sure Cloud enters the screen from the left, and the path goes to the right. If not, exit and try again. Follow the path all the way until you reach a screen with a cave. Enter it to find a purple woman. Talk to her and she scowls at you for touching the hot springs. She will then fight you as a boss (Snow). Just have Elemental+Ice or Ice Rings ready just in case, but you probably won't need to bother anyway, as she only has 4000 HP. Her attacks are nearly all ice-based, except for Fascination, which charms one character into attacking his own allies. Just attack the affected character (physical) and he'll snap out of it.

Gaea's Cliff - Frostbite! <^2-C>

After a while in the snow area below, your party will faint. When you awaken, you will be in Holzoff's House. He warns passerbys about the danger on Gaea's Cliff. After talking to him, you can change party members outside for the mountain climbing part, which comes next.

Gaea's Cliff - Freezing Climb <^2-D>

This part is really hard...in the Japanese version. In the US version, it has been toned down so much it isn't even enjoyable anymore. All you have to do is press the Square button on ledges (with flags) rapidly to increase temperature, then climb the wall to the next ledge above. Just make sure you get the right paths and you'll be fine.

Inside Gaea's Cliff - Secret Ribbon <^2-E>

The second Ribbon which can be obtained can be found behind a secret wall after the first cliff climbing section. Go to the second level once inside the cave, and head for the lower-right corner of the level. Walk right THROUGH the right-hand wall all the way until you reach a secret room containing a treasure chest with the Ribbon.

Inside Gaea's Cliff - Defeat the Schizo! <^2-F>

This 2-headed boss is pretty hard without proper preparation. Before the battle, equip any armor/accessories that protect against Fire and Ice. Having protection against Lightning is good as well to protect against each head's final attack. Some of the best setups include:

Fire Ring	Ice Ring
Aurora Armband	Fire Armband
Elemental + Lightning (on Armor)	Elemental + Lightning (on Armor)

You can also mix and match between armor and accessories, or just repeatedly use the Elemental Materia defense combo. If you must, you can use the Dragon Armband instead as well. This boss also has the Quake3 ability, but uses it very rarely (you absorb some of the attacks to make up for damage anyway). Use Ice-based attacks on the head that uses Fire-based attacks, and vice-versa on the other head. Do NOT use Kjata or Magic Breath, or you will heal the boss (does various elemental damage including Fire and Ice). Using Shiva and Ifrit is OK just as long as the head with the same element has been killed, but you probably have better attacks to use anyway. Poison has no effect, and so do most status ailments, so don't waste your time disabling this boss. Once each head's 18000 HP has been depleted, you will receive a Dragon Fang (looks exactly like each head's final attack).

Whirlwind Maze - The "Coveted" Earth Mallet <^2-G>

Many people can't seem to find Earth Mallets (cast Quake3 on all opponents). Well, you actually only have one screen in the entire game where the enemies which carry these items appear. Gigas enemies appear in only one screen in the Whirlwind Maze (the one where the first thing you see is a clone dropping off a cliff up ahead). The reason why you can only get the item here even if you can fight Gigas enemies in the Battle Square is that you have to WIN this item from them, and you can't actually win any items directly from the enemies in the Battle Square. Try to get as many as possible (although I find no important use for this item), or if you're lazy, just get one and use the W-Item duping trick on it (see "FAQ" section for more details on this trick).

Whirlwind Maze - JENOVA*Death <^2-H>

This is a poor excuse for a boss, if you have the right setups. Have every character immune to Fire-based attacks, and nothing this boss can do will hurt you one bit (except silencing you ^_^). The Fire Armlet, Fire Ring, or the Elemental + Fire combo (equipped on armor) will do just the same. As for defeating this boss, do what you like...it doesn't matter anyway as you have removed any threat JENOVA*Death would have posed. She has a total of 25000 HP.

Upper Junon - Gas Chamber, Yuffie, and some Slap-Happy Fun! <^2-I>

If you see a girl reporter on the airport path, talk to her, and Barret will get mad until she reveals she is Yuffie. To get Tifa out of the gas chamber, let her move her legs twice, and she will stretch out her legs and grab the key on the floor. Then, press the legs and head buttons at the same time and she will grab the key with her mouth. Now, press the head and right arm buttons at the same time and she will unlock the shackles on her right hand. Now, press the right hand button and she will unlock her left hand with the key. Once you can move around, press the yellow button on the wall to stop the gas. Then just wait until the scene where Weapon (Sapphire, as it is unofficially named) blows a hole in the gas chamber, which Tifa uses to get out. Just climb down all the way, and head for the tip of the Sister Ray. Once there, Scarlet will corner Tifa and slap her down (damn b!@*h!!). Obviously, Tifa can't stand the slapping anymore. Press the O button rapidly to keep slapping Scarlet. Of course, she attempts to slap back as well, so press that O button fast! Eventually, she will say "God I can't stand it!", meaning she lost! Just run over to the end of the cannon when Barret calls you on the Highwind. Don't worry, you won't fall, as she will catch the ladder.

Mideel - Contain Materia, Curse Ring <^2-J>

Have a Mimett Greens handy before doing this. Just find the kid with the small white Chocobo. Offer the Chocobo some Samolen Greens (actually, Mimett Greens, bit of mistranslation there). Choose to tickle behind his ear, and the Chocobo will reveal to you the Contain Materia.

To get the Curse Ring, just go to the upper level of shops, and head for the one closest to the left. As you walk in the floor around the shop, try to listen for a creak in the floor. When you hear it, press to O button to examine it. You will find a "Beat-Up Useless Old Key". Now, go to the weapons store on the upper level, then examine the back of the room. Try and use the key on the keyhole, and the key will break! The store owner will ask what's going on. If you lie, it will be really funny how your character covers up, but you will NOT get the Curse Ring. If you tell the truth, he will laugh and tell you personally that it is a fake door. He then apologizes and gives you the Curse Ring. It increases your stats greatly, but condemns you at the start of the battle.

Mideel Area - Quadra Magic without a Chocobo <^2-K>

This one's pretty tough to pull off. Just head east of Mideel to the chain of islands. Find the grassy cliff with a dirt area underneath (trace the islands to where they lead, and find the one that leads to the cave). Now for the tricky part. Land the Highwind on the very edge of the cliff while holding L1, and while pressing Sq. and Left, so part of it is protruding out. Cloud *should* appear on the lower ledge. Now, just walk over to the cave and get the Quadra Magic Materia! To board the airship, just move over to the cliff and board as you normally would.

Fort Condor - Huge Materia Mission 1 + Phoenix Materia <^2-L>

Just like the previous Fort Condor battles. Just stock up on Defenders and Shooters and they'll be gone before you know it! In this fight, however, it is a MUST to win the strategy game, so you can obtain the Phoenix Materia as well. If you win the strategy game, you can climb up on the roof to get Phoenix, and watch the baby condor hatch and fly away. You also get the Huge Materia. If you fought the commander, you will NOT get the Phoenix Materia, but you will still get the Huge Materia. If you lost the battle completely, you will get nothing, and will be banned from entering Fort Condor forever!

Mt. Corel - Huge Materia Mission 2 + Ultima Materia <^2-M>

This one's just even more challenging than the first mission. You go to the reactor in Mt. Corel only to find the Huge Materia being taken away in a train. Head inside the reactor and use the other train. A timer of 10:00 starts showing how much time before the train collides with North Corel. Just alternate the pulling of both levers, doing it both systematically and rapidly, with equal spacing between all presses, until you catch up on the other train. Now, all of you will jump on the other train, and you will fight a series of battles on every car. DO NOT use any summons, as their animation time will waste a lot of time. The first two battles (one and two Gas Doctors, respectively) are pretty easy, if you watch out for their Smog attack. The Wolfmeister is also easy if you keep attacking. The last one (Eagle Gun) is really weak against lightning (metal, flying). Just keep using your best Bolt spell on the boss and it should fall quickly. But don't forget to steal the rare Warrior Bangle from it first. The soldiers you fight here are really nothing to fear. When you reach the controls, just press Down-X three times. The train should speed up at first, then slow down gradually, saving North Corel. There are three possible outcomes to this. If you never reached the other train, you will not get the Huge Materia, nor will you get the Ultima Materia. If you reached the train, but didn't stop it from crashing, you will not get the Huge Materia, but you can buy the Ultima Materia from the small kid in blue for 50000 Gil. If you successfully stopped the train, you will get the Huge Materia, and the kid will offer you the Ultima Materia for FREE! Oh, and after this event, you can obtain the Catastrophe Manual for Barret from a person in black in one of the tents.

Mideel - Ultimate Weapon, Cloud's Head <^2-N>

When you finish the first two Huge Materia Missions, return to Mideel to check on Cloud. It so happens that when you arrive, Ultimate Weapon attacks! Just pair the Elemental Materia with any non-elemental Materia to defend against Ultima Beam. An easy way to win is to just drain it of MP by using either Magic Hammer, or Ghost Hand items (it only has 400 MP). But it doesn't really matter, because it flies away when damaged a bit (and I mean a wee bit!), and you only get to scratch it's total HP of 100000 (unless you've learned Highwind, or have KotR). You can steal a Curse Ring from this boss as well, but you'll have to do it quickly before it runs away.

Junon - Huge Materia Mission 3 + Valuable Stuff <^2-O>

Once you get Cloud back in your party from Mideel, head towards Junon (again). Go into the elevator by paying the guard at the door. Use the controls to go up as usual. When up, go straight for the airport path. When you reach the screen with the alarm (the one with a platoon of soldiers), head down. Press the alarm if you like random battles, and some EXP. Go all the way down and enter the door at the end. Keep going until you reach the dog guarding a door. Ignore it for now, and head straight down. Enter the elevator, beat the soldiers up, then keep going until you reach the second elevator. Use this to go into the reactor. Save here if you wish, then proceed forward and beat the 3 groups of Underwater MP's. Head right, and you will see the Huge Materia being taken out of the reactor. Proceed right one more screen, and you will see it being taken inside the red submarine. You will see Reno here, and he will leave. But he will leave you a toy to play with before you can leave. You must fight the Carry Armor, a robot boss with two grabbing arms which can trap characters. Just use spells like Kjata, Bolt3 and Neo Bahamut. Its weakness is lightning, obviously, as it is made of metal. Once you have destroyed both arms, attack the main body until the boss dies. Just watch out for its Lapis Laser attack, which is not unlike the Guard Scorpion's Tail Laser attack, but a *lot* more damaging. You win the God's Hand weapon for Tifa from it. After beating it, grab the Leviathan Scales, Battle Trumpet, and the Scimitar. Head for the submarine crammed with soldiers. You'll fight them set by set, winning Shinra Betas from them. When you see the commander and his men in the control room, choose to fight them so you can steal a Shinra Alpha from the commander (or take them hostage for a few laughs ^_^). You'll then have to play the submarine mini game in order to catch the Huge Materia on the red sub. The controls are as follows:

Sq	- Fire Torpedo when you have locked on and enemy sub.
Tri	- Move Forward.
X	- Move Backward.
R1	- Change Perspective.
R2	- Adjust Zoom (Near, Overhead, Cockpit).
Control Pad	- Up/Down: Y-Axis, Left/Right: X-Axis.
Start	- Pause Game.

Various flashing alert messages appear while playing. To understand what they mean:

Alert	- Enemy sub fires torpedo.
Mine	- A mine is within striking range.
Warning	- Enemy sub within range.
Conflict	- You bump into the ocean floor, and are stuck.

You have a time limit of 10:00 to take out the red leader. You can neglect the other subs, except the one that starts right in front of you as the game starts. I suggest attacking it right away, and pursuing it, ignoring other subs may they fire at you, as your life bar (bottom of screen) holds more than enough energy to sustain a few blows. Keep your mind focused on your target, and don't lose it for a second! It is crucial that the sub is destroyed by 10:00, and that is not much time to destroy all the subs in the map. All in all, just remember to chase the the red leader immediately and put an end to this mission quickly. If you reach the time limit of 10:00 without destroying the sub, you will not get the Huge Materia. All the same if your sub is destroyed. If you succeed, Cloud will receive a radio message from Shinra. You now have the submarine! The controls are as follows:

O	- Move Forward.
X	- Dive and Surface control.
Control Pad	- Up/Down: Y-Axis, L/R: X-Axis (Underwater), Movement

L1 - Turn Left.
R1 - Turn Right.
L2 - Change Perspective.
R2 - Change Perspective.
Start - Display Map (Surface).
Select - Display Map (Surface).

Dive back down when the sub resurfaces, and go to the lower-right end of the area the sub can explore (map-wise) to find the red leader. Approach it to receive the Huge Materia.

Rocket Town - Huge Materia Mission 4 <^2-P>

After completing the third Huge Materia Mission at the Junon Underwater Reactor, head for Rocket Town to find the rocket ready for blast off. Head for the launching area to fight 7 soldiers (including a commander) in a total of 3 battles. Just beat them all in any fashion you may wish. Cid will then insist on joining your party, so put him in, if he isn't already. Climb up the ladder to fight Rude with 2 Attack Squads. Rude has a mere 9000 HP, and the Attack Squads have only 1300 HP each. Just use your best summons on Rude, or better yet, Limit Breaks and the Double Cut Materia and he'll fall quite easily. The Attack Squads will also disappear if you defeat Rude. Note that you can steal a Ziedrich from Rude. After dispatching them, enter the rocket to fight another battle with some soldiers. Dispatch them the same way you took the soldiers before Rude. Examine the door to the north then enter the cockpit. When you have the chance, go to the hole on the right of the room, and climb the ladder within. Examine the glass tube in the center of the room containing the Huge Materia. The system then asks you for a passcode. Choose option 1 first, then the purpose of the security system is explained to you by Cid. The computer then asks for the passcode yet again. A total of 4 message boxes will appear, and each has a specific code to enter. The code is:

(1) O, (2) Sq, (3) X, (4) X

If you get it wrong, Cid tries to help you get the passcode right, which you have 3:00 to figure out. If you fail, you will not get the Huge Materia. If you succeed, the container opens, and you receive the Huge Materia. Go back to the main hallway, then climb down the ladder to the south of the screen. Try to go past the room which Shera checked during the previous launch FMV. The tank she was checking in the FMV explodes and falls onto Cid's back. He is unable to get free, even with the 2 other members helping him out. Shera suddenly comes out from the next room, and proceeds to help Cid. He is eventually freed, and shows a somewhat, different attitude towards Shera. Head down the next room to enter the escape pod. The pod then shoots back down to Earth, and the rocket crashes into Meteor, whether you got the Huge Materia or not. Apparently, the rocket seemed to have no effect on Meteor (probably because you guys took away the Huge Materia from the rocket..., but we can't say Cloud is the bad guy, now can we?), except increasing its size and shattering a part of the outer layer. After all this, you will find yourself back in the Highwind.

Forgotten Capital/Underwater - The Key to the Ancients <^2-Q>

--- WARNING: SPOILERS AHEAD IN NEXT PARAGRAPH (DISC 1) ---

If you haven't gotten it yet using the submarine, you must first obtain the Key to the Ancients key item from the ocean depths. Hug the northern continent and travel west until you reach an opening in the wall somewhere near the western continent. Enter it all the way to find a weird spiked stick. Ram it to receive the Key to the Ancients. Once you have it, use the Highwind or a Chocobo to return to Cosmo Canyon. Talk to Bugenhagen in his house, and store the Huge Materia in his observatory. You can obtain any of the Materia from within the

Huge Materia if you wish (see FAQ for list of Materia obtained). Once Bugenhagen agrees to come with you, head for the Forgotten Capital. In the main crossroad, take the left path and travel it all the way until you reach the end. At the end is a blue crystal formation. Bugenhagen will then talk about the Ancients and put the Key of the Ancients on a podium. It then activates a sort of projector on a sheet of water which displays images of Aeris and the White Materia, which is seen glowing pale green. The secret of the White Materia, thought to have been lost with the death of Aeris, will be revealed here, but I won't tell ^_^

--- END OF SPOILER WARNING ---

Midgar Area - Diamond Weapon <^2-R>

After the events in the Forgotten Capital in Disc 2, Diamond Weapon is seen rising from the ocean floor, heading for Midgar. You cannot battle it while it's in the ocean, as the Highwind will just bounce back forcefully, as by a force field. When it reaches land, approach it by foot, and a battle will ensue. It has 50000 HP to boot, and has an extremely annoying Diamond Flash attack. Plus, you can only hit it with Magic, Summons and Enemy Skills. Other forms of attacking (physical, items, etc.) will have no effect. At the start of the battle, cast the Big Guard Enemy Skill. It is generally weak against Lightning, so use Bolt 3, Ramuh, and often times, Kjata (if you are not running low on MP). Make sure everyone is immune to Silence. After being weakened thoroughly, it will start a countdown, which, when finished, will attack with his Diamond Flash attack, which delivers very high damage to all characters, as well as silencing them. After performing this attack at least once, you can attack it any way you wish, so unleash your 2x/4x-Cut on it and it'll fall quite easily. Just make sure you keep your HPs and Big Guard up. Oh, and don't forget to steal the Rising Sun weapon (for Yuffie) from it, as, like the Vagyrisk Claw, the Rising Sun is one-of-a-kind. For a more thorough explanation of Diamond Weapon, check "Diamond Weapon Strategy" below.

Junon Crater/Cosmo Canyon - Ultimate/Ultima Weapon <^2-S>

After Diamond falls, use the Highwind to fly over to the crater lake near Junon. You will then see Ultimate Weapon hovering on top of it. Ram it to do battle. After shedding a few HPs, it escapes, leaving you to do chase with it all over the map. Throughout the course of these battles, a few Circlets and Reflect Rings can be stolen in any of the battles (Ultimate has Circlets during Highwind mid-air battles, and Reflect Rings during battles on land). After chasing it throughout the world, and after it is drained of most of its HP, it will then hover over Cosmo Canyon, it's deathbed. Battle it there and defeat it, taking away what was left of his 100000 HP. To defend against Ultima Beam, just pair the Elemental Materia to any non-elemental Materia, and equip them to a linked slot on the character's armor. As a final attack, it will cast Shadow Flare on whoever struck the final blow upon it. Make sure you learn this with the Enemy Skill Materia, so have them all equipped on one character, and have him do all the attacking. When Ultimate casts it, all the Enemy Skill Materia will have added it. You win the Ultima Weapon for Cloud as a reward, as well as 35000 EXP, 2500 AP, and 25000 Gil. When it dies, it will fall, creating a crater on the map, allowing access to the Ancient Forest without the aid of a Chocobo. For a more thorough explanation of Ultimate Weapon, check "Ultimate Weapon Strategy" below.

Midgar, Sector 8 Underground - The Turks + W-Item Materia <^2-T>

After the second save point, enter the tunnel in the wall. Once on the other side, walk a bit north to face Reno and Rude....and Elena(!) in a final showdown. If you completed the events at Wutai successfully before raiding

Midgar, you will have the option of not battling them. But I always choose to fight them, simply for the excellent steals. You can steal a Minerva Band from Elena, a Tough Ring from Reno, and a Ziedrich from Rude. Nothing much for a final showdown with them, I believe, but it is fairly challenging at low levels. Having 4x-Cut at this point wouldn't be too fair with the Turks, not would it? Oh well, just use 4x-Cut repeatedly for a quick fight. Or if you didn't learn it yet, 2x-Cut or Slash-All will do fine. Just DON'T FORGET THE STEALS!!!! That's pretty much all there is to this fight. Same old attacks from Reno and Rude, minus the Pyramid attack. Elena's Amulet attack is nothing to worry about, as well as her damage-all attacks. The W-Item Materia is at the very end of the Winding Tunnel, if you go straight south all the way. There is a save point here as well.

Midgar, Shinra Building - Return for more Items! <^2-U>

In the Winding Tunnel, take the north-east, north-east and north-west paths in that order, until you reach a dead end. Take the ladder in this room all the way up to the Shinra HQ. Enter through the front door, and into the Accessories shop. Examine the 2 chests you couldn't open during your visit here in Disc 1 for a Pile Banger (Barret) and a Master Fist (Tifa). Go up to the 63rd Flr. and retrieve the Grow Lance (Cid). Go up to the 64th Flr. and examine the locker room for the megaphone you couldn't grab earlier (HP Shout for Cait Sith). Also, check the stairways you took if you chose Tifa's route in entering the building (Disc 1) for the Behemoth Horn (Cait Sith).

Midgar - Materia Jammer!! <^2-V>

The Jamar Armor the Proud Clod wears as a breastplate actually has one attack. It disables all Materia of any color on all characters until the end of the fight (Materia Jammer, hence the armor's name). If you want to avoid this, just kill the Jamar Armor before it uses it. It has 20000 HP, in comparison to the main body's 60000 HP.

Midgar, Sister Ray - Missing Missing Score!! <^2-W>

If you do this part of the mission without Barret, the treasure chest holding the Missing Score will not be there! You cannot get it ever again unless you reset and put him in your party (via the save point after Proud Clod). To find out which chest holds it, return with Barret and find the new chest on one of the starway landings.

Midgar, Sister Ray - Hojo's Revelations <^2-X>

--- WARNING: SPOILERS AHEAD IN NEXT PARAGRAPH (DISC 2) ---

The battle with Hojo is really easy, so I need not explain it, except that he has 3 forms. But before you fights him, he reveals a lot of stuff, including that he's the biological father of Sephiroth, and that he injected Jenova cells into his own body. He also reveals the truth about Cloud and his relation to Hojo's Sephiroth-Clone experiments. But once again, I've already said too much now haven't I?

--- END OF SPOILER WARNING ---

- Disc Three -

Northern Crater - General Information <^3-A>

This is the final dungeon of FF7, and it's pretty easy, and rewarding. Just follow the paths down the crater, until the crossroads. Take the left path, then

the upper path and fight Magic Pots and Movers, which are the best sources of AP and Gil in the game! This path also contains the Shield, W-Magic and Counter Materia. Take the left, then lower path to obtain a few good items, including the Mega-All Materia. Take the right path to obtain the second Mystile (refer to the FAQ on how to get the 3rd Mystile). A complete checklist of items found (without use of crater item duplication trick, W-Item duplication trick, stealing or winning from battles) in the crater is here to guide you:

Save Crystal

- 3 Guard Sources
- 2 Magic Sources
- 2 Mind Sources
- 2 Power Sources
- 2 Speed Sources
- 1 Luck Source
- 2 Elixirs
- 4 Megalixirs
- 2 Turbo Ethers
- 2 Vaccines
- 3 Hero Drinks
- 2 Remedies
- 2 X-Potions
- 1 Mega-All Materia
- 1 HP Absorb Materia
- 1 Shield Materia
- 1 Counter Materia
- 1 W-Magic Materia
- 1 Mystile
- 1 Imperial Guard
- 1 Tetra Elemental

Northern Crater - Jenova and Sephiroth <^3-B>

Jenova*SYNTHESIS will die with just one casting of KotR, if you paired a Master Summon with at least a LV2 MP Turbo Materia. To make it more challenging, drop the KotR and Omnislash, then keep using 2x/4x-Cut, but I doubt she would be of any challenge anyway. Bizzaro Sephiroth is a bit harder, as you will have to attack in sequence. Switching to other parties would just complicate things more, so stick with your main party. Use Slash-All and summon Materia, or any other all-hitting attacks. 4x-Cut works wonders here as well, but nothing beats a good casting of KotR (one will kill him immediately!). Again, for a little challenge, drop KotR.

The music in this next battle is so breathtaking, it's the best track in the entire game! Safer Sephiroth (the One Winged Angel) is a LOT harder than Bizzaro Sephiroth. He has a lot of HP, but not quite as much as Ultimate Weapon (with full HP, of course). He attacks with Pale Horse (a sort of energy attack), Shadow Flare, a physical attack with his wing, plus a lot more. His most annoying is the Supernova spell, which, after destroying all the planets in the inner circle of planets, attempts to destroy Earth, and Cloud's party with it. It damages quite a lot, but causes CNF and SIL, so have Ribbons equipped. Just make sure to use DeBarrier on him as a first attack, to dispel his Wall spell. Then, use Big Guard on all allies and pound on him relentlessly. I recommend equipping Cloud and other short-range characters with a Long-Range Materia, so they can attack Safer Sephiroth even while he is hovering high, preparing for Supernova. In time, though, he will fall (KotR or Omnislash will finish the job really quick). He is even harder when Cloud is at LV99, as his attack patterns change, and he becomes much more aggressive (his HP increases considerably as well). The final battle between Cloud and Sephiroth is a joke. The graphics are really improved on this one, and you can clearly see the detail on both of their sprites. This battle is pretty much

self explanatory, as it is impossible to lose. Sephiroth then dissolves into lifestream after being beaten.

I just listed some, more noticeable stuff from the game, and not actually a complete, detailed walkthrough. Like I said, this is just an early version of my FAQ, so I'll just keep this short for now. Check back for future versions and updates on this section. E-mail me if you have any stuff to add/suggest (awp_232@yahoo.com).

: [FAQ] <^FAQ>

OK, what you've all been waiting for: The FAQ. Any common questions found in the GameFAQs FF7 board are found here. Any others can be E-mailed to me, or posted at the board, and I might reply if I'm not too busy. Any questions sent to me which are already included here, or are of little relevance to the game will be deleted. Please send me only intelligent answers only poeple with brains can think up. Newbies are welcome to ask anything through the board, or through E-mail, but I really can't stand vets who pretend to be newbs to offend other people, so watch it...Thank you ^_^

Q. What is ATB?

A. ATB stands for Active Time Battle. It is the system of taking turns during battle as a time bar fills up. Whoever's time bar fills will be allowed to take action, and his/her time bar will be reset to zero, to be filled again as time progresses.

Q. Can you really resurrect Aeris?

A. No, you can't.

Q. But I can resurrect her in battle. An enemy kills her, and I just use a Phoenix Down. I wonder why you haven't thought of that before?

A. When you lose all you HP in battle, you get KO'd (Knocked-Out), which isn't the same as dying, as what happens at the end of Disc 1. A Phoenix Down, the Phoenix Summon, or any Life spell will only remove KO status, and not actually revive a dead person (not quite what the legendary Phoenix is known for).

Q. So how can she survive a lot of shots from the Shinra soldiers, but not a single stab wound from Seph's (er, Jenova's, actually) sword?

A. I don't know why it's so ridiculous, so ask Square about that. Oh, and shut up about Aeris being revived, ok?

Q. How do I breed a Gold Chocobo?

A. You must be at least in Disc 2 to breed Chocobos, and have bought at least 4 stables from Choco Bill (10000 Gil each). First, capture a Chocobo from the tracks near Mideel. Make sure it is guarded by one or two Spirals (look like Armadillos). Then, capture one from the tracks south-east of the Gold Saucer. Make sure this one is guarded by one or two Spencers (small winged creatures that stay on the ground). Save, then return to the Chocobo Farm. Transfer your new Chocobos (Good from Gold Saucer, Great from Mideel) into your stables. They MUST be of the opposite sex. If not, reset and try transferring them again (the gender chosen is randomized upon transfer to the stables). Now, head toward the Chocobo Sage's house in a valley in the northern continent, and buy from him at least 70 Sylkis Greens. Next, steal 3 Carob Nuts from Vlakorados enemies on an

island south of the southern peninsula of the northern continent, right under Bone Village. Fly towards Goblin Island on the north-east ocean of the map. Steal one Zeio Nut from the Goblins in the forests. Now, return to the farm and feed both Chocobos at least 10 Sylkis Greens each. Now fly to the Gold Saucer and race them both to Class S. Head back to the farm, then mate them using a Carob Nut, hopefully, producing either a Green or Blue Chocobo. Green Chocobos can cross mountains, whereas Blue Chocobos can cross rivers and shallow water (marked by light-blue color on the ocean). Make sure it is of the opposite sex of your Great Chocobo. If not, reset and try again. Feed it at least 10 Sylkis Greens, then race it to Class S at the Gold Saucer. After a while, mate it with your Great Chocobo using a Carob Nut to produce the opposite color Chocobo (Blue for Green, Green for Blue). Make sure it is of the opposite sex as your original Green or Blue Chocobo. If not, then reset and try again. Feed it at least 10 Sylkis Greens, then race it to Class S at the Gold Saucer (now how many times is this sentence repeated??). After a while, mate your Green and Blue Chocobos with your last Carob Nut to hopefully produce a Black Chocobo. This Chocobo can cross rivers and shallow water and mountains. Feed it at least 10 Sylkis Greens, then race it to Class S at the Gold Saucer. Fly to the Chocobo tracks in the northern continent, and capture a Chocobo guarded by 1 or 2 Jumpings (rabbit-like enemies). This is a Wonderful Chocobo, recognizable by its dashing pose when transferring. Save before transferring it to your stables. After saving, transfer it to your stables. It must be of the opposite sex as your Black Chocobo. If it isn't, reset and try the transfer again. Feed it at least 10 Sylkis Greens, then race it to Class S at the Gold Saucer. After a while, mate your Black and Wonderful Chocobos using your Zeio Nut to hopefully produce a Gold Chocobo. Feed it at least 10 Sylkis Greens, then race it to Class S, then try to get the reward from Ester (Cat's Bell, Precious Watch, Chocobracelet, Counter-Attack Materia, Sprint Shoes) for winning so many times in Class S (trust me, it's easy, even against Teioh). You can now get the Knights of the Round Materia from Round Island (north-eastern corner of map).

Q. Is Zack in the game?

A. Only in flashbacks (including those FMVs, and the picture), contrary to rumors of him being the man in the tube (Midgar, Sector 5). There is no way to put him in your party. He is dead, as shown in the bonus FMV in the Shinra Mansion basement (Disc 3). There is no method of getting him, no matter what you hear. You could try adjusting the color of your TV to make Cloud look like him (black hair), but that's as close to Zack as you can get.

Q. How do I get Master Materia?

A. You may get them after storing the Huge Materia in Cosmo Canyon. You must master all the Materia of a certain color to get its Master Materia. There are three kinds: Master Command, Master Magic, and Master Summon. Here's what you need to master to get them:

Master Magic:	Master Command:
Barrier	Deathblow
Comet	Manipulate
Contain	Mime
Destruct	Morph
Earth	Sense
Exit	Steal
Fire	Throw
FullCure	
Gravity	Master Summon:
Heal	
Ice	Alexander

Lightning	Bahamut
Mystify	Bahamut ZERO
Poison	Choco/Mog
Restore	Hades
Revive	Ifrit
Seal	Kjata
Shield	Knights of the Round
Time	Leviathan
Transform	Neo Bahamut
Ultima	Odin
	Phoenix
	Ramuh
	Shiva
	Titan
	Typhoon

If you DO master all the Materia specified in one color, go to Cosmo Canyon, then go to the observatory. Examine the Huge Materia with the color of the Materia you have mastered. All your mastered Materia will then be replaced with one Master Materia of the same color. It contains all the abilities of the specified Materia in that color. Your set of mastered Materia of that color will be lost, but not to worry, since new ones are born with every mastered one. There is another way of getting Master Materia, which involves beating Emerald Weapon and getting the Earth Harp from him. Give the Earth Harp to the traveler in Kalm (who speaks of going on a journey for lost souls, and asks for the Earth Harp, Guide Book, and Desert Rose), who will then ask for it. In return, he will give you a complete set of Master Materia (Command, Magic, Summon)!!

Q. What are the 24 Enemy Skills? How do I learn them?

A. A character with an Enemy Skill Materia equipped must actually be HIT by the skill in order to learn it. Then, win the fight to learn the skill completely. If you escape or get eliminated (as in thrown away, like Midgar Zolom's tail whip attack), you will not have learned the skill, and have to fight that enemy again, and get hit again in order to learn it. Some of the enemies which have the skills can be manipulated, so use this to your advantage, especially when learning defensive skills (they obviously won't use them on you). Here's a list of all the 24 Enemy Skills, and where to get them:

(Listed in order of stars)

Frog Song

Casts TOAD and SLP on one opponent. Learn from Touch Me in forest around Gongaga.

L4 Suicide

Critical damage to enemies w/ LVs multiples of 4. Learn from Mu near Chocobo Farm.

Magic Hammer

Drains 100 MP out of one opponent. Learn from Razor Weeds north of Wutai.

White Wind

Restores HP and cures all status ailments from party. Learn from Zemzelett near Junon.

Big Guard

Casts Wall and Haste on party. Learn from Beach Plugs in the shores near Gold Saucer.

Angel Whisper

Restores KO, life, status. Learn from Pollensalta in Northern Crater.

Dragon Force

Boosts DEF and MAG DEF of one ally. Learn from Dark Dragons in Northern Crater.

Death Force

One ally is immune to instant death. Learn from Adamantaimai in the shores near Wutai.

Flame Thrower

Fire damage to one enemy. Learn from Archdragons in the Mythril Mine.

Laser

Lessens one opponent's HP by half. Learn from Death Claws in the Desert Prison.

Matra Magic

Non-elemental missiles hit all foes. Learn from Custom Sweepers outside Midgar.

Bad Breath

Casts PSN, CNF, SLP, SIL, MINI, TOAD on all foes. Learn from Malboros in Gaea's Cliff.

Beta

Fire damage to all foes. Learn from Midgar Zolom in the marsh near the Chocobo Farm.

Aqualung

Water damage to all foes. Learn from the Harpys in the Gold Saucer desert.

Trine

Lightning damage to all foes. Learn from the Materia Keeper in Mt. Nibel.

Magic Breath

Fire, Ice and Lightning damage to all foes. Learn from the Stilvas in Gaea's Cliff.

????

Does damage equal to your damage taken. Learn from the Jerseys at the Shinra Mansion.

Goblin Punch

Non-elemental damage to one opponent. Damage is increased if enemy LV = caster's LV.

Chocobuckle

Does damage equal to the number of party's escapes so far. Learn from Chocobos.

L5 Death

Kills all foes with LVs multiples of 5. Learn from Parasites in Northern Crater.

Death Sentence

Puts one enemy in CND status. Learn from Sneaky Steps in the Cave of the Gi.

Roulette

Randomly kills one target (friend or foe). Learn from Death Dealers in Northern Crater.

Shadow Flare

Big non-elemental damage to one enemy. Learn from Ultimate Weapon during Discs 2 or 3.

Pandora's Box

Big non-elemental damage to all foes. Learn from Dragon Zombies in the Northern Crater.

NOTES:

- You cannot learn Enemy Skills in the Battle Square at the Gold Saucer.
- You cannot learn Enemy Skills from another character by casting the skill on them. You may only learn the skills from the enemies who have them.
- L4 Suicide can also cast MINI randomly.
- As long as an enemy has at least 1 MP left, the caster will still receive 100 MP. This attack is useless if the enemy has no MP left.
- White Wind can also be learned from the Wind Wing enemies in the Whirlwind Maze. Bump into the barriers to instantly fight one. You must manipulate the enemy in order to learn this.
- To learn Big Guard, you must manipulate a Beach Plug and cast the skill on yourself.
- Pollensaltas are found when you take the right path in the crossroads in the Northern Crater. You must manipulate one in order to learn this skill.
- To learn Dragon Force, you must manipulate a Dark Dragon and cast the skill on yourself.
- To learn Death Force, you must manipulate an Adamantaimai and cast the skill on yourself.
- You can also learn Laser from the Dark Dragons in the Northern Crater.
- You can also learn Matra Magic from the Death Machine enemies in the Junon Underwater Reactor.
- You must have drained at least half of Midgar Zolom's HP (2000 at least) for it to cast Beta. Midgar Zolom also usually casts it after eliminating at least one character.
- You need the buggy to learn Aqualung from the Harpys (to cross the desert and still have random battles). You can also learn this skill from JENOVA*Life in the Forgotten City, as well as from the Serpent enemies in the sunken Gelinka.
- You can also learn Trine from the Stilvas in Gaea's Cliff, or from Godo at the top of the Pagoda of 5 Gods in Wutai.
- You can also learn Magic Breath from the Parasites in the Northern Crater.
- You can also learn ???? from the Behemoths in Sector 8 Underground during the raid in Midgar. Don't mistake them for the King Behemoths in the Northern Crater, as they do not have the skill.
- To learn Chocobuckle, you must have a Mimett Greens item ready, and have the L4 Suicide skill learned. Now, fight a Chocobo with a LV that is a multiple of 4. If you're having trouble finding one, just fight one near the Chocobo Farm. In time, a Chocobo with a LV multiple of 4 will appear. Feed it a Mimett Green, then use L4 Suicide on it. It will get annoyed, and will cast Chocobuckle on the caster of L4 Suicide.
- You can also learn the Death Sentence skill from the Boundfats in the Forgotten Capital.
- You must actually die from Roulette in order to learn it (ouch!). However, there is a way to avoid this. Either equip a Safety Bit, or use the Death Force Enemy-Skill.
- Ultimate Weapon casts Shadow Flare as a final attack, and only does it during the final battle at Cosmo Canyon. You can also learn this skill from the Dragon Zombies in the Northern Crater.
- Dragon Zombies usually use Pandora's Box as their final attack.

Q. OK, but how many Enemy-Skill Materia are there anyway?

A. There are 4 Enemy Skill-Materia, listed in the order in which you can find them:

- 67th floor of the Shinra Building (In the lab sample tank after defeating Sample:HO512)
- Junon, Upper Junon Area. Get from the Respectable Inn.
- Back of the headboard in the house where the party sleeps, in the Forgotten Capital.
- Talk to the Green Chocobo at the Chocobo Sage's house to receive the 4th Enemy-Skill Materia.

NOTES:

- To learn all the skills for all 4 Materia, you must not do the Wutai side-quest until you obtain all of the 4 Materia, so you will still have a chance to learn the Trine skill from Godo.
- If you forgot the Enemy-Skill Materia in the Shinra Building during Disc 1, you can always go back for it during the raid on Midgar during the end of Disc 2.

Q. I don't get this Turtle's Paradise Flyers thingy. Where are they? What do you get from reading them all?

A. There are 6 flyers all in all. They are located at (listed in order of appearance):

- Midgar: 2nd Flr. of one of the houses in the screen before Aeris' house (Sector 5). It is stuck on the wall (the house with the sleeping kid).
- Shinra Bldg: On the bulletin board in the lobby. One of the papers stuck to it is the flyer.
- Gold Saucer: In the Ghost Hotel. Read the sign in front of the souvenir shop.
- Cosmo Canyon: Piece of paper stuck beside the Tigerlily Arms Shop.
- Cosmo Canyon: 2nd Flr. of inn near the Cosmo Candle. Read the papers on the wall.
- Wutai: Basement of Yuffie's house. Long sheet of paper stuck in the hall. You can read this after Yuffie steals your Materia.

You get a source item of every kind, and a Megalixir from the owner of the bar (in Wutai, where the Turks were drinking). Like the contest says, it's named Turtle's Paradise.

Q. Where do I get Bahamut ZERO?

A. You must have the Bahamut and Neo Bahamut Materia, and you must have completed all 4 Huge Materia missions successfully. Go to Cosmo Canyon and head for the observatory. Examine the Blue Huge Materia. It will respond to the Bahamut and Neo Bahamut Materia, and you will receive the Bahamut ZERO Materia. Don't worry, you still get to keep your other 2 summon Materia.

Q. How do I get Yuffie and Vincent? I finished the game before and didn't get them. Aren't they part of the story?

A. They are not involved in the main plot, as they are optional characters. You may or may not get them upon finishing the game. It's all up to you. Now, how to get them:

Yuffie:

Walk around any forest in the world map on any disc. Eventually, you will fight an enemy called Mystery Ninja. If you're having trouble finding her, try walking around the forests near Junon. She appears there very frequently. When the battle starts, you will notice her awesome fire bomb-type attack. Bad news: you can't use it once you have her. She will keep using this move over and over until she loses. This battle is easy even at really low levels (she's at LV22), since she only has 800 HP. When the battle ends, a scene in a grassy clearing takes place. Your party is here with Yuffie, who apparently is dazed from the battle. Do not use the save point here, as she will escape and you'll have to find and fight her over again. She will ask for a rematch, but you know better, so choose these answers in order:

- Not interested
-petrified
- Wait a second!
-That's right.
-Let's hurry on.

She will then join your party....no more rematch ^_^

Vincent:

He's at the Shinra Mansion in Nibelheim. You can get him in any disc as well. First, you must get the Key to the Basement key item from the safe in the 2nd floor (read Cosmo Memory Manual, Red XIII). When you beat the boss there, you will receive the Cosmo Memory Manual, the Odin Materia, and the Key to the Basement key item. Now, go to the mansion basement, and just before the door to the laboratory/library below, enter the door to the north. Open the purple coffin, and Vincent will pop out. The responses to take in this conversation are:

- Talk about Sephiroth.
- Who are you?

Name him, and he will go back to the coffin. Try to leave the basement. When you do, he will follow you and ask to join your party.

Q. How do I beat Emerald and Ruby Weapon?

A. (Please see Emerald/Ruby Weapon Strategy below.)

Q. How do I learn new Limit Breaks?

A. The format for Limit Breaks is as follows:

LV1	LV2
A.	A.
B.	B.

LV3	LV4
A.	A.
B.	

You start with your LV1-A break already. To learn sub-level "A" breaks in levels 2-3, the character must kill a certain number of enemies (the number is different for every character). When I say kill, I mean that character must deal the final attack to that enemy when it dies. It's up to you what method to use, but Flash always works best for me. Try fighting in the forest just outside Mt. Nibel, on the way to Rocket Town. You can fight groups of 4 or more Battery Caps there, as well as Valrons. One Flash will kill them all instantly. Sub-level "B" breaks can be learned via killing enemies (see table below for

figures). A tip on learning sub-level "B" breaks: try putting a character in Hyper status to fill the break easily. Equip a Precious Watch and a mastered Cover Materia. Go fight the enemies in the Gelinka, as they do pretty high damage, which will fill your limit bar faster. Your LV4-A break is your Ultimate Limit Break. You cannot learn these breaks by ordinary methods. You must have the manual for learning that break in order to use learn it. And, you must have learned all your other Limit Breaks first before the manual will be useable. Vincent only has one break per level (all sub-level "A" breaks). Cait Sith only has 2 breaks, LV1-A and LV2-A, and thus, has no break manual. Read "Characters" above for info on all the Limit Breaks, and how to get each character's LV4 manual. Here is a table showing how to obtain each character's Limit Breaks (LV1-B to LV3-B)*:

	LV1-B	LV2-A	LV2-B	LV3-A	LV3-B
Cloud	8	115	7	195	6
Barret	9	80	8	70	7
Tifa	8	96	7	96	6
Aeris	7	80	6	80	5
Red XIII	8	70	7	70	6
Yuffie	8	63	7	63	6
Cait Sith	N/A	40	N/A	N/A	N/A
Vincent	N/A	42	N/A	52	N/A
Cid	7	60	6	80	5

* - Figures are based on GideonD's Limit Break Mechanics Guide, "Limit Break Mechanics Study" (heretic6@yahoo.com)

That is a very interesting study, and this data is based on GideonD's own experience in learning new breaks. I plan on participating and submitting data of my own, and I'll find out if the numbers are randomly selected, or if they are constant.

Additional Note: The fact that Vincent simply has to kill a LOT of enemies to learn 2 of his breaks may be good, because it helps increase Death Penalty damage when you get it (although not by much, since it takes TONS and TONS or kills to get it to do 9999).

Q. Who the heck is this Kalm traveler?

A. He is only useful once Meteor is summoned in Disc 2. He is going on a journey to pray for lost souls killed by Weapon. He is looking for 3 items, which you can find in some parts of the game, and trade them to him for other items:

Item:	Found:	Trade For:
a. Guide Book	Morph a Ghost Ship in the Underwater Reactor.	Underwater
b. Earth Harp	Defeat Emerald Weapon to win this item.	Master Materia*
c. Desert Rose	Defeat Ruby Weapon to win this item.	Gold Chocobo

NOTES:

- Underwater Materia nullifies the 20:00 time limit when battling Emerald Weapon.
- You get all 3 Master Materia (Master Command, Master Summon and Master Magic).
- The Gold Chocobo you get from the traveler has really low stats. Just breed your own gold if you intend on dominating Teioh in the races. Heh, I even kept the Desert Rose instead ^_^
- The best way to secure all 3 items is by getting them in the order listed above. First, get a Guide Book for the Underwater Materia, then fight Emerald

Weapon. Use the Underwater Materia to negate the time limit and beat this Weapon. Then, trade the Earth Harp you won from Emerald into the Master Materia, then use them to make the battle with Ruby much much easier.

Q. How do I do the W-Item duplication trick?

A. This trick only works for battle-use items. In battle, choose the W-Item command. Select the item you want to duplicate, select whom to use it on. Choose the second item, but do not choose its target. Press X to cancel the selection, then press O again. Keep repeating the pattern X, O, X, O, Each time you press X, a new copy of the first item is made. Use this on hard-to-get items, such as Megalixirs, the Vagyrisk Claw, etc.

Q. Ok, then what's this I hear about item duplication in the Northern Crater?

A. This trick is pretty useful for getting more than one of the rare items after the crossroads, including the 3rd Mystile. This trick starts during the crossroads area (where the party gathers for the first time in the crater), and may only be done once. First, take the upper-left path, and send Tifa to the right path. Collect every single item you come by. When you reach the bottom, where the party is gathered the second time, make sure they DON'T appear. Instead, head back up the lower-left path (the only retraceable path), collecting all the items as you go, then take the right path (where you sent Tifa), collecting all the items you come by (including the 2nd Mystile). Once you've passed all 3 paths, go to your party at the bottom (go further to make them gather), then talk to all the characters who were not in your 3-member party. If you'll notice, the items you receive from them will be duplicates of the items you've already collected! You may even get duplicates of the rare items there (if you change the paths you took, as long as you let the party gather at the bottom, then retrace back all 3 paths), such as the Counter Materia, or the Imperial Guard! Next, go back to your other team mates and talk to Tifa. She'll give you another Mystile, totalling the number of Mystiles in the game to 3! Talking to the other characters give you other items you may have collected before. The items they give is determined by which path you sent them to (they only take their items from that path).

Q. What is Lucky 7 status?

A. When your current HP is at 7777 in a battle, your HP starts flashing, and that character starts to unleash a chain of 62 attacks in ONE turn! Each of these attacks does 7777 DMG, regardless of enemy DEF or special attributes except Peerless, like Ruby Weapon before it burrows its tentacles. After the battle, your current HP drops to 1. If many characters are in Lucky 7's all at once, they will not attack 62 times each, but they will all attack turn by turn until their *total* number of attacks reaches 62. The absolute BEST ways to have Lucky 7's status is to either, by chance, make a character's MAX HP exactly 7777, but this is EXTREMELY hard to do, and is often impossible in some games, or to have the Chocobuckle Enemy-Skill do 2222 HP damage (escape 2222 times), and have the character have 9999 HP MAX.

Q. Does everyone die when Holy + the Lifestream destroy Meteor?

A. Bugenhagen said that we may very well be destroyed along with Meteor, if we are not good for the planet. And since Shinra set an example for the entire world, and to Holy, we may have vanished as well. But the real truth is still unknown, because no matter what anyone says, the ending is very complicated and unclear. The scene 500 years afterwards is of Red XIII with kids(?). Now don't go asking me who he married, as I have no idea ^_^

Q. What is this I hear about a special prize package in Chocobo racing?

A. If you win 15 consecutive times at Class S, Ester will be impressed by your racing and kind of compare you to Joe (Teioh Chocobo), another jockey. She will say that she has never seen anyone win so much at Class S, and she will reward you with an impressive prize package which includes a Chocobracelet (armor), Precious Watch (armor), Cat's Bell (accessory), Sprint Shoes (accessory), and a Counter-Attack Materia. Unfortunately, she only gives you this prize package once.

Q. OK, since you support the GameFAQs FF7 board so much, then what use is there for this and other FAQs?

A. We may not always be there to guide and help you out, and it would be pretty awkward to keep rewriting answers to common questions, right? Also, there are many vets in the board who are annoyed by these repetitive questions. FAQs are there for those who want to read them, and so is the board. But the FAQ will always be there for you, whereas the players in the board may be offline, leaving you blank, needing the answer urgently. If you're too lazy to read the entire FAQ, just use the "Find" (Ctrl+F) function in Wordpad. Another reason is so you can avoid asking stupid questions in the board. I don't blame you if you are a newbie (and this is a beginners FAQ after all), since you may be inexperienced with the game. Again, FAQs are there so you can ask all the stupid or irrelevant questions you like, see if they are in the game, then inform yourself properly without too much embarrassment ^_^

Q. Speaking of stupid questions, can I revive Aeris?

A. No, you can't.

Q. Is there a Cheese Weapon?

A. No there isn't.

Q. Can Sephiroth join my party.

A. Only in Cloud's Past....hey!!! STOP ASKING STUPID QUESTIONS OK!!!!

Q. What did you do to your background?

A. Eh? I just made it multicolor, since I like a vivid background.

Q. How do I get my character's ultimate weapons? What are these "power-up" abilities I hear of?

A. (Please check the "Characters" section above)

Q. What are the Gambler, Tissue, Combat Diary, Super Sweeper, Autograph, Masamune Blade and 1/35 Soldier items used for?

A. They have no use whatsoever in the game. There is a rumor about collecting 12 1/35 Soldiers. When you do so, you do not need to pay for your troops when you play the Fort Condor mini-battles. I doubt this works, however.

Q. In Discs 2 and 3, the door to Midgar is locked! How do I get in?

A. There is a person outside the gate who says he lost his key in an excavation tour (Discs 2 or 3). Head for Bone Village and dig for Normal Treasure. Choose to dig in the corner the cockpit and the right wing of the airplane make (there is a shiny thing sticking out of the ground). Open the treasure chest to find the "Key to Sector 5" key item. It allows you to open the door in Midgar, which

leads to the Sector 5 slums.

Q. Any other questions you intend to add?

A. Yes, but this is just an early version of this FAQ, so I've limited the questions for now. I'll check the FF7 board frequently for any other questions I will want to add.

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This is just a little more stuff I added to give a bit more usefulness to this FAQ. I just added a few Materia combos and setups. I also included some tips on beating the Weapons, just so you know.

: [Materia Combos] <^CMB>

These combos are categorized by their complexity. Some of these are just some of my own experiments, but many of these are very common already. I also included the more basic and obvious ones (after all, this is a beginner FAQ, right?). Stuff like Final Attack+Phoenix, or KotR+HP Absorb are also included.

- Basic Single-Effect -

[All + Any Magic Materia]

When you cast a learned spell from the attached Materia, it is cast on the entire selected party. Other spells already have the innate "All" ability, such as Comet2 or Ultima. Even other spells cannot be affected by the "All" ability, such as Shield or Freeze.

[Elemental + Any Elemental Materia]

Some Materia have certain elements within them. To check, press Tri to go to the menu. Enter the Materia subscreen. Try moving the cursor on a certain Materia. If it has an element, you will see it in yellow letters on the lower-left pane (properties of the selected Materia).

* Equipped on Armor

LV Of Elemental Materia	Effect
LV1	Halves specified elemental damage.
LV2	Nullifies specified elemental damage.
LV3	Absorbs specified elemental damage.
LV4 (MASTER)	Same as LV3

* Equipped on Weapon

Causes specified elemental damage with every physical attack.

[Added Cut + Any Command, Magic or Summon Materia]

After the paired Materia is used, character does a physical attack to the same target. If "All" ability was used, then a random target is selected. Exceptions include Double Cut, Slash-All, W-Item, W-Magic, W-Summon, etc.

[Added Effect + Hades]

* Equipped on Armor

Defends against CNF, TOAD, MINI, PAR, SIL, SLP, SLOW, STOP.

* Equipped on Weapon

Adds CNF, TOAD, MINI, PAR, SIL, SLP, SLOW, STOP to every physical attack.

[Counter + Mime]

When the character is hit, he/she attempts to mimic the last action performed by the party. Limit Breaks of other characters cannot be mimicked.

[Final Attack + Phoenix]

When the character gets KO'd, he/she casts Phoenix, assuming he/she has enough MP left, and is not silenced. Any dead party members are then revived, including the caster.

[MP Absorb + Any damaging Magic or Summon Materia]

When the paired Materia is used, MP equal to 10% of the total damage dealt is restored.

[HP Absorb + Any damaging Magic or Summon Materia]

When the paired Materia is used, HP equal to 10% of the total damage dealt is restored.

[Magic Counter + Restore]

When HP damage is taken, the highest spell learned from the Restore Materia is cast on the affected character.

[MP Turbo + Any Magic or Summon Materia]

MP Turbo Level	Effect
LV1	Added 10% to spell effectivity.
LV2	Added 20% to spell effectivity.
LV3	Added 30% to spell effectivity.
LV4	Added 40% to spell effectivity.
LV5	Added 50% to spell effectivity.

NOTE: MP cost for the spell also increases when paired with MP Turbo. The higher the level of the MP Turbo, the higher the addition to the MP cost.

[Quadra Magic + Any Magic or Summon Materia]

When the paired Materia is used, the selected spell is cast 4 times with no additional MP cost. The selected target for the spell is random. The effectivity of the spell decreases though. KotR cannot be paired.

[Sneak Attack + Exit]

When the battle starts, the highest level spell in the paired Exit Materia is

used. Very good for quickly finishing random battles (Remove).

[Counter + Deathblow]

Same effect as a Counter-Attack Materia, but does critical damage. Hit rate is much lower though.

[Sneak Attack + Hades]

When you start the fight, you cast Hades (assuming you have enough MP) and cast all sorts of status ailments on all enemies. A pretty nasty first attack I must say...

[Steal + Steal as Well]

Steal twice in one turn! If one misses, you get another chance in the same turn! This greatly increases chances of getting those rare items.

[Final Attack + KotR]

A really, really damaging final attack. You will summon Knights of the Round when your HP reaches 0. Heh, payback ^_^

[KotR + HP Absorb]

When you cast KotR, you get 10% of the damage caused as absorbed HP, which is at least several thousand.

[Deathblow + Added Cut]

I separated this chain because it has a very interesting effect. Acts the same way as 2x-Cut, except the first hit does critical damage.

- Double-Pair/Double-Single -

[Master Command + Added Cut, Double Cut (LV2)]

The 5x-Cut combo. After doing 4x-Cut, the character does another physical attack. The downside is that it affects all other commands as well too, including the Item command.

[Master Command + HP Absorb, Double Cut (LV2), or Slash-All]

When 4x-Cut or Slash-All is performed, 10% of the TOTAL damage (includes all the targets hit) is absorbed as HP. In the case of 4x-Cut, 10% of each hit is absorbed as HP.

[Sneak Attack + Deathblow, Sneak Attack + Morph]

Use this combo on Yuffie when morphing enemies in the Gelinka. At the start of the fight, the character does a Deathblow, then finishes it with a Morph. If Yuffie has her Conformer, she will almost always do 9999 to the Unknowns (including 2's, and 3's). A very easy way to get sources.

[KotR + HP Absorb, Master Summon + MP Turbo]

When KotR is cast, 10% of the total damage dealt is absorbed. MP Turbo increases the damage this spell does. At LV3+, the MP Turbo will guarantee an almost always 9999-per-knight damage ratio, increasing the amount of HP

absorbed in the process.

[Any Summon Materia + MP Absorb, Master Summon + Quadra Magic]

When the summon attached to MP Absorb is cast, it will be repeated 3 more times for no additional MP cost, each absorbing 10% of total damage dealt. Damage is lessened in each individual casting, though.

[Quadra Magic + Any Magic Materia, W-Magic]

8x-Magic Combo!!!! Use W-Magic to cast the same spell twice. It will be cast to a total of 8 times!! Works with W-Summon and Master Summon too (except KotR, which will be cast only 2 times).

[Deathblow + HP Absorb, Deathblow + Added Cut]

When Deathblow is used, 10% of damage dealt is absorbed as HP, and the character delivers a regular attack right after.

[Any Magic Materia + Quadra Magic, Mega-All]

All spells will be cast 4 times when used. All spells will have the "All" ability, useable equal to the number of stars in the Mega-All Materia.

- Complex Chains -

[(MASTER)Counter-Attack x 16]

An even stronger alternative to KotR or Omnislash at higher levels. When hit, the character unleashes 16 physical attacks at the enemy. With each hit doing 9999, the total damage is 159984!!!

- Yuffie Quick-Morphing Combo -

Mega-All

(MASTER) Sneak Attack + Morph

(MASTER) Sneak Attack + Morph

You need the Conformer to use this combo effectively. You must be in the Gelinka to fulfill the purpose of this combo. When the battle starts, Yuffie will use the Morph command 2 times for lethal damage (often 9999 each if used in the Gelinka). The Serpent and Unknown 1,2 and 3 enemies here have less than 19000 HP, so they will surely fall for this combo, allowing for easy source-gathering. The Mega-All Materia is there so this combo can be used against groups of Poodlers and Bad Raps as well.

Here's what my Cloud is equipped with in my file:

Ultima Weapon O=O O=O O=O O=O

(L2) Long Range+ (L3) Double Cut, (L5) HP Plus+ (L5) CounterAtk,
(L5) CounterAtk+ (L5) CounterAtk, (L5) CounterAtk+ (L5) CounterAtk

Mystile O=O O=O O=O

Master Command+ (L2) HP Absorb, (L2) Deathblow+ (L2) Added Cut,
(L5) Speed Plus+ (L5) CounterAtk

So you see, my Cloud is pure physical. No, this is not my Weapon-killer setup, but my Special Battle (Battle Square) setup. I replaced the Speed Plus when my DEX reached 255. Also, I replaced it with Mega-All, and replaced the Double Cut with another CounterAtk for the Regular Battle.

I use Cid mostly for magic. Here's his setup:

Venus Gospel O=O O=O O=O O=O

(L3)Ultima+(L5)Quadra Magic, (L3)Ultima+(L2)HP Absorb, (L2)W-Item+(L5)HP Plus,
(L5)Contain+(L2)MP Absorb

Wizard Bracelet O=O O=O O=O O=O

Master Magic+(L5)MP Turbo, (L2)W-Magic+(L5)Mega-All, (L5)Mega-All+(L5)MP Plus,
(L24)Enemy-Skill+(L5)HP Plus

My main attack is a basic LV2 elemental spell (Fire, Ice or Bolt) on all targets. I use White Wind to restore the party. Very effective setup for basic fighting. Ultima is used for tougher bosses like Jenova*SYNTHESIS or Sephiroth. Heh, and no again, this is not my Weapons setup. Check the Weapons strategy guide below.

And for my 3rd party member, it can be none other but Yuffie. I use any setup for her, as it really doesn't matter. All she has to have is 4x-Cut and she'll do really well. When in regular fights, I use the Rising Sun instead.

- Themed Materia Setups -

: Fire Blast

Sneak Attack + Fire

Fire + All

Fire + HP Absorb

Fire + MP Absorb

Fire + Quadra Magic

Fire + MP Turbo

Fire + Added Cut

Elemental + Fire (on weapon)

Character attacks with fire-based damage. When any of the 3 Fire spells is cast, in hits all targets, is cast 4 times, absorbs 10% of the damage per casting as HP and MP, and does increased damage. Plus, the character delivers an additional physical attack right afterwards, with itself doing fire-based damage. Oh, and the battle starts with the character casting the highest Fire spell available 4 times, with the same effects mentioned above.

: The Passive Character

Counter-Attack

Counter-Attack

Counter-Attack

Counter-Attack

Counter-Attack

Counter + Deathblow

Added Effect + Hades (on weapon)

Master Command + Added Cut

Actually, you can fill up your slots with Counter-Attack Materia (mastered, of course) to add up on damage. To use this setup, just let yourself be attacked. You will counter with the amount of Counter-Attack Materia you have equipped, a Deathblow, an extra attack, each doing various status ailments. The level of your Counter-Attack/Counter Materia affects how many times you attack (chance to perform action).

: The Initiative

Sneak Attack + Deathblow
Added Effect + Hades (on weapon)
Added Effect + Destruct (with Death learned)
Deathblow + Added Cut

The character attacks first with a Deathblow, which may cause various status ailments, including instant death. If necessary, another physical attack is made right afterwards.

: The Summoner

KotR + HP Absorb
Mime
Bahamut ZERO + Quadra Magic
Master Summon + MP Turbo
Sneak Attack + Hades
Final Attack + Phoenix
W-Summon
HP<->MP

The HP<->MP Materia is there to support all that summoning. Don't worry if you die, as you will cast Phoenix and will be back in the fight. To cure, simply cast KotR to kill most enemies in the game, while you yourself gain back a few thousand HP. The battle is started by you disabling your enemies with Hades. If you prefer not to use the HP<->MP Materia, then just use the equipped Mime Materia to save MP. But the latter method is much harder to use, so I prefer relying on Final Attack + Phoenix. I know it is limited, but a single casting of KotR ends most every fight, right? This setup is not suitable for battling Emerald and Ruby.

: The Black Mage

Mega-All
Master Magic + MP Turbo
Master Magic + All
Sneak Attack + Ultima
Ultima + Quadra Magic
Final Attack + Revive
Sneak Attack + Contain
W-Magic
HP<->MP

Not entirely a black mage, but focuses clearly on offensive magic. The battle starts with Ultima cast 4 times with greatly increased damage. Once again, I included the HP<->MP Materia to save on MP. And again, it is optional. I haven't tested this yet, but I think the Final Attack + Revive will bring you back to life (I could be wrong, you know). All spells affect all targets. Master both the All and Mega-All Materia and you can use the All effect 10 times! You can also cast 2 spells in one turn due to the W-Magic Materia. Also, after casting Ultima at the start, the highest level Contain spell is cast as

well.

: The White Mage

Mega-All

Master Magic + MP Turbo

Master Magic + All

Magic Counter + Restore

Final Attack + Revive

Sneak Attack + Barrier (Wall Level)

Sneak Attack + Restore (Regen Level Only)

Sneak Attack + Time (Haste Level Only)

W-Magic

HP<->MP

Ahem...read notes above on the HP<->MP Materia...

This is a purely defensive setup, and is best used on a support character. The battle starts with the character casting Wall, Haste and Regen on all party members. Such a complicated setup since you cannot use Big Guard as a sneak attack. When hit, you counter with the highest level Restore spell (I recommend Cure2, since Regen is already in effect, and Cure3 takes up too much MP). All magic spells are affected by MP Turbo and All. When KO'd, you attempt to revive all party members (haven't tested this yet).

: The Quick Kill (Complex version of "The Initiative")

Mega-All

Sneak Attack + Destruct (Death level)

Sneak Attack + Deathblow

Deathblow + Added Cut

Sneak Attack + Odin

Sneak Attack + KotR

Heh, a really cheap combo for regular enemies and most bosses alike. At the start of any battle, the character casts Death on all enemies. If any remain standing, a Deathblow is delivered to all enemies. If they STILL stand, the additional physical attack will slash one enemy, and Odin is cast. If he uses Steel-Bladed Sword, then most battles would have ended already. If he used Gunge Lance, then all the damage might have taken down most enemies already. If some STILL survive, then the battle instantly ends with KotR. When I say instantly ends, I don't mean against the Weapons, although Safer Sephiroth would probably fall with this setup anyway ^_^

: The Hades

Slash-All/Mega-All

Added Effect + Poison (on weapon)

Added Effect + Transform (LV2)

Added Effect + Mystify (LV2)

Added Effect + Time (Stop level)

Added Effect + Destruct (Death level, on weapon)

Added Effect + Contain (on weapon)

Heal (Resist level)

W-Magic

Good for low levels where nearly every enemy is a threat. Although extremely difficult and tedious to prepare for, the multiple Added Effect Materia are really just optional. This is to replace the Hades summon in case another character has it. Cast multiple status ailments on all opponents via the

W-Magic ability or any physical attack (if the Added Effect Materia are equipped). Although PAR won't be included, you can use Dazers instead to substitute (especially for Ruby, but I don't recommend this setup for Weapons). A risky but fun setup.

: The Black Mage II

Mega-All

W-Magic

HP<->MP

Master Magic + MP Turbo/All

Magic Counter + Restore (LV1 will do)

Final Attack + Revive (Life2 level)

Final Attack + Ultima (Useable level)

Magic Plus (recommend Master level)

This version of the Black Mage is more durable, and is excellent in the Battle Square. When hit, you will counter with Cure (which will restore a full 999 HP), and Ultima. Why Ultima? Well, I learned my lesson when fighting a pair of 8-eyes in the arena. One used it's HP absorbing attack, which dealt 1300+ damage, killing my character. Naturally, Final Attack kicked in and Life2 was cast, but I didn't have the other FA + Ultima yet. But then, the other 8-eyes used the same attack which dealt the same amount of damage, killing my character. As like the other time, Final Attack + Life2 worked and I was back. All this time dying, my time bar kept resetting, so I never got to perform an action. And right when I was revived again, the other one had filled it's own time bar and attacked me again. The whole process of dying and reviving kept on until FA finally failed. So I added Ultima so I could get revived/healed while dealing damage to get rid of the opposition. Magic Plus is optional for this combo. Basically, this character is temporarily invincible in regular battles, and virtually indestructible in the Battle Square...wearing a Ribbon and Mystile, and as long as you don't get your Magic Materia broken, or you don't get the MP 0 handicap. Since you have the HP<->MP Materia equipped, the HP and MP handicaps' effects are reversed as well. So if you get a 1/2 HP handicap, your MP gets halved instead. And when you get the MP 0 handicap, that means instant death...

: [Emerald Weapon Strategy] <^EWP>

The first time around, I'm pretty sure Emerald gave you a difficult time (if you beat it, that is, or unless you used and FAQ). You find Emerald travelling underwater, and it is only accessible after obtaining the submarine (obviously...). You will see a large green monster swimming around the sea. If you can't find the Weapon, it may be near the Gelinka, or near the red submarine. Think twice before ramming into Emerald and starting the battle, since it has over 1000000 HP to boot! Emerald can also have little "eyes" that are in his shoulders that have independent turns as the main body. And to top it all off, there's a 20:00 time limit to beat him before you drown! So, how do you deal 1 million damage in 20 minutes? There are many ways to defeat Emerald, but I only listed 2 here: A long and cheap method, and a quick but hard method. It is possible using the hard method, but you can use the really cheap method that will slowly, but surely defeat him. Only, the cheap method takes more than 20 minutes! How do you nullify the timer? Well, read on...read on.

: Emerald Weapon's Attacks

Emerald Shoot

- Emerald Weapon shoots a ray of energy at one character.

Emerald Beam

- Emerald Weapon shoots energy bubbles at all characters, and opens up 4 "eye" enemies on its shoulders.

Revenge Stamp

- After killing an eye, Emerald counters with this attack. The Weapon jumps and smashes the entire party.

Aire Tam Storm

- "Materia" Storm, actually. Emerald's top half separates and hovers above the party, then shoots down a wall of bright energy at all characters. For each piece of Materia equipped on a character, 1111 damage is taken by the attack, so if at least 9 pieces of Materia are equipped on a character, then this attack instantly kills that person.

Eye Attack 1 (no name, actually)

- An eye shoots a yellow laser at one character, absorbing HP.

Eye Attack 2 (no name, actually)

- An eye shoots a blue laser at one character, absorbing MP.

- Longer and Cheaper Method -

(You only need one living character to do the job)

- Any Character

: Materia Setup

Knights of the Round + HP Absorb

(MASTER) Speed Plus <---- Speed Plus is Optional

(MASTER) HP Plus (MAX HP _must_ reach 9000+)

Mime + (MASTER) Counter <---- Counter is Optional

: Equipment

Any weapon with at least 3-pair linked slots

Ziedrich

Sprint Shoes

- Any Dead Character

: Materia Setup

Underwater <---- Disables the 20:00 time limit

: Equipment

Doesn't Matter

: Strategy

There is really no complex strategy involved. All you have to do is cast KotR at the start of the battle. If you have the Mastered Counter Materia, your character will automatically counter with KotR when Emerald hits him/her. If not, then just use Mime every turn. The Speed Plus Materia and the Sprint Shoes will prevent Emerald from using 2 attacks in one turn. You can use the Wait ATB mode so you have time choose your command. Even if the Counter Materia is equipped, keep using Mime in every turn so the character casts it twice, but it really isn't necessary since you can just leave the game unattended and you'll still win. With each casting of KotR, you gain back 10% of the total damage done by the summon as your own HP. And don't worry about the time limit, since

the Underwater Materia disables it, even if it is on the dead character. Do not revive the other characters, as they will only disrupt the miming chain. Oh, another good point is that Aire Tam Storm will only do at most 7777 damage with all the specified materia equipped (with 2 HP Pluses).

- Quicker but Harder Method -

(You need all 3 characters for this one)

- Cloud (2nd Attack, Eye-Killer, Regen-Caster)

: Materia Setup

Deathblow + Added Cut

Mega-All

(MASTER) HP Plus (Your HP should reach 9999, or this won't work effectively)

(MASTER) Speed Plus

(LV3, 4 or MASTER) Restore

: Equipment

Ragnarok

Ziedrich

Sprint Shoes

- Yuffie (Main Attack)

(LV2 or MASTER) Double Cut

(MASTER) HP Plus (read notes for Cloud)

(MASTER) Speed Plus

(MASTER) Counter-Attack x 5 (or 3, if you use the next combo)

Master Command + HP Absorb (Optional)

: Equipment

Conformer

Ziedrich

Protect Ring (Morph Movers in the Northern Crater)

- Any 3rd Character (Support)

: Materia Setup

Underwater (Just a precaution, but not really necessary)

Enemy-Skill (Must have Big Guard learned)

(MASTER) HP Plus (read notes for Cloud)

(MASTER) Speed Plus

(MASTER) Counter-Attack x 4 (5 without Underwater)

: Equipment

Any 4-Pair slot weapon

Ziedrich

Earring (If MAG is low)

: Strategy

At the start of the fight, let your 3rd character cast Big Guard. Have Cloud cast Regen on the party (via Mega-All). Let Yuffie continually use 4x-Cut on

Emerald, while Cloud uses his next turns using Deathblow (or Slash-All for more accuracy). With the Conformer, Yuffie does 9999 all the time on Emerald. The 3rd character must not waste turns attacking, but keep on using curative items (so stock up on those Elixirs and Megalixirs). Keep on doing this pattern until it uses Emerald Beam and exposes its eyes. The 4 eyes have a little over 20000 HP, so a few all-hitting Deathblows should take care of them (if they hit, that is). Yuffie should keep doing 4x-Cuts. Emerald will now use Revenge Stamp for killing the eyes. You should be fine if you don't forget to keep refreshing your Big Guard and Regen. If you get hit, you will counter-attack at least 7 times (depending on the setup). The Ziedrich armor on all characters will halve most of Emerald's attacks. I'm not sure, but I think it also halves Aire Tam Storm (maybe, but I doubt it). Keep on using those Elixirs and you'll do fine. Just don't forget to make the eyes your main priority, as they have very little HP, but can cause havoc in your party (and when they use the MP-draining attack on your 3rd character). Keep your HP's up and you'll do fine. If you have Master Command + HP Absorb equipped on Yuffie, then she'll have no problem healing, especially with Regen cast. If you have high enough stats, then Emerald Weapon will fall before the countdown timer reaches 10:00 (from what I have tried, that is, 10:07). Emerald has really high DEX, which is the reason for the Speed Plus Materia. I did not choose to equip the other 2 characters' ultimate weapons so you can take advantage of the 50000AP the battle rewards you with. You also get 50000EXP, 50000 Gil, and the Earth Harp for beating it.

: [Ruby Weapon Strategy] <^RWP>

Ruby Weapon second of the two tougher Weapons. You can only battle it after defeating Ultimate Weapon (read strategy for Ultimate below). Go to the desert near the Gold Saucer, and you'll find a small red thing sticking out of the sand. It doesn't look like much, but ram into it with either the Highwind or a Gold Chocobo. The ground will shake, and what was a small red thing, is now a lean, mean Ruby Weapon! It may have a bit less HP than Emerald (but still around 1 million), but it is still just as mean. Instead of 4 eyes, it has 2 tentacles instead. These have 50000 HP apiece, and have separate turns from Ruby. Once again, there are many ways to defeat it, including the cheap method for Emerald (see above). I will only list here some changes to make in the cheap setup, and a variation of the harder method for Emerald (see above again). The good thing about this battle, is that it lacks the timer in the fight with Emerald, so you don't have that much pressure on you (without the Underwater Materia, that is).

: Ruby Weapon's Attacks

(All attacks randomly cause various status ailments)

Ruby Ray

- Shoots a beam of energy at one character. Often inflicts CNF status.

Ruby Fire

- Much like the Flamethrower Enemy Skill, but much, much stronger. Hits one character for fire damage.

Grand Sweep

- Physical attack hits all characters. Using 4 or so Hero Drinks reduces this attack's damage to less than 100 (really!)

Physical Attack

- Slams one character with its tentacle.

Physical Attack 2

- Same as physical attack 1, but with a different animation (sweeping motion).

Ultima

- A stronger version of the Ultima spell.

Comet2

- A stronger version of the Comet2 spell.

Shadow Flare

- Enemy Skill hits one character for very high non-elemental damage.

Whirlsand

- Sucks one character out of battle.

Tentacles

- Inserts tentacles into the ground, creating 2 tentacle enemies behind the party. This attack disables Ruby's 2 physical attacks and its Grand Sweep attack.

Tentacle Attack 1

- Gravity-type HP damage to one ally.

Tentacle Attack 2

- Drains MP from one character.

- Modified Long, Cheap Method -

(You only need one living character to do the job)

- Any Character

: Materia

Same as cheap method for Emerald. Speed Plus is also optional. Also, if you beat Emerald first and got the Master Materia, add this:

Master Summon + MP Turbo

The higher the level of the MP Turbo, the better. This is to increase KotR damage, and make the fight quicker. Also, if you have it, W-Summon would also come in handy. It would allow you to cast Hades first (which inflicts PAR on Ruby), and KotR to deal the damage.

You may also want to replace the Speed Plus Materia for a Magic Plus Materia, to ensure your KotR does its maximum of 129987 damage per casting.

: Equipment

Any weapon (as long as you have the slots required for the Materia setup)

Mystile

Ribbon

: Strategy

At the start of the fight, wait for Ruby to bury his tentacles into the ground. Cast Hades and KotR on the tentacles via W-Summon. Yes, the tentacles, to avoid multiple opponents hitting you all at the same time (having the tentacles take away 3/4ths of your HP, and Ruby using Ultima is very, very bad). Ruby will now retract his tentacles. Now, use Mime, and both summons will hit Ruby. Keep on using the Mime command, until Ruby gets the chance to burrow its tentacles again. Still, keep using Mime, and the summons will hit the tentacles if they are present. This way, Ruby will keep wasting turns burrowing and retracting its tentacles, and you take no damage! Once it stops using its tentacles and starts fighting, it will still be no use, as Ruby will be paralyzed most of the time. Eventually, Ruby will fall, and you net 45000EXP, 50000AP, 30000 Gil, and the Desert Rose.

- A bit Quicker but Harder Method -

(You only need Yuffie or Cloud to do the job)

- Yuffie (or Cloud)

: Materia

(LV2 or MASTER) Double Cut

Master Command + HP Absorb

(MASTER) HP Plus (MAX HP must reach 9999)

Enemy-Skill (must have Big Guard learned)

(MASTER) Counter-Attack x ?? (any number between 5 and 9 will do)

W-Item (Optional, if you want to use Hero Drinks)

: Equipment

Conformer (or Ultima Weapon) <---- No growth, so equip the mastered
Counter-Attack and HP Plus Materia here.

Mystile

Ribbon

: Strategy

First of all, cast Big Guard when Ruby buries his tentacles. Kill off the tentacles, then use a Dazer (item to paralyze enemy). Use this chance to cure and use Hero Drinks (much faster with the W-Item Materia). When you are content with your damage, start using 4x-Cut repeatedly. If you DID use the Hero Drinks, the Grand Sweep would be of no threat. Whenever it uses this attack, cure. Also cure if it is really necessary. The HP Absorb will really help out a lot when you need a boost of HP. Remember, when the tentacles are out, make them your priority and take them out first, as they can really mess you up alongside Ruby. When it stops using his tentacles, just keep on using 4x-Cut. Don't worry about spells like Ultima or Comet2, as your Mystile has a MAG EVA% of 70 (you avoid these spells 70% of the time). When you're hit, you will counterattack at least 5 times, depending on your setup. The attack that damages the most is his first physical attack. It takes off around 7000+ in my case, so use an X-Potion or an Elixir afterwards. You may want to replace W-Item with the Restore Materia (with Regen learned) to aid in keeping your HP up. It will be a while before you beat it, but eventually you will. It takes longer than beating Emerald, since only Yuffie or Cloud is alive (Yuffie deals more damage).

: [Ultimate Weapon Strategy] <^UWP>

Ultimate Weapon is the most annoying of the 4 Weapons. Not that it has high HP or strong attacks, but because you fight it many, many times. Plus, to beat it, you'll have to chase it around the world. If you lose it I doubt you'll find it easily, if you find it at all. Ultimate (what an unfitting name) Weapon only has 100000 HP, which is around 1/10th of Emerald's or Ruby's. The good part about this weapon is the reward. I'm talking about the item you get, which happens to be Cloud's ultimate weapon, the Ultima Weapon sword.

: Ultimate Weapon's Attacks

Quake2

- A bit stronger than your Quake2 spell, unless you have around 180 MAG.

Ultima Beam

- Ultimate shoots an energy beam at all characters. Can be defended against (read strategy below).

Shadow Flare

- Enemy skill causes high non-elemental damage to one character. Only uses this as a final attack before it dies in the last battle above Cosmo Canyon.

: Strategy

Yes, I'll go straight to strategy, since you don't have to have any special setup to win. You may want to pair an Elemental Materia with any non-elemental Materia, though. This defends against Ultimate's Ultima Beam attack. Just make sure you have the Enemy-Skill Materia equipped on your main attacker. To make the fight easier, just have Cloud do Omnislash, and Ultimate will cast Shadow Flare on him as a final attack. Anyway, your own strategy will do fine here, as this boss is ridiculously easy. Just make sure that the character who Shadow Flare is cast on survives the spell, or you won't learn it. You will win Cloud's Ultima Weapon, 35000EXP, 25000 Gil, and 3500AP.

: [Diamond Weapon Strategy] <^DWP>

In my opinion, this is the coolest-looking Weapon in the game. It has a Gundam-like face, its cool Diamond Flash attack, and it looks like something brought out of an anime series! It has the lowest HP of all the Weapons you fight in the game, but I enjoyed this fight more than the other 3. Diamond appears after the revisit to the Forgotten Capital. It surfaces from the ocean, then heads towards Midgar. You cannot ram it with the Highwind as it passes, as you'll be thrown back by some sort of energy field. Wait for the Weapon to go on land, then land the Highwind and approach it on foot. I'll admit I didn't find this battle challenging, but fun nonetheless. You can steal Yuffie's Rising Sun from Diamond, and this is the only place you can get it.

: Diamond Weapon's Attacks

Diamond Flash

- Shoots rapid bursts of energy at all allies, and causes SIL.

Stomp (no name)

- Steps on one character for physical damage.

Laser Attack (no name)

- Shoots a ray of energy at one ally.

Countdown

- Diamond's chest opens, then a timer will start for 3 rounds. After those 3 rounds, it will use Diamond Flash.

: Strategy

Again, I'll go straight to strategy. You don't need to do anything hard in this fight. Just remember, Diamond is weak against lightning-based attacks. Use Kjata, Ramuh and Bolt3 as your main attacks, as Diamond is often immune to physical attacks and items. Use high-level spells on it, such as your Contain magic, Comet2, and Ultima. Don't forget to steal the Rising Sun as well. When the Countdown starts and it opens up its chest, get ready for Diamond Flash. If you are immune to SIL, then no problem. Just keep your HPs up for this attack. After Diamond Flash, you can now attack physically. Unleash your 4x-Cut and Diamond will fall in no time.

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<^RP>

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This is what makes FF7 a really enjoyable game. It is not a one-track game, where you MUST follow the storyline, and you can't stray at any time. There are many side-quests and mini-games to keep you occupied for many hours to come. Even after beating the game, there's still much to do in the form of secret treasure, tons of games in the Gold Saucer alone, as well as some secret bosses. I also moved the "Game Challenges" section here (more fitting). Here's some stuff to keep you playing this game even after you kick Safer Sephiroth's butt.

: [Side-Quests] <^SQ>

FF7 has a few extra areas and quests you may want to visit. Note that these events/areas are not vital to the completion of the game. Many of these areas net you secret Materia and items. Just remember, some of these areas are not easy to visit. Good luck!

: Wutai Side-Quest <^WSQ>

This quest is accessible after obtaining both Yuffie and the Tiny Bronco. Drive the plane to the southern tip of the westernmost continent. Get out of the plane, then head north. Pass the small ramp-like surface and an event will be triggered. 2 Shinra soldiers come attacking your party, and Yuffie runs north away from the action. This may appear to be a regular fight, but you'll quickly see the difference...your Materia is missing!!!! Defeat the 2 soldiers with whatever is left with you (if there is something left, that is). After this unusual battle, Cloud and the party come to realize that they have been tricked by Yuffie, who has stolen 48 Materia orbs. She takes them by the ff. priority:

1. Master Materia
2. Summon Materia
3. Independent Materia
4. Command Materia
5. Support Materia
6. Magic Materia

To retrieve what is rightfully yours, head north. Take the bridge and follow the west path to another bridge. Take this one as well and head down the plateau using yet another slightly-wider ramp-like surface. Pass under the bridge and cross another one. Keep going until you see a small town to the north. Enter this town (Wutai), and you will see Yuffie. She will flee and go into hiding. See the giant pagoda to the left of the screen? Follow the path leading there to the next screen. Now, enter the house to your right and find the room with a man inside. Repeatedly talk to him and he'll stand up. Yuffie will then show up and get into an argument with the man, who happens to be her father, Godo. Go to the room to the right of Godo's room, and examine the walls until a secret passage opens. Enter it and grab the Hairpin (weapon for Red XIII) in the chest. Go back and to the first screen of the house. Examine the

panel on the wall in the left room until another secret passage is revealed. Enter it and open the chest for a Magic Shuriken (weapon for Yuffie). Now, go back outside the house and go back to the first screen of Wutai. Enter the bar (with the big jar outside it) with the sign read "Turtle's Paradise". Here you will find 3 members of the Turks: Reno, Rude and Elena. Don't worry about preparing for a fight though. Talk to them and go to the building just north-east of this bar (cross the 2nd tiny bridge), which happens to be an item shop. Examine the chest to receive an MP Absorb Materia. But before you have the chance to move, Yuffie jumps down from out of nowhere and grabs it from your hands!

Now, go to the house nearest the entrance to town. You will see a folding divider here. Examine it to reveal none other than...Yuffie! Well, she appears equally surprised as you are. She will then ricochet about in the room and flee once again. Head for the bar once again, but do not enter. If you will notice, the large jar outside is moving. Examine it and your party members will guard both bridges. Now, press the O button and Cloud will hit the jar. Press it 2 more times and Yuffie will pop out. She will attempt to escape, but both routes are blocked by your party members. She then agrees to return your Materia and asks you to follow her to her house. After a brief cut-scene with some Shinra soldiers and the Turks, you regain control of Cloud in the basement of Yuffie's house. She'll tell you to pull the left lever. However, any lever you pull will drop a cage on your party, and Yuffie will escape without returning your Materia! Your party members will not allow you to leave, so pull the lever again to release them. Once you are free to move, head once again for the screen with the pagoda. This time, enter the structure opposite Godo's house (the one with the bell). Examine the bell to ring it once to reveal a hidden doorway. Enter it and you'll find Yuffie and Elena tied up and being carried away. And you'll also see none other than Don Corneo! Open both chests for a Swift Bolt and an Elixir, then follow him up the stairs. You'll find yourself in the large room of Godo's house. A few soldiers from Shinra appear, apparently for Don Corneo, but they then attack YOU! Defeat them without the aid of your Materia, then head out of the house. You'll meet Reno and Rude here, who then agree not to bother you for the time being. Now, head back to the first screen of Wutai, and head towards the large Da Chao mountain to the north via another path. Keep talking to the Turks as you pass them to get directions. Eventually, you may reach a cave with Rude standing by the entrance. Talk to him and enter it. If you did the Junon Huge Materia mission previously, and have gotten the Leviathan Scales, then you can get all the items here. First, open the first visible chest, which contains the Dragoon Lance (weapon for Cid). If you have the scales, then examine the blazing fire below this chest and it will go out, revealing another chest containing the Oritsuru (weapon for Yuffie). Explore further into this cave, putting out fires as you go. At the end is a blue Materia. Examine it to take the Steal as Well Materia. Whether or not you entered the cave, head south of this area and you will find Don Corneo. He has his 2 victims tied up on both eyes of one of the statues on the mountain slope. He will then pit you against his newest pet monster, who you'll have to fight without your missing Materia. This flying boss, Rapps, looks much like the Lessaloploth enemies you fight alongside Snow. The main attack to watch out for is the Aero3 attack, which can shed away a few thousands from your HP if you're not careful. This boss isn't too hard, if your physical attacks are strong enough, or you stocked up on offensive items, such as Swift Bolts, Fire Veils, Antarctic Winds, Deadly Wastes, etc. Decide which method you want to use to defeat Rapps, and go for it. Have a lot of Hi Potions or X-Potions handy for healing. This boss only has 6000 HP, so you need not worry too much. You'll get a Peace Ring for winning this battle. After defeating Rapps, Corneo asks you a question similar to the one he did when he tricked you back at the Wall Market. However, no matter what answer you pick, he'll still threaten to release both Yuffie and Elena to fall down the mountain. However, Reno and Rude finally show up (what took them so long??) and corner the Don. They ask him a similar question, and

like the rat that he is, he is then "taken care of" by the Turks....no questions asked. They then get a call from Shinra, ordering them to find Cloud and his party. Don't get too excited yet, because being the "professional" that he is, Reno refuses and insists to continue their vacation. You'll find yourself back at Yuffie's house, where she returns all your Materia, but in the wrong placement! Anyway, she tells you not to be picky and Cloud tries to leave her. But she follows and returns the MP Absorb Materia (which she tried to keep for herself, of course). Now for an added treasure, go inside the house nearest Yuffie's house and examine the cat near the staircase. Head up and move toward the screen to another passage. At the end, open up the chest to get the HP Absorb Materia. At this point of the game, you may now gain access to the Pagoda of 5 Gods challenge. You will have to fight in each of the 5 floors to receive the Leviathan Materia and Yuffie's All Creation LV4 Manual. You must have Yuffie in your party when you enter the pagoda. Equip her with your strongest 1-on-1 setup, because it is only she who will fight. Make sure you have curative items or spells handy, as well as some big-hitting offensive Materia. You can pair the HP Absorb Materia you got earlier to your most primary attack Materia, so you restore HP and attack at the same time. The enemies you will fight are the following (also listed above, Yuffie's All Creation Manual):

Enemy	LV	HP	MP	Weak VS	Strong VS	Item
Gorky	30	3000	150	Wind	N/A	X-Potion
Shake	32	4000	180	N/A	N/A	Turbo Ether
Chekhov	34	5000	210	N/A	Gravity	Ice Ring
Staniv	36	6000	240	N/A	Gravity	Elixir
Godo	41	10000	1000	N/A	N/A	All Creation

BATTLE TIPS:

Gorky

- Pair your Choco/Mog Materia with the Elemental Materia on your weapon to inflict wind-based damage on Gorky. Use Deathblow, or Double Cut if you already have it. Don't bother wasting MP on summons, as he'll fall easily anyway. Oh, and watch out when he uses Demi2 (takes away 1/2 your current HP).

Shake

- Big Guard will help in this fight, but only if you are at a really low level. Just continue using physical attacks and you'll do fine. Just remember to remove the Choco/Mog Materia you used for Gorky. Use your Limit Breaks often, but don't bother with Clear Tranquil and use curative spells or items instead.

Chekhov

- Again, use Big Guard for this fight. Keep those physical attacks coming, and this fight won't last long. This boss can cast PAR on you, so have a Jem Ring or a Ribbon equipped to defend.

Staniv

- Need I say it again? Keep up with those physicals and you'll be more than a match for this boss. This time however, casting Barrier/Big Guard is just for precaution.....not that you need it or anything. Oh, and this boss can cause SAD as well, but who cares?

Godo

- Finally, the main boss of the pagoda....turns out to be Yuffie's dad! He'll be a problem if Yuffie is at a low level. This battle is best fought after getting all 4 Enemy-Skill Materia, so you can learn the Trine skill on all of

them. One of the most annoying abilities of this boss is Cure3, which he can use to undo any damage you worked hard to deal. If you deal more damage than he can cure, then by all means keep on attacking. Use summons as well if necessary, but I find using Limit Breaks more effective. You can use the Magic Hammer Enemy-Skill (learned from the Razor Weed enemies north of Wutai) to steal MP from him, disabling his curing ability. Anyway, use any method you like to take away all of his 10000 HP and you'll receive Yuffie's All Creation Manual.

After defeating Godo, he will have a slight argument with Yuffie, then he will hand you the Leviathan Materia.

* There is a way to skip the 4th floor (Staniv), however and go straight to Godo. I'm not so sure how to do it, but I think you have to attempt to pass Staniv once. He will get mad and create a barrier on the staircase to the 5th floor. Go back down the stairs and up again and the barrier should be gone. You may now enter the 5th floor and go fight Godo!

: The Ancient Forest <^AF>

This side area is only accessible via a Green, Black, or Gold Chocobo, or by defeating Ultimate Weapon (creates a crater w/c erodes the slope of the plateau). There are many useful items and Materia here, including the Slash-All Materia and Cloud's Apocalypse sword. This mini-walkthrough will get you through the tougher parts of this tricky area. Enjoy!

Remember the instructions given to you at the start of the area:

O = Pick up frog/nest (one at a time only)

Sq. = Restart the entire area, reset all items (except items you already have)

Find 3 small frogs in the first area. Pick them up one by one and put them one each in the hanging bag-like plants (step on the first to reach the second, and step on the second to reach the third). You can only step on these plants if there is a frog in them. Now, notice the flytrap plant on the ground. Take a few steps toward it, but not too close so it won't close on you, then grab the item bag in the middle to net a Supershot ST (weapon for Vincent). Now, walk to the right edge of the cliff and Cloud will grab the pink vine and bounce to the other side. Go right and grab the bag, which contains the Spring Gun Clip (weapon for Red XIII). Now walk right to the next screen. Pick up the frog near the start of this area, then go near the vine and choose to go up. Drop the frog, and it will disappear, only to be replaced by a bigger frog (optional). Now, put whatever frog into the bag to your right, and hop over both bags to the right. Cloud will then drop back down using the vine. Now, grab a big frog and head right. Plant it on the left bag on top of the small ledge. Wait a while and the frog will burst out and you will soar beyond the waiting flytrap plants on the ground. Now, grab the nearby nest and place it on the smaller flytrap plant. The plant will now close, allowing you to take the Slash-All Materia from right under it. Now, retrieve your already-used frog and go back to the ledge with the left and right bags. Place it on the right bag this time and wait on it again until the frog bursts out. You will fly into the ledge to the far right, free to proceed right to the next screen. Find 2 frogs in this area, then toss one in each of the 2 visible empty bags. Hop across them and onto the vine. You'll find yourself up on a large tree. Head left, then down to the second screen you visited earlier and grab the item bag, which contains a Minerva Band (armlet for women). Hop down the tree and repeat this part of this screen until you get back up on the tree trunk. Now, climb up, then head right to find a broken branch. Walk to the end of the branch and you will

automatically jump off and use a series of vines to get to another tree. Head down this tree and grab the item bag containing the Typhoon Materia. Use the vines again to get back to the other tree. Go down the trunk and down the lower branch. You will then drop down to the ground again. Now, get the frog and place it on the first bag to your right. Now, hop on the bag, and on the second bag. Once on the other side, grab the nest and fall down. Place it in the flytrap plant on the ground and grab another frog. Walk past the now-closed plant and place the frog on the empty bag to the left. Cross this bag to the ground. Head left and get yet another frog. Drop it in front of the hole on the tree and it will be replaced by a big frog. Now, head back to the bag used to cross back to the right side and place the big frog in it. Cross to the other side and wait for the big frog to pop out and land next to you. Grab it again and place it on the new bag to the right. Hop on the bag and wait for the frog to pop out, and you will fly to the opposite ledge with a cave. Enter the cave and open the chest to the right for the Apocalypse (weapon for Cloud). Head up and ight again to open another chest containing and Elixir. The opening to the north-west of this rea is the exit of the Ancient Forest. Congratulations! You've made it out of this difficult area!

: Materia Caves <^MCV>

There are various caves hidden around the world map containing rare, one-of-a-kind Materia, including he Knights of (the) Round Materia, the most powerful summon Materia in the game. Of course, most of these caves require the breeding of Chocobos (read "FAQ" in the Newbie FAQ section for more info). But some can be reached with just the Highwind, so don't fret. Anyway, here's a list of all the hidden (or not so hidden) Materia caves in the world map. Also listed are the required modes of transportation and the Materia which can be obtained within each of them.

North Corel Desert Cave

Materia: HP<->MP (Independent)

Transport: Blue, Black, Gold Chocobo

Location: On a separated piece of land with a river dividing it from the mainland. If you're near the entrance to Mt. Corel, you'll see it to the north. Traverse the shallow river using any of the specified Chocobos to get to the cave. Note that you CAN dismount from your Chocobo on this desert area, much like the Cactus island desert.

Mideel Island-Chain Cave

Materia: Quadra Magic (Support)

Transport: Blue, Black, Gold Chocobo

Or, No Chocobo...only Highwind (Trick!)

Location: At the end of the chain of islands starting from Mideel going east. The normal way to get there is to use either one of the 3 types of Chocobos specified. Using a Blue one, just land on the island with a beach nearest the cave, and trace the shallow water leading to it. To make this easier, use the Highwind to scan your route on the water, THEN use the Blue Chocobo. If you have a Black, then you can just land on any grassy island containing the cave, and drop down the cliff here and ride your Black Chocobo to the cave. If you have a Gold, then why bother with details? Land wherever you like and just walk to the cave!

Chocobo-Less Trick: It is possible to get to this cave without a Chocobo. Yes, that's right, just with the Highwind! It's a bit tricky to do, but let me lay it out for you as best as I can (read

Snap's FF7 Secrets FAQ for more detailed info*). OK, the island with the cave has a cliff on it, with the top being grassy and the bottom without grass. Now, position the Highwind over the edge of the cliff and land. As you are landing, (do this next part quickly) hold L1 and press Sq. and Left. The Highwind will now have landed with one half being on the grass, and the other half sticking out above the cliff, and you will appear on the lower side! Now, you have access to the cave! To get back on the airship, just stand under the airship near the cliff and board it. I know this is tricky to do, but keep trying and you'll eventually get it right. Remember though, that timing while landing is critical to do this trick successfully.

* - (snapsemu@hotmail.com)

Wutai Peninsula Cave

Materia: Mime (Command)

Transport: Green, Black, Gold Chocobo

Location: Beyond one of the mountains to the east. The peninsula with the cave is pointing to the west. It's somewhere under the second bridge area, I think. Anyway, if you can't find it, just use the World Map Display to guide you. You should see a peninsula pointing east from the western continent.

Round Island Cave

Materia: Knights of (the) Round (Summon)

Transport: Gold Chocobo

Location: It's a hidden island which looks much like a stadium filled with trees (oh, by chance did you see the cave on the mountain ^_^). It's located on the north-eastern corner of the world map (invisible on the WM Display). Just comb the ocean on this corner and you'll see it. Cross the mountains, in the forest, enter the cave and collect your well-deserved reward!

: Cactus Island <^CI>

Yet another hidden island on the WM Display. You'll find it just a bit south west of the central continent. Just fly to the Cosmo Area, and head a bit south. Just search this area to find it. Anyway, this island serves me only 1 purpose. You can fight only 1 type of enemy in this island...Cactuers! These little buggers can cast 1000 Needles, which as their name suggests, takes off 1000 HP from your life, regardless of special defense. The reason these little guys are so important is that they can be morphed into Tetra Elementals. These armllets absorb Fire, Ice, Lightning and Earth-based damage, making them extremely useful. But don't just go in there thinking you can get boatloads of these armllets, even though Cactuers only have 6000 HP. They have an EXTREMELY high EVA %, so you'll have quite a problem. The best method is to put them to sleep and let Yuffie morph them.

: [Mini-Games] <^MG>

Remember when I mentioned FF7 had an outstanding replay value? This is one of the main reasons why this is so. This game has the most mini games among all the other Final Fantasies! The Gold Saucer alone has most of the mini-games in FF7, and will keep you occupied for hours. Have fun!

: Wonder Square <^WOS>

FF7's local video game arcade! As more mini-games are played in the story (sub, snowboarding games), more games become available in this area. Gil is required to play any game, and oftentimes, GP is also won in the games. Info for each of the games is listed here.

- Arm-Wrestling (100 Gil)

You have 2 options in this game. You can fight either a wrestler, or a sumo wrestler. You must press the Sq. button repeatedly and rapidly until the enemy's hand is completely down. If you let up even a bit (especially with the wrestler), you will lose. If you're having trouble, take on the sumo wrestler first. Defeat him and you get 1 GP. Defeat the wrestler to net you 2 GP.

- Wonder Catcher (100 Gil)

This game is like one of those UFO Catcher games you see in arcades. No strategy involved here, just plain luck. Some of the prizes include 100 GP, 10 GP, 2 GP, 1 GP, Potion, and nothing at all!

- G-Bike (200 Gil)

Just playing this game and reaching the goal nets you 2 GP. Score over 10000 points and you get 10 GP. The first time you play and beat the high-score, you win a Speed Source. Use the same controls as during the Midgar chase scene in Disc 1. Each downed enemy motorcycle nets you 500 pts. But it's a lot easier, since this time, you don't have to worry about your party members' HP's.

- Basketball (100 Gil)

Just hold the O button to increase shooting power, then release it to shoot the ball. As I have tested, around 1 second and 3-4 milliseconds of holding the O button will produce the right power to shoot the ball exactly through the hoop (at least, on the first few rounds). I'm not sure if the timing changes as the number of successful shots increases, though. Anyway, 10 successful shots nets you 10 GP. Another one makes it 20 GP. Add another 10 shots for another 10 GP. Shoot 2 more times after that to make the amount 60 GP. From now on, every additional 10 shots doubles the total GP amount.

- Fortune Telling (50 Gil)

This game is not a game. It is pointless, and just shows some weird fortune when you try it. Works much like those fortune-telling machines you see at arcades and malls. Pointless....pointless....pointless...

- Mog House (100 Gil)

This game is easy. Just follow the loooooong story, feeding Kupo nuts to Mog when needed. Mog will make a different sound after a Kupo nut if he is fed just the right amount. Don't worry, you can tell because this sound is really different from the other 2 (still hungry, full). Remember this and you'll make Mog fly successfully (like you care ^_^). You do not win anything from this game.....Wrong! Talk to the person in black standing behind the Mog House game and you'll receive 30 GP. This only happens the first time you play the game, though.

- 3D Battler (200 Gil)

Defeat 3 enemies to win 2 GP. Defeat the next enemy to make the amount 20 GP. I have never gotten past the space man enemy here. If you have, then please let me know what's next. I'm also trying to make a GameShark (2.2 at least) code so you always win battles at this game, because I haven't found one yet.

- Submarine Simulator (200 Gil)

This game has 5 modes of play, each with different levels of difficulty. Level 1 will net you a T/S Bomb when you first play it. Level 2 gives you a Dragon Fang the first time. Level 3 will win you a Dragon Scales item during your first game. The first time you play Level 4, you will win a Cauldron. The 5th mode of play is a replay of the Junon Huge Materia Battle. Winning this battle (destroy the Red Leader) the in your first game here nets you an Ink. Also, on your first time on any of these modes, you will win 20 GP for a victory. The controls for this game are listed above in the "Basic Control Layout" section.

- Snowboarding Simulator (200 Gil)

This game simulates the Great Glacier snowboarding scene during the start of Disc 2. I cannot provide an extensive guide on all the courses, much like in Kao's US Extra FAQ, but I'll just brief you through and explain the technicalities of this mini-game.

Balloon Point Values	Ranks*
Red = 1 pt.	0-49 = Bad
Blue = 3 pts.	50-69 = Awful
Green = 5 pts.	70-99 = Good
	100+ = Super

Controls

Left, Right = Directional Control
X = Jump
Sq., Down = Brake
L1 = Edge Left (pair with Left btn.)
R1 = Edge Right (pair with Right btn.)
Start = Pause Game

There are 3 courses in the regular mode. There is, however, a Time-Attack option. To unlock this mode of play, you must achieve a "Good" rank on a course. When you start the course again, grab the yellow balloon at the start of the course to switch to Time-Attack mode. All the interactive objects (moogles, igloos, trees, etc.) will vanish and you're free to slide through the course. Now, you must race through the course as quickly as possible. After you play for the first time, you will notice that the next time you choose Time Trial mode on that course, a "ghost" Mog will be racing down the track. The Mog represents your best time, or in this case, your previous time on the track (much like Super Mario Kart 64). To beat your best time, you must defeat the ghost Mog by finishing ahead. If you do defeat the ghost, you will play against a tougher ghost the next time, which represents the time you had when you defeated the first ghost. However, your best time ghost will not be saved when you turn OFF the PlayStation. When you load your game again, you'll have to set a record time again. I believe the possible prize packages include an impressive amount of 300 GP. Personally, I am not a snowboarding expert, but I have a friend who is (thankfully, or this section would never be completed, and it still isn't).

: Battle Square <^BAS>

Ah, my favorite mini-game! This area of the Gold Saucer is a fighting arena, which costs a mere 10 GP to play. You are pitted against a variety of monsters in a series of 8 battles. However, only one character may fight the entire series of battles at once. Worse still, there are handicaps which you must endure after every battle, making each consecutive battle tougher than the last. Also, there are 2 modes of battle, but only one is accessible at first. The handicaps of both modes of play are the same though, and are selected via slots (much like choosing for Tifa's Limit Breaks), and begin to take effect on the next round. However, if, say, you get "Poison" status as a handicap, and you use an Antidote, it will not reappear in the succeeding round unless you get it again as your handicap. The handicaps pile up with each round and do not disappear unless you use restorative items/magic. If your Item command, or your Materia gets disabled as a handicap, though, you will have to fight all succeeding battles without the specified command or Materia. All the handicaps and their respective symbols in the slots are listed below:

Red Orb : Summon Materia is disabled.
Blue Orb : Support Materia is disabled.
Green Orb : Magic Materia is disabled.
Yellow Orb : Command Materia is disabled.
Purple Orb : Independent Materia is disabled.
All 5 Orbs : All Materia is disabled (much like the Materia Jammer).
Lucky 7 : No additional handicap.
Poison : PSN status.
Frog : TOAD status.
Cloud : MINI status.
Boots : Modified SLOW status. The effect of this is cumulative.
0 MP : All MP is drained.
MP : Max MP is halved and cannot be restored until you end.
HP/MP : Max HP/MP is halved and cannot be restored until you end.
Sword : ATK PWR is decreased.
Satchel/Bag : Item command is sealed.
Cure : HP is restored to maximum.
LV Down 5 : LV is lowered by 5.
LV Down 10 : LV is lowered by 10.
Clock (x 30) : Total fighting time this series x 30 = DMG (you take the DMG).
Ring : Accessory is disabled.
Bracelet : DEF and MAG DEF is decreased.

Don't keep trying to get that Lucky 7 or Cure icon, or you'll get little, if any BP* in the end. The worse the handicap you get (the worst are "All 5 Orbs" and "Satchel/Bag"), the more BP is gained for that round. The total amount of BP gained in all rounds played is the amount received. Note that if you die, you will lose any BP gained from that series, but you will not be actually KO'd outside the arena. Running away or using the "Escape" spell will not gain you any BP either. There are 2 ways of actually gaining BP after the battles. If you win all 8 battles, then you gain all the BP earned from your handicaps. If you choose the "No Way" option after a battle, you will gain any BP you've earned from your previous rounds. Your Limit Break bar is not spent when you exit the arena, and will go back to its original level, even if it was filled/used up during the battles. HP and MP is restored to the previous amount as well. Items, however, are used up just the same, and the amount listed after the battles (if you used any, that is) will be carried on afterwards.

* - BP stands for Battle Points. Treat them like redemption points for prizes. Leave the Arena building (the actual structure...except the room with the long stairway and Dio's showroom) at any time and all your earned BP will disappear instantly.

And now, for the prizes! You can win a variety of prizes as the game progresses, and some are not shown until later in the game (W-Summon for example). The cost for each prize decreases as you advance in the game. Use the redemption machines near the entrance of the Arena building to claim prizes for BP. Listed below are the various prizes you can win:

[A = Item] [B = Materia] [C = Equip] [LB = Limit Break Manual]

- Early Disc 1 -

Mimett Greens (A)	1280 BP	No status effect on Chocobos.
Fury Ring (C)	2560 BP	Automatic BSRK on character in battle.
Enemy Lure (B)	5120 BP	Increases encounter rate of random battles. (LCK-1)
Pre-emptive (B)	10240 BP	Increased chance of being first in battle. (DEX+2)
Speed Plus (B)	20480 BP	Increases DEX by a varied amount (depends on MLV).
Champion Belt (C)	41960 BP	(ATK PWR+30, STR+30)

- Late Disc 1 -

Phoenix Down (A)	100 BP	Cures KO status, restores 1/10th of MAX HP.
Remedy (A)	200 BP	Cures all status ailments.
Mimett Greens (A)	400 BP	No status effect on Chocobos.
Enemy Lure (B)	800 BP	Increases encounter rate of random battles. (LCK-1)
Choco Feather (C)	1600 BP	(DEX+10)
S-Mine (A)	3200 BP	Special DMG to one opponent.
Pre-emptive (B)	6400 BP	Increased chance of being first in battle. (DEX+2)
Speed Plus (B)	12800 BP	Increases DEX by a varied amount (depends on MLV).
Champion Belt (C)	25600 BP	(ATK PWR+30, STR+30)
Omnislash (LB)	51200 BP	Allows Cloud to learn the Omnislash Limit Break.*

- Disc 2/3 -

Remedy (A)	100 BP	Cures all status ailments.
Enemy Lure (B)	200 BP	Increases encounter rate of random battles. (LCK-1)
Right Arm (A)	500 BP	High Special DMG to one opponent.
Pre-emptive (B)	1000 BP	Increased chance of being first in battle. (DEX+2)
Reagan Greens (A)	2000 BP	Increases Chocobo Stamina.
Speed Plus (B)	4000 BP	Increases DEX by a varied amount (depends on MLV).
Stardust (A)	8000 BP	Casts the "Comet2" spell.
Champion Belt (C)	16000 BP	(ATK PWR+30, STR+30)
Omnislash (LB)	32000 BP	Allows Cloud to learn the Omnislash Limit Break.*
W-Summon (B)	64000 BP	Equips the W-Summon Command.**

MLV - Materia Level

* - Cloud must have learned all his other 6 Limit Breaks in the other 3 levels in order to use this manual.

** - Allows the user to cast 2 summon spells in one turn (you still use the total MP cost of both summons).

Note that you can only buy 1 Omnislash and 1 W-Summon Materia in the whole game. If you already purchased the Omnislash in Disc 1, it is already unavailable in Discs 2 and 3, even if it is still displayed on the prizes screen (hence the "Limit 1" note). As a consolation prize for simply fighting in the arena (regular mode), you win a Tissue. I believe it is rumored that the more of this item you have in your inventory, the more difficult the Battle Arena becomes. I personally have not tested this yet, though. Anyway, as I mentioned earlier, there are 2 modes of play in the Battle Arena. The first one was already mentioned above. The second mode can be unlocked by getting both the Omnislash Manual and the W-Summon Materia, and you must have already defeated Proud Clod during the raid on Midgar at the end of Disc 2. This series of battles is made up of some of the toughest regular enemies in the game (including a boss!). If you are at low levels, then having either KotR or

Omnislash on Cloud will make it easier. You will still have 8 battles, with the final one being with none other than Proud Clod! Most (if not all) of the enemies' stats have been modified to become better, so beware.

Battle 1 : Sea Worm : Use Ice magic.
Battle 2 : Ho-Chu : Use Water magic, and defend against SLP.
Battle 3 : Unknown 3 : Equip a Ribbon, or Esuna/Resist will do.
Battle 4 : Serpent : Equip stuff that absorbs Ice.
Battle 5 : Wolfmeister : Use Water magic (Weak against Water).
Battle 6 : Behemoth : Very low HP, so just do whatever you want.
Battle 7 : Maximum Kimaira : Even lower HP. Even so, mercy is to be used ^_^
Battle 8 : Proud Clod : Unleash KotR/Omnislash/Highwind on this boss.
Take out the Jamar Armor first.*

* - Do this to prevent the Jamar Armor's Materia Jammer attack, which disables all your Materia (don't bother if you already disabled them with the handicap, and go for the main body instead).

Reference: For more information on the Battle Square, as well as in-depth explanation on BP gaining, check Lukahn's Battle Square FAQ (crescentlake@hotmail.com).

: Chocobo Square <^CHS>

One of the most important areas of the Gold Saucer, the Chocobo Square is FF7's version of horse racing and betting. There are actually 2 mini-games here. One lets you actually race Chocobos, which you have to raise yourself (see the "FAQ" section of the Newbie FAQ for more info on Chocobo raising). Or, if you prefer not to race yourself, you can place bets on other jockeys. Anyway, Chocobo racing has 4 classes. These classes separate poor (Class C), average (Class B), good (Class A) and very good chocobos (Class S). All Chocobos start at Class C. You must win 3 races in a particular class to advance to the next class. Therefore, say you have a starter Class C entry, you must win 3 races in Class C to advance to Class B. The computer-controlled Chocobos get faster and harder to beat as you advance in rank, and the prizes you can win get better as well. OK then, let's get started on racing first shall we?

NOTE: Tifa and Cid may randomly ask to ride in place of Cloud, if they are in the party.

The controls are:

Sq. - Speed up
O - Use stamina to dash
X - Slow down
R1+R2 - Refill stamina
Select - Toggle control system (Manual or Automatic).

There are also 2 modes to race your Chocobo:

Manual = You control every aspect of your Chocobo.
Automatic = Allows the computer to take control of your racer. If you are having a hard time winning, then switch to this mode and you'll win eventually.

There are 2 courses you can choose from: the short course, and the long course. If you are racing to breed Chocobos, then I recommend taking the short course so it won't take as long to raise rank, as it doesn't matter which course you

choose (you still have to win 3 times regardless). OK, now for the prizes!! You can win anything from a wide variety of items, accessories and Materia. The prizes get better as you advance in class, where the prizes in Class S include such prizes as the Cat's Bell (accessory), and the Sneak Attack Materia (this is the only place to get it). You may also exchange prizes for GP. Each item has a specified value in GP (often the GP value is more than the item, like you can get 10 GP instead of a Phoenix Down ^_^). There are three prizes per round. The first one is the regular prize you get. The second one is harder to get than the first one. The third one is always much, much better than the other two, and is much, much harder to get (7:5:3 ratio, quoted from Kao's US Extra FAQ). Listed below are all the prizes that can be won, as well as the respective GP values of each:

[A = Item]	[B = Materia]	[C = Equip]
Prize	GP Value	Description
- Class C -		
Potion (A)	5 GP	Recovers 100 HP.
Phoenix Down (A)	10 GP	Cures KO status, restores 1/10th of MAX HP.
Antarctic Wind (A)	20 GP	Casts the Ice2 spell.
Bolt Plume (A)	20 GP	Casts the Bolt2 spell.
Fire Fang (A)	20 GP	Casts the Fire2 spell.
Tranquilizer (A)	10 GP	Cures FURY status.
Hyper (A)	10 GP	Cures SAD status.
Ether (A)	30 GP	Recovers 100 MP.
Hi-Potion (A)	15 GP	Recovers 500 HP.
- Class B -		
Phoenix Down (A)	10 GP	Cures KO status, restores 1/10th of MAX HP.
Hyper (A)	10 GP	Cures SAD status.
Tranquilizer (A)	10 GP	Cures FURY status.
Hi-Potion (A)	15 GP	Recovers 500 HP.
Ether (A)	30 GP	Recovers 100 MP.
Hero Drink (A)	15 GP	Increases stats temporarily (battle only).
Antarctic Wind (A)	20 GP	Casts the Ice2 spell.
Bolt Plume (A)	20 GP	Casts the Bolt2 spell.
Fire Fang (A)	20 GP	Casts the Fire2 spell.
Turbo Ether (A)	150 GP	Recovers all MP.
Elixir (A)	200 GP	Recovers all HP/MP of one character.
- Class A -		
Phoenix Down (A)	10 GP	Cures KO status, restores 1/10th of MAX HP.
Antarctic Wind (A)	20 GP	Casts the Ice2 spell.
Bolt Plume (A)	20 GP	Casts the Bolt2 spell.
Fire Fang (A)	20 GP	Casts the Fire2 spell.
Ice Crystal (A)	50 GP	Casts the Ice3 spell.
Swift Bolt (A)	50 GP	Casts the Bolt3 spell.
Fire Veil (A)	50 GP	Casts the Fire3 spell.
Ether (A)	30 GP	Recovers 100 MP.
Hi-Potion (A)	15 GP	Recovers 500 HP.
Hero Drink (A)	15 GP	Increases stats temporarily (battle only).
Elixir (A)	200 GP	Recovers all HP/MP of once character.
Cat's Bell (C)	500 GP	Restores 2 HP per step when equipped.
Sneak Attack* (B)	300 GP	Paired Materia is used first before battle.
Counter-Attack* (B)	300 GP	Attacks physically when HP damage is taken.
Enemy Away** (B)	300 GP	Decreases random battle encounter rate.
- Class S -		
Phoenix Down (A)	10 GP	Cures KO status, restores 1/10th of MAX HP.

Hero Drink (A)	15 GP	Increases stats temporarily (battle only).
Bolt Plume (A)	20 GP	Casts the Bolt2 spell.
Ice Crystal (A)	50 GP	Casts the Ice3 spell.
Swift Bolt (A)	50 GP	Casts the Bolt3 spell.
Fire Veil (A)	50 GP	Casts the Fire3 spell.
Elixir (A)	200 GP	Recovers all HP/MP of one character.
Turbo Ether (A)	150 GP	Recovers all MP.
Precious Watch (C)	300 GP	(0 DEF, 0 MDEF, 0 EVA%, 0 MAG EVA%) O_o
Cat's Bell (C)	500 GP	Restores 2 HP per step when equipped.
Sprint Shoes (C)	500 GP	Automatically casts Haste status in battle.
Chocobracelet (C)	400 GP	(35 DEF, 10 MDEF, 38 EVA%, 10 MAG EVA%) (+30 DEX)
Megalixir (A)	300 GP	Recovers all HP/MP of all party members.
Sneak Attack* (B)	300 GP	Paired Materia is used first before battle.
Counter-Attack* (B)	300 GP	Attacks physically when HP damage is taken.
Enemy Away** (B)	300 GP	Decreases random battle encounter rate. (+1 LCK)
Magic Counter* (B)	500 GP	Counters with paired Magic/Summon when damaged.

* - The chance of this Materia taking effect is based on the LV of the Materia.

Sneak Attack:	LV1 = 20%	Counter-Attack:	LV1 = 20%	Magic Counter:	LV1 = 30%
	LV2 = 35%		LV2 = 40%		LV2 = 40%
	LV3 = 50%		LV3 = 60%		LV3 = 60%
	LV4 = 65%		LV4 = 80%		LV4 = 80%
	LV5 = 80%		LV5 = 100%		LV5 = 100%

** - The decrease in the random battle encounter rate depends on the LV of the Materia.

Enemy Away:	LV1 = 1/2 chance to encounter.
	LV2 = 1/4 chance to encounter.
	LV3 = 1/4 chance to encounter.

Again, back to racing. There are areas in any of the 2 courses that slow down some Chocobos (the area close to the finish line). Using a Gold or Black Chocobo allows you to avoid this slowdown. Boost in this area if you're slowed. I think using a Green Chocobo can also help in this area, but not as well as the former 2. Using the stamina recovery trick (hold R1+R2) is cheap, but if you really need it, then by all means use it! I often use it myself when I get impatient, or when I race for the purpose of breeding (to save time and effort).

OK, now for the second mini-game. You may also bet on other jockeys just as you would in a horse-race. You can bet on Classes C, B and A (notice the ascending order?). You may only bet on Class S after you have a Chocobo in that class (when Ester announces that there even IS a Class S). The winning of prizes and the win ratio is still the same, but it is much tougher to win since the jockey you bet on must have won the race. A tip is to check and double check all the stats of all the Chocobos in the race, and bet for the one you feel has the highest stats and has the most possibility to win. Anyway, it is much harder to bet, and I'd prefer breeding and racing my own anytime. To bet, talk to the woman at the counter at the center of the room. The above prize list is the same for the betting and racing, and you win the same prize the winning jockey does.

: Speed Square <^SPS>

Personally, I enjoy this mini-game the most, even if you don't get the great prizes at the Chocobo Square. It provides the fun, fast-paced action I want in mini-games, and Chocobo racing gets monotonous after a few races (especially when you do so to breed). There are many cool (but mostly useless) items that

can be won here as well. Simply score over 3000pts and you instantly get a prize! Plus, your name is listed in the "Top Scores" board in the area (notice you're the only one who actually scores that high, or even rides that thing). Here are some hints and tips on how to score big (and finally get that Umbrella/Flayer). In the part with the cacti and planes, if you can't take them all down, then prioritize the planes and shoot the plants only when there are no planes. In the part with the falling icicles, don't miss the ones that fall quickly from the ceiling, as they give high score each (dunno the exact value, but oh well...). In the lava part, the fireballs wearing shades(?) are high pointers as well. Don't miss a single balloon when they come out, as they are the easiest targets in the course. The propeller of the boat in the background (somewhere near the beginning or end, I think) can be shot for incredibly high score (JP version, dont know if it works in the US version). And don't fail to destroy the big flying saucer at the end of the course. Having a rapid-fire controller really helps to destroy efficiently without depleting your energy bar. If you have a regular controller, then just press the fire button rapidly and quickly so you don't spend too much firepower. I never empty my bar to the point that the beam is really thin and weak already, but I think it is a bit effective when the coaster starts to go really fast near the end. The prizes you can win are:

3000pts-4999pts = Masamune Blade	- Exact replica of Sephiroth's sword.
Super Sweeper	- A new machine to protect the reactor
1/35 Soldier	- Shinra set of toy soldiers.
5000pts above = Umbrella (Disc 1)	- Weapon for Aeris (ATK PWR 58, no slots).
Flayer (Discs 2-3)	- Weapon for Cid (ATK PWR 100, 6c slots).

NOTES:

- Sorry, you cannot get the Umbrella in Disc 2 if you missed it.
- The Masamune Blade is not the same thing as the Masamune you see on Sephiroth in the Cloud's Past events. Oh, and you cannot equip this on anybody, so it's useless (notice the item bag icon??).
- The 1/35 Soldier items are rumored to have a use in the Fort Condor battles. They say if you collect 12 of these items, you need not pay for your troops in the strategy mini-game. Win most from this roller coaster mini-game (I doubt this rumor works, though).

There are some secret targets in the course as well. One of the lights near the end of the course can be destroyed for 200pts, and the boat in the background itself can be shot down. A yellow rock on top of a mountain is a target as well, and so can the roller of the steamboat. In the ice cave area, aim your crosshair to the near ceiling and constantly keep firing, you'll hit more than the eye can see. I'll try to find even more secret targets, but with these you'll have no problem breaking the 5000 barrier. If you still can't get that Umbrella/Flayer, then use a turbo controller and set it to rapid so your laser always stays at full power.

: Fort Condor Mini-Battles <^FCB>

This game is fun, if you're a strategy game fanatic. Make sure you have a LOT of gil before playing this, though. Even if you're not, this is still an amusing game to play to get your mind off serious matters (you know.....the plot!). Obviously, this mini-game functions much like an RTS (Real Time Strategy) game ,where you order units to Attack, Move, or Defend (Hold Position). You may also deploy or undeploy certain units (Tristoner, Stoner, etc.). Plus, you can train units in the middle of the battle to replace those killed by the enemy. Below is a complete list of the friendly and hostile units you will encounter, their stats, weaknesses and strengths:

Unit	HP	BUILD COST	ATK	STRENGTH	WEAKNESS
- Your Units -					
Attacker	180	420 Gil	25	Beast	Barbarian
Defender	220	440 Gil	35	Barbarian	Wyvern
Shooter	160	520 Gil	20	Wyvern	Beast
Fighter	200	400 Gil	30	None	None
Worker	160	400 Gil	15	None	None
Repairer	160	480 Gil	10	None	None
Stoner	100	480 Gil	20	None	None
Tristoner	150	1000 Gil	30	None	None
Catapult	100	480 Gil	18	None	None
Fire Catapult	120	600 Gil	25	None	None

- Enemy Units -

Wyvern	190	N/A	??	Defender	Shooter
Barbarian	100	N/A	??	Attacker	Defender
Beast	230	N/A	??	Shooter	Attacker
Commander	250	N/A	??	All	None

PLAYING TIPS:

- When placing new units, you cannot breach the half point line, which separates your territory from the enemy territory.
- The red shaded area when placing mounted units (i.e. Stoner, Fire Catapult) represents the area where they concentrate their firepower, so position these defenses strategically above
- With each development in the game (finished command, unit lost, enemy killed, etc.), a suited alert message flashes. This helps a lot especially when keeping track of many units at once on each of the three paths to the shed (separated by 2 huge rock formations).
- I've found out that making mass Defenders with Shooters for the Wyverns is really effective. Keep the Defenders in front, and the Shooters right behind them. Don't bother with other units or placing Tristoners or Catapults as you won't need them. Just keep at least one Defender on every path the enemy passes through. When the Commander comes, just let all your Defenders attack him en masse, with the Shooters picking him from far away.
- Adjust the game speed (L1 = Spd up, R1 = Spd. down) to speed up/slow down the action to suit your style. I put it on its fastest, but that's me.
- The bar on the lefthand side of the screen shows the current enemy position. If they get too close to the hut, a warning will flash.

Oh, just so you know, the controls are as follows:

Directional Buttons = Cursor movement control.

Circle = Command button. Use this to order units around.

X = Cancel button. Use this the same way you do throughout FF7.

L1 = Adjust game speed +

L2 = Adjust game speed +

R1 = Adjust game speed -

R2 = Adjust game speed -

Select = Toggle command screen.

Start = Pause the game.

: [Game Challenges] <^GCH>

Given enough time, and a couple of FAQs, any player could be a master of FF7. They could say they have beaten the game, gotten every single item, beat every

boss with their weakest weapons, beaten Emerald and Ruby without summons or Omnislash, or even gotten the maximum amount of Gil possible. With all that, what is there left to do? I've arranged a list of things to do which are not what you would call "easy". I don't know if you already did, but here's the list anyway, if you're looking for a challenge, then check here. I will update this section with each version of this FAQ, to keep up with the players.

1. Beat the game in less than 10 Hours

Personally, I've never done this before, but I think it's possible. I haven't even measured the total time of the cutscenes and FMV's, so I can't be sure. The closest I got was 13:02. 3 hours too slow.

2. Beat Ruby and Emerald with a pure Magic Setup.

NO Summons, Physical, or Limit Breaks. You can use Enemy Skills and Support Materia. I did this already using Big Guard and Regen as defense. For Emerald, Demi was the way to go. But I had a hard time with Ruby. Anyway, try it for yourself, as it is much harder than with physical attacks (counter-attacks, 4x-Cut and Omnislash) and summons (KotR).

3. Get all the characters' stats to the MAX possible in Disc One.

From what I get, you can obtain Power, Mind, Magic and Guard Sources in Disc One. Get all the characters' stats to 255 in the first Disc. If you are having a hard time, here's a hint: many sources are found by morphing enemies in the Battle Square. Note that Aeris will be long gone, so you can't MAX her stats... Good luck and happy morphing!

4. Defeat Safer Sephiroth with Items.

Yes, this is possible, as I have done it before. Just use offensive items, such as Antarctic Wind or Fire Veil to damage Safer Sephiroth. To cure, items must be used as well. To make it a lot easier to stock up on items, you may use the W-Item duplication trick.

5. Finish the game without ever using MP.

That's right! Use physical attacks and items only. No MP is to be used throughout the entire game. I have only recently completed this challenge (and proven that it is possible). It's relatively easy with high enough levels, so you won't have to depend on enemy elemental weakness to damage him. If required, you may use Magic on Diamond Weapon (oftentimes, it's immune to physical attacks and items).

6. Low LV Game.

The lowest level I finished the game with was LV30. Cloud was that level, Yuffie was at LV29, and Tifa (yes, her) was at LV29 as well. I didn't dare fight Emerald and Ruby, but I did defeat Ultimate. Safer Sephiroth was really easy, because Yuffie kept doing 9999 damage to him (via the Conformer, and his really high LV). I'll try to beat the Weapons in this low, low state... Try to do a lower LV'd game (if it is even possible) for a better challenge.

7. No Materia Game

This one is a bit tough. You'll have to rely on regular attacks and items to keep your party going. You must NOT equip any single piece of Materia the entire game. Obviously, it is almost impossible to defeat the Weapons with this party (but you can try ^_^). You may learn Limit Breaks and gain as much levels

as you wish, but again: NO MATERIA MAY BE EQUIPPED AT ANY POINT IN THE GAME!! De-equip Cloud of his initial Materia, as well as other characters' Materia. I'm working on a very similar game at the time I wrote this, but I'm having a bit of trouble...

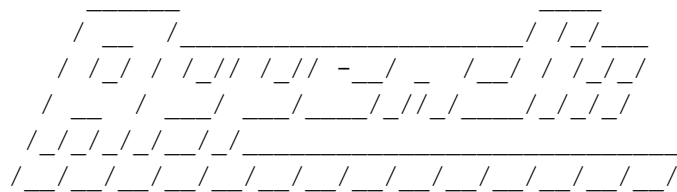
8. Score 7000+ in the Speed Square

In the PSX version, where you cannot get ridiculous scores such as 32000 O_o (or as it has been claimed by some). My highest currently is 6820, counting all the secret targets I know of. I'm still trying for a higher score (if I can master this mini-game as much as Chocobo Racing ^_^). Well, good luck anyway.

Still working on this section....

I really need more challenges to add, since, heheh, after all, many people really need a few new things to do in the game. If you think you can complete any of these challenges, then don't bother to tell me, since I am doing these challenges myself. Post as new topic on the FF7 board about game challenges and I'll check it out.

=====
<^APX>



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In this section, you will find the armor, accessory and item listings. Also listed are complete info on each and every item in the game, and good sources on where to get many of them. If you're having trouble with sources, then this is where to look. Weapon listings are listed above in the "Characters" section (characters have their respective weapons listed).

: [Armor Listing] <^ARL>

No, I will not mention stuff like "this is the best armor". It all depends on who your enemy is, and what your playing style is like. This armor listing is complete as far as I can tell. Listed below are all the pieces of armor in the game in ascending order in terms of DEF.

: Armor Name	: DEF	: MDEF	: EVA%	: MAG EVA%	: Growth	: Slots	:
: Precious Watch	: 0	: 0	: 0	: 0	: Normal	: 0 0 0 0 0 0 0 0	:
: Wizard Bracelet	: 6	: 85	: 3	: 3	: Normal	: 0=0 0=0 0=0 0=0	:
: Bronze Bangle	: 8	: 0	: 0	: 0	: None	: None	:
: Iron Bangle	: 10	: 2	: 0	: 0	: Normal	: 0	:
: Four Slots	: 12	: 10	: 0	: 0	: Normal	: 0 0 0 0	:
: Titan Bangle	: 14	: 4	: 2	: 0	: Normal	: 0 0	:
: Mythril Armlet	: 18	: 8	: 3	: 0	: Normal	: 0=0	:
: Platinum Bangle	: 20	: 12	: 0	: 0	: Double	: 0 0	:
: Carbon Bangle	: 27	: 14	: 3	: 0	: Normal	: 0=0 0	:
: Shinra Beta	: 30	: 0	: 0	: 0	: Normal	: 0=0 0 0	:

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: Silver Armlet      : 34 : 22 : 4 : 0 : Normal : 0=0 0 0 :
: Chocobracelet    : 35 : 38 : 10 : 10 : Normal : 0 0 0 0 :
: Rune Armlet       : 43 : 24 : 5 : 0 : Double : 0 0 0 0 :
: Gold Armlet       : 46 : 28 : 4 : 0 : Normal : 0=0 0=0 :
: Edincoat         : 50 : 33 : 0 : 0 : Normal : 0 0 0 0 0 0 :
: Aegis Armlet     : 55 : 86 : 15 : 50 : Normal : 0=0 0=0 :
: Diamond Bangle   : 57 : 37 : 6 : 0 : Normal : 0=0 0=0 0 :
: Dragon Armlet    : 58 : 47 : 3 : 2 : Normal : 0=0 0=0 0=0 :
: Gigas Armlet     : 59 : 0 : 0 : 0 : None : 0=0 0=0 0 :
: Minerva Band     : 60 : 57 : 8 : 0 : Normal : 0=0 0=0 0=0 :
: Escort Guard     : 62 : 55 : 5 : 0 : Normal : 0=0 0=0 0=0 :
: Mystile          : 65 : 72 : 50 : 60 : Normal : 0=0 0=0 0=0 :
: Crystal Bangle   : 70 : 45 : 8 : 1 : Normal : 0=0 0=0 0=0 :
: Fire Armlet      : 72 : 52 : 8 : 3 : Normal : 0=0 0=0 :
: Fourth Bracelet  : 74 : 100 : 3 : 3 : Normal : 0=0 0=0 0 :
: Bolt Armlet      : 74 : 55 : 8 : 3 : Normal : 0=0 0=0 :
: Aurora Armlet    : 76 : 54 : 8 : 3 : Normal : 0=0 0=0 :
: Shinra Alpha     : 77 : 34 : 0 : 0 : Normal : 0=0 0=0 0=0 :
: Imperial Guard   : 82 : 74 : 0 : 0 : Normal : 0=0 0=0 0=0 :
: Adaman Bangle    : 93 : 23 : 0 : 0 : Normal : 0=0 :
: Warrior Bangle   : 96 : 21 : 0 : 0 : None : 0=0 0=0 :
: Ziedrich         : 100 : 98 : 15 : 18 : None : None :

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: Armor Name      : Special Attributes : Location :
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: Precious Watch  : None              : Win at the Chocobo races :
:                 :                   : (Class S only).         :
: Wizard Bracelet : None              : Buy at the Mideel weapons :
:                 :                   : store (12000). Steal from :
:                 :                   : Epilonis enemies at the  :
:                 :                   : Ancient Forest.         :
: Bronze Bangle   : None              : Initially equipped.     :
: Iron Bangle     : None              : Buy from Midgar, Sector 7 :
:                 :                   : weapons store (160).     :
: Four Slots     : None              : Trade Coupon B at the 63rd :
:                 :                   : floor of the Shinra Building. :
:                 :                   : Buy at Costa del Sol from the :
:                 :                   : man selling items in the bar :
:                 :                   : (Disc 1 only, 1300)     :
: Titan Bangle    : None              : Buy from Midgar, Sector 5 :
:                 :                   : slums weapon store (280). Buy :
:                 :                   : from Midgar, Wall Market Gun & :
:                 :                   : Machine store (280). Win from :
:                 :                   : Air Buster at the Sector 5 :
:                 :                   : reactor.                 :
: Mythril Armlet  : None              : Buy from Midgar, Machine & Gun :
:                 :                   : store (350). Buy from Kalm :
:                 :                   : weapons store (350). Buy from :
:                 :                   : Outer Junon item store (350). :
:                 :                   : Win from Heli Gunner in the :
:                 :                   : elevator at the Shinra Bldg. :
:                 :                   : Initial equipping of Red XIII. :
: Platinum Bangle : None              : Buy from Inner Junon, 3rd flr :
:                 :                   : above 3rd weapon store (1800). :
:                 :                   : Buy at Costa del Sol, from the :
:                 :                   : man selling items in the bar :
:                 :                   : (Disc 1 only, 1800). Steal :
:                 :                   : from Death Claw enemies at the :
:                 :                   : Gold Saucer desert prison. :
: Carbon Bangle   : None              : Buy at Costa del Sol, from the :

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:	:	:	: man selling items in the bar	:
:	:	:	: (Disc 1 only, 800). Buy from	:
:	:	:	: the North Corel weapons store	:
:	:	:	: (800). Steal from the Moth	:
:	:	:	: Slasher enemies on the 67th	:
:	:	:	: and 68th floors of the Shinra	:
:	:	:	: Building.	:
:	:	:	: Steal from the Marine enemies	:
:	:	:	: in the Shinra cargo ship. Win	:
:	:	:	: from the Submarine Crew	:
:	:	:	: enemies in the Junon	:
:	:	:	: Underwater Reactor.	:
:	:	:	: Buy from Cosmo Canyon, from	:
:	:	:	: the Tiger Lily Arms store	:
:	:	:	: (1300). Win from Dyne at the	:
:	:	:	: Gold Saucer desert prison.	:
:	:	:	: Win at the Chocobo races	:
:	:	:	: (Class S only).	:
:	:	:	: Buy at Bone Village (3700).	:
:	:	:	: Trade with the blacksmith near	:
:	:	:	: Gongaga (the single house),	:
:	:	:	: give him an orb of Mythril	:
:	:	:	: (big, long box). Buy from the	:
:	:	:	: Rocket Town Accessory store	:
:	:	:	: (Disc 1 only, 2000), or from	:
:	:	:	: the Item store (Discs 2-3	:
:	:	:	: only, 2000).	:
:	:	:	: Win from Palmer at Rocket	:
:	:	:	: Town. Buy from the Rocket Town	:
:	:	:	: Item store (Discs 2-3 only,	:
:	:	:	: 8000).	:
:	:	:	: Chest at Sector 8 Underground	:
:	:	:	: during the raid on Midgar in	:
:	:	:	: Disc 2.	:
:	:	:	: Buy at Bone Village (3200).	:
:	:	:	: Win from the Red Dragon at the	:
:	:	:	: Temple of the Ancients. Win	:
:	:	:	: from the Blue Dragon enemies	:
:	:	:	: in Gaea's Cliff. Steal from	:
:	:	:	: the Dark Dragon enemies at the	:
:	:	:	: Northern Crater.	:
:	:	:	: Win from the Demon's Gate at	:
:	:	:	: the Temple of the Ancients.	:
:	:	:	: Steal from the Gigas enemies	:
:	:	:	: at the Whirlwind Maze or at	:
:	:	:	: the Battle Square.	:
:	:	:	: Steal from Elena at the	:
:	:	:	: Winding Tunnel during the raid	:
:	:	:	: on Midgar in Disc 2. Item bag	:
:	:	:	: in the Ancient Forest.	:
:	:	:	: Chest in the sunken Gelinka.	:
:	:	:	: Morph the Iron Man enemies in	:
:	:	:	: the inner area of the Northern	:
:	:	:	: Crater (on the way to the area	:
:	:	:	: to battle Jenova*SYNTHESIS).	:
:	:	:	: Chest in Sector 8 on the way	:
:	:	:	: to the Sister Ray (after	:
:	:	:	: defeating Proud Clod) during	:
:	:	:	: the raid on Midgar in Disc 2.	:
:	:	:	: Chest in the right path after	:
:	:	:	:	:

:	:	:	: the crossroad in the Northern	:
:	:	:	: Crater (read the "FAQ" section	:
:	:	:	: of the Newbie FAQ for info on	:
:	:	:	: how to get the 3rd Mystile).	:
: Crystal Bangle	: None	:	: Buy at the Mideel weapons	:
:	:	:	: store (4800).	:
: Fire Armlet	: Absorbs Fire	:	: Chest in the room with giant	:
:	:	:	: icicles at Gaea's Cliff. Steal	:
:	:	:	: from the Unknown 1 enemies in	:
:	:	:	: the sunken Gelinka.	:
: Fourth Bracelet	: None	:	: Chest in Rocket Town	:
:	:	:	: Accessory store (Discs 2-3	:
:	:	:	: only).	:
: Bolt Armlet	: Absorbs Lightning	:	: Chest in caverns after Disc 1	:
:	:	:	: and the Forgotten Capital	:
:	:	:	: events. Steal from the Unknown	:
:	:	:	: 3 enemies in the sunken	:
:	:	:	: Gelinka.	:
: Aurora Armlet	: Absorbs Ice	:	: Chest in the lower area near	:
:	:	:	: the blue crystal at the	:
:	:	:	: Forgotten Capital. Steal from	:
:	:	:	: the Unknown 2 enemies at the	:
:	:	:	: sunken Gelinka.	:
: Shinra Alpha	: None	:	: Steal from the Captain in the	:
:	:	:	: submarine at the Junon	:
:	:	:	: Underwater Reactor during the	:
:	:	:	: 3rd Huge Materia mission.	:
:	:	:	: Steal from the SOLDIER:1st	:
:	:	:	: enemies on the Sister Ray.	:
: Imperial Guard	: None	:	: Chest in the upper-left path	:
:	:	:	: after the crossroad in the	:
:	:	:	: Northern Crater. Win from the	:
:	:	:	: Cmd. Grand Horn during the	:
:	:	:	: Fort Condor Huge Materia	:
:	:	:	: mission (you should lose the	:
:	:	:	: mini-game to fight the enemy	:
:	:	:	: commander).	:
: Adaman Bangle	: None	:	: Steal from the Adamantaimai	:
:	:	:	: enemies in the shores of the	:
:	:	:	: western continent.	:
: Warrior Bangle	: None	:	: Steal from the Eagle Gun on	:
:	:	:	: the runaway train in Mt. Corel	:
:	:	:	: during the Corel Huge Materia	:
:	:	:	: mission.	:
: Ziedrich	: Halves basic	:	: Steal from Rude in any of the	:
:	: elemental damage,	:	: three encounters starting from	:
:	: STR+20, MAG+20	:	: the Rocket Town encounter with	:
:	:	:	: Rude. These battles include	:
:	:	:	: the encounter with Rude (with	:
:	:	:	: Reno) in the sunken Gelinka,	:
:	:	:	: and the final encounter with	:
:	:	:	: the Turks in the Winding	:
:	:	:	: Tunnel during the raid on	:
:	:	:	: Midgar in Disc 2, as well as	:
:	:	:	: battle with Rude and 2 Attack	:
:	:	:	: Squads at Rocket Town, as	:
:	:	:	: previously mentioned.	:

: [Accessory Listing] <^ACL>

I have full confidence that this listing is complete. Included are the descriptions of each accessory, and all their known locations. Listed below are all the accessories in the game in alphabetical order.

: Accessory : Effect : Location :

: Amulet : LCK+10 : Buy from Mideel Accessory store :
: : : (10000). :
: Bolt Ring : Nullifies Lightning : Buy from Mideel Accessory store :
: : : (8000). Get from sleeping man near :
: : : the Mythril Mine (last 2 digits of :
: : : battles must be even). :
: Cat's Bell : Recover 2 HP/step : Win at the Chocobo races (Classes A :
: : : and S only). :
: Champion Belt : ATK PWR+30, STR+30 : Trade BP (see Battle Square prize :
: : : list above) on the redemption :
: : : machines at the Battle Square. :
: Choco Feather : SPD+10 : Buy from Wutai Item store (10000). :
: : : Trade 1600 BP on the redemption :
: : : machines at the Battle Square (late :
: : : Disc 1 only). :
: Circlet : MAG+30, SPR+30 : Steal from the Ho-chu enemies at the :
: : : Battle Square. Steal from Snow in :
: : : the Great Glacier or at the Battle :
: : : Square. Steal from Ultimate Weapon :
: : : (Highwind mid-air battles only). :
: Curse Ring : Status Up, Auto-CND : Steal from Ultimate Weapon during :
: : : the first encounter at Mideel. Get :
: : : from the clerk at the Weapons store :
: : : in Mideel (after getting the "Beat- :
: : : up Useless Old Key" item, trying it :
: : : on the fake door, and telling the :
: : : truth when asked). :
: Earring : MAG+10 : Buy from the Rocket Town Accessory :
: : : store during Disc 1 (7500). Buy from :
: : : the Item shop in the same town as :
: : : well (Disc 1 only, 7500). :
: Fairy Ring : Immune to PSN, DRK : Chest in the Cave of the Gi in Cosmo :
: : : Canyon. Buy from the Accessory store :
: : : in Mideel (any disc, 7000). :
: Fire Ring : Nullifies Fire : Buy from the Accessory store in :
: : : Mideel (any disc, 8000). Get from :
: : : sleeping man near the Mythril Mine :
: : : (last 2 digits of battles must be :
: : : equal, even numbers). :
: Fury Ring : Auto-BSRK : Trade 2560 BP on the redemption :
: : : machines at the Battle Square (early :
: : : Disc 1 only). Buy from the Gongaga :
: : : Town Accessory store (5000). :
: Headband : Immune to SLP : Buy from Inner Junon, 4th weapon :
: : : store (above 3rd, 5th bldg., 3000). :
: : : Buy from the Gongaga Town Accessory :
: : : store (3000). :
: Hypnocrown : Better chance of : Chest in the caverns after Disc 1 :
: : : success when using : and the Forgotten Capital events. :
: : : Manipulate : :

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: Ice Ring      : Nullifies Ice      : Win from Chekhov at the pagoda in      :
:              :                   : Wutai (after completing the Wutai      :
:              :                   : side-quest). Buy from the Accessory    :
:              :                   : store in Mideel (any disc, 8000).      :
:              :                   : Get from sleeping man near the         :
:              :                   : Mythril Mine (last 2 digits of         :
:              :                   : battles must be equal, even numbers).  :
: Jem Ring     : Immune to PET,     : Win from the Materia Keeper in Mt.     :
:              : SLW PET, PAR       : Nibel. Buy from the Accessory store    :
:              :                   : in Mideel (any dsc, 7500).            :
: Peace Ring   : Immune to SAD, FURY, : Win from Rapps on the Da-Chao         :
:              : CNF, BSRK          : statue mountains in Wutai (during     :
:              :                   : the Wutai side-quest).                 :
: Poison Ring  : Absorbs PSN, attacks : Chest in Whirlwind Maze (area a bit    :
:              : do PSN-based DMG   : further on after defeating             :
:              :                   : Jenova*DEATH), near Save Point.       :
: Power Wrist  : ATK PWR+10        : Win from Bottomswell in Junon during   :
:              :                   : your first visit in Disc 1. Buy from   :
:              :                   : the Rocket Town Accessory store       :
:              :                   : (Disc 1 only, 7500). Buy from the     :
:              :                   : Rocket Town Item store (Discs 2-3    :
:              :                   : only, 7500).                           :
: Protect Ring : Auto-BAR, Auto-MBAR : Morph Mover enemies in the upper-     :
:              :                   : left path after the crossroad in the   :
:              :                   : Northern Crater.                       :
: Protect Vest : VIT+10            : Win from Rufus at the Shinra Bldg.     :
:              :                   : balcony. Get from Dio if you win all  :
:              :                   : 8 battles at the Battle Square when   :
:              :                   : finding the Keystone. Buy from the    :
:              :                   : Rocket own Accessory store (Disc 1    :
:              :                   : only, 3500). Buy from the Rocket     :
:              :                   : Town Item store (Discs 2-3 only,     :
:              :                   : 3500).                                  :
: Reflect Ring : Auto-RFL          : Steal from Ultimate Weapon (Highwind  :
:              :                   : land battles only). Win from         :
:              :                   : Jenova*DEATH in the Whirlwind Maze.   :
: Ribbon       : Immune to PSN, SLP, : Chest in Passage V of the clock        :
:              : DRK, PAR, BSRK, CND : room in the Temple of the Ancients.   :
:              : FURY, SAD, CNF, SIL : Chest in hidden room in Gaea's Cliff  :
:              : MINI, TOAD, PET, SLW : (somewhere indoors, can't pinpoint).  :
:              : PET                 : Morph Ho-chu enemies at the Battle   :
:              :                   : Square. Morph Master Tonberry        :
:              :                   : enemies in the Northern Crater.       :
: Safety Bit   : Immune to instant   : Win from the snowboarding mini-game   :
:              : death attacks, PET, : at the Wonder Square (Course A, get   :
:              : SLW PET, CND.       : 90pts...1st try only). Buy from the  :
:              :                   : Rocket Town Item store (Discs 2-3    :
:              :                   : only, 7500). Item bag inside the     :
:              :                   : cave island (with the puzzle) at the  :
:              :                   : Great Glacier.                         :
: Silver Glasses: Immune to DRK      : Buy from the Gongaga Town Accessory   :
:              :                   : store (3000). Win from Rufus at the   :
:              :                   : platoon display (get as low a score   :
:              :                   : as possible...preferably zero).      :
: Sneak Glove  : Better chance of    : Buy from Midgar, Wall Market Machine  :
:              : success when using  : & Gun store, second counter           :
:              : Steal or Mug.      : (Discs 2-3 only, 129000).           :
: Sprint Shoes : Auto-HASTE         : Get from person near Battle Arena     :
:              :                   : after winning an entire battle       :
:              :                   : series (8 battles) for the first     :

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:           :           : time. Win at the Chocobo races           :
:           :           : (Class S only).                           :
: Star Pendant : Immune to PSN           : Trade Coupon A at the 63rd floor of       :
:           :           : the Shinra Bldg. Win from the Motor       :
:           :           : Ball in the highway in Midgar (chase     :
:           :           : sequence). Buy from the Gongaga Town     :
:           :           : Accessory store (4000).                   :
: Talisman    : SPR+10                 : Win from Sample:HO512 at the 68th       :
:           :           : floor of the Shinra Bldg. Buy from       :
:           :           : the Gongaga Town Accessory store         :
:           :           : (4000).                                    :
: Tetra       : Absorbs Fire, Earth,   : Chest in the right path after the       :
: Elemental   : Lightning and Ice      : crossroad in the Northern Crater.       :
:           :           : Morph Cactuers in the desert area in    :
:           :           : Cactus Island and in the desert         :
:           :           : near the Materia Cave in the Corel      :
:           :           : Area.                                     :
: Toup Ring   : STR+50, SPR+50        : Steal from Reno in any of these 2       :
:           :           : encounters: In the sunken Gelinka       :
:           :           : with Rude, and the final battle with    :
:           :           : the Turks in the Winding Tunnel         :
:           :           : during the raid on Midgar in Disc 2.    :
: Water Ring  : Absorbs Water         : Chest in area after Sleeping Forest.    :
:           :           : Steal from Acrophies enemies in the    :
:           :           : screens before the Forgotten           :
:           :           : Capital (coral-like areas). Steal      :
:           :           : from the Serpent enemies in the        :
:           :           : sunken Gelinka. Acrophies and         :
:           :           : Serpents can be fought in the Battle   :
:           :           : Square as well. I think you can also   :
:           :           : get this ring from the sleeping man    :
:           :           : near the Mythril Mine. Please          :
:           :           : confirm this for me.                   :
: White Cape  : Immune to MINI, TOAD  : Win from Jenova*BIRTH at the Shinra     :
:           :           : Cargo ship. Buy from the Gongaga       :
:           :           : Town Accessory store (5000). Buy       :
:           :           : from the Mideel Accessory store        :
:           :           : (any disc, 5000).                       :

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: [Item Listing] <^ITL>

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This is the longest list in the game, as it lists every single item; useable or not useable. This list I am not sure of, because there are so many items in the game and I can't help thinking I may have missed a few. Well, if I did, then tell me via e-mail (awp_232@yahoo.com). Oh, and I didn't bother relisting the weapons, armor and accessories as it would be pointless (check the lists above). Listed below are all the items in the game (hopefully) in alphabetical order. I played somewhere over 2 weeks straight (X-mas Vacation) to get this list into a "semi-complete" form. Some of the locations for some of the items (Hyper, Ether) were taken from Kao Megura's US Extra FAQ (kmegura@yahoo.com).

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-----
: Item Name      : Effect                : Location                                     :
-----
: 1/35 Soldier   : No use? (Read Fort    : Various buildings in Inner Junon,       :
:                : Condor sect. for more): Win at Speed Square (3000-4999).       :
: 8inch Cannon  : Non-elemental damage  : Win from Attack Squad, Cromwell,       :

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:	:	: one opponent.	:	: Grossspanzer, and Submarine Crew	:
:	:	:	:	: enemies.	:
:	: All Creation	: Learn Yuffie's LV4	:	: Win from Godo at the pagoda in	:
:	:	: Limit Break.	:	: Wutai, after completing the Wutai	:
:	:	:	:	: side-quest.	:
:	: Antarctic Wind	: Casts the Ice2 spell on:	:	: Win at the Chocobo races (Classes	:
:	:	: all opponents.	:	: C, B and A). Morph Jumping	:
:	:	:	:	: enemies in the northern continent.:	:
:	: Antidote	: Cures PSN status.	:	: Buy at item shops (80). Steal or	:
:	:	:	:	: Morph Kelzmelzer enemies at the	:
:	:	:	:	: Battle Square. Win from the	:
:	:	:	:	: Special Combatant enemies in the	:
:	:	:	:	: Sector 4 support pillar or at the	:
:	:	:	:	: Winding Tunnel. Morph Zolokalter	:
:	:	:	:	: enemies in Gaea's Cliff.	:
:	: Autograph	: Dio's Autograph...	:	: Consolation prize for the special	:
:	:	: useless....	:	: battle at the Battle Square.	:
:	: Battery	: Place on the fuse boxes:	:	: Buy from the second counter at	:
:	:	: on the way up the wire	:	: the Machine & Gun store in the	:
:	:	: to the Shinra Bldg.	:	: Wall Market (300).	:
:	: Bird Wing	: Deals wind-based damage:	:	: Win or Steal from the Tonadu	:
:	:	: to all opponents.	:	: enemies in the Corel Area or in	:
:	:	:	:	: the Battle Square. Win/Steal/	:
:	:	:	:	: Morph Zuu enemies in Mt. Nibel.	:
:	: Bolt Plume	: Casts the Bolt2 spell	:	: Win at the Chocobo races (all	:
:	:	: on all opponents.	:	: Classes). Win from the Garuda	:
:	:	:	:	: enemies near Wutai, in the Da-	:
:	:	:	:	: Chao statue mountain, or at the	:
:	:	:	:	: Battle Square. Win from the	:
:	:	:	:	: Needle Kiss enemies on Mt. Corel.	:
:	:	:	:	: Win/Steal from the Thunderbird	:
:	:	:	:	: enemies near Wutai.	:
:	: Carob Nut	: Used for breeding	:	: Exchange 500 GP for this item	:
:	:	: Chocobos (check "FAQ"	:	: from the woman at the Wonder	:
:	:	: section above for more	:	: Square. Win/Steal from the	:
:	:	: info).	:	: Vlakorados enemies just south of	:
:	:	:	:	: Bone Village.	:
:	: Catastrophe	: Learn Barret's LV4	:	: Get from the person wearing black	:
:	:	: Limit Break.	:	: in one of the houses below the	:
:	:	:	:	: inn in North Corel after the	:
:	:	:	:	: Corel Huge Materia mission.	:
:	: Cauldron	: Casts Bad Breath on one:	:	: Win/Steal from the Dragon Zombie	:
:	:	: enemy.	:	: enemies in the Northern Crater.	:
:	:	:	:	: Complete Mission 4 of the	:
:	:	:	:	: Submarine mini-game at the Gold	:
:	:	:	:	: Saucer for the first time.	:
:	: Chaos	: Learn Vincent's LV4	:	: In Discs 2 or 3, go to the crater	:
:	:	: Limit Break.	:	: lake near Mt. Nibel via the	:
:	:	:	:	: submarine or a colored Chocobo.	:
:	:	:	:	: have Vincent in your party, then	:
:	:	:	:	: enter the waterfall. Talk to	:
:	:	:	:	: the woman here (Lucrecia), then	:
:	:	:	:	: leave. Fight 10 battles outside,	:
:	:	:	:	: then reenter. Lucrecia will not	:
:	:	:	:	: be there, but approach the place	:
:	:	:	:	: where she was and examine the	:
:	:	:	:	: tiny speck on the ground, which	:
:	:	:	:	: is actually Vincent's ultimate	:
:	:	:	:	: weapon, the Death Penalty, and	:
:	:	:	:	: his LV4 break manual, Chaos.	:

: Combat Diary	: Record of Dio's	: Consolation prize for playing the	:
:	: battles...big deal??	: Special Battle at the Battle	:
:	:	: Square.	:
: Cornucopia	: Cures MINI status.	: Buy at item shops (150).	:
: Cosmo Memory	: Learn Red XIII's LV4	: Go into the Shinra mansion, then	:
:	: Limit Break.	: head for the room with the safe.	:
:	:	: Enter the ff. combination:	:
:	:	: [Right-36][Left-10][Right-59]	:
:	:	: [Right-97]. Enter this code	:
:	:	: quickly and below the time limit.	:
:	:	: When the safe is open, defeat the	:
:	:	: Lost Number boss (see "Red XIII"	:
:	:	: character info. for strategy).	:
:	:	: Once the battle is over, you will	:
:	:	: receive the Cosmo Memory manual.	:
: Curiel Greens	: Increases Chocobo	: Buy from Choco Billy at the	:
:	: Stamina.	: Chocobo Farm (1000).	:
: Dazers	: Inflicts the PAR status:	: Win from the Bad Rap enemies in	:
:	: on one enemy.	: the sunken Gelinka. Win/Steal	:
:	:	: from the Battery Cap enemies in	:
:	:	: the forests near Mt. Nibel.	:
: Deadly Waste	: Casts the Bio2 spell on:	: Morph Brain Pod enemies on the	:
:	: all opponents.	: 67th, 68th and 69th floors of the	:
:	:	: Shinra Building. Steal from the	:
:	:	: Jayjujaye enemies near Wutai, on	:
:	:	: the Da-Chao statue mountain, or	:
:	:	: at the Battle Square. Win from	:
:	:	: the Slalom enemies in Inner Junon	:
:	:	: or at the Underwater Reactor. Win	:
:	:	: from the Smogger enemies at the	:
:	:	: Sector 5 Reactor. Steal from the	:
:	:	: Zenene enemies on the 67th, 68th	:
:	:	: and 69th floors of the Shinra	:
:	:	: Building.	:
: Desert Rose	: Trade with the Kalm	: Defeat Ruby Weapon (see "Ruby	:
:	: traveler for a crappy	: Weapon Strategy" in the General	:
:	: Gold Chocobo (and I	: Info. section above for more on	:
:	: mean crappy!)	: this Weapon).	:
: Dragon Fang	: Deals lightning-based	: Complete Mission 2 of the	:
:	: damage on all	: Submarine mini-game at the Gold	:
:	: opponents.	: Saucer for the first time. Defeat	:
:	:	: Schizo in Gaea's Cliff.	:
: Dragon Scales	: Water-based damage on	: Steal/Morph the Sea Worm enemies	:
:	: all opponents.	: on the beaches of Mideel, or at	:
:	:	: the Battle Square. Complete	:
:	:	: Mission 3 of the Submarine	:
:	:	: mini-game at the Gold Saucer for	:
:	:	: the first time.	:
: Dream Powder	: Inflicts the SLP status:	: Morph the Crown Lance enemies on	:
:	: on all enemies.	: the beaches on the western side	:
:	:	: of the central continent. Morph	:
:	:	: the Crysales enemies in the	:
:	:	: forested areas near Mideel.	:
: Earth Drum	: Casts Quake2 on all	: Steal from the Christopher	:
:	: opponents.	: enemies (appear alongside Gighee	:
:	:	: enemies) in the upper-left path	:
:	:	: after the crossroads at the	:
:	:	: Northern Crater. Win from the	:
:	:	: Flower Prong enemies in the	:
:	:	: forested area near Gongaga. Win	:

:	:	:	: Win from the Land Worm enemies in :
:	:	:	: the Desert Prison. Win from the :
:	:	:	: Lessaloploth enemies in the Great :
:	:	:	: Glacier or at the Battle Square. :
:	:	:	: Steal from the Levikron enemies :
:	:	:	: near the Chocobo Farm. Morph the :
:	:	:	: Mandragora enemies near the :
:	:	:	: Chocobo Farm. Steal from the :
:	:	:	: Prowler enemies near Midgar. :
:	:	:	: Steal from the Scissors enemies :
:	:	:	: (forgot which half) at the :
:	:	:	: Northern Crater. Win/Steal from :
:	:	:	: the Scrutin Eye enemies at the :
:	:	:	: Shinra Boat. Win from the Shred :
:	:	:	: enemies at the Great Glacier, or :
:	:	:	: at the Battle Square. Steal from :
:	:	:	: the Sonic Speed enemies in Mt. :
:	:	:	: Nibel. Win from the Stilva :
:	:	:	: enemies at Gaea's Cliff or at the :
:	:	:	: Battle Square. Steal from the :
:	:	:	: Stinger enemies in the Cave of :
:	:	:	: the Gi. Win/Steal from the Twin :
:	:	:	: Brain enemies in Mt. Nibel. Win :
:	:	:	: from the Zenene enemies at the :
:	:	:	: Shinra Bldg. Also, win from Reno :
:	:	:	: during your first encounter at :
:	:	:	: the Sector 7 Pillar. Win at the :
:	:	:	: Chocobo Races (Classes C, B and :
:	:	:	: A).
: Eye Drop	: Cures DRK status.	:	: Buy at item shops (50). Win/Steal :
:	:	:	: from the Allemagne enemies at the :
:	:	:	: Northern Crater. Win from the :
:	:	:	: Marine enemies at the Shinra Boat.:
:	:	:	: Win from the Battery Cap enemies :
:	:	:	: near Mt. Nibel.
: Final Heaven	: Learn Tifa's LV4 Limit	:	: Play the Highwind tune on Tifa's :
:	: Break.	:	: piano in Discs 2 or 3: :
:	:	:	: X, Sq, Tri, R1+Tri, X, Sq, Tri, :
:	:	:	: R1+X, Cir, X, Sq, Tri :
:	:	:	: A note from Zangan will pop out, :
:	:	:	: explaining what happened to :
:	:	:	: Nibelheim after the fire, and you :
:	:	:	: will get the Final Heaven Manual. :
: Fire Fang	: Casts Fire2 on all	:	: Morph the Land Worm enemies at :
:	: opponents.	:	: the Desert Prison. Win at the :
:	:	:	: Chocobo Races (Classes C, B and :
:	:	:	: A).
: Fire Veil	: Casts Fire3 on all	:	: Buy at the Wutai Item Shop (800). :
:	: opponents.	:	: Morph the Desert Sahagin enemies :
:	:	:	: near Cosmo Canyon. Win from the :
:	:	:	: Foulander enemies at the Da-Chao :
:	:	:	: statue mountain, or at the Battle :
:	:	:	: Square. Win at the Chocobo Races :
:	:	:	: (Classes A and S).
: Gambler	: Erm, does Cloud gamble?	:	: Consolation prize for playing the :
:	: I don't think so.	:	: Special Battle at the Battle :
:	:	:	: Square.
: Ghost Hand	: Absorbs MP from one	:	: Win/Steal from the Ghost enemies :
:	: opponent.	:	: at the Train Graveyard. :
: Graviball	: Casts Demi on one	:	: Win from the Deenglow enemies at :

:	:	opponent.	:	the Train Graveyard. Steal from	:
:	:		:	the Shadow Maker enemies in the	:
:	:		:	Winding Tunnel (during the raid	:
:	:		:	on Midgar in Disc 2).	:
:	Great Gospel	Learn Aeris' LV4 Limit	:	You can obtain it after you get	:
:		Break.	:	the buggy from Dio after the	:
:	:		:	desert prison events. Drive it to	:
:	:		:	Costa del Sol, then talk to the	:
:	:		:	sailor near the port, who offers	:
:	:		:	to sneak you on board the next	:
:	:		:	ride to Junon for a little gil.	:
:	:		:	When you arrive, drive the buggy	:
:	:		:	across the rivers and shallows	:
:	:		:	until you get to a cave on a	:
:	:		:	mountain with a weird entrance	:
:	:		:	(not the Mythril Mine exit).	:
:	:		:	Enter to find a sleeping man.	:
:	:		:	Talk to him a few times and he'll	:
:	:		:	tell you how many battles you've	:
:	:		:	fought. Try to get the last two	:
:	:		:	digits to match by battling	:
:	:		:	outside. When the digits match,	:
:	:		:	talk to him and he'll wake up and	:
:	:		:	give you either a ring or some	:
:	:		:	Mythril. If he gives you a ring,	:
:	:		:	battle 11 more times outside and	:
:	:		:	go back. Hopefully, he will give	:
:	:		:	you Mythril. When he does, return	:
:	:		:	to Junon with the buggy, and	:
:	:		:	board the ship. When you arrive	:
:	:		:	at Costa del Sol, go to the world	:
:	:		:	map and go to the area south of	:
:	:		:	the Gold Saucer. Look for a	:
:	:		:	single house with a blue roof.	:
:	:		:	Enter it and talk to the	:
:	:		:	blacksmith. Give him the Mythril	:
:	:		:	and choose to open the smaller	:
:	:		:	chest in the upper floor. This	:
:	:		:	chest contains Aeris' LV4 manual,	:
:	:		:	Great Gospel. This is best done	:
:	:		:	in Disc 1 (no need to tell you	:
:	:		:	why).	:
:	Grenade	Special non-elemental	:	Buy at weapon shops (80).	:
:		damage to oneopponent.	:	Win/Morph Grenade Combatant	:
:	:		:	enemies at the Shinra Bldg lobby.	:
:	:		:	Steal from the Mighty Grunt	:
:	:		:	enemies at the Shinra Bldg. 59th	:
:	:		:	floor. Win from the Special	:
:	:		:	Combatant enemies at the Winding	:
:	:		:	Tunnel or at the Sector 7 Pillar.	:
:	:		:	Steal from the Underwater MP	:
:	:		:	enemies at the Junon Underwater	:
:	:		:	Reactor. Win from the	:
:	:		:	Sample:H0512-OPT enemies that	:
:	:		:	fight alongside the Sample:H0512	:
:	:		:	boss at the Shinra Bldg 68th flr.	:
:	:		:	Win from the Junon Town Marching	:
:	:		:	Parade event (get 21% or lower in	:
:	:		:	the TV ratings).	:
:	Guard Source	Increases SPR by 1	:	Morph Armored Golem enemies in	:

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:           : point.           : the Northern Crater. Morph           :
:           :           : Bagnadrana enemies near Corel       :
:           :           : (Corel Area, in Mt. Corel).         :
:           :           : Morph Maximum Kimaira enemies at   :
:           :           : the Sister Ray. Morph Spiral       :
:           :           : enemies near Mideel. Morph         :
:           :           : Unknown 2 enemies at the sunken    :
:           :           : Gelinka. Defeat Rufus & Dark       :
:           :           : Nation. Chest in 2nd floor of      :
:           :           : house in Kalm (straight             :
:           :           : staircase). Find one in the 3rd    :
:           :           : floor of one of the buildings at   :
:           :           : the Junon Airport Path. Chest in   :
:           :           : the 2nd floor of the 1st shell     :
:           :           : building (right path from the      :
:           :           : crossroads) at the Forgotten       :
:           :           : Capital. Going down, 2nd chest     :
:           :           : at the Winding Tunnel during the   :
:           :           : raid on Midgar in Disc 2. 2nd     :
:           :           : chest found at the Northern        :
:           :           : Crater (after chest with Save      :
:           :           : Crystal).                           :
: Guide Book : Trade with Kalm : Morph Ghost Ship enemies in the   :
:           : traveller for the : glass tube-like areas at the      :
:           : Underwater Materia. : entrance to the Junon Underwater  :
:           :           : Reactor.                            :
: Gysahl Greens : Increases Chocobo : Buy from Choco Billy at the       :
:           : Stamina.         : Chocobo Farm (100).               :
: Hero Drink    : Temporarily increases : Win from the Chocobo Races       :
:           : stats for the duration : (Classes B, A and S). Find in the :
:           : of the battle.     : house (rightmost) at Icicle Inn.  :
:           :           : Three Hero Drinks can be found in :
:           :           : various places in the Northern    :
:           :           : Crater.                            :
: Highwind     : Learn Cid's LV4 Limit : Can be obtained after you         :
:           : Break.           : complete the Junon Huge Materia   :
:           :           : mission, and obtained the        :
:           :           : submarine. If you check the world :
:           :           : map, you will notice the curved   :
:           :           : peninsula from the central       :
:           :           : continent sticking out into the   :
:           :           : center of the map. The space     :
:           :           : formed in between that peninsula  :
:           :           : and the central continent is     :
:           :           : where the sunken plane, the      :
:           :           : Gelinka is located. Use your sub  :
:           :           : to dive in the port near Junon.  :
:           :           : You will see Emerald Weapon here  :
:           :           : too. Fight him if you wish, but I :
:           :           : wouldn't recommend it now. Avoid  :
:           :           : him and steer towards that space  :
:           :           : mentioned earlier and you will   :
:           :           : find the Gelinka. If Emerald is  :
:           :           : standing guard here, surface and  :
:           :           : dive back down. Ram it to enter.  :
:           :           : After climbing down, head to the  :
:           :           : left door. You will battle Reno   :
:           :           : and Rude of the Turks here. After :
:           :           : the fight, head forward to the   :
:           :           : door, then go down the stariway.  :

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:           :           : The left chest nearest the screen :
:           :           : holds the Highwind manual.       :
: Hi-Potion : Restores 500 HP of one : Buy at item shops (300). Morph   :
:           : ally.                  : Kalm Fang enemies near Midgar.   :
:           :           : Win from the Nerosuferoth enemies :
:           :           : in the grassy areas after the     :
:           :           : Mythril Mine. Morph Nibel Wolf   :
:           :           : enemies near Nibelheim. Win from :
:           :           : Slaps enemies at the Battle      :
:           :           : Square. Win from Bagnadrana      :
:           :           : enemies near Costa del Sol/Corel. :
:           :           : Win from Bandersnatch enemies    :
:           :           : in the northern continent.       :
:           :           : Win/Morph Bloatfloat enemies in  :
:           :           : Mt. Corel. Morph the Cactuers in :
:           :           : the Gold Saucer desert.          :
:           :           : Steal/Morph from the Devil Ride  :
:           :           : enemies near Midgar. Win from the :
:           :           : Formula enemies near Junon. Win  :
:           :           : from the Golem enemies near Cosmo :
:           :           : Canyon. Win/Morph the Grand Horn :
:           :           : enemies near Gongaga. Win from   :
:           :           : the Grangalan enemies near Corel. :
:           :           : Steal/Morph the Hell Rider VR2   :
:           :           : enemies at the Battle Square.    :
:           :           : Win/Steal from the Ice Golem     :
:           :           : enemies in the Great Glacier or  :
:           :           : the Battle Square. Win from the  :
:           :           : Joker enemies near Corel. Win    :
:           :           : from the Jumping enemies in the  :
:           :           : northern continent/Battle Square. :
:           :           : Win/Morph the Kyuvilduns enemies  :
:           :           : in Mt. Nibel. Win/Morph Levikron :
:           :           : enemies near the Chocobo Farm.    :
:           :           : Win/Morph the Madouge enemies in :
:           :           : the Mythril Mine. Morph the     :
:           :           : Q. Machine Gun enemies in the    :
:           :           : Underwater Reactor. Win from the :
:           :           : Razor Weed enemies near Wutai.   :
:           :           : Win/Morph the Search Crown       :
:           :           : enemies at the Corel railroad    :
:           :           : tracks (Mt. Corel). Win from the  :
:           :           : Sonic Speed enemies in Mt. Nibel. :
:           :           : Win from the Spiral enemies near :
:           :           : Mideel. Win from the Thunderbird :
:           :           : enemies in Mt. Corel. Win from   :
:           :           : the Trickplay enemies in the     :
:           :           : grassy areas south of Bone       :
:           :           : Village. Win/Morph the Valron    :
:           :           : enemies near Mt. Nibel. Steal    :
:           :           : from the Wind Wing enemies in the :
:           :           : Whirlwind Maze. Win/Morph       :
:           :           : Zemzelett enemies near Junon.    :
:           :           : Win from the Chocobo Races      :
:           :           : (Classes C, B, A).              :
: Holy Torch : Casts the Dispel spell : Morph the Evilhead enemies in    :
:           : on one all enemies.    : Gaea's Cliff/Battle Square. Morph :
:           :           : Stilva enemies in the same areas :
:           :           : as the Evilheads.               :
: Hourglass  : Casts the Stop spell on: Morph Kimara Bug enemies in the  :

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:	:	: all enemies.	:	: forested area near Gongaga.	:
:	: Hyper	:	: Cures SAD status.	:	: Buy at item shops (100). Steal
:	:	:	: Causes FURY status if	:	: from Corvette enemies in the
:	:	:	: used on a character	:	: glass area in the Junon
:	:	:	: without SAD status.	:	: Underwater Materia. Steal from
:	:	:	:	:	: the Head Bomber enemies in Gaea's
:	:	:	:	:	: Cliff/Battle Square. Steal from
:	:	:	:	:	: the Pollensalta enemies in the
:	:	:	:	:	: right path after the crossroads
:	:	:	:	:	: in the Northern Crater. Win/Steal
:	:	:	:	:	: from the Sahagin enemies in the
:	:	:	:	:	: sewer area after Corneo's Mansion
:	:	:	:	:	: in Midgar, Wall Market. Win from
:	:	:	:	:	: the Sculpture enemies in the
:	:	:	:	:	: Whirlwind Maze. Win/Morph the
:	:	:	:	:	: Skeeskee enemies near Cosmo
:	:	:	:	:	: Canyon. Morph the Slaps enemies
:	:	:	:	:	: in the Battle Square. Steal from
:	:	:	:	:	: the Sword Dance enemies in the
:	:	:	:	:	: Shinra Bldg. Win from the Chocobo
:	:	:	:	:	: Races (Classes C, B).
:	: Ice Crystal	:	: Casts the Ice3 spell on:	:	: Morph Bandersnatch enemies in the
:	:	:	: all opponents.	:	: northern continent. Win from the
:	:	:	:	:	: Snow enemies in the Great
:	:	:	:	:	: Glacier/Battle Square. Win from
:	:	:	:	:	: the Chocobo Races (Classes A, S).
:	: Impaler	:	: Inflicts the TOAD	:	: Buy at the Upper Junon Accessory
:	:	:	: status on all enemies.	:	: Shop (500). Steal from the Touch
:	:	:	:	:	: Me enemies near Gongaga.
:	:	:	:	:	: Win/Steal from the Toxic Frog
:	:	:	:	:	: enemies in the Temple of the
:	:	:	:	:	: Ancients/Battle Square.
:	: Ink	:	: Inflicts the DRK status:	:	: Steal from the Bad Rap enemies in
:	:	:	: on all enemies.	:	: the sunken Gelinka. Win from the
:	:	:	:	:	: Submarine mini-game at the Gold
:	:	:	:	:	: Saucer for completing the
:	:	:	:	:	: Underwater Huge Materia Battle
:	:	:	:	:	: for the first time.
:	: Kiss of Death	:	: Instantly kills all	:	: Win from the Death Dealer enemies
:	:	:	: enemies.	:	: in the right path after the
:	:	:	:	:	: crossroads at the Northern
:	:	:	:	:	: Crater.
:	: Krakka Greens	:	: Increases Chocobo	:	: Buy from Choco Billy at the
:	:	:	: Appearance.	:	: Chocobo Farm (250).
:	: Lasan Nut	:	: Used for breeding	:	: Buy from Choco Billy at the
:	:	:	: Chocobos.	:	: Chocobo Farm (600). Win/Steal
:	:	:	:	:	: from the Mandragora enemies near
:	:	:	:	:	: the Chocobo Farm.
:	: Light Curtain	:	: Casts the Barrier spell:	:	: Morph the Corvette enemies in the
:	:	:	: on all allies.	:	: glass area in the Junon
:	:	:	:	:	: Underwater Reactor. Win from the
:	:	:	:	:	: Garuda enemies in the Da-Chao
:	:	:	:	:	: statue in Wutai/Battle Square.
:	:	:	:	:	: Morph the Sword Dance enemies in
:	:	:	:	:	: the Shinra Bldg.
:	: Loco Weed	:	: Inflicts the CNF status:	:	: Win from the Corvette enemies in
:	:	:	: on all enemies.	:	: the glass area in the Junon
:	:	:	:	:	: Underwater Reactor. Win from the
:	:	:	:	:	: Hammer Blaster enemies in the
:	:	:	:	:	: Shinra Bldg. Win from the Razor

:	:	:	: Weed enemies near Wutai. Win from :
:	:	:	: the SOLDIER:3rd enemies in the :
:	:	:	: Shinra Bldg. Win from the Sword :
:	:	:	: Dance enemies in the Shinra Bldg. :
: Luchile Nut	: Used for breeding	:	: Buy from Choco Billy at the :
:	: Chocobos.	:	: Chocobo Farm (200). Win/Steal :
:	:	:	: from the Nibel Wolf enemies near :
:	:	:	: Mt. Nibel. :
: Luck Source	: Increases LCK by 1	:	: Morph the Bad Rap enemies in the :
:	: point.	:	: sunken Gelinka. Find in one of :
:	:	:	: the buildings on the Junon :
:	:	:	: Airport Path. Get 2 from the :
:	:	:	: Sephiroth clones in the Inn at :
:	:	:	: Nibelheim. Chest at the bottom of :
:	:	:	: the Northern Crater (before the :
:	:	:	: Inside of the Planet screens). :
: Lunar Curtain	: Casts the MBarrier	:	: Win from the Foulancer enemies in :
:	: spell on all allies.	:	: the Da-Chao statue. :
: Magic Source	: Increases MAG by 1	:	: Morph the 8 eye enemies in the :
:	: point.	:	: Temple of the Ancients (path III :
:	:	:	: of the clock room)/Battle Arena. :
:	:	:	: Morph the Unknown 3 enemies in :
:	:	:	: the sunken Gelinka. :
: Maiden's Kiss	: Cures the TOAD status.	:	: Buy at item shops (150). Win from :
:	:	:	: the Touch Me enemies near :
:	:	:	: Gongaga. :
: Masamune Blade	: Replica of Sephiroth's	:	: Score from 3000-4999 points in :
:	: sword (no use).	:	: the Speed Square at the Gold :
:	:	:	: Saucer (one of the possible :
:	:	:	: prizes, randomly selected). :
: Megalixir	: Recovers all HP/MP of	:	: Win from the Master Tonberry :
:	: the entire party.	:	: enemies at the Northern Crater. :
:	:	:	: Win at the Chocobo Races :
:	:	:	: (Class S). Receive from the bar :
:	:	:	: owner for reading all the 6 :
:	:	:	: Turtle's Paradise Flyers. :
: Mimett Greens	: Feed Chocobos in	:	: Buy from Choco Billy at the :
:	: battle. Special uses.	:	: Chocobo Farm (1500). :
: Mind Source	: Increases SPR by 1	:	: Morph the Killbin enemies in the :
:	: point.	:	: Whirlwind Maze. Morph the Serpent :
:	:	:	: enemies in the sunken Gelinka. :
:	:	:	: Morph the Dragon Rider enemies in :
:	:	:	: the Battle Square. :
: Mirror	: Casts the Reflect spell	:	: Win from the Mirage enemies at :
:	: on all allies.	:	: the Shinra Mansion. :
: Molotov	: Damages one enemy	:	: Buy from various weapon stores :
:	: (Fire-based).	:	: (400). Win from the Guard System :
:	:	:	: enemies in Junon (path to the :
:	:	:	: Underwater Reactor). Win from the :
:	:	:	: Hard Attacker enemies in the :
:	:	:	: Junon Underwater Reactor. :
: M-Tentacles	: Casts the Bio3 spell on:	:	: Win/Steal from the Marlboro :
:	: all enemies.	:	: enemies in Gaea's Cliff/Northern :
:	:	:	: Crater (right path after :
:	:	:	: crossroads). Win from the Sneaky :
:	:	:	: Step enemies in the Cave of the :
:	:	:	: Gi. :
: Mute Mask	: Inflicts the SIL status:	:	: Wi/Morph the Bahba Velamyu :
:	: on all enemies.	:	: enemies near Mt. Nibel. Steal :
:	:	:	: from the Crazy Saw enemies in :

:	:	:	: Midgar, Sector 8 Underground	:
:	:	:	: during the raid on Midgar in Disc	:
:	:	:	: 2. Morph the Dorky Face enemies	:
:	:	:	: the Whirlwind Maze/Battle Square.	:
:	:	:	: Win from the Garuda enemies in	:
:	:	:	: the Da-Chao mountain in Wutai/	:
:	:	:	: Battle Square.	:
:	: Omnislash	: Learn Cloud's LV4 Limit:	: Win Cloud's LV4 manual from the	:
:	:	: Break.	: Gold Saucer's Battle Square for	:
:	:	:	: 64000BP early on in Disc 1,	:
:	:	:	: 51200BP later on in Disc 1, and	:
:	:	:	: 32000BP in Discs 2 and 3.	:
:	: Pahsana Greens	: Increases Chocobo	: Buy from Choco Billy at the	:
:	:	: Appearance.	: Chocobo Farm (250).	:
:	: Phoenix Down	: Cures KO status,	: Buy at item shops (300). Steal	:
:	:	: restores 1/10th of	: from the 2-Faced enemies in the	:
:	:	: MAX HP.	: desert prison. Morph the Ark	:
:	:	:	: Dragon enemies in the Mythril	:
:	:	:	: Mine. Steal from the Behemoth	:
:	:	:	: enemies in Midgar, Sector 8	:
:	:	:	: Underground. Win from the	:
:	:	:	: Christopher/Gighee enemies in the	:
:	:	:	: Northern Crater. Win from the	:
:	:	:	: Crazy Saw enemies in Midgar,	:
:	:	:	: Sector 8 Underground. Win from	:
:	:	:	: the Dorky Face enemies in the	:
:	:	:	: Whirlwind Maze/Battle Square. Win	:
:	:	:	: from the Ghirofelgo enemies in	:
:	:	:	: the Shinra Mansion. Win/Steal/	:
:	:	:	: Morph the Griffin enemies near	:
:	:	:	: Cosmo Canyon. Steal from the	:
:	:	:	: Heavy Tank enemies in Gongaga.	:
:	:	:	: Steal from the Ironite enemies	:
:	:	:	: in the Whirlwind Maze/Battle	:
:	:	:	: Square. Win/Steal from the	:
:	:	:	: Lessaloploth enemies in the Great	:
:	:	:	: Glacier/Battle Square. Steal from	:
:	:	:	: the Magnade enemies in the Great	:
:	:	:	: Glacier. Steal from the	:
:	:	:	: Malldancer enemies in the coral	:
:	:	:	: areas after/before the Forgotten	:
:	:	:	: Capital. Win from the Tail Vault	:
:	:	:	: enemies near Wutai/Battle Square.	:
:	:	:	: Win from the Vargid Police	:
:	:	:	: enemies in the Shinra Bldg. Win/	:
:	:	:	: Morph the Wind Wing enemies in	:
:	:	:	: the Whirlwind Maze. Win from the	:
:	:	:	: Battle Square (100 BP, Disc 1).	:
:	:	:	: Win at the Chocobo Races (all	:
:	:	:	: Classes).	:
:	: Pepio Nut	: Used for breeding	: Buy from Choco Billy at the	:
:	:	: Chocobos.	: Chocobo Farm (100). Win/Steal	:
:	:	:	: from the Dual Horn enemies in the	:
:	:	:	: Battle Square.	:
:	: Porov Nut	: Used for breeding	: Buy from the Chocobo Sage (2000).	:
:	:	: Chocobos.	:	:
:	: Potion	: Restores 100 HP of one	: Buy at item shops (50). Win from	:
:	:	: ally.	: the Blugu enemies in Midgar,	:
:	:	:	: Sector 4(??). Win from the	:
:	:	:	: Capparwire enemies near Junon.	:

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:           :           : Win from the Ceasar enemies in :
:           :           : the sewer area after Corneo's  :
:           :           : Mansion in the Wall Market,   :
:           :           : Midgar. Win from the Chuse Tank :
:           :           : enemies in the Winding Tunnel. :
:           :           : Win from the Custom Sweeper   :
:           :           : enemies near Midgar. Win from the :
:           :           : Death Dealer enemies in the   :
:           :           : Northern Crater (right path after :
:           :           : the crossroads). Win/Steal from :
:           :           : the Desert Sahagin enemies near :
:           :           : Cosmo Canyon. Steal from the   :
:           :           : Devil Ride enemies near Midgar. :
:           :           : Win from the Elfadunk enemies  :
:           :           : near the Chocobo Farm. Win from :
:           :           : the Grunt enemies in the Sector 1 :
:           :           : Mako Reactor. Win from the Guard :
:           :           : Hound enemies in Midgar, Sector :
:           :           : 1. Win from the Hedgehog Pie   :
:           :           : enemies in Midgar, Sector 5    :
:           :           : Slums. Win/Morph the Hell House :
:           :           : enemies in Midgar, Sector 5    :
:           :           : Slums. Win from the Hell Rider  :
:           :           : VR2 enemies near Junon. Win from :
:           :           : the Kalm Fang enemies near    :
:           :           : Midgar. Win from the Kelzmelzer :
:           :           : enemies near the Chocobo Farm.  :
:           :           : Win from the Mono Drive enemies :
:           :           : in Midgar, Sector 1. Win from the :
:           :           : MP enemies in Midgar. Win from  :
:           :           : the Prowler enemies in Midgar,  :
:           :           : Sector 5 Slums. Win from the    :
:           :           : Sahagin enemies in the sewer    :
:           :           : after Corneo's Mansion in the   :
:           :           : Wall Market, Midgar. Win/Morph :
:           :           : the Vice enemies in Midgar,    :
:           :           : Sector 5 Slums. Steal/Morph the :
:           :           : Whole Eater enemies in Midgar,  :
:           :           : Sector 5 Slums.                :
: Power Source : Increases STR by 1 : Morph the Heavy Tank enemies in :
:               : point.             : Gongaga. Morph the Screamer     :
:               :                   : enemies in Mt. Nibel. Morph the :
:               :                   : Unknown 1 enemies in the sunken :
:               :                   : Gelinka. Win from Hojo in the   :
:               :                   : Sister Ray (Disc 2 Boss).       :
: Pram Nut     : Used for breeding : Buy from the Chocobo Sage (1500). :
:               : Chocobos.         :                                   :
: Reagan Greens : Increases Chocobo : Buy from the Chocobo Sage (3000). :
:               : Stamina.          : Exchange for 2000 BP in the     :
:               :                   : Battle Square (Discs 2-3).      :
: Remedy       : Cures all status  : Buy at item shops (1000). Morph :
:               : ailments.         : the Gagighandi enemies near    :
:               :                   : Gongaga. Win from the Jayjujayme :
:               :                   : enemies in the Da-Chao statue in :
:               :                   : Wutai/Battle Square. Morph the  :
:               :                   : Needle Kiss enemies in Mt. Corel. :
:               :                   : Win/Steal/Morph the Parasite    :
:               :                   : enemies in the Northern Crater.  :
:               :                   : Steal from the SOLDIER:2nd     :
:               :                   : enemies in Upper Junon. Morph the :

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:	:	:	: Touch Me enemies near Gongaga.	:
:	:	:	: Morph the Toxic Frog enemies in	:
:	:	:	: the Temple of the Ancients/Battle	:
:	:	:	: Square. Win/Steal/Morph the Under	:
:	:	:	: Lizard enemies in the Battle	:
:	:	:	: Square. Steal/Morph the Velcher	:
:	:	:	: Task enemies near Rocket Town.	:
:	:	:	: Morph the Zenene enemies in the	:
:	:	:	: Shinra Bldg. Exchange for 200 BP	:
:	:	:	: (or 100 BP in Discs 2-3) in the	:
:	:	:	: Battle Square.	:
: Right Arm	: Damages one opponent.	:	: Win/Steal from the Grenade	:
:	:	:	: enemies in the Northern Crater.	:
:	:	:	: Exchange for 500 BP in the Battle	:
:	:	:	: Square (Discs 2-3).	:
: Saraha Nut	: Used for breeding	:	: Buy from Choco Billy at the	:
:	: Chocobos.	:	: Chocobo Farm (400). Win/Steal	:
:	:	:	: from the Spencer enemies near the	:
:	:	:	: Gold Saucer (grassy areas).	:
: Save Crystal	: Create an instant Save	:	: Chest in the first screen of the	:
:	: Point (Northern Crater	:	: Northern Crater.	:
:	: only).	:	:	:
: Shrapnel	: Damages one opponent	:	: Win/Morph the Bomb enemies in Mt.	:
:	: (Fire-based).	:	: Nibel.	:
: Shrivel	: Inflicts the MINI	:	: Buy from the top floor Accessory	:
:	: status on all enemies.	:	: Shop in Upper Junon (400). Win	:
:	:	:	: from the Gremlin enemies in the	:
:	:	:	: Whirlwind Maze/Battle Square.	:
:	:	:	: Win/Steal from the Grimguard	:
:	:	:	: enemies in the coral areas before	:
:	:	:	: and after the Forgotten Capital.	:
: S-Mine	: Damages one opponent.	:	: Buy from various Item Shops	:
:	:	:	: (1000). Steal from the Attack	:
:	:	:	: Squad enemies in Upper Junon/	:
:	:	:	: Rocket Town. Win from the Senior	:
:	:	:	: Grunt enemies in the Junon	:
:	:	:	: Underwater Reactor. Win from the	:
:	:	:	: Submarine Crew enemies in the	:
:	:	:	: Junon Underwater Reactor.	:
:	:	:	: Exchange for 3200 BP at the	:
:	:	:	: Battle Square (Disc 1).	:
: Smoke Bomb	: Casts the Exit spell on:	:	: Win from the Edgehead enemies	:
:	: the entire party.	:	: near Wutai. Win from the Gi	:
:	:	:	: Spector enemies in the Cave of	:
:	:	:	: the Gi. Morph the Hammer Blaster	:
:	:	:	: enemies in the Shinra Bldg. Steal	:
:	:	:	: from the Slalom enemies in the	:
:	:	:	: Junon Underwater Reactor.	:
: Soft	: Cures PET status.	:	: Buy at item shops (150). Steal	:
:	:	:	: from the Bloatfloat enemies in	:
:	:	:	: Mt. Corel. Win/Steal/Morph the	:
:	:	:	: Cockatrice enemies in Mt. Corel.	:
:	:	:	: Win/Steal from the Gagighandi	:
:	:	:	: enemies near Gongaga. Steal from	:
:	:	:	: the Needle Kiss enemies in Mt.	:
:	:	:	: Corel. Win/Steal rom the Vagyrisk	:
:	:	:	: enemies near Cosmo Canyon.	:
: Speed Drink	: Casts the Haste spell	:	: Morph the Formula enemies near	:
:	: on all allies.	:	: Junon. Morph the Sonic Speed	:
:	:	:	: enemies in Mt. Nibel. Steal from	:

:	:	:	the Vice enemies in Midgar,	:
:	:	:	Sector 5 Slums.	:
:	Speed Source	:	Increases SPD by 1	:
:	:	:	Morph the Poodler enemies in the	:
:	:	:	point.	:
:	Spider Web	:	sunken Gelinka.	:
:	:	:	Win from the Grashstrike enemies	:
:	:	:	status on all enemies.	:
:	:	:	in the Winding Tunnel (Disc 1).	:
:	:	:	Steal from the Kimara Bug enemies	:
:	:	:	near Gongaga.	:
:	Stardust	:	Exchange for 8000 BP at the	:
:	:	:	Battle Square (Discs 2-3).	:
:	Super Sweeper	:	Score from 3000-4999 points in	:
:	:	:	the reactor (no use	:
:	:	:	the Speed Square at the Gold	:
:	:	:	Saucer (one of the possible	:
:	:	:	prizes, randomly selected).	:
:	:	:	the reactors ^_^).	:
:	Swift Bolt	:	Buy from the Wutai Item Shop	:
:	:	:	(800). Morph the Thunderbird	:
:	:	:	enemies near Wutai. Win at the	:
:	:	:	Chocobo Races (Classes A, S).	:
:	Sylkis Greens	:	Buy from the Chocobo Sage (5000).	:
:	:	:		:
:	:	:	Increases Chocobo	:
:	:	:	Speed, Appearance and	:
:	:	:	Stamina	:
:	T/S Bomb	:	Win/Steal/Morph the Flapbeat	:
:	:	:	enemies near the Gold Saucer	:
:	:	:	(grassy areas). Complete Mission	:
:	:	:	1 on the Submarine mini-game at	:
:	:	:	the Gold Saucer for the first	:
:	:	:	time.	:
:	Tantal Greens	:	Buy from Choco Billy at the	:
:	:	:	Chocobo Farm (400).	:
:	Tent	:	Buy at item shops (500). Win from	:
:	:	:	the Bandit enemies in the desert	:
:	:	:	prison. Steal from the Gremlin	:
:	:	:	enemies in the Whirlwind Maze/	:
:	:	:	Battle Square.	:
:	Tissue	:	Fight in the Battle Square. Win	:
:	:	:	or Lose, this is a consolation	:
:	:	:	prize (regular battle only).	:
:	Tranquilizer	:	Buy at item shops (100). Steal	:
:	:	:	from the Attack Squad enemies in	:
:	:	:	Upper Junon/Rocket Town. Steal	:
:	:	:	from the Ceasar enemies in the	:
:	:	:	sewer area after Corneo's Mansion	:
:	:	:	in the Wall Market, Midgar. Win/	:
:	:	:	Morph the Cuahl enemies in Gaea's	:
:	:	:	Cliff. Steal from the Grenade	:
:	:	:	Combatant enemies in the Shinra	:
:	:	:	Bldg. Steal/Morph the Head Bomber	:
:	:	:	enemies in Gaea's Cliff/Battle	:
:	:	:	Square. Steal from the Head	:
:	:	:	Hunter enemies near Mideel. Win/	:
:	:	:	Steal from the Mighty Grunt	:
:	:	:	enemies in the Shinra Bldg. Win	:
:	:	:	from the Razor Weed enemies near	:
:	:	:	Wutai. Steal from the Skeeskee	:
:	:	:	enemies near Cosmo Canyon. Steal/	:
:	:	:	Morph the Vargid Police enemies	:
:	:	:	in the Shinra Bldg.	:
:	Turbo Ether	:	Trade for 100 GP at the Wonder	:
:	:	:	Square in the Gold Saucer. Win	:
:	:	:	ally.	:


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:           :           : Custom Sweeper enemies near           :
:           :           : Midgar. Win from the Dragon           :
:           :           : Zombie enemies in the Northern       :
:           :           : Crater. Win from the Eagle Gun       :
:           :           : enemy in the runaway train in Mt.    :
:           :           : Corel during the Corel Huge           :
:           :           : Materia Mission. Win/Steal from     :
:           :           : the Gargoyle enemies in the         :
:           :           : Northern Crater. Morph the           :
:           :           : Gremlin enemies in the Whirlwind     :
:           :           : Maze/Battle Square. Win from the     :
:           :           : King Behemoth enemies in the        :
:           :           : Northern Crater. Win from the        :
:           :           : Magnade enemies in the Great         :
:           :           : Glacier. Morph the Malldancer       :
:           :           : enemies near the Chocobo Farm.       :
:           :           : Win from the Manhole enemies in     :
:           :           : Midgar, Sector 8 Underground. Win    :
:           :           : from the Pollensalta enemies in     :
:           :           : the Northern Crater (right path     :
:           :           : after the crossroads). Win from     :
:           :           : the Rilfsak enemies in the          :
:           :           : Ancient Forest. Win from the        :
:           :           : Roulette Cannon enemies in Upper    :
:           :           : Junon. Win from the SOLDIER:2nd     :
:           :           : enemies in Upper Junon. Steal       :
:           :           : from the Spiral enemies near        :
:           :           : Mideel. Win from the Zolokalter     :
:           :           : enemies in Gaea's Cliff/Battle      :
:           :           : Square. Win from Rude during the     :
:           :           : second encounter with the Turks     :
:           :           : in Gongaga.                         :
: Zeio Nut   : Used for breeding   : Steal from the Goblin enemies in    :
:           : Chocobos (check FAQ : Goblin Island/Round Island.    :
:           : section above for more :           :
:           : info).               :           :

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: - END OF ITEM LIST *WHEW!* -
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: [Next Version Wishlist] <^WL>

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OK, so I still plan on updating this FAQ, because it's still incomplete. If you read most of the sections, you will notice this as well. Any contributions, including strategy, comments, etc. will be reviewed and considered. Please do

not E-mail me any Materia combos, as I really don't care much if you do. Also, do NOT email me questions about FF7, which could be easily answered by reading this FAQ. Take the extra bit of effort to read through, and don't bother me with such pointless questions, as my email is already too flooded as it is. If I get an email about FF7, I will immediately delete it and you will not get a reply. I know my share of tricks involving Materia, and I'll just stick to them, thank you. Anyway, next version, I will probably include:

- Hidden stats/status effects (I know they're there...).
- DMG and MAG DMG formulas.
- EVA and MAG EVA formulas.
- More Weapon strategies.
- Completed quick-walkthrough section (yep, until now it isn't complete).
- Any contributions I may consider, and whatever I want to add in the future.

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I hope you've enjoyed this FAQ as it is for now. I know it may not be as complete, but I swear all of it (excluding the rumors FAQ) is written by me. I did not copy any of this from any other FAQ (except that which is referenced). This document is based purely on my knowledge on Final Fantasy VII. I expect you to do the same, and do not copy this FAQ or any text contained within. This unpublished document is copyright of me, Arctic (awp_232@yahoo.com). You may not post this FAQ on a site without my consent. I will protect my work with what I can do. I will not tolerate any online copies without my permission. E-mail me and ask first before making copies of this guide. You may not exchange this FAQ for any sort of monetary value. It has been made for personal use only. The sole purpose of this guide is to help players play FF7, and is not to be used for any other purposes whatsoever. You may not claim any part of this guide as your own. If you download it, you are merely viewing it, and do not own it. The various rumors in the rumors FAQ are copyright of their respective contributors (UserId in GameFAQs listed). Everything else is Copyright 2001-2002 [DC]@rct!c. Only the following sites are allowed to upload this document without my permission:

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: [Credits] <^CC>

I want to thank the following people for their support. This FAQ would not have been possible without most of them (well, some, actually ^_^)

Arctic <---- Author, writer, gamer, FF7 player, CS kick-ass sniper, etc. etc.
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(bradleys@clearsail.net)

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(frankbrodie@yahoo.com) Chaos manual and Death Penalty.

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(heretic6@yahoo.com)

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OmniFreak85      \  
PyntieHet        |  
EXCALIBUR III    |  
NikanoruGirl     |  
Cidolfas Orlandu |  
SS10000 Sephiroth |  
Illusions        |---- Rumor Contributors (Even though it was removed).  
insanelicense    |  
Slack            |  
Yrtalien         |  
ffl2and3rocks    |  
monstro city     /
```

Special Thanks:

Kao Megura

- King of FAQ authors!!! No one is greater than you man!!! Your US FAQ really helped with my Ancient Forest Walkthrough (no, I didn't copy it, I just needed help playing through the area myself on my first file).

Squaresoft

- Great game, this FAQ would definitely have not been possible without Final Fantasy VII!!

RPG Gamer \
GameSage99 |----- Heheh, I don't know why, but I don't think I would have made
aidynmaster / this FAQ without you guys. My first "friends" at the
 FF7 board :D

---- *More Thank You's Deleted :P*

Final Fantasy VII FAQ/Walkthrough

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"There ain't no gettin' offa this train we're on!" - Cloud Strife, FF7

- E N D -

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